



The Skaneateles Figure Skating Club announces the

6th Annual

COMPETE USA COMPETITION

Saturday, May 6, 2017

Mailed Application Deadline: April 15, 2017

EntryEeze Application Deadline: April 22, 2017

Duke Schneider Arena,
located inside the
Skaneateles YMCA and Community Center
97 State St.
Skaneateles, NY 13152

Online registration and paper application available at
www.eteamz.com/skanfsc



The Skaneateles Compete USA Competition, sponsored by the Skaneateles Figure Skating Club, will be held on Saturday, May 6, 2017. This is a United States Figure Skating approved Compete USA Competition. The sanction will be posted on the official competition bulletin board.

INQUIRIES

Refer questions regarding this competition to Betsy Ernyey by email at sfscsk8comp@aol.com.

MISSION STATEMENT

The purpose of the competition is to promote a FUN, introductory, competitive experience for the beginning skater.

ELIGIBILITY

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn to Skate USA program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Learn to Skate USA program/club or any other Learn to Skate USA program/club.

Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW SAM AND LEARN TO SKATE USA SKATERS THROUGH BASIC 6 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including Moves in the Field or individual dances. For the Pre-Free Skate Free Skate 6, Test Track and Well-Balanced levels, eligibility will be based only upon highest free skate test level passed (Moves in the Field test level will not determine skater's competitive level). Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

RULES

The competition will be conducted under the rules set forth by the 2016–2017 US Figure Skating “Learn to Skate USA Competition Manual”.

ENTRY FEES

BOTH mail and online entries will be accepted. All mail entries must be postmarked by **April 15, 2017**. Secure online entry with credit card payment will be available at www.eteamz.com/skanfsc and must be completed by midnight **April 23, 2017**. The first event is \$40.00 and each additional event is \$15.00. Late entries will be accepted at the discretion of the organizers, and are subject to a \$15.00 late fee. Entry fees are per person, US dollars.

All paper entry forms must be filled out legibly and completely and mailed with a check made payable to **Skaneateles Figure Skating Club** to:

Skaneateles Compete USA Competition
Skaneateles Figure Skating Club
PO Box 155
Skaneateles, NY 13152

There will be a \$35.00 fee for returned checks.

The competition reserves the right to limit the size of the event, to cancel any event with two or fewer entrants (with refund of entry fee) and to combine male and female skaters if there are insufficient entries to hold separate events.

REFUNDS

Entry refunds are only available if the competition is not held. No refunds will be issued for events scheduled at a time that the skater is unable to attend. There will be NO medical refunds given.

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 in 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—no exceptions. 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 that 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>

REGISTRATION

The registration table will be open 1 hour before the competition begins and will remain open for the duration of the competition. Skaters will not be allowed to compete until they have registered. **Please register at least one hour before your competition time.**

MUSIC

Competitors are required to provide their own music on CDs for all free skating events. No CD-RW discs will be accepted. Each CD must be clearly labeled with the skater's name, home club, event entered and length of music. Only one track should be on each CD. Music should be turned in at the registration desk at least one hour before the event and can be picked up approximately 30 minutes after the completion of the event at the registration desk. It is *strongly* recommended that every skater and/or coach bring 2 copies of all competition music.

RINK

The competition will be held at the Duke Schneider Arena, located inside the Skaneateles YMCA & Community Center, 97 State Street Road, Skaneateles, NY. Rink size is 85 feet x 200 feet.

AWARDS

Everyone will receive an award. Medals will be awarded to first, second, and third places. All other participants will receive ribbons. All awards will be presented in the lobby every hour throughout the competition.

ACCIDENTS

The Duke Schneider Arena and the Skaneateles Figure Skating Club, its officers, and representatives accept no liability for damage or injuries suffered by skaters, officials, or spectators during this event.

SCHEDULE OF EVENTS

The competition schedule will be posted on the Skaneateles Figure Skating Club's website at www.eteamz.com/skanfsc, as soon as possible after the close of entries.

Special Note: YOU MUST BE AT THE RINK AND READY TO SKATE AT LEAST ONE HOUR BEFORE YOUR SCHEDULED TIME. The referee will not hold up events waiting for skaters, coaches, or music. This is a non-qualifying competition, and it is very possible that events may run ahead or behind schedule.



BASIC ELEMENTS EVENT: SNOWPLOW SAM–BASIC 6

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). 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 1-3	1:00 max.	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ul style="list-style-type: none"> • Forward two-foot glide and dip • 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
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • 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
Basic 3	1:00 max.	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • 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
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Backward one-foot glides, right and left • 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
Basic 5	1:00 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • 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



BASIC PROGRAM EVENT: SNOWPLOW SAM–BASIC 6

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"> • March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:10 max.	<ul style="list-style-type: none"> • Forward two-foot glide and dip • 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
Basic 2	1:10 max.	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • 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
Basic 3	1:10 max.	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • 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
Basic 4	1:10 max.	<ul style="list-style-type: none"> • Backward one-foot glides, right and left • 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
Basic 5	1:10 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:10 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • 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



PRE-FREESKATE–FREESKATE 6 COMPULSORY EVENT

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



PRE-FREESKATE– FREE SKATE 6 PROGRAM EVENT

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



COMPULSORY MOVES

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



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 max.	Max. 5 jump elements: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (minimum 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 max	Max. 5 jump elements: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (minimum 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



TEST TRACK FREE SKATE PROGRAM

General event parameters:

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

LEVEL	JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Pre-Preliminary 1:40 max.	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front, including half-loop</i>) • Single rotation jumps: Salchow, toe loop and loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p>Max of 2 spins:</p> <ul style="list-style-type: none"> • Two spins of a different nature, one position only. <p>No change of foot, no flying entry (minimum 3 revolutions)</p>	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 1:40 max.	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p>Max of 2 spins:</p> <ul style="list-style-type: none"> • One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions) • One spin consisting of a front scratch to back scratch, exit on spinning foot not mandatory. (Minimum 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



WELL-BALANCED PROGRAM FREESKATE

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate 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.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.

LEVEL	TIME	JUMPS	SPINS	STEP SEQUENCES
No Test	1:40 max.	<p>Maximum 5 jump elements:</p> <p>All single jumps allowed except the single Axel</p> <ul style="list-style-type: none"> • No single Axels, double, triple, or quadruple jumps allowed • Number of single jumps (except single Axels) is not limited provided the number of jump elements allowed is not exceeded • Maximum of 2 jump combinations or 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 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a flying entry • Minimum 3 revs. <p>Spins must be of a different character (for definition, see rule 4103E)</p>	<p>One step sequence that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Pre-Preliminary	1:40 max.	<p>Maximum 5 jump elements:</p> <p>All single jumps, including the single Axel, are allowed</p> <ul style="list-style-type: none"> • No double, triple, or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum of 2 jump combinations or sequences • Jump combinations are 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 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a flying entry • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequence that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Preliminary * means element is required	1:30 +/- 10 sec	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel or Waltz jump* • All single jumps, including 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 or quadruple jumps are not allowed • An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 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 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a flying entry • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequence that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>



INTERPRETIVE

Skaters may enter at test level or up one level. The Competition Committee will choose music and skaters will hear the music played during warm-up. Skaters will be judged on originality, musical and artistic expression, technical (the ability to include jumps and spins) and ice coverage. Technical elements must be appropriate to competition level. No costumes or props allowed. Male and female competitors may be combined. Coaching is NOT permitted.

DIVISION	QUALIFICATIONS
Pre-Free Skate–Free Skate 6	Not passed higher than US Figure Skating Learnt to Skate Free Skate Tests
No Test	Not passed Pre preliminary Free Skate
Pre Preliminary	Not passed Preliminary Free Skate
Preliminary	Not passed Pre Juvenile Free Skate

JUMPS

- 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.
- Each jump may be attempted twice; the best attempt will be counted. Repeated jumps must be the same as the original.
- Time: 1:15 max.

LEVEL	ELEMENTS	QUALIFICATIONS
Beginner	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. ½ flip or ½ lutz 3. Single Salchow 	Must not have passed Freeski 3
High Beginner	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination—Waltz jump/toe loop 	Freeski 3 — Freeski 6
No Test	<ol style="list-style-type: none"> 1. Single Toe Loop 2. Single Loop 3. Jump combination—Any two ½ or single revolution jumps (no Axel) 	Must not have passed the Pre-Preliminary Free Skate Test
Pre-Preliminary	<ol style="list-style-type: none"> 1. Single Toe Loop 2. Single Flip 3. Jump combination— Any two ½ or single revolution jumps (no Axel) 	Must have passed no higher than the Pre-Preliminary Free Skate test
Preliminary	<ol style="list-style-type: none"> 1. Single Flip 2. Single Lutz 3. Jump combination— Any single jump + single loop (may be Axel) 	Must have passed no higher than the Preliminary Free Skate test



SPINS

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.
- Time: 1:30 max.

LEVEL	ELEMENTS	QUALIFICATIONS
Beginner	1 Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)	May not have passed higher than US Figure Skating Learn to Skate Freeskate levels
High Beginner	1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)	Must not have passed the Pre-Preliminary Free Skate Test
No Test	1. Upright two-foot spin (3) 2. Upright one-foot spin (3) 3. Sit spin (3)	Must not have passed the Pre-Preliminary Free Skate Test
Pre-Preliminary	1. Upright one-foot spin (3) 2. Upright back-scratch spin (3) 3. Sit spin (3)	Must have passed no higher than the Pre-Preliminary Free Skate Test
Preliminary	1. Forward Scratch to back scratch spin (3) 2. Combination spin with no change of foot (4) 3. Sit spin (3)	Must have passed no higher than the Preliminary Free Skate Test



SHOWCASE EVENTS:

Showcase events are open to skaters in Basic, Free Skate and Limited Beginner through Preliminary. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event. 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 competitors within one minute. A 0.2 deduction will be assessed by the referee against each judges’ 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.

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— Free Skate 6/ 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	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary Freeskate	Time: 1:30 Max
Preliminary	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary Freeskate	Time: 1:40 Max



BASIC SKILLS TEAM COMPULSORIES

Format: The designated skater from each team will perform their chosen element in sequence on full ice, with no music, and will follow this format:

1. Minimum of three skaters on a team; each skater will do at least one required element.
2. When the event is called, all skaters will take the ice for a two (2) minute STROKING ONLY warm-up.
3. This will be followed by a one (1) minute individual warm-up for the elements.
4. Teams will be directed to find a “base” for their team along the boards on the ice where they will stay for the remainder of the event.
5. The announcer, referee or judge-in-charge will call the first element (e.g. jump or stop) to be performed.
6. The team member performing the element will step forward and execute the skill, with the element first being performed by the skater on team one, then team two, then team three and so on
7. Once all the teams have had their skaters complete the element, the next element will be called.
8. Judging is done with one mark for each element (skater) for total team points.
9. Repeat #4-7 above as this will be done in sequence until all the elements at each level are completed.

LEVEL	JUMPS/STOPS	SPINS/TURNS/GLIDES	SPIRAL OR STEP SEQUENCE
Snowplow Sam– Basic 3	<ul style="list-style-type: none"> • Wiggles, two-foot swizzles, forward or backward, (4–8 in a row) • Snowplow stop (one or both feet) 	<ul style="list-style-type: none"> • Curves or glide turns (right and left, forward) • March then glide on two feet or forward one-foot glide on left and right foot (one time skater’s height, forward) 	Forward ½ swizzle pumps or on a circle (right and left, 6–8 consecutive)
Basic 4–Basic 6	<ul style="list-style-type: none"> • Side-toe hop, bunny hop, ballet jump, mazurka • Waltz jump 	<ul style="list-style-type: none"> • Forward inside pivot or two-foot spin (min. 3 revs.) • One-foot upright spin, optional entry & free foot position (min. 3 revs.) 	Moving forward to backward two-foot turns on a circle, clockwise and counterclockwise (from Basic 3)
Pre-Free Skate and Free Skate 1–6 Levels	<ul style="list-style-type: none"> • Single jump (no Axel) • Jump combination or jump sequence (no Axel allowed) 	<ul style="list-style-type: none"> • Solo spin (scratch spin, layback, camel or sit, min. 3 revs, no flying entry) • Combo Spin: One change of foot, change of position optional (min. 3 revs. on each foot) 	Spiral Sequence (from Free Skate 4)

6th Annual Skaneateles FSC Compete USA Competition

Saturday, May 6, 2017

ENTRY FORM

Skater's Name _____ DOB _____ Sex _____

Address _____ City _____

State _____ Zip _____ Email Address _____

Area Code/Phone (_____) _____ **US Figure Skating Member #** _____

Highest Basic Skills Level Passed: Basic 1-6 _____ OR Pre-Free Skate-Free Skate 6 _____

USFS Free Skate test passed _____ Program/Club Affiliation _____

Instructor's Name _____ Instructor's Email address _____

Please check the event(s) you are entering:

Basic Elements Event

- Snowplow Sam
- Basic 1
- Basic 2
- Basic 3
- Basic 4
- Basic 5
- Basic 6

Pre-Freeskate- Free Skate 6 Compulsory Event

- Pre-Freeskate
- Freeskate 1
- Freeskate 2
- Freeskate 3
- Freeskate 4
- Freeskate 5
- Freeskate 6

Compulsory Moves

- Beginner
- High Beginner
- No Test
- Pre Preliminary
- Preliminary

Jumps

- Beginner
- High Beginner
- No Test
- Pre Preliminary
- Preliminary

Basic Program Event

- Snowplow Sam
- Basic 1
- Basic 2
- Basic 3
- Basic 4
- Basic 5
- Basic 6

Pre-Freeskate-Free Skate 6 Program Event

- Pre-Free Skate
- Freeskate 1
- Freeskate 2
- Freeskate 3
- Freeskate 4
- Freeskate 5
- Freeskate 6

Test Track Freeskate

- Pre Preliminary
- Preliminary

Well Balanced Freeskate

- No Test
- Pre-Preliminary
- Preliminary

Intro Levels Freeskate

- Beginner
- High Beginner

Interpretive

- Pre-Freeskate- Free Skate 6
- No Test
- Pre Preliminary
- Preliminary

Showcase Event

- Basic 1-6
- Pre-Free Skate-Free Skate 6/Beginner/High Beginner
- No Test/Pre Preliminary
- Preliminary

Spins

- Beginner
- High Beginner
- No Test
- Pre Preliminary
- Preliminary

Team Compulsory Event*

- SS to Basic 3
- Basic 4-Basic 6
- Pre-Freeskate-Free Skate 6

***Note:** Entry and payment of **Team Compulsory Elements** requires **ONE** member to coordinate, name and pay for the team on a **TEAM COMPULSORY form** if not using the **TEAM button in EntryEeze**. See Form below for TEAM entry and pricing.

ENTRY FEES

First Event	\$ 40.00	\$ <u>40.00</u>
# _____ Add'l Event(s) @	\$ 15.00 each	\$ _____
Late Fee (after 4/15/17)	\$ 25.00	\$ _____
Paper Processing fee	\$ 10.00	\$ _____
TOTAL DUE		\$ _____

Mail completed entry form (if not using EntryEeze) and fees (US funds only), made payable to "Skaneateles FSC" by 4/15/17 to:
(EntryEeze applications will be accepted through midnight, 4/23/17)

Skaneateles FSC
c/o Compete USA Competition
PO Box 155

Skaneateles, NY 13152

Questions? Email: sfcsk8comp@aol.com

ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS AN EVENT IS CANCELLED.

Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the Skaneateles FSC and Duke Schneider Arena harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property.

Coach Name:	Coach Signature:
Parent/Guardian Signature:	Signature of Club Officer:

This form is only required if the coordinating team skating member did not make use of the TEAM BUTTON in Entryeze to register the team.

If any skater on the team is only competing in TEAM COMPULSORY, they will need to submit a paper Individual Entry Form to verify their current test level and eligibility to compete. This step is not necessary if the coordinating team skating member uses the TEAM BUTTON in Entryeze to register the team.

One team member must submit this team entry form with the Team Name, members and payment for the team if not using the TEAM BUTTON in Entryeze to register the team.

TEAM NAME: _____

TEAM CLUB: _____

Number of Team Members: _____ X \$20/Member = \$ _____ (total team fees)

Name of Skater coordinating Team Compulsory Elements fees:

Email of coordinator _____

SKATER	USFS#	DOB:
SKATER	USFS#	DOB:
SKATER	USFS#	DOB:
SKATER	USFS#	DOB:
SKATER	USFS#	DOB:

Please pick a level for the Team:

	Snowplow Sam through Basic 3
	Basic 4 through Basic 6
	Pre-Free Skate–Free Skate 6