

# Alabama Grand Prix Compete USA Series



2017 Announcement

# Learn to Skate USA Basic Skills Compete USA Series

# Skate your Dreams... Journey through Alabama

We are pleased to announce the 5th Annual Alabama Grand Prix Basic Skills Compete USA Series, an exciting skating opportunity for the basic skills level skater. The Alabama Grand Prix Basic Skills Compete USA Series is sponsored equally by the Huntsville Skating School & Training Academy, the Skating Club of Huntsville, Point Mallard Figure Skating Club, the Pelham Skating School, and the Birmingham Figure Skating Club. This is a Learn to Skate USA approved Basic Skills Compete USA Series with the approval posted in each participating arena. Competition announcements and packages are available through all participating figure skating clubs and via the club websites. Each competition has its own entry forms – so please make sure to read the entire announcement for details. Questions regarding this series can be directed to any of the contacts listed below.

**MISSION STATEMENT:** The purpose of this competition is to promote an enjoyable, introductory, competitive experience for the beginning skater and develop their USFS basic skills in a fun environment.

#### **EVENTS TO TAKE PLACE AT:**

### EVENT #1 Blades in Decatur



Saturday, March 11, 2017

www.pointmallardfsc.com

#### **Contact:**

**Heidi** • 256-654-3330 or heidilangham@gmail.com

# **Application Deadline:** February 25, 2017

Point Mallard Ice Complex 2901 Point Mallard Drive SE, Decatur, AL 35601

Rink Measures: 200 ft. x 85 ft.

# **EVENT #2 Rocket City Junior Classic**



Saturday, March 25, 2017

www.hsviceplex.org www.schsv.com

#### **Contacts:**

**Lisa** • 256-830-0930 or scofhuntsville@gmail.com

# Application Deadline: March 12, 2017

Huntsville Ice Complex 3185 Leeman Ferry Road, Huntsville AL, 35801

Rink Measures: 200 ft. x 85 ft.

#### EVENT #3 Blades in Bama



Saturday, April 8, 2017

www.bhamfsc.org

#### Contacts:

Emily • 205-602-0335 or emilynsanders@yahoo.com or Kristen • 205-281-4870

# Application Deadline: March 25, 2017

Pelham Civic Complex 500 Amphitheater Road, Pelham AL, 35214

Rink Measures: 200 ft. x 85 ft.

USFS Sanction #24856

Entry into the Series is optional and not a requirement to participate by any of the hosting clubs competitions. However, to be included in the Series and season end awards ceremony you must be a Series participant. You may enter the Series at any point during the season.

Free Skate, Elements/Compulsory, TOI, Dance and Showcase Program Series Point System: A skater must be registered with the Alabama Grand Prix Basic Skills Compete USA Series to be eligible for accumulating points. Each event will have a maximum of six skaters.

The system for scoring points for the series awards will be as follows:

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1st place – 6 points

2nd place – 5 points

3rd place – 4 points

4th place – 3 points

5th place – 2 points

6th place – 1 point
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Final series awards will be awarded at the end of the series in Pelham at the conclusion of Blades in Bama on April 8, 2017. You need not be present at the series end ceremony to receive your award. Events with a single skater will earn three (3) points for the skater. Events with 2-6 skaters will award points as stated above. For example, in a two (2) person event, the winner would receive 6 points and the second place would receive 5. All points follow the skater throughout the series. Series awards will be awarded to top three point-earners in each level from Snowplow Sam through test levels. The series awards will be awarded to the skaters at their level as of the last competition in the series. (Also see "Awards" below).

**AWARDS:** All competitors will receive an award at each of the three (3) hosting sites. Skaters will be awarded medals for 1st, 2nd, and 3rd places. 4th through 6th will receive ribbons. All events are final rounds, with awards handed out at appropriate times throughout the competition and a podium available for group and individual photos.

During the Grand Prix Series, skaters will have the chance to compete at three (3) different arenas and earn points for a final standing. Skaters' points from their performance in Series Events will be calculated to determine Series placement. Series awards will be awarded at the conclusion of the 2017 Alabama Grand Prix Basic Skills Compete USA Series to the skaters with the highest point totals. Overall awards will be based on point totals for the following:

- Compulsory/Elements and Free Skate events combined to create overall for level.
- Dance and Hockey events will be awarded overall 1, 2, 3 placements individually.
- TOI/Synchro Teams will be awarded Series Awards in the form of a Trophy for the Team.
- Series awards for showcase, jumps, and spins will not be given. In the event of total points tied, all skaters tied for a place will be awarded a medal no ties will be broken.



# Blades in Bama

Compete USA Competition April 8, 2017

Referee: Karen Litwiniec

Pelham Civic Complex 500 Amphitheater Road, Pelham AL, 35214

# **ELIGIBILITY RULES FOR PARTICIPANTS:**

The Competition is open to ALL skaters who are current eligible (ER.100) members of either the Learn to Skate USA program and/or full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete, but must be registered with the host Learn to Skate USA program/club or any other Learn to Skate USA program/club.

Eligibility will be based on skill level as of closing date of entries. All **SNOWPLOW SAM AND LEARN TO SKATE USA SKATERS THROUGH BASIC 6** must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including Moves in the Field or Individual Dances. Skaters in other events may skate at highest level passed OR one level higher, BUT not both levels in the same event during the same competition. Skaters will be broken into groups by age to all extents possible. Males and females will be placed in the same group.

ENTRIES AND FEES: Space may be limited by site so please get your registrations in early. Late entries will be accepted if space permits, with a \$25 late penalty. Entry fees are per person, U.S. dollars. The *first event is* \$50, the *second event* \$20, and the *third or more event is* \$15. The registration fee for Basic Skills TOI teams is \$50. For all other TOI levels, the team registration fee is \$100 for the CE and \$150 for the Free Program. Online registration and credit card payment is available at <a href="https://www.bhamfsc.com">www.bhamfsc.com</a>. Online entries must be completed by midnight on <a href="https://www.bhamfsc.com">March 25</a>, 2017, deadline unless the event is cancelled for lack of entries. Refunds to entries made online will be minus the online processing fees. Entry fees paid via credit card will be refunded to the same card. If you register online, the processing fee is not refundable for any reason. Please contact the registrar regarding refunds. Entries requiring changes to levels or events will be assessed a \$25 change fee. (All changes are subject to referee approval.) All competitors, except Basic Skills entries, must be U.S. Figure Skating members (including those in Beginner events).

**AWARDS:** Everyone will receive an award. ALL events will be final rounds. Medals will be awarded to first, second, and third places. ALL other places will receive ribbons. ALL awards will be given at appropriate times throughout the competition.

**SCHEDULE OF EVENTS:** Event schedules will be posted on each hosting clubs website within a week prior to the competition. Schedules *may* also be available online at EntryEeze. If available on EntryEeze, each skater's schedule will be available to print for both the skater and the coach.

**PRACTICE ICE:** Practice ice will be available at each of the hosting sites. Details will be provided online during registration, as well as the hosts' website prior to each of the competition dates. Rates and details for Practice Ice are subject to each hosting club and facility. Check the corresponding website or online registration form for these rates and details.

**MUSIC:** The music for all free skating programs and showcase must be provided on CDs by the skater. CDs should contain only **one** track of the competition music. CDs should also be clearly marked with the name of the skater, event entered, and length of music (not skating time). Due to compatibility and reliability reasons re-recordable (CD/RW) discs will not be accepted. The official competition music must be turned in at the registration table at the time of check-in. CDs must be clean and in a jewel case. A duplicate CD should be readily available at all event times requiring music. Music may be picked up at the registration table following each event AND NOT BEFORE. Competition CDs may not be "borrowed" from Registration for practice ice. Every reasonable care will be taken, but hosting clubs cannot be responsible for CDs left at the end of the competition.

**VIDEOGRAPHY AND PHOTOGRAPHY:** Videography and photography will be subject to each hosting club's guidelines. Details will be given online at each corresponding website or in the online registration form at EntryEeze.

**REGISTRATION:** The registration table at each location will be open 2 hours before the competition begins. Skaters will not be allowed to compete until they have registered.

It is very important to the success of the series that skaters are placed in the correct divisions. If, for whatever reason, the local organizing committee discovers that a skater has been placed in a category that is below their class level, the chair and referee will have the option to move the skater to the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors.

#### **RECOMMENDED HOTELS:**

Holiday Inn: 260 Cahaba Valley Rd Pelham, AL 35124 205-987-8888 Hampton Inn: 232 Cahaba Valley Rd Pelham, AL 35124 205-313-9500 Fairfield Inn: 230 Cahaba Valley Rd Pelham, AL 35124 205-987-9879

**QUESTIONS?:** Your questions and concerns are important to us, so feel free to get in touch with any of the contacts listed regarding individual competitions or participation in the Series. You can contact any of the following Series organizers:

#### • Blades in Bama:

Emily Sanders

205-602-0335 | emilynsanders@yahoo.com

Kristen Hipolito

205-281-4870 | edgmakr@charter.net



#### ILLUSTRATION OF THE PROGRESSION THROUGH THE LEVELS OF U.S FIGURE SKATING

Singles athletes begin with the Learn to Skate USA program, then progress to the "introductory levels," and finally choose whether to follow the test track or Well Balanced program category. Athletes may choose to move between test track and Well Balanced program at any point.

#### LEARN TO SKATE USA PROGRAM

Competition levels for skaters within Compete USA include:
Snowplow Sam
Basic 1-6, Adult 1-6, Hockey 1-4
Pre-Free Skate and Free Skate 1-6

Skaters may begin or advance to the "introductory levels," which are an introduction to competitive figure skating.

Once skaters have competed at the introductory level, and begin the official U.S. Figure Skating test structure, they may then choose whether to enter the "Test Track Free Skate" or "Well Balanced Free Skate" program. Test requirements for both categories are the same, it is completely the choice of the athlete which track to follow.

### TEST TRACK FREE SKATE

Pre-Preliminary

Preliminary

Pre-Juvenile

Juvenile

Intermediate

Novice

Junior

Senior

Beginner

High Beginner

Skaters may choose, at any point, which track to follow. They may not, however, enter both events at the same competition. They may also move between the tracks at different nonqualifying competitions

# INTRODUCTORY LEVELS

# WELL BALANCED PROGRAM FREE SKATE

No-Test

Pre-Preliminary

Preliminary

Pre-Juvenile

Juvenile/Open Juv.

