

LEARN TO  
**SKATE**  
USA



ShowSkate 2017  
Learn To Skate USA Competition  
For Snowplow Sam through Pre-Preliminary Skaters

hosted by  
Lone Star Figure Skating Club

March 5, 2017

ShowSkate Learn To Skate USA Competition will be conducted in accordance with the rules and regulations of U.S. Figure Skating and Learn to Skate to Skate USA, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the Learn To Skate USA 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.

**TEST LEVEL:** Competition level is the highest test passed as of the entry deadline. Entrants may skate one level above that for which they qualify, but they may not skate down in any event.

**ENTRIES:** All entries must be submitted online through EntryEeze.com by 11:59pm, **Wednesday, February 1, 2017**. Late entries will be accepted at the discretion of the host committee, and will be assessed a **\$50 late fee** for each instance. No refunds will be made after the closing date of entries unless no competition exists for the event. Once the number of entries equals the available ice time the competition will close, which could be earlier than the deadline. There will be a **\$25 change fee** for each change of event or level after the entry deadline.

First event: \$65  
Subsequent events: \$35  
Duet event: \$35/each skater

**REFUND POLICY:** Entry fees will not be refunded after **February 1, 2017** unless no competition exists or the event is cancelled. There will be no refunds for withdrawals, including documented medical withdrawals. The online processing fees are not refundable. Checks returned for non-sufficient funds or 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 web on EntryEeze.com.

**FACILITIES:** The competition will be held at Dr Pepper StarCenter Farmers Branch, 12700 N Stemmons Fwy, Farmers Branch, TX 75234. The facility phone number is 214-469-0180. It is located just off I-35E and Valley View Lane. DPSCFB is a free standing facility with indoor temperatures, consisting of two 200'X85' ice surfaces with standard NHL hockey markings. Additional rink information can be found at [www.drpepperstarcenter.com](http://www.drpepperstarcenter.com)

## **MUSIC:**

**UPLOAD/SUBMISSION-**Online music submission is the ONLY acceptable method to submit program music. The uploaded program MUST conform to the following specifications:

- Only one piece of competition program music (e.g. Short Program, Free Skate, etc.) per file is allowed.
- The uploaded file must be an **MP3** File. Simply changing the file extension to "mp3" from another file format is not acceptable.
- **Bit Rate of 192 kbps** or higher is requested.
- The file should not contain any ID3 metadata (tags). Especially NO embedded images such as album cover art, picture of the skater, etc.
- Leaders and trailers (the silence or "dead space" before and after the actual start and end of the program music) may not exceed two (2) seconds. We prefer that there be **NO leaders or trailers** at all. Excessive leaders and trailers may disrupt the playing of the music during competition.

After you have registered and paid for your events in EntryEeze, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the "competition" tab and then selecting "My Music".

See *EntryEeze* announcements on the main page for music submission *deadline date and time*.

### **BACKUP MUSIC AT EVENTS (CDs)**

**Competitors must submit their music online.** In addition, all competitors MUST have at least one (1) backup CD rink side at practice sessions, where program music will be played, and during the actual competition event. CDs must meet the following requirements:

- Clearly marked with a permanent marker with the skater's first and last name, event, and music length.
- Only one (1) music track. Any disk with more than one track is NOT acceptable.
- Lead in time on CDs may not exceed two (2) seconds.
- Music may NOT be submitted on re-recordable CDRW disks.

The LOC is NOT responsible for damage to or loss of CDs. CDs not picked up by the end of the competition are NOT the responsibility of the LOC and will be destroyed.

### **PENALTY FOR INCORRECT MUSIC OR FAILURE TO UPLOAD MUSIC**

The LOC may assess each competitor an additional charge of \$25 per event if the competitor

- fails to submit their music prior to the close of online music submission,
- submits files that do not correspond to the specifications above, or
- submits either the incorrect music or needs to make changes to their music after the close of online music submission.

Competitors may NOT receive their credentials at registration until they pay the \$25 per event charge and turn in their music on CD, conforming to the requirements above.

**LIABILITY:** U.S. Figure Skating, Lone Star Figure Skating Club, and Dr Pepper StarCenter 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 6.0 Majority Judging System will be used for all Showcase events. One mark will be awarded by each judge for each performance. No technical skating mark will be awarded.

