

June 8th - June 11th, 2017

To Be Held at: Kansas City Ice Center 19900 Johnson Drive Shawnee, KS 66218





The Heart of America Invitational will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website.

This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules, and is a currently registered member of a U.S. Figure Skating member club, a collegiate club or an individual member in accordance with the current rulebook. Please refer to the current rulebook for non-U.S. Citizens.

SERIES INFORMATION:

2017 Mid-West Figure Skating Council Championship Series

The Mid-West Figure Skating Council is again offering the Mid-West Council Championship Series. Skaters who enter the series will receive points for placement in any Singles, Pairs, or Dance event at each of the included series competitions. At the end of the season, the skaters earning the highest points will receive awards from the Council. The club with the most skater accumulated points will receive the travelling Championship Trophy for that year. New this year, the coach with the most skaters entered in series competitions wins PSA dollars to use towards their coaching education.

Skaters can enter the series by paying the \$5 entry fee along with their entry to the first series competition that the skater enters or by registering on the Council website. Skaters can be either Standard or Learn to Skate USA competitors, but they must be a member of a USFS club.

Competitions included in the series are:

- Heart of America June 8-11, 2017 KCIC, Shawnee, KS
- Wichita Mid-Continent August 11-13, 2017 Ice Sports Wichita, KS
- Pony Express September 15-17, 2017 Bode Ice Arena, St. Joseph, MO
- Fall Fling (ISI) November 4, 2017 Line Creek Ice Arena, Kansas City, MO

It is important to note that required elements will all be the same in the series competitions and our accountant will use the standard USFS conversion chart for the ISI competition. FREQUENTLY ASKED QUESTIONS:

HOW DO I ENTER THE SERIES? Complete the form along with your competition registration OR go to the Council website at MWFSC.org and complete the PayPal signup form on the Competitions page.

WHAT INFORMATION IS NEEDED AND WHAT DOES IT COST TO ENTER? There is an annual \$5 registration fee for the series season. We must have the skater's name, USFS #, club, and skating level to accurately accumulate points for the year.

WHAT IS THE DEADLINE TO SIGN UP? Skaters can enroll anytime between March 1 and November 4, 2017. Skaters will receive points for any events entered no matter when they enrolled

WHO KEEPS MY POINTS AND HOW WILL I KNOW HOW MANY POINTS I HAVE? Our accountant will tabulate points as the season progresses. Standings will be posted on the Council website at MWFSC.org shortly after each competition. It is the responsibility of each skater to verify the accuracy of the points and to bring any discrepancies to the attention of the MWFSC.

WHAT HAPPENS TO MY POINTS IF I CHANGE THE LEVEL I SKATE DURING THE SEASON? Your points stay with you if you change levels and will continue to accumulate at your new level.

DO ALL FREE SKATE EVENTS COUNT? Yes, well balanced, test track, short and long program placement points are recorded. Points are recorded for any Singles, Pairs, and/or Dance event entered.

WHO IS THE MID-WEST FIGURE SKATING COUNCIL? The MWFSC consists of the Line Creek Figure Skating Club, Silver Blades Figure Skating Club, St. Joseph Figure Skating Club, and Wichita Figure Skating Club. The Council was created to improve, encourage, and advance figure skating for the community served by the Council and cultivate a spirit of fraternal feeling among the skating clubs within the Council. Please visit our website MWFSC.org for more information.

WHO CAN I ASK IF I HAVE ADDITIONAL QUESTIONS? Contact any Council officer or director by visiting our website at MWFSC.org on the Board of Directors page.

ELIGIBILITY/TEST LEVEL:

Test level: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event. Skaters who placed in the top four in a final round of their last qualifying competition in their divisions must move up one level, except for novice and higher.

Age restrictions/requirements: Skaters entering juvenile free skate events (Well Balanced Program) must be under 14 years of age at the close of entries. Skaters entering open juvenile free skate events (Well Balanced Program), must be at least 14 years of age at the close of entries.

Skaters entering beginner-pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.

Men/Boy's Events: For Juvenile and above, two competitors shall constitute a separate event for men/boys, or a single skater may choose to skate alone, receiving a gold medal. For Pre-Juvenile and below, if there are not two male competitors in the same level, the event will be combined with the females or the skater may choose to skate alone, receiving a gold medal.

Event rules/ Cancellation: In events with fewer than two skaters the skater may choose to skate alone, receiving a gold medal, compete in the next higher level (if they are not already entered higher than their test level), or receive a refund for the event. In the result of last minute cancellations, grouping will remain the same as originally posted or at the discretion of the referee.

Team Scoring: Points will be awarded, according to placement, to a skater's home club for each event skated. First place will receive 3 points, second place 2 points, and third place 1 point. The club with the highest point total (Silver Blades FSC is not eligible) will be awarded a team trophy.

ENTRIES:

Online entries with secure credit card payment may be made at www.silverblades.org (follow Heart of America competition links to EntryEeze registration). Electronic entries must be paid with a successful credit card transaction to be considered valid and must be completed no later than 11:59PM Central time, April 25, 2017.

If participating in a Showcase event, you will be asked to provide the following information for this competition: Please enter a 25 word description of your showcase.

Late entries will be accepted at the discretion of the LOC (Local Organizing Committee) if accompanied by a \$25 late fee. The LOC reserves the right to limit entries in any event or to cancel an event based upon time restrictions. Two entries will be sufficient to hold an event. Pre-Juvenile and lower levels will be grouped according to age and without regard to gender. Open events may be combined with standard events at the same level (i.e., Open Juvenile) to make an event.

PLEASE CHECK YOUR ENTRY CAREFULLY WITH YOUR COACH BEFORE SIGNING UP. Any changes requested after April 25th will incur a \$25 change fee. Changes made after May 2nd may not appear in the program.

Fees are as follows:

Championship Event	\$110.00
Free Skate (Freeskate Program Only)	\$95.00
First Other Singles Event	•

Second and Each Additional Singles Event	\$25.00
Open Pairs Event	\$25.00
Practice ice* (per session) at time of registration	\$12.00 per session
First Learn to Skate USA Event	\$45,00
Second and Each Additional Learn to Skate USA Event	\$20.00
Entry into Midwest Figure Skating Council Series	\$5.00

^{*}Registration for pre-purchased practice ice will open subsequent to the schedule being posted. Practice ice purchased after registration will be charged a higher rate.

REFUND POLICY: Entry fees will not be refunded after April 25, 2017 unless no competition exists or the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Checks returned for non-sufficient funds and contested credit card charges will be issued a \$30 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be available by email.

FACILITIES: The competition will be held at Kansas City Ice Center (KCIC) which is located at 19900 Johnson Drive in Shawnee, Kansas, midway between Hwy K7 and I-435, across from the Mid-America Sports Complex. The facility completed a renovation in August of 2011 and features an 85' x 200' ice surface. For further information and directions visit their website at: www.kcicecenter.com

MUSIC: Competitors must provide music for all events, as appropriate. Music must be submitted electronically via EntryEeze.

Your music should have the following specifications:

File Format: MP3

Bit Rate: 192 kbps or higher Sample Rate: 44,100kHz

The file names must be submitted as "Event-Last Name", i.e. "Ladies Novice SP- Smith.mp3"

Competitors must also bring a copy of their competition music on CD (standard Compact Disk format only. Due to compatibility and reliability reasons no music may be on re-recordable "CDRW" discs.) as a backup in case of technical difficulties and for practice ice. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but the Silver Blades Figure Skating Club cannot be responsible for CDs left at the end of the competition. CDs not picked up at the close of the competition with be discarded. No CDs will be mailed.

LIABILITY: U.S. Figure Skating, Silver Blades Figure Skating Club, Inc. of Greater Kansas City and KCIC accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

JUDGING SYSTEM:

The International Judging System (IJS) will be used for the following events:

- Well Balanced Program free skate events, pre-juvenile – senior

All competitors skating in these events need to submit the planned program content form online. This form is found in the Member's Only section at www.usfigureskating.org. The deadline to submit the form is May 5, 2017.

The 6.0 Majority Judging System will be used for:

- Well Balanced Program free skate events, no-test preliminary, adult
- Introductory free skate events (beginner, high beginner)
- All Test Track events
- All specialty singles events (spins, jumps, compulsory moves, interpretive, dramatic entertainment)
- All solo dance events
- -Couples dance events
- -All Learn to Skate USA events

REGISTRATION: Registration will be open one hour before the first practice ice on the first day and one hour before each the first event each subsequent day and run through the last event of the day. The registration table will be located in the lobby of KCIC. Please register promptly upon arrival.

PRACTICE ICE: Practice ice will tentatively begin Thursday afternoon. **No practice ice is included with registration.** All practice ice must be paid for in advance. On freestyle practice ice sessions every effort will be made to play every competitor's music on a first come, first serve basis and music will be rotated through in order of CD turn in. There is no guarantee that all competitor's music will be played. Practice ice sessions are 30 minutes in length.

Skaters will be able to pick their own practice ice sessions online, but must indicate and pay for the number of sessions they would like with entry form. Skaters will receive an email with a PIN number in order to access practice ice records and select sessions after the schedule has been posted.

Practice ice sessions will be \$12.00 when ordered with entry. **Pre-paid practice ice is non-refundable and may not be sold to other skaters.** Additional practice ice sales may be available online for \$15.00 per session after the schedule has been posted and Pre-paid sessions have been selected. Additional practice ice may also be available for purchase during the competition at a cost of \$17.00 at the registration desk - with the exception of Final Round practice ice which will remain at \$12.00. Final round practice ice will be reserved and only open to qualifying skaters.

<u>PHOTOGRAPHY/VIDEOGRAPHY</u>: Videotapes of each event and official awards photos may be arranged through the official event photographer. Silver Blades Figure Skating Club is not responsible for any arrangements made with the professional photographer. Individuals may use only hand held cameras and no rink power outlets may be used. **No flash photography is permitted of skaters on the ice.**

<u>AWARDS:</u> Medals will be given for 1st through 4th places and ribbons will be awarded for 5th and 6th place for each event. All awards will be presented off-ice at the photographer's desk immediately after final results are posted for that event. Medals may be engraved for an additional cost at the time of the awards.

<u>OFFICIAL NOTICES:</u> An official bulletin board will be maintained in the front lobby. It is the responsibility of each competitor, parent and coach to check the bulletin board frequently for any schedule changes and/or additional information. Skaters are requested to arrive 45 minutes prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition.

INFORMATION REGARDING COACHES:

U.S. Figure Skating Rule MR 5.11 Coach Registration

In order to be granted access to work within U.S. Figure Skating sanctioned activities, each coach must complete the following requirements on an annual basis by July 1:

- A. Must be a current full member of U.S. Figure Skating either through a member club or as an individual member:
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A, B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

For Learn to Skate USA ONLY coaches - Any person, 18 and older, instructing a Learn to Skate USA Program must have successfully passed the annual background screen and be registered as a Learn to Skate USA instructor.

The local organizing committee/club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential.

If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential – <u>no exceptions</u>. We strongly urge all coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without proper registration is an ethics violation which is reported to U.S. Figure Skating and PSA.

For more information regarding Coach Compliance, please refer to: http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf

CONTACT INFO:

For additional and updated information, visit out our club website at www.silverblades.org under the Heart of America tab. The latest competition information, event schedules, and practice schedules will be posted as soon as they are available.

For more information or specific questions regarding the Heart of America Invitational, please email us at:

HOA@Silverblades.org

Or feel free to contact one of the following:

Kim Jacobson, Competition Co-Chair (206) 854-4546 kimski05@gmail.com Dee Dee Wasser, Competition Co-Chair (913) 633-5569 daxdee@gmail.com

Audrey Ryan, Competition Co-Chair (913) 967-9041 audreyryan79@gmail.com

ADDITIONAL INFORMATION:

Official Hotels:

Holiday Inn Express and Suites

17345 Midland Dr., Shawnee, KS 66217

PH: 913-400-2509

Rate Reference: Heart of America Competition

Rate: \$109 (king, dbl/dbl, king or queen executive suite)

Include Free: Breakfast, Wi-fi, parking

Indoor Pool & fitness room

Cancellation: 3 days prior to check in

Cut-Off: May 25, 2017

Courtyard by Marriott

17250 Midland Dr, Shawnee, KS 66217

PH: 913-631-8800

Rate Reference: Heart of America Competition
Rate: \$114 (king with sleeper) or \$119 (queen/queen)