Intermediate

Novice

Junior

Senior



#### **EVENT: Basic Elements: SNOWPLOW SAM - BASIC 6**

Format choice of the host: Each skater will perform one element at a time in the order listed below (no excessive connecting steps).

- To be skated on 1/3 to 1/2 ice.
- No music.
- All elements must be skated in the order listed.

| Level    | Time      | Skating rules/standards   |
|----------|-----------|---|
| Snowplow |           | March followed by a two-foot glide and dip  |
| Sam      | 1:00 max. | Forward two-foot swizzles, 2-3 in a row   |
|          |           | Forward snowplow stop   |
|          |           | Backward wiggles, 2-6 in a row  |
|          |           | Forward two-foot glide and dip  |
| Basic 1  | 1:00 max. | Forward two-foot swizzles, 6-8 in a row   |
|          |           | Beginning snowplow stop on two-feet or one-foot   |
|          |           | Backward wiggles, 6-8 in a row  |
|          |           | Forward one-foot glide, either foot   |
| Basic 2  | 1:00 max. | Scooter pushes, right and left foot, 2-3 each foot  |
|          |           | Moving snowplow stop  |
|          |           | Two-foot turn in place, forward to backward   |
|          |           | Backward two-foot swizzles, 6-8 in a row  |
|          |           | Beginning forward stroking showing correct use of blade                                     |
| Basic 3  | 1:00 max. | Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive |
|          |           | Forward slalom  |
|          |           | Beginning backward one-foot glide, either foot  |
|          |           | Moving forward to backward two-foot turn on a circle  |
|          |           | Backward one-foot glides, right and left  |
| Basic 4  | 1:00 max. | Forward outside edge on a circle, clockwise or counter clockwise                            |
|          |           | Forward crossovers, 4-6 consecutive, both directions  |
|          |           | Beginning two-foot spin, 2-4 revolutions  |
|          |           | Backward ½ swizzle pumps on a circle, one direction only                                    |
|          |           | Backward outside edge on a circle, clockwise or counterclockwise                            |
| Basic 5  |           | Backward crossovers, 4-6 consecutive, both directions                                       |
|          | 1:00 max. | Advanced two-foot spin, 4-6 revolutions   |
|          |           | Forward outside three-turn, right and left  |
|          |           | Hockey stop   |
|          |           | Forward inside three-turn, right and left   |
| Basic 6  | 1:00 max. | Bunny Hop   |
|          |           | Forward spiral on a straight line, right or left  |
|          |           | Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry         |
|          |           | T-stop, right or left   |



#### **EVENT: Basic Program: SNOWPLOW SAM – BASIC 6**

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

| Level    | Time      | Skating rules/standards  |
|----------|-----------|--|
| Snowplow |           | March followed by a two-foot glide and dip   |
| Sam      | 1:10 max. | Forward two-foot swizzles, 2-3 in a row  |
|          |           | Forward snowplow stop  |
|          |           | Backward wiggles, 2-6 in a row   |
|          |           | Forward two-foot glide and dip   |
| Basic 1  | 1:10 max. | Forward two-foot swizzles, 6-8 in a row  |
|          |           | Beginning snowplow stop on two-feet or one-foot  |
|          |           | Backward wiggles, 6-8 in a row   |
|          |           | Forward one-foot glide, either foot  |
| Basic 2  | 1:10 max. | Scooter pushes, right and left foot, 2-3 each foot   |
|          |           | Moving snowplow stop   |
|          |           | Two-foot turn in place, forward to backward  |
|          |           | Backward two-foot swizzles, 6-8 in a row   |
|          |           | Beginning forward stroking showing correct use of blade  |
| Basic 3  | 1:10 max. | Forward $lpha$ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive |
|          |           | Forward slalom   |
|          |           | Beginning backward one-foot glide, either foot   |
|          |           | Moving forward to backward two-foot turn on a circle   |
|          |           | Backward one-foot glides, right and left   |
| Basic 4  | 1:10 max. | Forward outside edge on a circle, clockwise or counter clockwise                                 |
|          |           | Forward crossovers, 4-6 consecutive, both directions   |
|          |           | Beginning two-foot spin, 2-4 revolutions   |
|          |           | Backward $lpha$ swizzle pumps on a circle, one direction only                                    |
|          |           | Backward outside edge on a circle, clockwise or counterclockwise                                 |
| Basic 5  | 1:10 max. | Backward crossovers, 4-6 consecutive, both directions  |
|          |           | Advanced two-foot spin, 4-6 revolutions  |
|          |           | Forward outside three-turn, right and left   |
|          |           | Hockey stop  |
|          |           | Forward inside three-turn, right and left  |
| Basic 6  | 1:10 max. | Bunny Hop  |
|          |           | Forward spiral on a straight line, right or left   |
|          |           | Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry              |
|          |           | T-stop, right or left  |



#### **EVENT: Pre-Free Skate – Free Skate 6 Compulsory**

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.

Time: 1:15 max

| Level          | Time      | Skating rules/standards   |
|----------------|-----------|---|
|                |           | Forward inside open Mohawk from a standstill position (R to L and L to R)               |
|                |           | Two forward crossovers into a forward inside Mohawk, step down and cross behind,        |
| Pre-Free Skate | 1:15 max  | step into one backward crossover and step to a forward inside edge, clockwise and       |
|                |           | counterclockwise  |
|                |           | One-foot upright spin, optional entry and free-foot position (minimum three revolutions |
|                |           | Mazurka   |
|                |           | Waltz jump  |
|                |           | Forward power stroking, 4-6 consecutive strokes   |
| Free Skate 1   | 1:15 max. | Backward outside three-turns, right and left  |
|                |           | Upright spin, entry from backward crossovers - minimum 4-6 revolutions                  |
|                |           | Toe loop  |
|                |           | Half flip jump  |
|                |           | Alternating forward outside and inside spirals on a continuous axis (2 sets)            |
| Free Skate 2   | 1:15 max. | Backward inside three-turns, right and left   |
|                |           | Beginning back spin, up to two revolutions  |
|                |           | Half Lutz   |
|                |           | Salchow jump  |
|                |           | Alternating Mohawk/crossover sequence, right to left and left to right                  |
| Free Skate 3   | 1:15 max. | Waltz three-turns, clockwise and counterclockwise                                       |
|                |           | Advanced back spin with free foot in crossed leg position, min 3 revs                   |
|                |           | Loop jump   |
|                |           | Waltz jump/toe loop or Salchow/toe loop jump combination                                |
|                |           | Forward power 3's, 2-3 consecutive sets, right or left                                  |
| Free Skate 4   | 1:15 max. | Sit spin - minimum three revolutions  |
|                |           | Half loop jump  |
|                |           | Flip jump   |
|                |           | Backward outside three-turn, Mohawk (backward power three-turn), both directions        |
| Free Skate 5   | 1:15 max. | Camel spin - minimum three revolutions  |
|                |           | Waltz jump-loop jump combination  |
|                |           | Lutz jump   |
|                |           | Forward power pulls, right and left   |
| Free Skate 6   | 1:15 max. | Split jump or stag jump   |
|                |           | Camel, sit spin combination - minimum of four revolutions total                         |
|                |           | Waltz jump, ½ loop, Salchow jump sequence   |
|                |           | Axel jump   |



#### **EVENT: Pre-Free Skate - Free Skate 6 Program**

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times an element is executed, length of glides, number of revolutions, etc., unless otherwise stated. Connecting steps and transitions should be demonstrated throughout the program.

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
   Time 1:40 max.

| Level          | Time      | Skating rules/standards  |  |  |
|----------------|-----------|--|--|--|
| Pre-Free Skate | 1:40 max  | Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise One-foot upright spin, optional entry and free-foot position (minimum three revolutions Mazurka Waltz jump |  |  |
| Free Skate 1   | 1:40 max  | Forward power stroking, 4-6 consecutive strokes Upright spin, entry from backward crossovers - minimum 4-6 revolutions Toe loop jump Half flip jump  |  |  |
| Free Skate 2   | 1:40 max. | Alternating forward outside and inside spirals on a continuous axis (2 sets) Beginning back spin, up to two revolutions Half Lutz Salchow jump   |  |  |
| Free Skate 3   | 1:40 max  | Alternating Mohawk/crossover sequence, right to left and left to right Advanced back spin with free foot in crossed leg position, min 3 revs Loop jump Waltz jump-toe loop or Salchow-toe loop jump combination  |  |  |
| Free Skate 4   | 1:40 max. | Forward power 3's, 2-3 consecutive sets, right or left Sit spin - minimum three revolutions Half Loop jump Flip jump   |  |  |
| Free Skate 5   | 1:40 max. | Backward outside three-turn, Mohawk (backward power three-turn), both directions Camel spin - minimum three revolutions Waltz-loop jump combination Lutz jump  |  |  |
| Free Skate 6   | 1:40 max. | Split jump or stag jump<br>Camel, sit spin combination - minimum of four revolutions total<br>Waltz jump, ½ loop, Salchow jump sequence<br>Axel jump   |  |  |



#### **EVENT: Introductory Levels Compulsory**

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Skaters may have the option to skate one level higher in compulsories than their free skate program.

| Level         | Time      | Skating rules/standards   |
|---------------|-----------|---|
| Beginner      | 1:15 max. | Waltz jump ½ jump of choice Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional) Forward or backward spiral |
| High Beginner | 1:15 max. | Toe loop jump Salchow jump Forward scratch spin - minimum three revolutions Forward or backward spiral  |



#### **EVENT: Introductory Levels Free Skate Program**

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

| Level         | Jumps  | Spins  | Step Sequences   | Qualifications  |
|---------------|--|--|--|---|
| Beginner      |  |  |  |   |
|               | Max. 5 jump elements:  | Max. 2 spins:  |  |   |
| 1:40 Maximum  | Jumps with no more than one-half rotation (front to back or back to front).  Max. 2 jump sequences  Max. 2 of any same jump  | Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)       | Connecting moves and steps should be demonstrated throughout the program | Skaters may not<br>have passed tests<br>higher than U.S.<br>Figure Skating<br>Learn to Skate USA<br>free skating badge<br>tests |
| High Beginner | Max. 5 jump elements:  | Max. 2 spins:  |  |   |
| 1:40 Maximum  | Jumps with no more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow and toe loop only. Max. 2 jump combinations or sequences Max. 2 of any same type jump. | Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program | Skaters may not<br>have passed tests<br>higher than U.S.<br>Figure Skating<br>Learn to Skate USA<br>free skating badge<br>tests |



#### **EVENT: COMPULSORY MOVES**

- Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

| Level           | Time      | Skating rules/standards  |
|-----------------|-----------|--|
|                 |           | Loop jump  |
| No-Test         | 1:15 max. | Jump combination to include a toe loop (may not use a loop or Axel)  |
|                 |           | Solo spin - sit <u>or</u> camel spin - minimum three revolutions   |
|                 |           | Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included. |
|                 |           | Toe Loop jump  |
| Pre-Preliminary | 1:15 max. | Jump combination: single/single (no Axel)  |
|                 |           | Sit spin or camel spin - minimum three revolutions   |
|                 |           | Spiral sequence with one forward spiral and one backward spiral (any edge)   |
| Preliminary     |           | Lutz jump  |
|                 | 1:15 max. | Jump combination: single/single (may include Axel)   |
|                 |           | Back upright spin - minimum three revolutions  |
|                 |           | Forward inside spiral  |



#### **EVENT: WELL BALANCED PROGRAM FREE SKATE**

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.

| Level       | Time      | Jumps   | Spins                        | Step Sequences                |
|-------------|-----------|---|------------------------------|-------------------------------|
|             |           | Max. 5 jump elements:   | Max. 2 spins:                | Step sequence*                |
| No-Test     | 1:40      | Single jumps, with the exception of the single Axel, are allowed          | Spins may change feet        |                               |
|             | Maximum   | No single Axels, double jumps or triple jumps                             | and/or position              | Must use one-                 |
|             |           | Maximum of 2 jump combinations or sequences                               | Spins may start with a fly   | half the ice                  |
|             |           | Jump combinations limited to 2 jumps except that one 3- jump              | Minimum 3 revs.              | surface                       |
|             |           | combination with a maximum of 3 single jumps is permitted                 | Spins must be of a           |                               |
|             |           | <ul> <li>Jump sequences limited to a maximum of 3 single jumps</li> </ul> | different character (For     | Moves in the                  |
|             |           | Half-loop is considered a listed jump with the value of a single loop     | definition see rule          | field and spiral              |
|             |           | when used in a sequence or combination                                    | 4103E)                       | sequences are permitted but   |
|             |           |   |                              | will not be                   |
|             |           |   |                              | counted as                    |
|             |           |   |                              | elements.                     |
|             |           |   |                              | cicinents.                    |
|             |           |   |                              | Jumps may be                  |
|             |           |   |                              | included in the               |
|             |           |   |                              | step sequence                 |
| Pre-        | 1:40      | Maximum of 5 jump elements:   | Maximum of 2 spins:          |                               |
| Preliminary | Maximum   | All single jumps, including single Axel, allowed                          | Spins may change feet        | One step                      |
|             | Vocal     | No double, triple or quadruple jumps allowed                              | and/or position.             | sequenced that                |
|             | music     | Axel may be repeated once as a solo jump, as part of a jump               | Spins may start with a fly.  | must use ½ of                 |
|             | permitted | combination or jump sequence. (maximum of 2 single Axels)                 | Minimum of 3 revolutions     | the ice surface.              |
|             |           | Number of single jumps is not limited provided the maximum                | These spins must be of a     | N 4                           |
|             |           | number of jump elements allowed is not exceeded                           | different character (For     | Moves in the field and spiral |
|             |           | Max. 2 jump combinations or sequences                                     | definition see Rule 4103 (E) | sequences are                 |
|             |           | Jump combinations are limited to 2 jumps except that one 3-jump           |                              | permitted, but                |
|             |           | combination with a maximum of 3 jumps is permitted.                       |                              | will not count as             |
|             |           | Jump sequences limited to a maximum of 3 single jumps                     |                              | elements                      |
|             |           | ½ loop is considered a listed jump with the value of a single loop when   |                              |                               |
|             |           | used in a sequence or combination   |                              | Jumps may be                  |
|             |           |   |                              | included in the               |
|             |           |   |                              | step sequence                 |



|             | 1:40                                   | Maximum of 5 jump elements:   | Maximum of 2 spins:   |  |
|-------------|--|---|---|--|
| Preliminary | Maximum<br>Vocal<br>music<br>permitted | One must be an Axel or Waltz-jump type jump All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences | Spins may change feet and/or position. Spins may start with a fly. Minimum of 3 revolutions  These spins must be of a different character (For definition see Rule 4103 (E) | One step sequenced that must use ½ of the ice surface.  Moves in the field and spiral sequences are  permitted, but will not count as elements  Jumps may be included in the step sequence |



#### **EVENT: Test Track Free Skate**

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- The following deductions will be taken:
- 0.1 from each mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra element included.
- 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

| Level                        | Jumps   | Spins  | Step Sequences  | Qualifications  |
|------------------------------|---|--|---|---|
| Pre-Preliminary<br>1:40 max. | Maximum of 5 jump elements: Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only Maximum 2 jump combinations or sequences Maximum 2 of any same type jump | Maximum of 2 spins: Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 3 revolutions)   | Connecting moves and steps should be demonstrated throughout the program. | Skaters may not<br>have passed tests<br>higher than U.S.<br>Figure Skating pre-<br>preliminary free<br>skate test.  |
| Preliminary 1:40 max         | Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels) Maximum 2 jump combinations or sequences Maximum 2 of any same type jump   | Maximum of 2 spins: One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions) One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot) | Connecting moves and steps should be demonstrated throughout the program. | Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test, but may not have passed tests higher than the preliminary free skate test. |



#### **EVENT: Spins Challenge**

General event parameters:

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

| Level       | Time      | Skating rules / standards                   |
|-------------|-----------|---|
| Beginner    |           | Upright one-foot spin (3)                   |
|             | 1:30 max. | Upright two-foot spin (3)                   |
|             |           | Sit spin (3)                                |
| High        |           | Upright one-foot spin (3)                   |
| Beginner    | 1:30 max. | Upright two-foot spin (3)                   |
|             |           | Sit spin (3)                                |
|             |           | Upright one-foot spin (3)                   |
| No Test     | 1:30 max. | Upright two-foot spin (3)                   |
|             |           | Sit spin (3)                                |
|             |           | Upright one-foot spin (3)                   |
| Pre –       | 1:30 max. | Upright back-scratch spin (3)               |
| Preliminary |           | Sit spin (3)                                |
| Preliminary |           | Forward scratch to back scratch spin (3)    |
|             | 1:30 max. | Combination spin with no change of foot (4) |
|             |           | Sit spin (3)                                |

#### **EVENT: Jumps Challenge**

- Each jump may be attempted twice; the best attempt will be counted.
- To be skated on ½ ice

| Level       | Time      | Skating rules / standards   |
|-------------|-----------|---|
|             |           | Waltz jump (from backward crossovers)                             |
| Beginner    | 1:15 max. | ½ flip or ½ Lutz  |
|             |           | Single Salchow  |
|             |           | Waltz jump (from backward crossovers)                             |
| High        | 1:15 max. | Single Salchow  |
| Beginner    |           | Jump combination – Waltz jump-toe loop                            |
|             |           | Single toe loop   |
| No Test     | 1:15 max. | Single loop   |
|             |           | Jump combination – Any two ½ or single revolution jumps (no Axel) |
|             |           | Single toe loop   |
| Pre –       | 1:15 max. | Single flip   |
| Preliminary |           | Jump combination - Any two ½ or single revolution jumps (no Axel) |
|             |           | Single flip   |
| Preliminary | 1:15 max. | Single Lutz   |
|             |           | Jump combination – Any single jump + single loop (may be Axel)    |



#### **ADULT EVENTS: Program Event**

#### Adult 1-6 Free Skate, Pre-Bronze and Bronze:

The skating order of the required elements is optional. The elements are not restricted to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program.

- Vocal music is allowed.
- The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:30+/-10 sec unless otherwise noted

| Adult 1  | Adult 4  |
|--|--|
| Falling and Recovery   | Forward outside edge on a circle, right and left                                   |
| Forward Marching   | Forward inside edge on a circle, right and left                                    |
| Forward two-foot glide   | Forward crossovers, clockwise and counterclockwise                                 |
| Forward swizzle (4-6 in a row)   | Backward one-foot glides, right and left   |
| Forward snowplow stop – two feet or one foot                                       | Hockey stop, both directions   |
| Adult 2  | Adult 5  |
| Forward skating across the width of the ice  | Backward outside edge on a circle, right and left                                  |
| Forward one-foot glides  | Backward inside edge on a circle, right and left                                   |
| Forward slalom   | Backward crossovers, clockwise and counterclockwise                                |
| Backward skating   | Forward outside three-turn, right and left   |
| Backward swizzles, 4-6 in a row  | Beginning two-foot spin  |
| Adult 3  | Adult 6  |
| Forward stroking using the blade properly  | Forward stroking with crossover end patterns                                       |
| Forward half-swizzle pumps on the circle, 6 to 8 in a row,                         | Backward stroking with crossover end patterns                                      |
| clockwise and counterclockwise   | Forward inside three-turn, right and left  |
| Backward skating to a long two-foot glide  | T-stop   |
| Forward chasses on a circle, clockwise and counterclockwise                        | Lunge  |
| Backward snowplow stop, Right and Left   | Two-foot spin into one-foot spin   |
| Adult Pre-Bronze: Must have passed no higher than adult pre-                       | Adult Bronze: Must have passed no higher than adult bronze free skate              |
| bronze free skate test or pre-preliminary free skate test. Time:                   | test or the preliminary free skate test.   |
| 1:40 maximum   | Time: 1:50 maximum   |
| Refer to the current U.S. Figure Skating Rulebook #4600 for specific requirements. | Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements. |



#### **EVENT: Solo Pattern Dance**

- Levels are based upon the skaters' highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30<sup>th</sup> July 2<sup>nd</sup>), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2<sup>nd</sup> quarter).
- Skaters will complete both of the dances at each level. Dances will be scheduled at the discretion of the Chief Referee for each competition and may be competed consecutively or with a break in-between pattern dances groupings.

| Level       | January 1 <sup>st</sup> – March<br>31 <sup>st</sup> | April 1 <sup>st</sup> – June<br>30 <sup>th</sup> | July 1 <sup>st</sup> – September<br>30 <sup>th</sup> | October 1 <sup>st</sup> – December 31 <sup>st</sup> |
|-------------|---|--|--|---|
| Preliminary | Dutch Waltz   | Rhythm Blues                                     | Canasta Tango  | . Rhythm Blues 2. Dutch                             |
|             | Canasta   | Dutch Waltz                                      | Rhythm Blues   | Waltz   |
|             | Tango   |  |  |   |
| Pre-Bronze  | Swing Dance   | Fiesta Tango                                     | Cha-Cha  | Swing Dance   |
|             | Cha-Cha   | Swing Dance                                      | Fiesta Tango   | Cha-Cha   |



#### **SHOWCASE EVENTS:**

Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater's in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted.

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint, for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore, jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice.

- 6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.
- \* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

Showcase categories may include:

- · Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles: Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

| LEVEL     | ELEMENTS                                | QUALIFICATIONS   | PROGRAM LENGTH  |
|-----------|---|--|-----------------|
| Basic 1-6 | Elements only from Basic 1-6 curriculum | May not have passed any higher than Basic 6 level.   | Time: 1:00 max. |
| Skate 6/  |   | May not have passed any official U.S.<br>Figure Skating free skate tests.                                      | Time: 1:30 max. |
|           | jumps permitted.                        | Must have passed no higher than U.S.<br>Figure Skating Pre-Preliminary or Adult<br>pre-Bronze free skate test. | Time: 1:30 max. |
| ,,        | , ,                                     | Must have passed no higher than U.S.<br>Figure Skating Preliminary free skate or<br>Adult Bronze test.         | Time: 1:40 max. |



#### **EVENT: Theatre On Ice (TOI) Events**

Format: The competitive programs shall create a story based on the theme while demonstrating the choreographic process and gesture or movement.

- Programs should contain skating skills from the Learn to Skate USA program levels listed.
- Elements from higher levels are not allowed.
- Elements from lower levels are encouraged.
- Coaches should refer to the U.S. Figure Skating Learn to Skate USA Instructor's Manual for further details on the elements.
- Props, scenery and theatrical makeup are not allowed.

Please refer to the Learn to Skate USA Instructor's Manual for more detailed information on Theatre On Ice 1-4.

#### **Learn to Skate USA Theatre On Ice Levels**

| Level    | Program Length      | Test, Team Size and Age Requirements   |
|----------|---------------------|--|
|          |                     | Theme: Joy (emotion)   |
| TOI/CE 1 | 1:30 +/- 10 seconds | Choreographic process: Repetition  |
|          |                     | Movement or gesture: Allegro (fast movement)   |
|          |                     | Skaters should demonstrate elements from the Learn to Skate USA                            |
|          |                     | program levels 1 through 4.  |
|          |                     | Elements from higher levels are not allowed.   |
|          |                     | Theme: Body as an instrument   |
| TOI/CE 2 | 1:30 +/- 10 seconds | Choreographic process: Canon   |
|          |                     | Movement or gesture: Soft movement (fluid and light)                                       |
|          |                     | Skaters should demonstrate elements from the Learn to Skate USA program levels 5 through 6 |
|          |                     | Elements from higher levels are not allowed.   |
|          |                     | Theme: Traveling through space   |
| TOI/CE 3 | 1:30 +/- 10 seconds | Choreographic process: Mirroring   |
|          |                     | Movement or gesture: Unison  |
|          |                     | Skaters should demonstrate elements from the Learn to Skate USA Free Skate 1 through 3.    |
|          |                     | Elements from higher levels are not allowed.   |
|          |                     | Theme: Rhythm  |
| TOI/CE 4 | 1:30 +/- 10 seconds | Choreographic process: Call and response   |
|          |                     | Movement or gesture: Percussive (sharp, fast movement)                                     |
|          |                     | Skaters should demonstrate elements from the Learn to Skate USA                            |
|          |                     | Free Skate 4 through 6.  |
|          |                     | Elements from higher levels are not allowed.   |





This event is a standard U.S. Figure Skating Nonqualifying Competition

#### EVENT: Theatre On Ice (TOI) Events – Choreographic Exercise (CE) and Free Skate

Format: Theatre On Ice consists of two programs the Free Skate and the Choreographic Exercise (CE), which is similar to a short program in singles skating. These two events are judged separately. All levels will be judged on both programs for a combined score at the Theatre On Ice National competition.

A Theatre On Ice team may have no fewer than eight (8) members, all of whom must skate at some point during the visible portion of the performance. A team may have only 4 alternates but no more than 24 may skate in a competition. Open level teams are limited to a maximum of twenty (20) skaters on a team. The same skaters must skate both CE and Free Skate in combined events. Curtain: There will not be any curtain used for the Theatre On Ice events, except at the National Theatre On Ice competition.

Current guidelines and procedures for Theatre On Ice Choreographic Exercise (CE) and Free Skate can be found at <a href="https://www.usfigureskating.org">www.usfigureskating.org</a>, under "Programs" on the Theatre On Ice page.

Theatre On Ice is a creation using all aspects of figure skating, incorporating a theme, emotion or story, enhanced by music. It is a package that includes five dimensions:

- Theme
- Music/Sound
- Choreography/Skating movements
- Performance/The rapport between the skaters and/or sub-groups of skaters
- Costuming, props and/or scenery

#### THEATRE ON ICE CHOREOGRAPHIC EXERCISE (CE)

All team members must wear all black. The focus must be on the three elements described.

