





Badger State Winter Games 2018

A qualifying event for the State Games of America (SGoA) and an approved competition in the 2017-2018 Adult Competition Series

Hosted by Mosinee SilverBlades Figure Skating Club

Thursday, January 25, 2018 – Sunday, January 28, 2018

Commisssioner:Melanie Bateman(715) 581-2741BSGFigureSkating@gmail.comCo-Commissioner:Brad Ludwig(715) 574-0117ludwigs1997@yahoo.comCompetition ChairWilliam Bandell(715) 370-1027wbandell@charter.net

Referee: Lisa Landon Accountant: Connie Achtenberg

Colorado Springs, CO Manchester, MI

Dates: Thursday, Friday, Saturday, and Sunday January 25 – January 28, 2017

Site: Mosinee Recreation Center Rink Size – 84' x 200'

709 – 11th Street; Mosinee, WI 54455

Times:

TENTATIVE COMPETITION TIMES:

TBA Thursday 8:00am – 9:00pm Friday 8:00am – 9:00pm Saturday 8:00am – 5:30pm Sunday **SKATER CHECK-IN:**

Check-in opens 1 hour prior to event starts

Thursday thru Sunday

NOTE: Competition and practice ice schedules may be adjusted at the rink to accommodate registrations. An updated schedule will be available approximately 1 week before the competition, but will NOT be mailed out to participants. Completed schedule will be posted online at www.BadgerStateGames.org.

NOTE 2: All efforts will be made to keep the competition running Friday – Sunday. However, Thursday may be utilized if registration numbers require it. Skaters should be prepared to begin competing Thursday morning.

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

All times are +/- 10 seconds unless otherwise specified.

ELIGIBILITY/TEST LEVEL:

This competition is open to all residents of Wisconsin, Illinois, and the Upper Peninsula of Michigan. Open to all skaters including United States Figure Skating (USFS) members, Ice Skating Institute (ISI) members, and skaters not affiliated with any club. This is a USFS sanctioned event, but membership in USFS is NOT required. Registered members of USFS and ISI must be in good standing.

Test level: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event. Skaters who placed first in their division at the prior year BSG must move up one level, except for novice and higher. Moving from a Restricted event level to the same Unrestricted event level is a move up, but moving from Unrestricted to Restricted is not a move up unless the Restricted level is a test level higher. Skaters holding memberships in both USFS and ISI must skate at highest level attained. For example, a USFS Preliminary / ISI Freestyle 6 skater must skate at the ISI level.

NOTE If, for any reason, the local organizing committee discovers that a skater has been placed in a category that is below their level, the Commissioner and/or Chief Referee have the option to move the skater to the proper division, even if this has to be done the day of the competition. This is to ensure that every event is as fair as possible to the competitors.

Except where specifically allowed, participants may not enter more than once in the same division. Except where rules herein specifically differ, USFS rules, as set forth in the 2017-2018 Official Rulebook, will preside.

Age restrictions/requirements:

Solo events will be divided as closely as possible by age should the number of entries warrant more than one group. Adult events are for age 18 years and older except Showcase events – see event descriptions for age limitations. If





there is only one registration in the adult category, the Commissioner and/or Chief Referee may place you with the oldest category in the same event at their own discretion.

ENTRIES:

Register online at www.BadgerStateGames.org no later than Sunday, December 31, 2017 at 11:59pm. Registration via mail must be received no later than Friday, December 29, 2017. NO LATE ENTRIES WILL BE ACCEPTED.

Fees

Entries may be limited at the discretion of Badger State Games. Entries will be prioritized in the order they are received. \$75 per skater for first solo event (\$90/paper); \$35 per skater for each additional solo event. \$55 per team plus \$15 per skater for any team events. \$10/\$15/\$20 per 20-minute session of solo practice ice and Duets. \$50 per 10-minute session for exclusive use of the ice at designated time. Exclusive ice sessions are limited to one exclusive session per team (Duets not included). If there is high demand for exclusive ice sessions, the Commissioner has the right to limit the total number of sessions. If this limit occurs, the Commissioner will assign the sessions based on a first purchased order and will notify the other teams of the removal of their exclusive session. A full refund of the practice ice fees will be given for any sessions cancelled by the Commissioner.

NOTE There will be no paper registration for team events. Teams must appoint one person to complete the team registration online – this includes showcase duets.

Practice ice may be purchased at the time of registration and times (for solo athletes) may be selected on the web at www.BadgerStateGames.org after the Schedule of Events has been posted on that website. The Commissioner will schedule the exclusive sessions after the competition schedule is prepared.

Event Cancellations:

Any scheduled event may be cancelled if fewer than two skaters are entered. Due to ice limitations, the Chief Referee reserves the right to eliminate events with suitable notification to the entrants and the entry fee will be refunded.

REGISTRATION

Registration will begin on Saturday, October 1, 2017 at 12pm CST and end at 11:59pm CST on Sunday, December 31, 2017. **NO LATE ENTRIES WILL BE ACCEPTED**. Registration check-in will be open no less than 1 hour before the first event and run through the last event of the day. The registration table will be located in the lobby of the rink. Please check in promptly upon arrival.

Registration will be available online at www.BadgerStateGames.org and clicking the "register" link to go to EntryEeze. Rules and entry forms for individual events will be mailed upon request, or go to www.BadgerStateGames.org to obtain the necessary information.

PRACTICE ICE

Skaters will be able to pick their own practice ice sessions online, but you MUST purchase the number of sessions desired when you register online. You will be able to access your practice ice records and select your sessions approximately 1 week prior to the competition by logging in to your account at Entryeeze through www.BadgerStateGames.org. Practice ice will be \$10 if you pre-purchase with your registration. Limit of 2 pre-purchased practice ice sessions. Once the schedule is up and those that pre-purchased ice have selected their sessions, any remaining sessions can be purchased online for \$15 per session. If there are any spots still available at the rink after competition starts, you may purchase those for \$20 per session. *NOTE* If fewer than 5 skaters are in an outlier (very early or very late) practice ice session and there are openings in a different time slot (on the same morning/evening), the Commissioner reserves the right to cancel the outlier session and move the skaters into other time slots. You will be notified of the change via e-mail to the skater's e-mail and to the primary coach on file. No refunds will be offered if you miss your session. No props or music are allowed on practice ice sessions except for exclusive sessions. Practice ice will be available at the Mosinee Rec Center in the early mornings and late evenings





starting Wednesday evening, depending on the competition schedule. If the competition starts on Friday, the first practice ice sessions will start Thursday evening. **PRACTICE ICE SESSIONS ARE NOT REFUNDABLE AFTER REGISTRATION CLOSES.** We are a single sheet facility, so please be aware that practice ice sessions will be early morning before the competition starts and in the evening after competition has completed each day. Synchro teams that purchase exclusive ice will have their sessions Saturday late afternoon immediately before the synchronized skating team competition. Entertainment teams that purchase exclusive ice will have their sessions very early Sunday morning.

REFUND POLICY

Full refunds, including practice ice (minus a \$10 cancellation processing fee) are available if withdrawal is prior to 11:59pm CST on January 1, 2018. After this date, entry refunds are only available if the event is not held due to lack of entries at the discretion of the Chief Referee and/or Commissioner. No refunds will be given because an entrant or team fails to participate. Best efforts will be made to hold the competition as described, however, if the competition is cancelled, no refunds will be issued. **There will be NO medical refunds given after January 1, 2018.** Pre-paid practice ice is not transferable. Payments made by credit card will be refunded to the credit card. Payments made by check will be refunded by check after the competition. The online convenience fee and the paper entry administrative fee are non-refundable for any reason. A \$10 cancellation processing fee applies to all refunds.

NSF/Contested Credit Card Policy

Persons using checks without sufficient funds will be charged an additional \$30 fee per check. All further payments must be made by cash, money order, or credit card. Skaters will not be allowed to practice or compete until all such debts are satisfied. Any contested credit card charge will incur a \$30 fee and will be handled as a non-payment and the skater will not be allowed to practice or compete until all such debts are paid in full via cash or money order.

FACILITIES

The competition will be held at the Mosinee Recreation Center located at $709 - 11^{th}$ Street; Mosinee, WI 54455. Rink size is 84' x 200'. There will be three locker rooms available for females and one for males. Full service concessions (including full meals) will be available beginning approximately 30 minutes prior to the event start each day until after the last event of each day. Rink temperature is cool. Dress warmly.

If, at any time, a competitor has any doubt concerning the safety of his/her performance due to ice conditions or debris on the ice from a prior competitor, the Chief Referee should be consulted prior to skating. No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.

LIABILITY:

U.S. Figure Skating, Mosinee SilverBlades Figure Skating Club, Badger State Games and Mosinee Recreation Center 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 Ordinal Judging System will be used for all events. Judging will be by USFS judges for all events.

PHOTOGRAPHY/VIDEOGRAPHY:

A professional photographer will take group and individual award pictures immediately after the awards are presented. **Personal photography will** *not* **be allowed in the award presentation area.** Professional videography will be available through advance reservation. See the booth in the rink for more information.





~~~~~~~~~~~~~~~~~~~~ BACK THIS YEAR! READ BELOW CLOSELY! ~~~~~~~~~

DIGITAL MUSIC:

Competitors must provide music for all events, as appropriate.

Competition music for all events that require music must be submitted electronically via the online registration system by the music deadline of January 6, 2018 at 11:59 pm. Submission of music after the deadline will result in a late submission penalty of \$25 that must be paid prior to competition. If music remains missing after January 10, 2018, the Commissioner reserves the right to cancel the skater from that event with no refund or increase the late submission penalty to \$50 that must be paid prior to competition.

After you have paid for your events, 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".

If your coach has a "multi-competition" global account through Entryeeze, your coach can now manage and upload the music for their skaters. If you are unable to upload your own music, please consult with your coach *prior* to contacting BSG volunteers or staff.

Your music must meet the following criteria. If you have questions about what format you have, please contact your coach and get a new version of your music that meets the criteria listed below.

Music Criteria:

- 1) File Format: MP3 (the online system will automatically check this)
- 2) Bit Rate: 192 kbps or higher (this will be checked by the music chairperson and they may request you upload a corrected file)
- 3) Sample Rate: 44,100 kHz (this will be checked by the music chairperson and they may request you upload a corrected file)
- 4) 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.

Competitors must also bring a copy of their competition music on CD as a backup in case of technical difficulties. These backup CDs will *not* be collected at registration, but should be rink side during competition events. Only CDs (standard CD-R format only) will be accepted. CD-RWs will NOT be accepted due to compatibility issues. CDs must be clearly marked with the competitor's name, event, and running time. CDs must only have one piece of music per CD. If your backup CD is used during competition, you may retrieve your CD at the registration desk following each event. Every reasonable care will be taken, but the hosting club cannot be responsible for music left at the end of the competition. CDs remaining on-site after the conclusion of the competition will be discarded. Music downloaded for the competition will be deleted after the event is complete.





AWARDS:

Medals will be presented to the top three places in each event.

Placing 1^{st} , 2^{nd} , or 3^{rd} in any event will qualify the skater for State Games of America being held in Grand Rapids, MI, August 3-6, 2017.

Placing 1st, 2nd, 3rd or 4th in any Showcase event at preliminary level or higher will qualify the skater for National Showcase being held in California in August 2017.

RETURNING! Team Trophy Championship.

Any club that registers at least one SOLO event skater will automatically be entered in the Team Trophy Championship at no extra cost. There will be awards for the top three clubs that accumulated the most points throughout the competition. Points will only be scored for <u>solo</u> events. Scoring -1^{st} place = 3 points; 2^{nd} place = 2 points; 3^{rd} place = 1 point. Tiebreaker will be handled as follows -1) Club with the most 1^{st} place finishes; and 2) Club with the most 1^{st} and 2^{nd} place finishes. No points will be awarded to a skater that does not affiliate themselves with a club when registering for their events. No skater will be added to a club after registration closes. Team trophies will be awarded to top three teams approximately 1 hour after the last solo event is skated for the competition. This will be in the late afternoon on Sunday! Be prepared for this.

OFFICIAL NOTICES:

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

CONTACT INFO:

If you have questions, please contact Melanie at BSGFigureSkating@gmail.com or call/text to 715-581-2741. All efforts will be made to get you a response as quickly as possible. However, please keep in mind that the BSG figure skating event is run and staffed 100% by volunteers that also hold full time jobs. Please be patient when waiting for a response. (Please note that responses will be received via email much faster than voicemail.)





INFORMATION REGARDING COACHES:

COACHES: The local organizing committee will attempt to verify all compliance requirements prior to the competition and will notify you via e-mail if we are unable to do so. Please monitor your e-mail carefully after registration closes to allow yourself adequate time to resolve any credentialing issues prior to competition.

U.S. Figure Skating Rule MR 5.11 Coach Compliance

All coaches 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. If 18 years of age or older, must submit the proper payment of \$30 through the U.S. Figure Skating Members Only site and submit information for and successfully pass an annual background screen.
- C. Must complete the CER SafeSport training course and any additional courses as required in rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

Professional Group Instructor Compliance:

- A. Must be registered as a Learn to Skate USA instructor member and complete the annual online certification course.
- B. If 18 years of age or older, must have successfully passed the annual background screen.

For deadline and penalties, see rules MR 5.13 and MR 5.14.

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 compliance is an ethics violation which is reported to U.S. Figure Skating and PSA.

Any coach found falsifying documents or attempting to utilize someone else's credentials to gain access to coach areas will be removed from the competition for the remainder of the competition *and* will be banned from the Badger State Games for the following year. A subsequent second offense will result in permanent removal from Badger State Games.

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





ISI PROGRAM MEMBERS

If you are in an ISI program, please use the below conversion chart to determine your appropriate competition level.

If you have passed ISI level -	Enter the USFS level -
Tot or Pre-Alpha (age 7 and older) Alpha	Basic 1
Advanced Pre-Alpha	Basic 2
Advanced Pre-Alpha	Basic 3
Alpha/Gamma	Basic 4
Beta	Basic 5
Gamma	Basic 6
Delta – Freestyle 1	Pre-Free Skate – Free Skate 6 (choose correct level
	based upon elements required
Freestyle 2 or 3 / Open Bronze	Pre-Preliminary
Freestyle 4 / Open Silver	Preliminary
Freestyle 5 / Open Silver	Pre-Juvenile
Freestyle 6 / Open Gold	Juvenile or Intermediate
Freestyle 7 / Open Platinum	Novice
Freestyle 8 / Open Platinum	Junior or Senior
Freestyle 9 / Open Platinum	Senior
Freestyle 10 / Open Platinum	Senior
Freestyle 2 / Open Bronze	Adult Pre-Bronze
Freestyle 3 / Open Bronze	Adult Bronze
Freestyle 4 / Open Silver	Adult Silver
Freestyle 5 / Open Gold	Adult Gold
Dance 3	Preliminary Dance
Dance 4	Pre-Bronze Dance
Dance 5	Bronze Dance
Dance 6	Pre-Silver Dance
Dance 7	Silver Dance
Dance 9	Pre-Gold Dance





SHOWCASE RULES

- NATIONAL SHOWCASE Singles competitors, preliminary through senior level, may qualify to compete at National Showcase if they placed first, second, third, or fourth at Badger State Games. Lower levels are not eligible to compete in National Showcase.
 - Skaters may compete in only one duet, one mini production ensemble and one production ensemble each.

JUDGING

- o Performances will be judged from an entertainment standpoint, for theatrical and artistic 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 negatively affect the competitor's or team's marks.
- Jump difficulty is not rewarded in showcase; therefore, jumps, if choreographed, should be performed with style, flow, and confidence.
- o Theatrical elements evaluated will include are, but not limited to:
 - Reflection of the musicality as it pertains to the concept of the program,
 - Projection, energy, acting, timing
 - Skating skills that relate to the music
 - Age appropriateness to skater
 - Use of props and scenery
 - Interaction (duets and ensembles only)
 - *NOTE* Prolonged pauses to express lyrics are discouraged
- The 6.0 judging system will be used. One mark will be awarded by each judge for each performance. No technical skating mark will be awarded.
- Deductions will apply for negligence relating to costumes, props, or program times.
- There is no minimum time requirement for any event program. Timing starts with the first purposeful motion of the body and ends when motion stops.
- o Events will not be segregated by gender.
- COSTUMES Costuming and make-up for showcase programs should enhance the feeling created by the
 performance, and reflect the meaning of the story or theme
 - Ornaments and hair accessories must be secure
 - No bobby pins, feathers, hair accessories, or anything else that may fall to the ice are allowed. A 0.1 deduction will be taken.

PROPS

- For solo showcase events, props are permitted as long as the solo skater can carry on or push onto the ice by themselves in one trip. Setup should not take more than 1 minute.
- For team showcase events, props, if used, are limited to those the skaters can hand-carry or push onto the ice themselves in one trip. Skaters may not be assisted during the set-up time. Setup should not take more than 1 minute. Skaters may not be given off-ice assistance during setup or performance.
- No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.
- Scenery/props may not exceed 7'6" in height
- No propulsion devices will be permitted. This includes items such as cannons and trampolines or any
 other device which could be used to assist skaters with jumping into the air, are NOT permitted. A 0.2
 deduction will be taken.
- No projectiles
- No mirrors or glass of any kind





SOLO EVENTS





BASIC PROGRAMS

- Skaters entering this program may not enter the Test Track or Well Balanced Free Skate events
- 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. Elements from previous levels ok.
- Program to be skated on full ice with music (vocals ok).
- If the description of a required move states the direction of the element or the placement of the free leg, then options are NOT allowed.

A .2 deduction will be taken for each element performed from a higher level.

		l be taken for <u>each</u> element performed from a higher level.
Level	Time	Skating rules/standards
Basic 1	1:10 max.	 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.	 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.	 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.	 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.	 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.	 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-Free Skate	1:40 max	 Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise One-foot upright spin, optional entry and free-foot position (minimum three revolutions) Mazurka Waltz jump
Free Skate 1	1:40 max	 Forward power stroking, 4-6 consecutive strokes Upright spin, entry from backward crossovers - minimum 4-6 revolutions Toe loop jump Half flip jump
Free Skate 2	1:40 max.	 Alternating forward outside and inside spirals on a continuous axis (2 sets) Beginning back spin, up to two revolutions Half Lutz Salchow jump
	<u> </u>	This row intentionally left blank



Free Skate 3	1:40 max	 Alternating Mohawk/crossover sequence, right to left and left to right Advanced back spin with free foot in crossed leg position, min 3 revs Loop jump Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	 Forward power 3's, 2-3 consecutive sets, right or left Sit spin - minimum three revolutions Half Loop jump Flip jump
Free Skate 5	1:40 max.	 Backward outside three-turn, Mohawk (backward power three-turn), both directions Camel spin - minimum three revolutions Waltz-loop jump combination Lutz jump
Free Skate 6	1:40 max.	 Split jump or stag jump Camel, sit spin combination - minimum of four revolutions total Waltz jump, ½ loop, Salchow jump sequence Axel jump
Adult 1	1:40 MAX	 Forward Marching Forward two-foot glide Forward swizzle (4-6 in a row) Forward snowplow stop – two feet or one foot
Adult 2	1:40 MAX	 Forward skating across the width of the ice Forward one-foot glides Forward slalom Backward skating Backward swizzles, 4-6 in a row
Adult 3	1:40 MAX	 Forward stroking using the blade properly Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise Backward skating to a long two-foot glide Forward chasses on a circle, clockwise and counterclockwise Backward snowplow stop, Right and Left
Adult 4	1:40 MAX	 Forward outside edge on a circle, right and left Forward inside edge on a circle, right and left Forward crossovers, clockwise and counterclockwise Backward one-foot glides, right and left Hockey stop, both directions
Adult 5	1:40 MAX	 Backward outside edge on a circle, right and left Backward inside edge on a circle, right and left Backward crossovers, clockwise and counterclockwise Forward outside three-turn, right and left Beginning two-foot spin
Adult 6	1:40 MAX	 Forward stroking with crossover end patterns Backward stroking with crossover end patterns Forward inside three-turn, right and left T-stop Lunge Two-foot spin into one-foot spin (min 2 revs on 1 foot)





BASIC ELEMENTS

- Basic 1-3: Each skater will perform each element **when directed by a judge or the referee**. Each move will be demonstrated by an older skater.
- Basic 4-6: Each skater will perform each element *with no referee direction*. Skater can perform each move with or without connecting moves. <u>All elements must be skated in the order listed.</u>
- Each element will be skated on ½ ice with no music.

Level	Time	Skating rules/standards
		Forward two-foot glide and dip
Basic 1	1:00 max.	Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		Forward one-foot glide, either foot
Basic 2	1:00 max.	Scooter pushes, right and left foot, 2-3 each foot
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
D	1.00	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 Reginning backgradene feet glide either feet
		 Beginning backward one-foot glide, either foot Moving forward to backward two-foot turn on a circle
		Backward one-foot glides, right and left
Basic 4	1:00 max.	Forward outside edge on a circle, clockwise or counter clockwise
DUSIC 4	1.00 max.	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





COMPULSORIES

- Skaters will perform specific maneuvers as indicated in the requirements below. Moves may be done in any order, but each listed move must be attempted, but attempted only once. Deductions WILL be made for added, repeated, or omitted elements. Connecting footwork and choreography are encouraged, but excessive footwork and added elements will be penalized. A 0.2 deduction will be taken for each element performed from a higher level.
- Compulsories are skated in a routine without music on half of the ice surface except for Intermediate and higher (and Adult Gold) which will skate on a full sheet.
- Programs may be shorter than time shown, but may not exceed it. *NOTE* Timing for program will start with any kind of movement of the body.
- No music.

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	 Forward inside open Mohawk from a standstill position (R to L and L to R) Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise One-foot upright spin, optional entry and free-foot position (minimum three revolutions) Mazurka Waltz jump
Free Skate 1	1:15 max.	 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.	 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.	 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.	 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.	 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.	 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
Beginner	1:15 max.	 Waltz jump ½ jump of choice Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional) Forward or backward spiral





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		Toe loop jump Salahawi impa
High	1:15 max.	Salchow jump San yard socratch spin minimum three revelutions
Beginner		Forward scratch spin - minimum three revolutions Forward or backward spiral
		Forward or backward spiral Loop jump
No-Test	1:15 max.	2. Jump combination to include a toe loop (may not use a loop or Axel)
		 3. Solo spin - sit or camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and
		balance moves may be included. 1. Toe Loop jump
D	1.15	2. Jump combination: single/single (no Axel)
Pre-	1:15 max.	3. Sit spin or camel spin - minimum three revolutions
Preliminary		4. Spiral sequence with one forward spiral and one backward spiral (any edge)
		Spiral sequence with one forward spiral drid one backward spiral (driy edge) Single Lutz
ъ	1.15	2. Jump combination: single/single (may include Axel)
Preliminary	1:15 max.	Some combination, single/single (may include exer) Back upright spin - minimum three revolutions
		4. Forward inside spiral
		Toward inside spiral Single jump (may include Axel)
Dua	1.15	Single jump (may include Axel) Jump combination: single/single (may include Axel)
Pre –	1:15 max.	3. Layback spin or camel spin - minimum three revolutions
Juvenile		4. Step sequence - circular
		Single Axel
l	1.15	2. Jump combination: single/single or double/single
Juvenile &	1:15 max.	Somp combination, single/single or adoble/single Layback spin or camel spin - minimum three revolutions
Open Juv.		4. Step sequence – circular
		Step sequence - circular Double Salchow or double toe loop
La La como a alta da	1.00	Jump combination: single/single or double/single
Intermediate	1:30 max.	Some combination, single/single or double/single Flying spin, minimum five revolutions
		4. Step sequence – straight line
		Step sequence straight line Double loop
Naniaa	1.20	Jump combination: double/single or double/double
Novice	1:30 max.	3. Flying spin - minimum five revolutions
		4. Step sequence – straight line
		Double flip
lunior	1:30 max.	Jump combination: double/double or triple/double
Junior	1.30 max.	Combination spin - minimum 10 revolutions
		4. Step sequence – straight line
		1. Double Lutz
Senior	1:30 max.	Jump combination: double/double or triple/double
3611101	1.50 max.	3. Combination spin - minimum 10 revolutions
		4. Step sequence – straight line
		Forward Marching
Adult 1	1:30 MAX	Forward two-foot glide
		Forward swizzle (4-6 in a row)
		Forward snowplow stop – two feet or one foot
		Forward skating across the width of the ice
Adult 2	1:30 MAX	Forward one-foot glides
		Forward slalom
		Backward skating
		Backward swizzles, 4-6 in a row
		Forward stroking using the blade properly
Adult 3	1:30 MAX	Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise
		Forward chasses on a circle, clockwise and counterclockwise
		Backward skating to a long two-foot glide
		Backward snowplow stop, Right and Left
	I .	T 233 3.3 strottplott stop/ (Kgrit dita 2011





Adult 4	1:30 MAX	 Forward outside edge on a circle, right and left Forward inside edge on a circle, right and left Forward crossovers, clockwise and counterclockwise Hockey stop, both directions Backward one-foot glides, right and left
Adult 5	1:30 MAX	 Backward outside edge on a circle, right and left Backward inside edge on a circle, right and left Backward crossovers, clockwise and counterclockwise Forward outside three-turn, right and left Beginning two-foot spin (min 2 revs)
Adult 6	1:30 MAX	 Forward stroking with crossover end patterns Backward stroking with crossover end patterns Forward inside three-turn, right and left T-stop Lunge Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner	1:30 MAX	 Bunny hop or mazurka Forward beginning one-foot spin from backward crossovers (min 2 revs) Forward moving inside open Mohawk (right and left) – heel to instep Alternating right and left forward outside edges across the width of the ice Alternating right and left forward inside edges across the width of the ice Backward moving outside 3-turn right and left
Adult High Beginner	1:30 MAX	 Waltz Jump ½ Flip Alternating right and left backward outside edges across the width of the ice Alternating right and left backward inside edges across the width of the ice Backward moving inside 3-turn right and left
Adult Pre- Bronze	1:30 MAX	 Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in a combination and 3 jumps in a sequence Forward upright spin (Min. 3 revolutions) Forward spiral (any edge)
Adult Bronze	1:30 MAX	 Single Salchow Waltz jump – toe loop combination jump Backward Upright Spin – entry optional (Min. 3 revolutions) Spiral sequence (Min. 2 spirals)
Adult Silver	1:30 MAX	 Single loop Single/single jump combination Sit spin (Min. 3 revolutions) Straight line step sequence
Adult Gold	1:30 MAX	 Single Lutz or Axel Single/single or single/double jump combination Camel spin (Min. 4 revolutions) Straight line step sequence





FREE SKATE SHORT PROGRAM

- Skaters who placed first in their Short Program in the prior year Badger State Games must move up one
 level from the level in which they placed first. This does not apply to the senior level or to skaters who
 skated without a competitor (i.e. skated against the book).
- Skaters will perform specific maneuvers to music of their own choice.
- Skaters must enter at the same or higher level than their solo Free Skate event (unless the skater is up one level in free skate due to placing first in that event in the prior year), or if a free skate event is not skated, skater must enter at the same or higher level than they would have been required to skate had they entered a solo event. Skaters having passed the complete USFS Pre-Preliminary test and/or ISI Free Skate 3 MUST skate at their USFS or ISI test level or higher.
- Skaters may not repeat jumps or spins, or include any additional jumps or spins. Deductions will be made for added, missed, or incorrect elements.
- Connecting footwork and choreography are encouraged.
- Short programs for Intermediate through Senior will be judged as free skate programs 6.0 judging short program deductions will no longer apply

LEVEL	REQUIREMENT	PROGRAM TIME DURATION
Beginner (ISI 2)	 Waltz Jump Toe-Loop Combination Salchow Jump One-Foot Spin Forward Spiral 	1:00
Pre-Preliminary (ISI 3) (Adult Pre-Bronze)	 Flip Jump Combination – Waltz jump with any single jump (note 1) Upright change foot spin Forward or backward spiral 	1:00
Preliminary (ISI 4) (Adult Bronze)	 Lutz Jump Combination–Loop jump plus any single jump except Lutz or Axel (note 1) Sit or Camel spin Balance move sequence (note 2) 	1:15
Pre-Juvenile (ISI 5) (Adult Silver)	 Axel Combination – Loop jump plus any single jump except Axel (note 1) Spin with change of position Balance move sequence (note 2) 	1:15
Juvenile (ISI 6) (Adult Gold)	 Double Salchow or Double Toe-Loop Combination of two single jumps (axel permitted) Spin with change of position & change of foot, may not be commenced with a jump Circular, straight line or serpentine step sequence 	1:30
Intermediate (ISI 7)	As set forth in the USFS competition standards 4230	2:10 MAX
Novice (ISI 8)	As set forth in the USFS competition standards 4220	2:30 MAX
Junior (ISI 9)	As set forth in the USFS competition standards 4210	2:40
Senior (ISI 10)	As set forth in the USFS competition standards 4200	2:40

NOTE 1 – The second jump of a jump combination must be made from the landing edge of the first jump. No turn or change of foot between jumps is permitted.

NOTE 2 – Balance move sequence must include a forward and backward spiral. Additional spirals and balance moves such as spread eagles, Ina Bauers, Shoot the Ducks, etc. may be included. Skater has the choice of a straight line, circular, or serpentine pattern.





FREE SKATE - ADULT

- Skaters will skate to the music of their choice and vocal music is allowed. To be skated on full ice.
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Adult Beginner 1:40 Maximum	 Max. 4 jump elements Jumps limited to bunny hop, mazurka, or ballet Max 1 combination or sequence consisting of only the allowed listed jumps Max. 2 of any same jump 	Max. 2 spins • Two forward 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 Skate 1 Badge Test
Adult High Beginner 1:40 Maximum	 Max 4 jump elements: Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ flip Max 1 combination or sequence consisting of only the allowed listed jumps Max. 2 of any same type jump. 	Max 2 spins: Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1 Badge Test
ADULT PRE BRONZE 1:40 maximum	 Max 4 Jump Elements Max 2 combinations or sequences 1 jump combination/sequence may contain 3 jumps, and the other may contain only 2 jumps. Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) Only single and half-revolution jumps are permitted No single Lutz, single Axel or double or triple jumps are permitted 	Max 2 Spins Min 3 revs Spins with a flying entry are not permitted	Max 1 Sequence Connecting steps throughout the program are required	
ADULT BRONZE 1:50 maximum	 Max 4 Jump Elements Max 2 combinations or sequences; 1 combination/sequence may contain 3 jumps, and the other may contain only 2 jumps Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps are permitted (except single Axel) No single Axel, double or triple jumps are permitted 	 Max 2 Spins Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position No flying spins are permitted 	Max 1 Sequence • 1 choreographic step sequence, fully utilizing at least ½ of the ice surface (may include moves in the field and spirals) • Add'I moves in the field, spiral & step sequences will be counted as transitions and marked as such.	





	Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence
ADULT SILVER 2:10 maximum	 Max 2 combinations or sequences 1 combination/sequence may contain 3 jumps, and the other may contain only 2 jumps Additional jump sequences which contain non-listed jumps of not more than 1 revolution performed as part of connecting footwork preceding single jumps are permitted Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps, including single Axel, are permitted No double or triple jumps are permitted 	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position	I choreographic step sequence, fully utilizing at least ½ of the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
ADULT GOLD 2:40 maximum	 Max 5 Jump Elements Max 3 combinations or sequences 1 jump combination/sequence may contain 3 jumps; the remaining jump combinations/sequences are limited to 2 jumps Each jump combination or sequence may include only 1 double jump Each jump may be repeated only once, and only as part of a combination or sequence If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value All single jumps, including the single Axel, and the following double jumps are permitted: double toe loop, double Salchow. Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 4 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position	Max 1 Step Sequence • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.





FREE SKATE – TEST TRACK (Restricted)

- Skaters may enter either the Test Track (Restricted) Solo Free Skate or the Well-Balanced (Unrestricted)
 Solo Free Skate event, but not both.
- Skaters who placed first in their solo event in the prior year Badger State Games must move up one level
 from the level in which they placed first. This does not apply to the senior level or to skaters who skated
 without a competitor (i.e. skated against the book). Skating at the same level in the Well Balanced
 (Unrestricted) Division that was skated in the Test Track (Restricted) Division is considered a move up.
- Competitors will skate to music of their choice.
- Deductions WILL be made for skaters including elements not permitted in the event description.
 Connecting moves and steps should be demonstrated throughout the program at all levels. Jump rotation counts will be as set forth in the current USFS Rule Book List of Jumps.

Beginner 1:40 maximum 1:40 maxi	Level	Jumps	Spins	Step Sequences	Qualifications
1:40 maximum 1:		 Jumps with no more than one-half rotation (front to back or back to front). Max. 2 jump sequences Max. 2 of any same 	 Two upright spins, no change of foot, no flying entry 	moves and steps should be demonstrated throughout the	have passed tests higher than U.S. Figure Skating Basic Skills free skating
 Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only. Max. 2 jump combinations or sequences Max. 2 of any same Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) 		 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 	 Two upright spins, change of foot optional, no flying entry (Min. 3 	moves and steps should be demonstrated throughout the	have passed tests higher than U.S. Figure Skating Basic Skills free skating
	,	 Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only. Max. 2 jump combinations or sequences Max. 2 of any same 	 Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 	moves and steps should be demonstrated throughout the	have passed tests higher than U.S. Figure Skating pre- preliminary free

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Preliminary 1:30 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions) One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test
Pre-Juvenile 2:00 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: One spin in one position, no change of foot (Min. 3 revolutions) One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly.	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre- juvenile free skate test
Juvenile 2:20 +/- 10 sec.	Maximum of 5 jump elements: Any single jumps, including Axel, are permitted. Max. 2 jump combinations or sequences Max. 2 of any same type jump	 Maximum of 2 spins: One solo spin in one position, no change of foot (Min. 4 revolutions). One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) Only solo spin may fly 	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test
Intermediate 2:40 +/- 10 sec.	 Maximum of 6 jump elements: Any single jumps. Double jumps permitted: double Salchow and double toe loop. Maximum of 3 jump combinations or sequences Max. 2 of any same type jump 	Maximum of 2 spins: One must be a flying spin (min 5 revolutions), One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot).	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test





Novice Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.	Maximum of 7 jump elements for men and 6 for ladies: • Any single jumps. • Double jumps permitted: double Salchow, double toe loop and double loop. • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump	Maximum of 3 spins, of a different nature: One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot) The other spins are the option of the skater (min 6 revolutions per foot) All spins may fly	One step sequence or spiral sequence fully utilizing ice surface (see rule 4104 & 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test
Junior Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies: • Any single jumps. • Double jumps permitted: double Salchow, double toe loop, double loop and double flip • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump	Maximum of 3 spins of a different nature: One spin in one position (Min. 6 revolutions) One flying spin (Min. 6 revolutions) One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot)	One step sequence fully utilizing ice surface (See rule 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test
Senior Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies: • Any single jumps. • Must include at least four different double jumps, one must be a double Lutz. • Triple jumps are not permitted • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump	Maximum of 3 spins of a different nature: One spin in one position (Min. 6 revolutions) One flying spin (Min. 6 revolutions) One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot)	Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks) Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)	Skaters must have passed at least the U.S. Figure Skating junior free skate test





FREE SKATE – WELL BALANCED (Unrestricted)

- Skaters may enter either the Test Track (Restricted) Solo Free Skate or the Well-Balanced (Unrestricted)
 Solo Free Skate event, but not both.
- Skaters who placed first in their solo event in the prior year Badger State Games must move up one level
 from the level in which they placed first. This does not apply to the senior level or to skaters who skated
 without a competitor (i.e. skated against the book).
- Skating at the same level in the Unrestricted Division that was skated in the Restricted Division is considered a move up.
- In this event, skaters are allowed more freedom to include higher moves than those in the Test Track (Restricted) event, but are still **required to comply with the "well balanced program" requirements** outlined in the current year Official USFS Rule Book.

LEVEL	REQUIREMENT	PROGRAM TIME DURATION
No Test	Has not passed the USFS Pre-Preliminary Free Skate Test; ISI Free Skate test; Adult Pre-Bronze Free Skate test	1:40 MAX
Pre-Preliminary	Complete USFS Pre-Preliminary Free Skate test; ISI Free Skate test 3; Adult Pre-Bronze Free Skate test test	1:40 MAX
Preliminary	Complete USFS Preliminary Free Skate test; ISI Free Skate test 4, Adult Bronze Free Skate test	1:30
Pre-Juvenile	Complete USFS Pre-Juvenile Free Skate test; ISI Free Skate test 5; Adult Silver Free Skate test	2:00
Juvenile/Open Juv	Complete USFS Juvenile Free Skate test; ISI Free Skate test 6; Adult Gold Free Skate test	2:20
Intermediate	Complete USFS Intermediate Free Skate test; ISI Free Skate test 7	2:40
Novice	Complete USFS Novice Free Skate test; ISI Free Skate test 8	Ladies - 3:00 Men - 3:30
Junior	Complete USFS Junior Free Skate test; ISI Free Skate test 9	Ladies - 3:30
Juilloi	Complete USFS Junior Free Skate test; ISI Free Skate test 9	
Senior	Complete USFS Senior Free Skate test; ISI Free Skate test 10	Ladies - 4:00 Men - 4:30
	- Complete 03/3 3cmo/ Free Skate test, 15/1/100 Skate test 10	

DANCE

- Skaters may compete in any dance at their test level **AND/OR** one level higher. Dance music will be chosen from the standard dance selections.
- The Chief Referee and Competition Committee may elect to combine men's and ladies' events due to limited entries as well as youth and adult competitors. Events will be grouped by age if entries warrant.
- Number of patterns is based on test requirements.

LEVEL	REQUIREMENT	DANCE
Preliminary	No more than 1 pre-bronze passed	Rhythm Blues
Pre-Bronze	No more than 1 bronze passed	Swing
Bronze	No more than 1 pre-silver passed	Hickory Hoedown
Pre-Silver	No more than 1 silver passed	European Waltz
Silver	No more than 1 pre-gold passed	Silver Tango
Pre-Gold	No more than 1 gold passed	Blues
Gold	Not limited	Viennese Waltz





SHOWCASE – DRAMATIC ENTERTAINMENT

- Program should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures, and physical actions.
- Level will be determined by the highest free skate or dance test passed, as listed in the table below. Skaters may compete at the highest level they have passed or skate up to one level higher.

	Skaters may compete at the highest level to	<u> </u>	icveringiler.	
Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
Beginner, High Beginner & No Test	No Free Skate test passed	Pre-Preliminary Free Skate Any Free Dance	No age restriction	1:30 max
Pre-Preliminary (does not qualify for National Showcase)	Pre-Preliminary Free Skate	Preliminary Free Skate Any Free Dance	No age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	3 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max
Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Pre- Bronze (does not qualify for National Showcase)	Adult Pre-Bronze Free Skate OR Pre-Preiminary Free Skate	Adult Bronze Free Skate Preliminary Free Skate OR Any Free Dance	21 and older	1:40 max





Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile Free Skate (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3 rd Figure (prior to 10/1//77)	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5 th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max





SHOWCASE - LIGHT ENTERTAINMENT

- Program should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures, and physical actions.
- Level will be determined by the highest free skate or dance test passed, as listed in the table below. Skaters may compete at the highest level they have passed or skate up to one level higher.

	Skaters may compete at the highest level t		lever mgner.	
Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
Beginner, High Beginner, & No Test (does not qualify for National Showcase)	No Free Skate test passed	Pre-Preliminary Free Skate OR Any Free Dance		1:30 max
Pre-Preliminary (does not qualify for National Showcase)	Pre-Preliminary Free Skate	Preliminary Free Skate OR Any Free Dance	No age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	3 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max
Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Pre- Bronze (does not qualify for National Showcase)	Adult Pre-Bronze Free Skate OR Pre-Preiminary Free Skate	Adult Bronze Free Skate Preliminary Free Skate OR Any Free Dance	21 and older	1:40 max





Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile Free Skate (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4 th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3rd Figure (prior to 10/1//77)	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5 th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max





SPINS CHALLENGE

- All levels will skate on ½ of the ice surface with no music.
- Spins may be skated in any order. Connecting steps are allowed, but will have no effect on your score. Spins may not be repeated. Only required elements may be used.
- Counting of revolutions will begin when skater is in a recognizable spin position.
- This event will be judged on control, speed, position, and centering of each spin.
- Minimum number of revolutions is noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
High Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
No-Test	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
Pre – Preliminary	1:30 max.	 Upright one-foot spin (3) Upright back scratch spin (3) Sit spin (3)
Preliminary	1:30 max.	 Forward scratch to back scratch spin (3) Combination spin with no change of foot (4) Sit spin (3)
Pre – Juvenile	1:30 max.	 Camel spin (3) Combination spin – camel to sit spin; no change of foot (6) Forward to backward scratch spin (3 per foot)
Juvenile & Open Juv.	1:30 max.	 Sit spin (4) Combination spin – with change of foot; optional change of position (4 per foot) Girls – layback spin (4); Boys – camel spin (4)
Intermediate	1:30 max.	 Flying camel spin (5) Sit spin to backward sit spin (4 per foot) Combination spin – change of foot & change of position (4 per foot)
Novice	1:30 max.	 Choice of camel, sit or layback spin (6) Camel spin to backward camel spin (4 per foot in position) Combination spin – change of foot & two changes of position (2 per position & 5 per foot)
Junior	1:30 max.	 Flying sit spin or flying reverse sit spin (6) Solo spin of choice (6) – may not fly Combination spin – w/change of foot & utilizing all 3 positions (2 per position & 5 per foot)
Senior	1:30 max.	 Flying spin of choice (6) Solo spin of choice (6) – may not fly Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)
Adult Pre- Bronze	1:15	 One-foot upright spin (3) Two-foot upright spin (3)
Adult Bronze	1:15	 One-foot upright spin (4) One-foot back spin (3) Sit spin (3)
Adult Silver	1:30	 Camel spin (3) Layback, sideways leaning or sit spin (4) Combination spin w/at least 1 change of position, no change of foot (3 in each position)
Adult Gold	1:30	 Solo spin, no change of foot (4) Second solo spin, different from the first; change of foot optional (4) Combination spin with only one change of foot and at least one change of position (4 each foot)





JUMPS CHALLENGE

- Beginner through Pre-Juvenile levels will be skated on half-ice. All other levels on full ice. No music.
- Jumps must be skated exactly as stated.
- Solo jump required may not be repeated in combination.
- Skaters will be given two attempts to perform each jump, however, the 2nd attempt is optional. If the skater does attempt the jump a second time, the second attempt will be the only one judged.

• Jumps with an "*" must be preceded with connecting steps (intermediate – senior)

Level	Tampo mana mada a producti mana administra garapa (maa mada ada ada ada ada ada ada ada ada				
LCVCI	111116	Waltz jump (from backward crossovers)			
Do giors = -	1.15	2. ½ flip or ½ Lutz			
Beginner	1:15 max.	3. Single Salchow			
		Waltz jump (from backward crossovers)			
Ligh	1.15	Single Salchow			
High	1:15 max.	3. Jump combination – waltz jump-toe loop			
Beginner					
l		Single toe loop Single loop			
No-Test	1:15 max.				
		Jump combination – Any two ½ or single revolution jumps (no Axel) Single toe loop			
Due	1.15	Single toe loop Single flip			
Pre –	1:15 max.	3. Jump combination - Any two $\frac{1}{2}$ or single revolution jumps (no Axel)			
Preliminary					
		1. Single flip			
Preliminary	1:15 max.	2. Single Lutz			
		3. Jump combination – Any single jump + single loop (may be Axel)			
		1. Single Axel			
Pre –	1:15 max.	2. Single or double jump			
Juvenile		3. Jump combination – single/single (no Axel)			
		1. Single Axel			
Juvenile &	1:15 max.	2. Double Salchow			
Open Juv.		3. Jump combination – single/single or double/single (no Axel)			
		1. Single Axel			
Intermediate	1:30 max.	2. Double loop*			
		3. Jump combination – double/single (no Axel)			
		1. Double loop			
Novice	1:30 max.	2. Double flip*			
		Jump combination – double/double (may be double Axel) Chains of double or triple jumps			
	1.00	Choice of double or triple jump Double or triple flip*			
Junior	1:30 max.	Double or triple flip* Jump combination – double/double (may be double Axel)			
		3. Jump combination – aduble/aduble (may be aduble Axel)			
		Choice of double or triple jump			
Senior	1:30 max.	2. Double or triple Lutz*			
		3. Jump combination – double/double or triple/double (may be double Axel)			
Adult Pre-		1. Waltz or toe loop jump			
Bronze	1:00	2. ½ flip, ½ Lutz or ½ loop			
		1. Single Salchow			
Adult Bronze	1:00	2. Single toe loop			
		3. Any single jump + single toe loop combination (No Axels allowed)			
		1. Single flip			
Adult Silver	1:15	2. Single loop			
		3. Single/single combination (Axel is permitted)			
		1. Single Axel			
Adult Gold	1:15	2. Single Lutz			
. (33)		3. Single/single or single/double jump combination (may include any single jump, double			
		toe loop or double Salchow)			





STEP SEQUENCES

- Levels are based on skater's highest Moves in the Field test passed.
- Music of skater's choice, including vocal music, not to exceed the maximum time.
- Skaters perform two different step sequences of their choice; any shape or pattern is permitted, however, skaters must make it clear when their first step sequence ends and their second begins.
- Each of the step sequences must include the required steps and/or turns listed for each level.
- Each step sequence may, and is encouraged to, include additional steps or turns.
- Each step sequence must utilize the full ice surface.
- Skaters are encouraged to focus on edge quality, clarity of turns, multi-directional and one-foot skating

Level	Time	Required elements
		Each of the two step sequences must include:
Pre-	1:00 max.	- Forward outside 3-turn
Preliminary		- Inside mohawk
Trominary		- Demonstration of forward outside & forward inside edges
		Each of the two step sequences must include:
Preliminary	1:00 max.	- At least two consecutive forward outside power 3-turns
,		- Forward inside 3-turn
		- At least one set of alternating 3-turns (outside or inside)
		Each of the two step sequences must include:
Pre-Juvenile	1:00 max.	4. Backward inside 3-turns on each foot
		5. Backward outside 3-turns on each foot
		6. At least 2 consecutive power pulls (backward or forward)
		Each of the two step sequences must include:
Juvenile &	1:30 max.	1. Forward outside double 3 (either foot)
Open Juv.		2. Forward inside double 3 (either foot)
·		3. At least 2 consecutive cross strokes (backward or forward)
		Each of the two step sequences must include:
		5. Choice of backward double 3
Intermediate	1:30 max.	6. At least 2 different brackets with clear entry & exit edges
Innomicator	1.00 max.	7. Forward inside 1 ½ twizzle
		8. Forward outside 1 ½ twizzle
		Each of the two step sequences must include:
Novice	2:00 max.	5. At least 2 different counters with clear entry & exit edges
		6. Forward outside & forward inside loop (either foot)
		7. Backward outside double twizzle
		8. Backward inside double twizzle
		Each of the two step sequences must include:
Junior	2:00 max.	5. At least 2 different rockers with clear entry & exit edges
		6. At least 2 different choctaws
		7. Backward outside & backward inside loop (either foot)
		8. A combination of at least 3 different turns done on one foot
		Each of the two step sequences must include:
		1. At least 1 of each of the following turns: 3-turn, bracket, rocker, counter, choctaw,
Senior	2:00 max.	loop, and twizzle.
		2. A combination of at least 3 different turns, to be selected from counter, rocker,
		bracket, twizzle and loop, done on one foot.
		3. An upper body movement. (Any movements of the arms, head and torso that have an
		effect on the balance of the main body core.)
		Note: If necessary, skaters may combine items 1 & 2. For example, performing 3 different consecutive
		turns on one foot may also count towards the requirement of demonstrating all seven of the listed
]	turns/steps.





TEAM EVENTS



SHOWCASE - DUETS

- Two skaters only. Duets must compete at the highest test level of the two skaters.
- See "Showcase Rules" in beginning part of announcement for further details.
- No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.

	Must meet requirements*	Must not have passed		
Event	Must have passed Free Skating or Dance test (solo or partnered standard track)	Free Skate or Dance (solo or partnered) Test or higher	Age	Time
Beginner, High Beginner, & No Test	No Free Skate test passed	Pre-Preliminary Free Skate Any Free Dance	No age restriction	1:30 max
Pre-Preliminary	Pre-Preliminary Free Skate	Preliminary Free Skate Any Free Dance	No age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	3 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max
Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time





Adult Pre- Bronze	Adult Pre-Bronze Free Skate OR Pre-Preiminary Free Skate	Adult Bronze Free Skate Preliminary Free Skate OR Any Free Dance	21 and older	1:40 max
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile Free Skate (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4 th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3 rd Figure (prior to 10/1//77)	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5 th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max

SHOWCASE - MINI PRODUCTION ENSEMBLE

- 3 7 skaters only.
- See "Showcase Rules" in beginning part of announcement for further details.
- No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.

Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Must not have passed Free Skate or Dance test (solo or partnered standard track)	Age	Program Duration
Open	Open	No age restriction	3:10 max





SHOWCASE – PRODUCTION ENSEMBLE

- 8 or more skaters only.
- See "Showcase Rules" in beginning part of announcement for further details.
- No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.

Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Must not have passed Free Skate or Dance test (solo or partnered)	Age	Program Duration	
Open	Open	No age restriction	6:15 max	

SYNCHRONIZED SKATING

- Teams will skate to the music of their choice (vocals permitted).
- Rules for each synchronized team level as per the current year U.S. