Heart of Illinois Skating Club

2017 Spring Thaw

Compete USA Competition



## March 11, 2017

Owens Recreation Center 1019 W Lake Ave Peoria, IL 61614 309-686-3368

Entry Deadline: February 11, 2016



Inquiries: Please contact Amy Barney at <u>abarneycpa@yahoo.com</u> or Angie Payton at angie.payton09@gmail.com

#### 9<sup>th</sup> Annual U.S. Figure Skating Illinois Learn To Skate USA Series July 1, 2016- June 30, 2017



#### 2017 Illinois Learn To Skate USA Series Mission Statement "To provide a fun and positive experience that will instill a lifelong love of skating"

During the season, skaters will have the chance to compete at different competitions and earn points for a final standing. An awards ceremony will take place where the TOP 3 skaters from each level for compulsory and free skate will be awarded a medal. You need not be present at the season end ceremony to receive your award. The final award announcement will be emailed to all qualifying skaters on July 18, 2017 for the location, date, and time of ceremony.

#### **Series Point System**

The Free Skate/Program with Music events and the Compulsory/Elements events of each of the Series Competitions will be eligible for accumulating points.

Each event will have a maximum of 6 skaters. The system for scoring points for the final award will be as follows:

Place	Points
1	6
2	5
3	4
4	3
5	2
6	1

If an event has 2-6 skaters, points are awarded as if there were six skaters in the group. If there is only one skater in the group, he or she will be awarded three points. If last-minute changes cause groups to become larger than six skaters, then all skaters finishing lower than sixth will receive one point.

At the end of the Series, if all scores are tied, the tie will not be broken. Points are accumulated for Compulsory and Free Skate events separately.

The following events will be offered:

July 1, 2016- August 31, 2016 Snowplow Sam Basic 1 through Basic 8 Free skate 1 through Free Skate 6, Introductory Levels: Beginner through No Test Pre-Preliminary Test Track through Preliminary Test Track Pre-Preliminary Well Balanced through Preliminary Well Balanced

September 1, 2016- June 30, 2017 Snowplow Sam Basic 1 through Basic 6 Pre-Free skate, Free skate 1 through Free Skate 6 Introductory Levels: Beginner through No Test Pre-Preliminary Test Track through Preliminary Test Track Pre-Preliminary Well Balanced through Preliminary Well Balanced

Skaters moving to the next level during the Series will take their points with them. If a skater moves up a level for at least two competitions, they will receive an additional 3 points as long as they do not move back down a level at any time during the series. You can earn the bonus points only once per series. Check Skating council website: <a href="http://skatingcouncilofillinois.org">http://skatingcouncilofillinois.org</a> for updated points. Contact: Brigitte Roquet: <a href="http://statingcouncilofillinois.org">brigitteroquet811@gmail.com</a>

Chicago Basic Skills Challenge July 10, 2016 Robert Crown, Evanston, IL Shannon Lamaster: slamaster@citvofevanston.org

Arctic Heatwave July 16, 2016 Artic Ice Arena, Orland Park, IL Deb Swanson: <u>kramerswanson@att.net</u>

DuPage Open August 7, 2016 DuPage FSC, Vernon Hills, IL Jan Serafine: <u>sk8judgj@aol.com</u>

Summer's Last Hurrah August 13, 2016 Pepsi Ice Center, Bloomington, IL Lindsay Danner: <u>Idanner@cityblm.org</u>

Rocket Ice Classic August 21, 2016 Rocket Ice Arena, Bolingbrook, IL Michelle Tepkasetkul Martineau: michelle@rocketice.com

Skate the Lake August 26-28, 2016 Cutting Edge FSC, Pleasant Prairie, WI Joseph Zons: joezons@gmail.com

2016 Springfield Skating Invitational September 17, 2016 The Nelson Center, Springfield, IL Lori Hedges: <u>hedges@sps186.org</u>

7th Annual Kankakee Valley Open October 9, 2016 Ice Valley Centre, Kankakee, IL Angela Tousignant: <u>atousignant@kvpd.com</u>

Great Pumpkin Blast October 29, 2016 All Seasons Ice Rinks, Naperville, IL Vicki Revere: skateallseasons@gmail.com

Snowflake Classic October 30, 2016 Southwest Ice Arena, Crestwood, IL May Wiza:<u>mayfsc@aol.com</u>

13th Annual Cranberry Classic November 6, 2016 Rockford SC, Loves Park, IL Patty Pifer: rpifer0347@comcast.net

Autumn Classic November 12-13, 2016 Ice Plex: Pleasant Prairie, WI Katie Kerley: <u>kkerley@plprairiewi.com</u>

North Shore Winter Classic December 3-4, 2016 Centennial Ice Arena, Highland Park, IL Inga Fedorova:ifedorova@pdhp.org Winter Blizzard January 14-15, 2017 Skokie Skatium, Skokie, IL Kerry Murphy:<u>KMMurphy@skokieparks.org</u>

H-F Basic Skills February 12, 2017 Homewood Flossmoor Ice Arena, Homewood, IL Deb Swanson: <u>kramerswanson@att.net</u>

The Freeze February 17-18, 2017 Glenview Ice Center, Glenview, IL Dorie Cascio: <u>dorie.cascio@glenviewparks.org</u>

17th Annual Wagon Wheel Basic Skills TBA Crystal Ice House , Crystal Lake, IL Lanny Nelson: Lannyww@sbcglobal.net

12th Annual Shamrock Open March 5, 2017 Rockford Skating Club, Loves Park, IL Patty Pifer: rpifer0347@comcast.net

Greater Chicagoland Basic Skills Championships March 18-19, 2017 Chicago FSC, All Seasons Ice Arena, Naperville, IL Kerry Murphy: KMMurphy@skokieparks.org

Riverbend Spring Classic TBA East Alton Skating Academy, East Alton, IL Kathryn McKeon : krhsk8@gmail.com

6th Annual Southport Spring Classic April 9, 2017 Rink Side Sports & Family Entertainment Center Southport Skating Club, Gurnee, IL Elaine Johnson:<u>elainejohnson67@sbcglobal.net</u>

Heart of Illinois Basic Skills TBA Heart of Illinois Skating Club, Peoria IL Amy Barney: abarneycpa@yahoo.com

Oak Lawn Basic Skills May 21, 2017 Oak Lawn Ice Arena, Oak Lawn, IL Deb Swanson: <u>kramerswanson@att.net</u>

Quad Cities Championships June 9-11, 2017 FSC of Quad Cities, Davenport, IA Sue Schwaegler:<u>SDSCHWAEG@aol.com</u>

2017 Southport Summer Classic June 15-17, 2017 Southport SC, Rec Plex Ice Arena: Pleasant Prairie, WI Val Berger: Valarie.L.Berger@gmail.com

Contact: Brigitte Roquet: brigitteroquet811@gmail.com Illinois Learn to Skate USA Series Director

### **3rd Annual Spring Thaw Compete USA Competition**

The annual Spring Thaw Compete USA Competition sponsored by the Heart of Illinois Skating Club will be held at Owens Recreation Center located at 1019 W. Lake St., Peoria, Illinois 61614 on Saturday, March 11, 2017. This competition is sanctioned by the USFS and conducted in accordance with the rules of the 2016-2017 USFSA Rulebook.

**ELIGIBILITY RULES FOR PARTICIPANTS** - This 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. There will be no more than six competitors maximum in an event.

Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW SAM AND BASIC SKILLS 1-6 SKATERS must skate at highest level passed or one level 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 1-6, 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 may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition.

**ENTRIES AND FEES** -All entries must be postmarked no later than February 11, 2017. Late entries will be accepted at the discretion of the organizers. The first event is \$60 and each additional event is \$20. NO refunds after closing date unless event is canceled by the Heart of Illinois Skating Club. Event registration will be done via EntryEeze.

**SCHEDULE OF EVENTS** – Schedules will be posted on the official bulletin board and EntryEeze approximately 10 days prior to the competition.

**PRACTICE ICE** - Practice ice will be available on Saturday, March 11, 2017 in 20 minute increments. Sign in and pay \$12 at the door or \$10 if paid in advance. A maximum of 20 will be allowed on the ice during any one session. You may sign up for NO MORE THAN TWO SESSIONS on a first-come, first-served basis.

**MUSIC** - The music for all free skating programs and showcase must be provided on CDs by the skater. CDs should be clearly marked with the name of the skater and event entered. CDs should contain only one (1) track. Competition music is to be turned in at the time of registration. Skaters are reminded to have a spare CD available. Please remember to pick up your music following your event as forgotten CDs will not be mailed after the competition.

AWARDS – All skaters will receive an award following the completion of their event and posting of the results.

**VIDEO TAPING AND PHOTOGRAPHS** - This will be available through Star 2 Productions. The video of the first event (Free Skate) is included with the registration fee and can be picked up from the videographer's booth during the competition. There will be the option to purchase additional events through the videographer. No professional photographer will be present. Photographs may be taken at will, but NO flash photography may be used while taking pictures of the skaters on the ice.

**REGISTRATION DESK** – The registration desk will be located in the lobby and will be open one hour before the start of the competition. All skaters are required to check in at least one hour prior to their scheduled program event

and turn in their music. Coaches must check in at the registration desk and show USFS/PSA issued ID to be issued credentials.

**LODGING** – The official hotel is the SpringHill Suites by Marriott Peoria, 2701 West Lake Avenue, Peoria, IL 61615. SpringHill Suites is located near the Northwoods shopping mall, various restaurants and is approximately five minutes from Owens Recreation Center. A special rate of \$106 is available for Friday, March 10<sup>th</sup>, and Saturday March 11<sup>th</sup>. Please ask for the "Spring Thaw 2017" room block when making reservations. Reservations may be made by calling 1-309-681-2700. Deadline to make hotel reservations is Saturday, Feb 18, 2017.

Additionally, there are other local area hotels available for out of town skaters and guests. Contact information is provided below:

#### Best Western Plus, East Peoria, IL

Rate: \$150 per night Reservations: 1-800-780-7234 Telephone: (309) 694-4959 Address: 300 Eastlight Ct., East Peoria, IL 61611 Distance: 8.1miles via I-74; 13 minutes to rink

#### Country Inn & Suites By Carlson, Peoria North, IL

Rate: \$118-\$159 per night Reservations: 1-800-830-5222 Telephone: (309) 589-0044 Address: 5309 West Landens Way, Peoria, IL 61615 Distance: 5.1miles via War Memorial Dr.; 11 minutes to rink

#### **Courtyard Marriot, Peoria Downtown**

Rate: \$119-159 per night Telephone: (309) 671-5050 Address: 533 Main Street, Peoria, IL 61602 Distance: 5.6miles via I-74; 10 minutes to rink

#### Holiday Inn Hotel & Suites East Peoria, IL

Rate: \$148 per night Telephone: 1-877-859-5095 Address: 101 Holiday Dr. & Edmond St., East Peoria, IL 61611 Distance: 7.6miles via I-74; 11 minutes to rink

#### SpringHill Suites Peoria Westlake

Rate: \$89-119 Telephone: (309)-681-2700 Address: 2701 West Lake Ave., Peoria, IL 61615 Distance: 2.7miles via W. War Memorial Dr.; 8 minutes to rink

#### DIRECTIONS TO OWENS RECREATION CENTER

From I-74 Take Exit 89 to US-150 Eastbound / War Memorial Dr East Turn Left onto N University St Turn Right onto W Lake Ave Take second Left to turn into Lakeview Park Parking is available immediately to the left as you turn into Lakeview Park

Owens Recreation Center is the building located next to the aquatic center.



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

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





#### EVENT: 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 <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.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		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.	<ul> <li>Forward outside edge on a circle, clockwise or counter clockwise</li> </ul>
		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: 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
		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
		<ul> <li>Moving forward to backward two-foot turn on a circle</li> </ul>
		Backward one-foot glides, right and left
Basic 4	1:10 max.	<ul> <li>Forward outside edge on a circle, clockwise or counter clockwise</li> </ul>
		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 – Free Skate 6 Compulsory

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

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 max

Level	Time	Skating rules/standards	
Pre-Free Skate	1:15 max	<ul> <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> </ul>	
		<ul> <li>One-foot upright spin, optional entry and free-foot position (minimum three revolutions</li> </ul>	
		Mazurka	
		Waltz jump	
		Forward power stroking, 4-6 consecutive strokes	
Free Skate 1	1:15 max.	<ul> <li>Backward outside three-turns, right and left</li> </ul>	
		• Upright spin, entry from backward crossovers - minimum 4-6 revolutions	
		Toe loop	
		Half flip jump	
		• Alternating forward outside and inside spirals on a continuous axis (2 sets)	
Free Skate 2	1:15 max.	<ul> <li>Backward inside three-turns, right and left</li> </ul>	
		<ul> <li>Beginning back spin, up to two revolutions</li> </ul>	
		Half Lutz	
		Salchow jump	
		<ul> <li>Alternating Mohawk/crossover sequence, right to left and left to right</li> </ul>	
Free Skate 3	1:15 max.	Waltz three-turns, clockwise and counterclockwise	
		<ul> <li>Advanced back spin with free foot in crossed leg position, min 3 revs</li> </ul>	
		Loop jump	
		Waltz jump/toe loop or Salchow/toe loop jump combination	
		<ul> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> </ul>	
Free Skate 4	1:15 max.	Sit spin - minimum three revolutions	
		Half loop jump	
		Flip jump	
		Backward outside three-turn, Mohawk (backward power three-turn), both	
Free Skate 5	1:15 max.	directions	
		Camel spin - minimum three revolutions	
		Waltz jump-loop jump combination	
		Lutz jump	
Free Chate C	1.15	Forward power pulls, right and left	
Free Skate 6	1:15 max.	Split jump or stag jump	
		Camel, sit spin combination - minimum of four revolutions total	
		Waltz jump, ½ loop, Salchow jump sequence	
		Axel jump	



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

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

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul> <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> <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> <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> <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> <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> <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> <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>



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

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

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

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





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

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

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	<ul> <li>Max. 5 jump elements:</li> <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: • 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	<ul> <li>Max. 5 jump elements:</li> <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: • 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





#### EVENT: COMPULSORY MOVES

- 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> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>Solo spin - sit <u>or</u> 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> <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>
Preliminary	1:15 max.	<ul> <li>Lutz jump</li> <li>Jump combination: single/single (may include Axel)</li> <li>Back upright spin - minimum three revolutions</li> <li>Forward inside spiral</li> </ul>



### EVENT: WELL BALANCED PROGRAM FREE SKATE

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

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



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

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

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	<ul> <li>Maximum of 5 jump elements:</li> <li>Jumps with not more than one-half rotation (front to back or back to front including half-loop)</li> <li>Single rotation jumps: Salchow, toe loop and loop only</li> <li>Maximum 2 jump combinations or sequences</li> <li>Maximum 2 of any same type jump</li> </ul>	<ul> <li>Maximum of 2 spins:</li> <li>Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 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 pre- preliminary free skate test.
Preliminary 1:40 max	<ul> <li>Maximum of 5 jump elements:</li> <li>Jumps with not more than one rotation (no Axels)</li> <li>Maximum 2 jump combinations or sequences</li> <li>Maximum 2 of any same type jump</li> </ul>	<ul> <li>Maximum of 2 spins:</li> <li>One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions)</li> <li>One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)</li> </ul>	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.



#### 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

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





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

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

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



### **EVENT: Jumps Challenge**

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

Level	Time	Skating rules / standards	
		1. Waltz jump (from backward crossovers)	
Beginner	1:15 max.	2. ½ flip or ½ Lutz	
		3. Single Salchow	
		1. Waltz jump (from backward crossovers)	
High	1:15 max.	2. Single Salchow	
Beginner		<ol><li>Jump combination – Waltz jump-toe loop</li></ol>	
		1. Single toe loop	
No Test	1:15 max.	2. Single loop	
		3. Jump combination – Any two ½ or single revolution jumps (no Axel)	
		1. Single toe loop	
Pre –	1:15 max.	2. Single flip	
Preliminary		3. Jump combination - Any two ½ or single revolution jumps (no Axel)	
		1. Single flip	
Preliminary	1:15 max.	2. Single Lutz	
		3. Jump combination – Any single jump + single loop (may be Axel)	



#### LEARN TO SKATE USA SYNCHRO SKILLS 1 – 3

In order to safely practice and compete at the various levels, it is strongly recommended that skaters have mastered the elements of the Learn to Skate USA level at which they are skating. (See program requirements.)

**Eligibility Rules:** All skaters on the team must either be full U.S. Figure Skating members or members of the Learn to Skate USA program. All Learn to Skate USA Synchronized Skating teams must be registered with U.S. Figure Skating and have a team number.

In order for the team to be eligible for this event, no skaters on the team may have passed higher than a preliminary test (moves in the field, freestyle or dance). The skaters' test level is as of the competition entry deadline.

No skater may compete on multiple Learn to Skate USA synchronized skating teams.

**Age/Number of Skaters**: Varies based on the level. The ages for Learn to Skate USA synchronized skating teams are as of the preceding July 1. If the majority of team is younger than the listed age, consider skating "up" to the level that best meets the skaters' skill levels.

Each team may have between 8-16 skaters. Teams may have a total of four athletes on their roster in addition to the maximum number permitted on the ice for their respective level.

**Costume Rules:** Learn to Skate USA synchronized skating teams should follow **Rule 7022 Clothing and Equipment** (U.S. Figure Skating Rulebook) when selecting their clothing for competition.

**Coach Compliance:** Coaches bringing their Learn to Skate USA synchronized skating team to a Compete USA competition should have, at a minimum, the Learn to Skate USA Instructor Membership, background check and complete the Learn to Skate USA Instructor Certification.



#### LEARN TO SKATE USA SYNCHRO SKILLS 1-3

The synchronized competition program is also part of the Learn to Skate USA program. The Compete USA competition program is for Learn to Skate USA level skaters who are interested in a first competition or "team" experience, taking the Synchro 1-4 badges a step further. Synchro Skills teams compete at Learn to Skate USA competitions and nonqualifying synchronized skating competitions around the country.

Required elements – Each level has specific required elements that must be completed:

LEVEL	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
SYNCHRO SKILLS 1 8-16 skaters, majority under 9 years old Maximum 2 minutes 10 seconds	One circle, which must contain a two foot turn. Must contain a forward inside and/or forward outside edge glide. Stroking from backward to forward is permitted.	cover half ice to full	,	One wheel, choice of 4- spoke or 3 spoke with backward pumps.	One intersection: Two lines facing each other, 2-foot glide at point of intersection.
SYNCHRO SKILLS 2 8-16 skaters , majority under 12 years old Maximum 2 minutes 10 seconds	One circle, which must contain a forward 3-turn and must contain a backward inside and/or backward outside edge glide.	must cover full ice and may include	One block, which must cover the ice and must have 1 or 2 configurations.		One intersection: Two lines facing each other, 2-foot or 1-foot glide at point of intersection.
SYNCHRO SKLLS 3 8-16 skaters, majority at least 12 years old Maximum 2 minutes 40 seconds Minimum of two different hand holds	One circle, which must contain a mohawk and must contain a backward inside and/or backward outside edge glide.	Line element, which includes a change of configuration (1 line to 2 lines or 2 lines to 1 line), and must cover full ice and must include forward and backward skating.	configurations.	Wheel element of the team's choice with backward pumps, chasses, or crossovers.	One intersection: Two lines facing each other, 1-foot glide or forward lunge at point of intersection.

The emphasis of the Learn to Skate USA synchronized skating competition is on mastering the Synchro Skills of synchronized skating:

- Unison of body alignment, and learning to guide with the head.
- Control of rotation in wheels and circles.
- Straight lines in lines, blocks and intersections.
- Learning how to transition within elements with ease and clarity.
- Incorporating skills from Basic 1-6, Pre-Free Skate and Free Skate 1 to strengthen skating skills.
- Learning skills that will be the foundation for higher levels.
- Demonstrate ability to recognize and skate to the tempo of the music.

#### Restrictions in Synchro Skills 1 & 2:

- Additional elements are not allowed (the team must do only their required elements).
- Teams may only use hand-to-hand, shoulder-to-shoulder and choo-choo holds.
- Wheels and circles may not travel, change rotational direction or change configuration.
- Lines may not pivot.
- Synchro Skills 1 teams may not do steps higher than Basic 5, with the exception of forward chasses.
- Synchro Skills 2 teams may not do steps higher than Free Skate 1, with the exception of forward chasses.

#### Restrictions in Synchro Skills 3:

-No traveling within elements (change of configuration and rotational direction are allowed).

Restrictions in all levels: All of the synchronized skating "illegal elements" found in Rule #7160 of the U.S. Figure Skating Rulebook.

Please reference http://usfsa.org/programs?id=84096&menu=synchronized for most up-to-date Learn to Skate USA Synchronized Skating rules



### **SNOWPLOW SAM SYNCHRO**

We are piloting this competitive event at Compete USA competitions. This will not be offered at synchronized skating nonqualifying competitions this season.

LEVEL	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
Snowplow Sam Synchro 5-12 skaters, majority under 7 years old Maximum 2 minutes 10 seconds	One circle, which must contain a forward inside or outside edge 1 foot glide. May have backwards skating.	One line, skated forward, which must cover half ice to full ice.	,		One intersection: Two lines facing each other, 2-foot glide at point of intersection.

Backwards skating is allowed, but not required, in the circle and is not permitted in any other elements or transitions. No additional elements are allowed.

#### 7270 Preliminary Synchronized Skating

- A. Test qualifications as of the closing date for entries: None
- B. Requirements as of the preceding July 1: 8-16 skaters who are under age 12 with the majority of skaters under age 10

PRELIMINARY SYNCHRONIZED WELL-BALANCED FREE SKATE 2:00 +/- 10 seconds Must contain the following five elements in any order			
BLOCK	One block element		
CIRCLE	One circle element		
INTERSECTION	One intersection element (forward only)		
LINE	One line element		
WHEEL	One wheel element		
<ul> <li><u>A minimum of two different clearly recognizable holds are required. These holds may be done in elements or transitions and must be shown by the whole team for three seconds or more.</u></li> <li>All elements must meet general criteria and basic requirements in order to be counted (see rule 7150).</li> <li>Other elements may be incorporated into the free skate and will be judged in the program component mark.</li> <li>Creative innovations and variations are permitted in the transitions and required elements, and will be reflected in the program component mark.</li> <li>The team must predominantly act as one unit. Division of the team into several units is allowed during the creative element and transitions. Additionally, several units can be used as short transitions if the element following the transition so requires, such as preparation for an intersection or the beginning of a creative element. Excessive division into small groups without the reasons mentioned above is not according to the requirements.</li> <li>Features and additional features are optional. Step sequences are permitted in non-step sequence elements and may also be used during transitions.</li> <li><u>Turns and linking steps may be used during elements</u>.</li> <li>Mirror image pattern is permitted in elements and transitions.</li> <li>Syncopated choreography may be used.</li> <li>For illegal and non-permitted elements, see rules 7160 and 7170.</li> </ul>			

• Definitions of general terms, steps and turns, features and requirements and additional features/extra features can be found in rules 7110-7140.



# **Theatre On Ice**

In order to safely practice and compete at the various levels, it is strongly recommended that skaters have mastered the elements of the Learn to Skate USA level at which they are skating. (See program requirements.) Props, scenery and theatrical makeup are not allowed.

**Eligibility Rules:** All skaters on the team must either be full U.S. Figure Skating members or members of the U.S. Figure Skating Learn to Skate USA Program. It is strongly suggested that teams register with U.S. Figure Skating, but this is not required.

Members of other organizations are eligible to compete, but must be registered with a Learn to Skate USA program or as full members of U.S. Figure Skating.

In order for the team to be eligible for this event, no skaters on the team may have passed higher than the prepreliminary Moves in the Field or adult pre-bronze test in any discipline.

**Age/Number of Skaters**: Skaters may not have reached 18 years of age as of September 1 of the current skating season. Teams should be comprised of 8 – 16 skaters.

**Program Duration**: Teams will skate a program to music of their choice (vocals are allowed) 1 ½ min. +/-10 sec. There are no restrictions or requirements on music choice but each level has a different THEME, CHOREOGRAPHIC PROCESS and MOVEMENT or GESTURE (see program requirements).

**Judging Notes:** The main emphasis of each level is mastering the Learn to Skate USA of Theatre On Ice and showing control in the skating skills from the badge levels required. The focus is not difficulty, but the performance and expression of the three required elements.

When possible, judges should be selected from those who have participated in a U.S. Figure Skating or PSA seminar where Theatre On Ice has been discussed, or have some familiarity with the discipline of Theatre On Ice.



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

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

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

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

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

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