Teams create a program based on three elements for the 2016-2017 season:

- Theme: Fantasy: Creation of an alternative universe by demonstrating unique body movement and gestures outside of everyday life.
- Choreographic Process: Retrogression: Retrograde/Auto-reverse: A choreographic sequence is performed in a specific order and then repeated in reverse.
- Gesture: Allegro: Allegro/Fast and Lively: Energetic and quick tempo of body movement.





This event is a standard U.S. Figure Skating Nonqualifying Competition

### Theatre On Ice Events and Levels Offered For Competition

| Level               | Program Duration   | Test, Team Size and Age Requirements   |
|---------------------|--|--|
| Senior              |  | Test and age qualifications as of April 1, 2017  |
|                     | CE<br>2:30 +/- 10 seconds<br>Free skate<br>5:30 +/- 15 seconds | Minimum of eight skaters on a team - maximum of 24 skaters   |
|                     |  | All team members must have must have passed the Juvenile Moves in the Field test by April 1, 2017  |
|                     |  | No maximum test level restriction  |
|                     |  | Skaters must have reached the age of 14 by April 1, 2017, with the exception of 5 skaters which may be outside the age range.                      |
| 92.1909er • 0.99070 | (vi=vi=  | Test and age qualifications as of April 1, 2017  |
| Junior              | CE<br>2:30 +/- 10 seconds<br>Free skate<br>5:00 +/- 15 seconds | Minimum of eight skaters on a team - maximum of 24 skaters   |
|                     |  | All team members must have must have passed the Juvenile Moves in The Field test by April 1, 2017  |
|                     |  | There is no maximum test level restriction   |
|                     | 3.00 +/- 13 seconds  | Skaters must have reached the age of 11 but not the age of 19 by April   |
|                     |  | 1, 2017 with the exception of 5 skaters which may be outside the age   |
|                     |  | range.   |
|                     | CE<br>2:30 +/- 10 seconds<br>Free skate<br>4:30 +/- 15 seconds | Test and age qualifications as of April 1, 2017  |
| Novice              |  | Minimum of eight skaters on a team - maximum of 24 skaters   |
|                     |  | All team members must have must have passed the Preliminary  |
|                     |  | Moves in the Field Test. by April 1, 2017  |
|                     |  | There is no maximum test level restriction   |
|                     | 4.50 17 10 30001103  | Skaters must have reached the age of 8 but not the age of 16 by April 1, 2017 with the exception of 5 skaters which may be outside that age range. |
|                     |  | Test and age qualifications as of April 1, 2017  |
| Intermediate        | CE<br>2:30 +/- 10 seconds                                      | Minimum of eight skaters on a team - maximum of 24 skaters All team members must have passed the Pre-Preliminary Moves in the Field test           |
|                     | Fra a strata   | There is no maximum test level restriction   |
|                     | Free skate<br>4:30 +/- 15 seconds                              | Skaters must be 18 years of age or under on April 1, 2017  |
| Mary Carry De       | V. 1900000   | Test and age qualifications as of April 1, 2017  |
| Preliminary         | CE   | Minimum of eight skaters on a team - maximum of 24 skaters   |
|                     | 2:00 +/- 10 seconds  | All team members must have passed the Pre-Preliminary Moves in the   |
|                     | Free skate   | Field test   |
|                     | 2:30+/- 10 seconds   | No maximum test level restriction  |
|                     |  | Skaters must be 12 years of age or under on April 1, 2017, with the  |
|                     |  | exception of 5 skaters which may be outside the age range.   |
|                     |  | Handheld props are allowed   |
|                     | l/   | Scenery is not allowed   |





This event is a standard U.S. Figure Skating Nonqualifying Competition

#### Theatre On Ice Events and Levels Offered For Competition

| Adult | CE<br>2:30 +/- 10 seconds<br>Free skate<br>5:30 +/- 15 seconds | Test and qualifications as of April 1, 2017  Minimum of eight skaters on a team - maximum of 24 skaters  All team members must have passed at least one U.S. Figure  Skating moves in the field, free skate, ice dance or pairs test (not including Learn to Skate USA) by April 1, 2017  Skaters must have reached the age of 18 by April 1, 2017 |
|-------|--|--|
| Open  | CE<br>2:30 +/- 10 seconds<br>Free skate<br>5:00 +/- 15 seconds | Test and age qualifications as of April 1, 2017 Minimum of eight skaters on a team - maximum of 24 skaters All team members must have passed at least one U.S. Figure Skating moves in the field, free skate, ice dance or pairs test (not including Learn to Skate USA) by April 1, 2017 No age restrictions                                      |



# **ONLINE REGISTRATION INFORMATION:**

ALL Registration forms will be available for completion online. In order to complete this registration, refer to the following steps:

- Open your web browser to www.entryeeze.com
- Select the "Start Here" under the Skaters tab
- Select the state as Alabama (this will display all of the events that are using EntryEeze for registration forms)
- Select the event that you would like to sign up for
- Fill in all required information
- Select your coach, practice ice, and events that you will be participating in

If you have any problems with the registration please contact the appropriate club or facility from page 2 for help through the registration process.