**REGISTRATION:** Registration will begin on Sunday, March 5, 2017, one hour prior to the first event and run through the last event of the day. The registration table will be located at the skate rental counter of DPSC Farmers Branch. Please register promptly upon arrival.

### **PRACTICE ICE:**

- **Performance lighting practice ice** will be offered for Showcase Singles Dramatic Entertainment, Singles Light Entertainment and Duet events. Each skater will be allowed to sign up for one performance lighting practice session per entered singles event. Each duet skater will be allowed to sign up for one performance lighting practice session and must sign up for the same session. Performance lighting practice sessions are scheduled in 12-minute increments for \$15. Each skater (duet) will be allowed one run-through of his/her program and may warm up behind the backstage curtain, just as in the competition. Limited space available and must be pre-paid on EntryEeze.
- **Practice ice sessions for mini-ensembles and production ensembles** will be offered for \$45 flat fee.
- The Practice Schedule will be posted on our website by January 2, 2016 and pre-purchased practice ice may be reserved at that time.
- For unofficial practice ice, please contact Dr Pepper StarCenter Farmers Branch at 214-469-0180 to inquire about available freestyle sessions.

**PHOTOGRAPHY/VIDEOGRAPHY:** Action and award photography will be offered on site.

**AWARDS:** First through sixth place finishers will receive a medal/ribbon. Awards will be presented immediately after event results are posted. All competitors are encouraged to be present. Awards will also be presented to the top 6 skaters in the Parade of Champions.

The coach with the most skaters entered will receive a thank you gift from Lone Star Figure Skating Club.

**OFFICIAL NOTICES:** An official bulletin board will be maintained near the registration desk. 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 start time of their events. A tentative schedule of events will be **posted by February 27, 2017**.

**REPORTING TO COMPETE:** All competitors must report to the ice monitor 30 minutes prior to their scheduled event time. Interpretive competitors should report to their designated listening room 45 minutes before their scheduled event to hear their event music.

**DRESSING ROOMS:** Dressing rooms are unsupervised. Please bring skate guards and do not leave valuables unattended. Neither Lone Star FSC nor Dr Pepper StarCenter will be responsible for missing valuables or personal items.

### **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 an annual 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 the limits of \$1 million per occurrence/\$5 million aggregate.

For Learn To Skate USA ONLY coaches (formerly Basic Skills)- Any person, 18 and older, instructing in a U.S. Figure Skating Learn TO Skate program must have successfully passed the annual background screen and be registered as a Learn To Skate Instructor member.

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

If a coach cannot provide a photo ID and is not on the list or cannot produce the necessary documents, he/she will not be allowed a credential, NO EXCEPTIONS. All coaches should have their cards with them. Non-credentialed coaches will not be permitted in the designated rink side coaching area during events, including practice sessions. Coaches at U.S. Figure Skating events without compliance 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 INFORMATION:**

Co-Chairs  
Lisa Phillips & Debbie Page  
StarsFSCShowSkate@gmail.com

Chief Referee  
Melissa Bowman  
Patinage.tx@gmail.com

For additional ShowSkate updates, please check [www.starsfsc.org](http://www.starsfsc.org) and Entryeze.

## **ADDITIONAL INFORMATION:**

- For information regarding nearby hotels, please contact competition chairs
- Local airports include DFW and Dallas Love Field
- Good Luck advertisements to be displayed in the program may be ordered when registering for the competition on Entryeze

## **EVENTS OFFERED**

### **SHOWCASE EVENTS:**

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

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

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

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

\* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on [www.usfigureskating.org](http://www.usfigureskating.org).

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Interpretive: A performance choreographed by the competitor, unaccompanied and unassisted, to music supplied by the competition committee

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.	1:00 max.
Pre-Free Skate—Free Skate 6 Beginner—High Beginner Adult 1-6	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.	1:30 max.
No Test		Must not have passed Pre-Preliminary Free Skate Test	1:30 max.
Pre-Preliminary		Must not have passed Preliminary Free Skate Test	1:30 max.

#### Interpretive Events and Levels:

- 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.
  - The music will be played continuously during a 30-minute off-ice session in a room and twice during an on-ice warm-up prior to the performance.
  - The room will be attended only by the adult monitor assigned to play the music and the competing skaters in that group.
- **After the warm up, skaters will go back to a room, with no music being played.**
- Skaters will be brought to the ice when the previous skater finishes.
- All competitors in an event will interpret the same music.
- Props are permitted but must be brought into the room prior to listening to the music, and be taken to the ice only when the skater is called to perform. Props may not be pre-positioned on the performance surface.
- The music selection will be approximately 1:00 in duration.
- Programs are performed under full arena lighting

Level	Program Duration	Test Requirements
Pre-Free Skate— Pre-Preliminary	1:00 max	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.

## COMPETE USA EVENTS (formerly Basic Skills):

### Basic Elements: 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 order listed below (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
Snowplow Sam	1:00 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:00 max.	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Scooter pushes, right and left foot, 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two-foot turn in place, forward to backward</li> <li>• Backward two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:00 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:00 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:00 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:00 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>• T-stop, right or left</li> </ul>

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

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

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

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	<ul style="list-style-type: none"><li>• March followed by a two-foot glide and dip</li><li>• Forward two-foot swizzles, 2-3 in a row</li><li>• Forward snowplow stop</li><li>• Backward wiggles, 2-6 in a row</li></ul>
Basic 1	1:10 max.	<ul style="list-style-type: none"><li>• Forward two-foot glide and dip</li><li>• Forward two-foot swizzles, 6-8 in a row</li><li>• Beginning snowplow stop on two-feet or one-foot</li><li>• Backward wiggles, 6-8 in a row</li></ul>
Basic 2	1:10 max.	<ul style="list-style-type: none"><li>• Forward one-foot glide, either foot</li><li>• Scooter pushes, right and left foot, 2-3 each foot</li><li>• Moving snowplow stop</li><li>• Two-foot turn in place, forward to backward</li><li>• Backward two-foot swizzles, 6-8 in a row</li></ul>
Basic 3	1:10 max.	<ul style="list-style-type: none"><li>• Beginning forward stroking showing correct use of blade</li><li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li><li>• Forward slalom</li><li>• Beginning backward one-foot glide, either foot</li><li>• Moving forward to backward two-foot turn on a circle</li></ul>
Basic 4	1:10 max.	<ul style="list-style-type: none"><li>• Backward one-foot glides, right and left</li><li>• Forward outside edge on a circle, clockwise or counter clockwise</li><li>• Forward crossovers, 4-6 consecutive, both directions</li><li>• Beginning two-foot spin, 2-4 revolutions</li><li>• Backward ½ swizzle pumps on a circle, one direction only</li></ul>
Basic 5	1:10 max.	<ul style="list-style-type: none"><li>• Backward outside edge on a circle, clockwise or counterclockwise</li><li>• Backward crossovers, 4-6 consecutive, both directions</li><li>• Advanced two-foot spin, 4-6 revolutions</li><li>• Forward outside three-turn, right and left</li><li>• Hockey stop</li></ul>
Basic 6	1:10 max.	<ul style="list-style-type: none"><li>• Forward inside three-turn, right and left</li><li>• Bunny Hop</li><li>• Forward spiral on a straight line, right or left</li><li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li><li>• T-stop, right or left</li></ul>



### Pre-Free Skate – Free Skate 6 Compulsory

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

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> <li>• Forward inside open Mohawk from a standstill position (R to L and L to R)</li> <li>• 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</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Backward outside three-turns, right and left</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Backward inside three-turns, right and left</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Waltz three-turns, clockwise and counterclockwise</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Half loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz jump-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power pulls, right and left</li> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Axel jump</li> </ul>

### Pre-Free Skate – Free Skate 6 Program

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

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> <li>• 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</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:40 max	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop jump</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:40 max	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination</li> </ul>
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Half Loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Axel jump</li> </ul>

### Introductory Levels Compulsory

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

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

Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Waltz jump</li> <li>• ½ jump of choice</li> <li>• Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional)</li> <li>• Forward or backward spiral</li> </ul>
High Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Toe loop jump</li> <li>• Salchow jump</li> <li>• Forward scratch spin - minimum three revolutions</li> <li>• Forward or backward spiral</li> </ul>

### Introductory Levels Free Skate Program

General event parameters:

- 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: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front).</li> <li>• Max. 2 jump sequences</li> <li>• Max. 2 of any same jump</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</li> </ul>	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: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>• Single rotation jumps: Salchow and toe loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump.</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</li> </ul>	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

### No Test – Pre-Preliminary Compulsory Moves

General event parameters:

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

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>• Solo spin - sit or camel spin - minimum three revolutions</li> <li>• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Toe Loop jump</li> <li>• Jump combination: single/single (no Axel)</li> <li>• Sit spin or camel spin - minimum three revolutions</li> <li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>

### No Test — Pre-preliminary Well Balanced Free Skate

General event parameters:

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

LEVEL	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>NO TEST</p> <p>1:40 maximum</p> <p>*means element is required</p>	<p><b>Max 5 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• All single jumps allowed except for the single Axel                             <ul style="list-style-type: none"> <li>○ No single Axels, double, triple or quadruple jumps allowed</li> <li>○ Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or jump sequences                             <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted.</li> <li>○ Jump sequences limited to a maximum of 3 single jumps</li> </ul> </li> </ul>	<p><b>Max 2 Spins</b></p> <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs.</li> </ul> <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>• Step Sequence                             <ul style="list-style-type: none"> <li>○ Must use one-half the ice surface</li> <li>○ Moves in the field and spiral sequences are permitted but will not be counted as elements</li> <li>○ Jumps may be included in the step sequence</li> </ul> </li> </ul>

LEVEL	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>PRE- PRELIMINARY</p> <p>1:40 maximum</p> <p>*means element is required</p>	<p><b>Max 5 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• All single jumps, including the single Axel, allowed <ul style="list-style-type: none"> <li>○ No double, triple or quadruple jumps allowed</li> <li>○ Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels)</li> <li>○ Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or jump sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted.</li> <li>○ Jump sequences limited to a maximum of 3 single jumps</li> </ul> </li> </ul>	<p><b>Max 2 Spins</b></p> <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs.</li> </ul> <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>• Step Sequence <ul style="list-style-type: none"> <li>○ Must use one-half the ice surface</li> <li>○ Moves in the field and spiral sequences are permitted but will not be counted as elements</li> <li>○ Jumps may be included in the step sequence</li> </ul> </li> </ul>

### Pre-Preliminary Test Track Free Skate

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
<p>Pre-Preliminary</p> <p>1:40 maximum</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>)</li> <li>• Single rotation jumps: Salchow, toe loop and loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)</li> </ul>	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>

**ADULT EVENTS: This event can be used as a Compulsory or Program Event**

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

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

Connecting moves and steps should be demonstrated throughout the program.

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

<p><b>Adult 1</b></p> <ul style="list-style-type: none"> <li>• Falling and Recovery</li> <li>• Forward Marching</li> <li>• Forward two-foot glide</li> <li>• Forward swizzle (4-6 in a row)</li> <li>• Forward snowplow stop – two feet or one foot</li> </ul>	<p><b>Adult 4</b></p> <ul style="list-style-type: none"> <li>• Forward outside edge on a circle, right and left</li> <li>• Forward inside edge on a circle, right and left</li> <li>• Forward crossovers, clockwise and counterclockwise</li> <li>• Backward one-foot glides, right and left</li> <li>• Hockey stop, both directions</li> </ul>
<p><b>Adult 2</b></p> <ul style="list-style-type: none"> <li>• Forward skating across the width of the ice</li> <li>• Forward one-foot glides</li> <li>• Forward slalom</li> <li>• Backward skating</li> <li>• Backward swizzles, 4-6 in a row</li> </ul>	<p><b>Adult 5</b></p> <ul style="list-style-type: none"> <li>• Backward outside edge on a circle, right and left</li> <li>• Backward inside edge on a circle, right and left</li> <li>• Backward crossovers, clockwise and counterclockwise</li> <li>• Forward outside three-turn, right and left</li> <li>• Beginning two-foot spin</li> </ul>
<p><b>Adult 3</b></p> <ul style="list-style-type: none"> <li>• Forward stroking using the blade properly</li> <li>• Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise</li> <li>• Backward skating to a long two-foot glide</li> <li>• Forward chasses on a circle, clockwise and counterclockwise</li> <li>• Backward snowplow stop, Right and Left</li> </ul>	<p><b>Adult 6</b></p> <ul style="list-style-type: none"> <li>• Forward stroking with crossover end patterns</li> <li>• Backward stroking with crossover end patterns</li> <li>• Forward inside three-turn, right and left</li> <li>• T-stop</li> <li>• Lunge</li> <li>• Two-foot spin into one-foot spin</li> </ul>