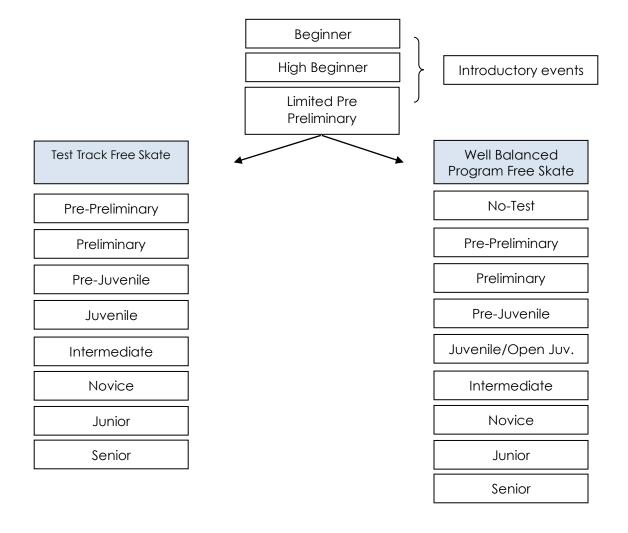
Include Free: Wi-fi, parking Indoor Pool & fitness room Cancellation: 3 days prior Cut-Off: May 18, 2017

Please book early as there are multiple events happening around the area and hotel rooms will be limited.

SINGLES FREE SKATING EVENTS

See current rulebook or click <u>here</u> for current rules and requirements.

Illustration of Singles Free Skating Events:





EVENT: Basic Elements Event: SNOWPLOW SAM - BASIC 6

Format choice of the host: Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the <u>order listed below</u> (no excessive connecting steps). Referee driven format examples: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.

- 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			
		March followed by a two-foot glide and dip			
Snowplow	1:00 max.	Forward two-foot swizzles, 2-3 in a row			
Sam		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			
		Backward crossovers, 4-6 consecutive, both directions			
Basic 5	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: Pre-Free Skate Compulsory Event

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
Pre-Free Skate	1:15 max	 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, 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



EVENT: Introductory Levels Compulsory Event

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: Basic Program Event: 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			
		March followed by a two-foot glide and dip			
Snowplow	1:10 max.	 Forward two-foot swizzles, 2-3 in a row 			
Sam		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 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	1:10 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 ½ swizzle pumps on a circle, one direction only			
		Backward outside edge on a circle, clockwise or counterclockwise			
	1:10 max.	Backward crossovers, 4-6 consecutive, both directions			
Basic 5		 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 Program Event

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



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 1:40 Maximum	Max. 5 jump elements: • 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	Max. 2 spins: • 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 have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: 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.	Max. 2 spins: • 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 have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
Limited Pre Preliminary 1:30 +/- 10 sec.	Max. 5 jump elements: Single jumps, with the exception of the single Axel, are allowed Maximum of 2 jump combinations or sequences Jump combinations limited to 2 jumps Jump sequences limited to a maximum	 Max. 2 spins: Spin may change feet and/or position Minimum 3 revs. Spins must be of a different character (For definition see rule 4103E) Spins may start 	Step sequence* Must use one-half the ice surface Moves in the field and spiral sequences are permitted but	

of 3 single jumps (half-	with a fly	will not be
loop is not considered		counted as
a single jump at this		elements.
level and may be		 Jumps may
performed without		be included in
counting toward jump		the step
limit)		sequence
 No single Axels, double 		
iumps or triple iumps		



EVENT: COMPULSORY MOVES

- 1. No Test Juvenile: Elements skated on ½ ice
- 2. Intermediate Senior: Elements skated on full-ice
- 3. The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
- 4. A 0.2 deduction will be taken for each element performed from a higher level.
- 5. Music is not allowed.
- 6. Skaters may compete at their test level or one level higher.

Level	Time	Skating rules/standards
		1. Loop jump
No-Test	1:15 max.	2. Jump combination to include a toe loop (may not use a loop or Axel)
		3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions
		4. Spiral sequence, must include a forward and backward spiral.
		Additional spirals and balance moves may be included.
		1. Toe Loop jump
Pre-	1:15 max.	2. Jump combination: single/single (no Axel)
Preliminary		3. Sit spin or camel spin - minimum three revolutions
		4. Spiral sequence with one forward spiral and one backward spiral
		(any edge)
		1. Single Lutz
Preliminary	1:15 max.	Jump combination: single/single (may include Axel)
,		3. Back upright spin - minimum three revolutions
		4. Forward inside spiral
		1. Single jump (may include Axel)
Pre –	1:15 max.	Jump combination: single/single (may include Axel)
Juvenile		3. Layback spin or camel spin - minimum three revolutions
		4. Step sequence - circular
		1. Single Axel
Juvenile &	1:15 max.	Jump combination: single/single or double/single
Open Juv.		3. Layback spin or camel spin - minimum three revolutions
		4. Step sequence – circular
		Double Salchow or double toe loop
Intermediate	1:30 max.	Jump combination: single/single or double/single
		3. Flying spin, minimum five revolutions
		4. Step sequence – straight line
		1. Double loop
Novice	1:30 max.	Jump combination: double/single or double/double
		3. Flying spin - minimum five revolutions
		4. Step sequence – straight line
		1. Double flip
Junior	1:30 max.	Jump combination: double/double or triple/double
		3. Combination spin - minimum 10 revolutions
		4. Step sequence – straight line
		1. Double Lutz
Senior	1:30 max.	Jump combination: double/double or triple/double
		3. Combination spin - minimum 10 revolutions
		4. Step sequence – straight line



EVENT: Adult Compulsory Moves

- 1. 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. On required elements may be included.
- 2. All events are skated on ½ ice.
- 3. Minimum number of revolutions are noted in parentheses.

Level	Time	Elements
20 7 01	11110	Forward crossovers (Min. 5 consecutive)
Adult Beginner	1:15	2. Waltz jump
Addit beginner	1.15	3. Two foot upright spin
		4. Forward spiral (any edge)
		Backward crossovers (Min. 5 consecutive)
Adult Pre-Bronze	1:15	2. Waltz jump
7 (GOTT TO BIOTIZE	1.10	3. Forward upright spin (Min. 3 revolutions)
		4. Forward outside spiral
		1. Single Salchow
Adult Bronze	1:15	2. Waltz jump – toe loop combination jump
7 to on Bronzo	1110	3. Sit spin (Min. 3 revolutions)
		4. Spiral sequence (Min. 2 spirals)
		1. Single loop
Adult Silver	1:30	2. Single/single jump combination
		3. Sit spin (Min. 3 revolutions)
		4. Straight line step sequence
		1. Single Lutz or Axel
Adult Gold	1:30	Single/single or single/double jump combination
		3. Camel spin (Min. 4 revolutions)
		4. Straight line step sequence
		 Axel, double Salchow , double toe loop or double loop
Masters	2:00	Jump combination (double/double, single/double or
Intermediate/Novice		double/single) that may include double Salchow , double toe
· ·		loop or double loop and any single jump including Axel
		3. Solo spin of skater's choice (Min. 6 revolutions)
		4. Straight line step sequence
		Choice of any double jump
Masters Junior/Senior	2:00	Jump combination that may include any double jump
		3. Solo spin of skater's choice (Min. 8 revolutions)
		4. Straight line step sequence



EVENT: 2016-17 Test Track Free Skate – Pre-Preliminary through Senior levels

- 1. 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.
- 2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- 3. 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.
- 4. Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- 5. 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 1:40 maximum	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. Max. 2 jump combinations or sequences Max. 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. (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre- preliminary free skate test
Preliminary 1:30 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: One spin in one position; no change of foot, no flying entry. (Min. 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
Pre-Juvenile 2:00 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: One spin in one position, no change of foot (Min. 3 revolutions) One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre- juvenile free skate test

		revolutions). Spins may not fly.		
Juvenile 2:15 +/- 10 sec.	Maximum of 5 jump elements: Any single jumps, including Axel, are permitted. Max. 2 jump combinations or sequences Max. 2 of any same type jump	 Maximum of 2 spins: One solo spin in one position, no change of foot (Min. 4 revolutions). One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) Only solo spin may fly 	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test
Intermediate 2:40 +/- 10 sec.	 Maximum of 6 jump elements: Any single jumps. Double jumps permitted: double Salchow and double toe loop. Maximum of 3 jump combinations or sequences Max. 2 of any same type jump 	Maximum of 2 spins: One must be a flying spin (min 5 revolutions), One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot).	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test
Level	Jumps	Spins	Step Sequences	Qualifications
Novice Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.	Maximum of 7 jump elements for men and 6 for ladies: • Any single jumps. • Double jumps permitted: double Salchow, double toe loop and double loop. • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump	Maximum of 3 spins, of a different nature: • One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot) • The other spins are the option of the skater (min 6 revolutions per foot) • All spins may fly	One step sequence or spiral sequence fully utilizing ice surface (see rule 4104 & 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test
Junior Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies:	Maximum of 3 spins of a different nature: • One spin in one position (Min. 6 revolutions) • One flying spin (Min. 6 revolutions) • One combination spin consisting of all three basic	One step sequence fully utilizing ice surface (See rule 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior

	sequences • Max. 2 of any same type jump	positions and one change of foot (2 per position, min. 5) revolutions per foot)		free skate test
Senior Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies:	Maximum of 3 spins of a different nature: • One spin in one position (Min. 6 revolutions) • One flying spin (Min. 6 revolutions) • One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot)	Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks) Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)	Skaters must have passed at least the U.S. Figure Skating junior free skate test

Well Balanced Program Free Skate Events

General event parameters

- 1. 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.
- 2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- 3. 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.
- 4. Minimum number of spin revolutions described for each level. Revolutions must be in position.
- 5. Beginner to Pre-Juvenile groups will be according to test level and age.
- 6. * means element is required.
- 7. All free skate events will be skated on full ice.
- 8. An axel is a single jump.
- 9. There will be no axels, double jumps, or flying spins at the Beginner through Limited Pre-Preliminary levels.
- 10. Pre-Juvenile through Senior will be judged using the IJS scoring system. All other levels will be judged using the 6.0 scoring system.

COMBINED SHORT PROGRAM & WELL BALANCED FREE SKATE EVENTS-Championship Events

- 1. Championship events will be held at the Intermediate through Senior levels and will include both a Short and Freeskate Program.
- 2. Final rounds will be determined based on the initial round Freeskate Program results. The number of skaters moving on to a final round from each initial round event will be posted at the competition. Final rounds will consist of the Freeskate Program. In the event that initial rounds are not necessary all skaters will skate both their Short and Freeskate programs. If initial rounds are necessary the number of skaters advancing to the final round will be posted at the rink. Trophies will be awarded on the basis of combined Short and Freeskate program scores.
- 3. All events will be judged using the IJS scoring system.

The short program events listed below will be skated. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for rules, program length, etc.

- A. Intermediate short program Rule 4230
- B. Novice short program Rule 4220
- C. Junior short program Rule 4210
- D. Senior short program Rule 4200

2017-18 Singles Short Program Requirements — This chart reflects the current rules in place for the 2017-18 season, which begins July 1, 2017. These rules are subject to change by the U.S. Figure Skating Governing Council (May 3-7, 2017) or the ISU.



		Double or Triple Jump	Jump Combination				Step Sequence
INTERMEDIATE LADIES/MEN 2:10 max.	Single or Double Axel	Immediately preceded by connecting steps May not repeat double Axel or the triple jump used in the combination	Single/Double, Double/Double, Single/Triple, or Double/Triple May not repeat Axel jump or solo jump performed	Spin Only one pos No change of May start with Min. 5 revs	ition Min. 2 d foot all 3 ba a fly	With only 1 change of foot different basic positions. Must have asic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos	2. Only Simple Variety and rotation in each vering at least a 1/3 of ern in total for each al direction will be atted for the level.
NOVICE LADIES 2:30 max.	Single or Double Axel	Double or Triple Jump Immediately preceded by connecting steps May not repeat double Axel or either jump in combo	Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat double Axel or solo jump performed	Sit or (No cha No fly	ways Leaning Spin, Camel Spin nge of foot ving entry 6 revs.	Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos.	Leveled Step Sequence Fully utilizing the ice surface
NOVICE MEN 2:30 max.	Single or Double Axel	Double or Triple Jump Immediately preceded by connecting steps May not repeat double Axel or either jump in combo	Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat Double Axel or solo jump performed	With only 1 No chang No	or Sit Spin change of foot ge of position flying entry vs. each foot	Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos.	Leveled Step Sequence Fully utilizing the ice surface
JUNIOR LADIES 2:40 +/- 10 sec	Double Axel	Double or Triple <u>Lutz</u> Immediately preceded by connecting steps or other free skating movements	Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat Double Axel or solo jump performed	Flying Sit Spin Flying pos. may be different than landing pos. Min. 8 revs.	Layback, Sideways Leaning or <u>Camel</u> Spin without change o foot No flying entry Min. 8 revs.	Min. 2 different basic positions. Must have	Leveled Step Sequence Fully utilizing the ice surface
JUNIOR MEN 2:40 +/- 10 sec	Double or Triple Axel	Double or Triple <u>Lutz</u> Immediately preceded by connecting steps or other free skating movements	Jump Combination Double/Triple or Triple/Triple May not repeat Axel jump or solo jump performed	Flying Sit Spin Flying pos. may be different than landing pos. Min. 8 revs.	Camel Spin With only 1 change of foot No flying entry Min. 6 revs. each foot	all 3 basic positions to receive full value.	Leveled Step Sequence Fully utilizing the ice surface
SENIOR LADIES 2:40 +/- 10 sec	Double or Triple Axel	Any Triple Jump Immediately preceded by connecting steps or other free skating movements May not repeat Triple Axel or either jump in combo	Jump Combination Double/Triple or Triple/Triple May not repeat Axel jump or solo jump performed	Flying Spin Landing position different than spin in 1 position Min. 8 revs.	Layback, Sideways Leaning, Sit or Camel Spin without change o foot No flying entry Min. 8 revs.	Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 6 revs. each foot Min. 2 revs in pos.	Leveled Step Sequence Fully utilizing the ice surface
SENIOR MEN 2:40 +/- 10 sec	Double or Triple Axel	Any Triple or Quadruple Jump Immediately preceded by connecting steps or other free skating movements May not repeat Triple Axel or either jump in combo	Jump Combination Double/Triple, Triple/Triple, Quad/Double, or Quad/Triple May not repeat Axel jump or solo jump performed	Flying Spin Landing position different than spin in 1 position Min. 8 revs.	Camel or Sit Spin With only 1 change of foot No flying entry Min. 6 revs. each foot	Min. 2 different basic positions. Must have all 3 basic positions to receive full value.	Leveled Step Sequence Fully utilizing the ice surface

The Freeskate event listed below will be skated:

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
INTERMEDIATE 2:40 +/- 10 sec *means element is required	 Max 6 Jump Elements 1 must be an Axel-type jump* All single, double and triple jumps allowed No more than 2 different jumps with 2 ½ or 3 revolutions may be repeated If any double or triple jumps, including double Axel, are repeated, at least one attempt must be part of a jump combination or sequence If both executions (of the double or triple) are as solo jumps, the second of these jumps will receive 70% of its original base value No double or triple jump can be included more than twice Max 3 jump combinations or sequences Combinations are limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited 	Max 2 Spins 1 spin combination; with or without change of foot* Min 8 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with only 1 position; no change of foot* Min 5 revs Both spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence One leveled step sequence* Maximum of Level 2. Only Simple Variety (seven turns) and rotation in each direction covering at least a 1/3 of the pattern in total for each rotational direction will be evaluated for the level. Must fully utilize the ice surface
NOVICE LADIES 3:00 +/- 10 sec *means element is required	 Max 6 Jump Elements 1 must be an Axel-type jump* All single, double and triple jumps are allowed No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least 1 attempt must be as part of a jump combination or sequence. If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 flying spin with no change of foot or position* Min 6 revs 3rd spin is option of skater All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence One leveled step sequence* Must fully utilize the ice surface
NOVICE MEN 3:30 +/- 10 sec *means element is required	Max 7 Jump Elements 1 must be an Axel-type jump* All single, double and triple jumps are allowed No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least one attempt must be part of a jump combination or sequence. If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 flying spin with no change of foot or position* Min 6 revs 3rd spin is option of skater All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence • One leveled step sequence* ○ Must fully utilize the ice surface
2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES

	Max 7 Jump Elements • 1 must be an Axel-type jump*	Max 3 Spins 1 spin combination; with or without change of	Max 1 Sequence One leveled step
	Jumps can contain any number of revolutions	foot*	sequence*
JUNIOR LADIES	 Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value 	 Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full 	 Must fully utilize the ice surface
3:30 +/- 10 sec	 No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence 	value. 1 spin with a flying entry*	
means element is required	Max 3 jump combinations or sequences Combinations limited to 2 jumps	 Min 6 revs 1 spin with only 1 position 	
is required	 One 3-jump combination is permitted Number of jumps in a sequence is not limited 	 Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) 	
	Max 8 Jump Elements	Max 3 Spins	Max 1 Sequence
	1 must be an Axel-type jump*	1 spin combination; with or without change of foot*	One leveled step
ILINIOD MEN	 Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice 	Min 10 revsMin 2 revs in each position	sequence* o Must fully utilize the
JUNIOR MEN	 If both executions (of the same triple or quad) are as solo jumps, the second of 	Must have all 3 basic positions to receive full	ice surface
4:00 +/- 10 sec	these jumps will receive 70% of its original base value	value.	
	 No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence 	1 spin with a flying entry*	
means element	Max 3 jump combinations or sequences	1 spin with only 1 position	
is required	 Combinations limited to 2 jumps 	o Min 6 revs	
	 One 3-jump combination is permitted Number of jumps in a sequence is not limited 	All spins may change feet and start with a flying entry Spins must be of a different character	
		(For definition see U.S. Figure Skating rule 4103 (E))	
	Max 7 Jump Elements	Max 3 Spins	Max 2 Sequences
	1 must be an Axel-type jump*	Max 3 Spins 1 spin combination; with or without change of foot*	One leveled step
SENIOR	 1 must be an Axel-type jump* Jumps can contain any number of revolutions 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs	One leveled step sequence*
SENIOR LADIES	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full	One leveled step
	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position	One leveled step sequence* Must fully utilize the
LADIES	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs	 One leveled step sequence* Must fully utilize the ice surface One choreographic sequence*
LADIES 4:00 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly
LADIES 4:00 +/- 10 sec	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence*
LADIES 4:00 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly
LADIES 4:00 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 	Max 3 Spins ■ 1 spin combination; with or without change of foot* □ Min 10 revs □ Min 2 revs in each position □ Must have all 3 basic positions to receive full value. ■ 1 spin with a flying entry* □ Min 6 revs ■ 1 spin with only 1 position* □ Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences
LADIES 4:00 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step
LADIES 4:00 +/- 10 sec *means element is required	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence*
LADIES 4:00 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step
LADIES 4:00 +/- 10 sec *means element is required SENIOR MEN	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value.	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface
LADIES 4:00 +/- 10 sec *means element is required	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs I spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface One choreographic
LADIES 4:00 +/- 10 sec *means element is required SENIOR MEN	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs I spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface One choreographic sequence*
LADIES 4:00 +/- 10 sec *means element is required SENIOR MEN 4:30 +/- 10 sec	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs I spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry*	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface One choreographic
LADIES 4:00 +/- 10 sec *means element is required SENIOR MEN 4:30 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted 	Max 3 Spins • 1 spin combination; with or without change of foot* ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* ○ Min 6 revs • 1 spin with only 1 position* ○ Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins • 1 spin combination; with or without change of foot* ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* ○ Min 6 revs • 1 spin with only 1 position* ○ Min 6 revs All spins may change feet and start with a flying entry	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly
LADIES 4:00 +/- 10 sec *means element is required SENIOR MEN 4:30 +/- 10 sec *means element	 1 must be an Axel-type jump* Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited Max 8 Jump Elements 1 must be an Axel-type jump* Of all the triples or quads, only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence Max 3 jump combinations or sequences Combinations limited to 2 jumps 	Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E)) Max 3 Spins 1 spin combination; with or without change of foot* Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with a flying entry* Min 6 revs 1 spin with only 1 position* Min 6 revs	One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly visible Max 2 Sequences One leveled step sequence* Must fully utilize the ice surface One choreographic sequence* Must be clearly

INITIAL / FINAL ROUND FOR WELL BALANCED FREE SKATE EVENTS-Championship free skate

- 1. Championship free skate events are available for No Test through Juvenile levels as noted below in the chart.
- 2. When entries merit more than one group, initial rounds will be held. The number of skaters moving on to a final round from each initial round event will be posted at the competition.

3. Pre-Juvenile will be judged using the IJS scoring system. Pre-Preliminary through Preliminary and Adult will be judged using the 6.0 scoring system.

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
NO TEST 1:40 maximum *means element is required	Max 5 Jump Elements All single jumps allowed except for the single Axel No single Axels, double, triple or quadruple jumps allowed Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or jump sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted. Jump sequences limited to a maximum of 3 single jumps	Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence Step Sequence Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence If IJS is used, then: ChSt
PRE- PRELIMINARY 1:40 maximum *means element is required	Max 5 Jump Elements All single jumps, including the single Axel, allowed No double, triple or quadruple jumps allowed Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or jump sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted. Jump sequences limited to a maximum of 3 single jumps	Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence Step Sequence Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence If IJS is used, then: ChSt
PRELIMINARY 1:30 +/- 10 sec *means element is required	 Max 5 Jump Elements 1 must be an Axel or a waltz jump* All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop) Double flip, double Lutz, double Axel, triple and quadruple jumps 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 a jump sequence or jump combination Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or sequences Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump permitted Jump sequences limited to a maximum of 3 single or double jumps. 	Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence Step Sequence Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence If IJS is used, then: ChSt

PRE-JUVENILE 2:00 +/- 10 sec *means element is required	 Max 5 Jump Elements 1 must be an Axel-type jump* All single and double jumps allowed except for the double Axel No triple or quadruple jumps allowed An Axel plus up to 3 different double jumps may be repeated once (but no more) as solo jumps or part of a jump sequence or jump combination Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted Jump sequences limited to a maximum of 3 single or double jumps 	Max 2 Spins 1 spin combination, with or without change of foot* May start with a flying entry Min 6 revs 1 spin with only 1 position* No change of foot May start with a flying entry Min 4 revs These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence Step Sequence Must fully utilize the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence If IJS is used, then: ChSt
2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
		5.	STET SEQUENCES

Adult Freeskate Events

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCE
CHAMPIONSHIP MASTERS JUNIOR-SENIOR & MASTERS JUNIOR-SENIOR 3:40 maximum * means element is required	Max 7 Jump Elements 1 must be an Axel-type jump* Max 3 combinations or sequences 1 jump combination may contain three jumps; the remaining jump combinations are limited to two jumps Number of jumps in sequence is unlimited, but only the two highest-value jumps in a jump sequence will be counted No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 5 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position	Max 1 Step Sequence 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP MASTERS INTERMEDIATE- NOVICE & MASTERS INTERMEDIATE- NOVICE 3:10 maximum * means element is required	 Max 6 Jump Elements 1 must be an Axel-type jump* Max 3 combinations or sequences 1 jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps Each jump may be repeated only once, and only as part of combination or sequence All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop Only one double-double jump combination or sequence is permitted Double flip, double Lutz, double Axel and triple jumps are not permitted 	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 5 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position	Max 1 Step Sequence 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP ADULT GOLD & ADULT GOLD 2:40 maximum	 Max 5 Jump Elements Max 3 combinations or sequences 1 jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps Each jump may be repeated only once, and only as part of combination or sequence All single jumps, including the single Axel, are permitted, as are the following double jumps: double toe loop, double Salchow. No double-double jump combinations or sequences are permitted Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 4 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position	Max 1 Step Sequence 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

2016-17	JUMP ELEMENTS	SPINS	STEP/SPIRAL SEQUENCES
CHAMPIONSHIP ADULT SILVER AND	Max 5 Jump Elements Max 2 combinations or sequences 1 combination/sequence may consist of three jumps, and the other may have only two jumps Additional jump sequences which contain non-listed jumps of not more than one revolution performed as part of connecting footwork preceding single jumps	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot	Max 1 Sequence To be chosen from: • Step sequence or • Spiral sequence (any pattern)
ADULT SILVER 2:10 maximum	 are permitted Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps are permitted, including single Axel. No double or triple jumps are permitted 	Min 2 revs in each position	Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such. If IJS is used, then: ChSt
	Max 4 Jump Elements	Max 2 Spins	Max 1 Sequence
ADULT BRONZE 1:50 maximum	 Max 2 combinations or sequences; 1 combination/sequence may consist of three jumps, and the other may have only two jumps Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps are permitted (except single Axel) No single Axel, double or triple jumps are permitted 	 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position No flying spins are permitted 	To be chosen from: • Step sequence or • Spiral sequence (any pattern) Must use at least ½ ice surface Additional moves in the field,
			spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such. If IJS is used, then: ChSt
	Max 4 Jump Elements	Max 2 Spins	Max 1 Sequence
ADULT PRE BRONZE 1:40 maximum	 Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) Only single and half-revolution jumps are allowed No single Lutz, single Axel or double jumps are allowed 	Min 3 revs Spins with a flying entry are not permitted	Connecting steps throughout the program are required



EVENT: Jumps Challenge

- 1. Each jump will be executed once
- 2. Pre-juvenile and lower will be skated $\frac{1}{2}$ ice; Juvenile Senior will be skated on full ice3
- 3. Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Skating rules / standards
Beginner	1:15 max.	 Waltz jump (from backward crossovers) ½ flip or ½ Lutz Single Salchow
High Beginner	1:15 max.	 Waltz jump (from backward crossovers) Single Salchow Jump combination – waltz jump-toe loop
No-Test	1:15 max.	 Single toe loop Single loop Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	 Single toe loop Single flip Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	 Single flip Single Lutz Jump combination – Any single jump + single loop (may be Axel)
Pre – Juvenile	1:15 max.	 Single Axel Single or double jump Jump combination – single/single (no Axel)
Juvenile & Open Juv.	1:15 max.	 Single Axel Double Salchow Jump combination – single/single or double/single (no Axel)
Intermediate	1:30 max.	 Single Axel Double loop* Jump combination – double/single (no Axel)
Novice	1:30 max.	Double loop Double flip* Jump combination – double/double (may be double Axel)
Junior	1:30 max.	 Choice of double or triple jump Double or triple flip* Jump combination – double/double (may be double Axel)
Senior	1:30 max.	 Choice of double or triple jump Double or triple Lutz* Jump combination – double/double or triple/double (may be double Axel)



EVENT: Adult Jumps Challenge

- 1. Each jump will be executed once
- 2. Adult silver and lower will be skated ½ ice; adult gold masters junior/senior will be skated on full ice
- 3. Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Elements
Adult Beginner	1:00	Bunny Hop Mazurka or ballet jump
Adult Pre-Bronze	1;00	1. Waltz or toe loop jump 2. ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:00	 Single Salchow Single toe loop Any single jump + single toe loop combination (No Axels allowed)
Adult Silver	1:15	Single flip Single loop Single/single combination (Axel is permitted)
Adult Gold	1:15	 Single Axel Single Lutz Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow)
Masters Intermediate/Novice	1:30	 Axel Double Salchow, double toe loop or double loop Jump combination (double/double, single/double or double/single) that may include double Salchow, double toe loop or double loop and any single jump including Axel
Masters Junior/Senior	1:30	Double loop or double flip Double Lutz Jump combination that may include any double jump



EVENT: Spins Challenge

- 1. 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.
- 2. All events are skated on ½ ice.
- 3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
High Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
No-Test	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
Pre – Preliminary	1:30 max.	 Upright one-foot spin (3) Upright back scratch spin (3) Sit spin (3)
Preliminary	1:30 max.	 Forward scratch to back scratch spin (3) Combination spin with no change of foot (4) Sit spin (3)
Pre – Juvenile	1:30 max.	 Camel spin (3) Combination spin – camel to sit spin; no change of foot (6) Forward to backward scratch spin (3 per foot)
Juvenile & Open Juv.	1:30 max.	 Sit spin (4) Combination spin – with change of foot; optional change of position (4 per foot) Girls – layback spin (4); Boys – camel spin (4)
Intermediate	1:30 max.	 Flying camel spin (5) Sit spin to backward sit spin (4 per foot) Combination spin – change of foot & change of position (4 per foot)
Novice	1:30 max.	 Choice of camel, sit or layback spin (6) Camel spin to backward camel spin (4 per foot in position) Combination spin – change of foot & two changes of position (2 per position & 5 per foot)
Junior	1:30 max.	 Flying sit spin or flying reverse sit spin (6) Solo spin of choice (6) – may not fly Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)
Senior	1:30 max.	 Flying spin of choice (6) Solo spin of choice (6) – may not fly Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)



EVENT: Adult Spins Challenge

- 1. 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. On required elements may be included.
- 2. All events are skated on ½ ice.
- 3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Adult Beginner	1:15	 Pivot Two-foot upright spin (2)
Adult Pre-Bronze	1:15	One-foot upright spin (3) Two-foot upright spin (3)
Adult Bronze	1:15	 One-foot upright spin (4) One-foot back spin (3) Sit spin (3)
Adult Silver	1:30	 Camel spin (3) Layback, sideways leaning or sit spin (4) Combination spin with at least one change of position, no change of foot (3 in each position)
Adult Gold	1:30	 Solo spin, no change of foot (4) Second solo spin, different from the first; change of foot optional (4) Combination spin with only one change of foot and at least one change of position (4 each foot)
Masters Intermediate/Novice	1:30	 Solo spin of skater's choice (Min. 6 revolutions) Second solo spin, different from the first; change of foot optional (4) May have a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot)
Masters Junior/Senior	1:30	 Solo spin of skater's choice (Min. 8 revolutions) Solo spin with a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot). May have a flying entry



EVENT: OPEN PAIRS EVENTS

This is a fun event open to any team who wants to present a pairs program of 1:30 to 2:00 minutes skated to the music of your choice. There are no restrictions for gender, age or skating level. The music selection can be any style, with or without vocals. No overhead lifts are permitted. The program will be judged on the unison of the pair team and on original choreography.



EVENT: Showcase Events – Interpretive Events

Format: Interpretive is a performance choreographed by the competitor, unaccompanied and unassisted, to music supplied by the competition committee / LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements.

- Warm up time will consist of music being played twice after 1 minute.
- Skaters after the warm up will go back to a room, with no music being played.
 - 1. The room will be attended only by the adult monitor and the competing skaters in that group.
- Skaters will be brought to the ice when the previous skater begins and will face away from the ice to listen to the music for one final time.
- All competitors in an event will interpret the same music.
- Props are not permitted.
- If entry numbers warrant, the combined groups will be divided by Freeskate levels.
- There is to be no instruction allowed during this event from coaches, parents or fellow skaters. The competitors are only allowed to communicate with event officials until they have completed their performance.

Skaters are judged on interpretation of music with variety and appropriate moves covering the ice surface.

Interpretative Events and Levels:

Except for Adult events, skaters must compete at the highest level for which they qualify

Level	Program Duration	Test Requirements (Freeskate or Free Dance)
Preliminary and below	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Pre-Juvenile - novice	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Junior and senior	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Teen and young adult	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
All adult events	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.



EVENT: Compete USA Showcase Events

Format: 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. 6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

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.

General event parameters:

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 competitors within one minute. 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.

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

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.
Pre-Free Skate/ Beginner/High Beginner	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary/ Adult Pre-Bronze	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 max.
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.



EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase program that should express a carefree concept or storyline designed to uplift
 and entertain the audience through related skating movements, gestures and physical
 actions.
- Props and scenery are permitted.

General event parameters:

- 1. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 2. The determination of level will be based upon test requirement at the entry deadline.
- 3. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Light Entertainment Levels:

Except for Adult events, skaters must compete at the highest level for which they qualify.

	Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
	Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
	Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
	Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
	Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
	Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
	Senior	Senior Free Skate OR Senior Free Dance			2:40 max

Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Complete Pre-Bronze Dance Test**	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77) OR Any Pre-Silver Dance**	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile FS (prior to 10/1/94) Pre Juvenile FS Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) 3rd Figure (prior to 10/1/77) OR One Pre-Silver Dance**	Adult Gold Free Skate Juvenile FS (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze FD (prior to 9/2/2000) 4th Figure (prior to 10/1/77) OR Any Pre-Gold Dance**	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance 3 rd Figure (prior to 10/1//77) OR One Pre-Gold Dance**	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver FD (Prior to 9/2/2000) 5th Figure Test (prior to 10/1/77) OR Complete Pre-Gold Dance Test**	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver FD (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) 8th Figure Test (10/1/77- 9/30/79) OR Complete Pre-Gold Dance Test**		21 and older	1:40 max



EVENT: Showcase Events – Dramatic Entertainment Events

Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness.
- Props and scenery ARE permitted.

General event parameters:

- 4. Level will be determined by the highest free skate or dance (solo or partnered) test passed, as listed in the table below. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 5. The determination of level will be based upon test requirement at the entry deadline.
- 6. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Dramatic Entertainment Levels:

Except for Adult events, skaters must compete at the highest level for which they qualify.

	Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
	Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
	Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
	Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
	Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
	Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max

	Senior	Senior Free Skate OR Senior Free Dance			2:40 max
	Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
	Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Complete Pre-Bronze Dance Test**	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77) OR Any Pre-Silver Dance**	21 and older	1:40 max
	Adult Silver	Adult Silver Free Skate Juvenile FS (prior to 10/1/94) Pre Juvenile FS Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) 3rd Figure (prior to 10/1/77) OR One Pre-Silver Dance**	Adult Gold Free Skate Juvenile FS (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze FD (prior to 9/2/2000) 4th Figure (prior to 10/1/77) OR Any Pre-Gold Dance**	21 and older	1:40 max
	Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance 3 rd Figure (prior to 10/1//77) OR One Pre-Gold Dance**	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver FD (Prior to 9/2/2000) 5th Figure Test (prior to 10/1/77) OR Complete Pre-Gold Dance Test**	21 and older	1:40 max
	Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver FD (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) 8th Figure Test (10/1/77- 9/30/79) OR Complete Pre-Gold Dance Test**		21 and older	1:40 max

EVENT: Pairs Events

Pairs Events will be conducted upon request with Initial and Final Round as per Qualifying Rules for the 2017/2018 Competition Season.

EVENT: Couples Dance Events

Couples Dance will be conducted upon request with Initial and Final Round as per Qualifying Rules for the 2017/2018 Competition Season.

<u>EVENT</u>	INITIAL ROUND - PATTERN DANCES	FINAL ROUND
Pre-Juvenile	Group A – Dutch Waltz, Cha Cha	Group A – Rhythm Blues, Fiesta Tango
Juvenile	Group A – Fourteenstep, Hickory Hoedown	Free Dance - 2:15min +/-10s
Intermediate	Group A – Tango, American Waltz	Free Dance - 2:30min +/-10s
Novice	Group B – Argentine Tango, Kilian	Free Dance - 3:00min +/-10s

EVENT: Solo Dance Events

All dances are open with no age restrictions. Test requirements as per highest compulsory Dances passed as of **entry deadline**. May not skate down from skater's test level. Please list dances you wish to participate in on the enclosed entry form. There must be a minimum of two competitors in each event, otherwise the dance event will be cancelled. **There will be no critiques.**

Level	Dances	
Preliminary	Rhythm Blues	(3P)
	Dutch Waltz	(3P)
	Canasta Tango	(3P)
Pre-Bronze	Cha-Cha	(3P)
	Fiesta Tango	(3P)
	Swing	(2P)
Bronze	Willow Waltz	(3P)
	Ten Fox	(3P)
	Hickory Hoedown	(3P)
Pre-Silver	European Waltz	(2P)
	Foxtrot	(4P)
	Fourteenstep	(4P)
Silver	Silver Tango	(2P)
	Rocker Foxtrot	(4P)
	American Waltz	(2P)

Pre-Gold	Blues	(3P)
	Killian	(6P)
	Paso Doble	(3P)
	Starlight Waltz	(2P)
Gold	Argentine Tango	(2P)
	Viennese Waltz	(3P)
	Westminster Waltz	(2P)
	Quickstep	(4P)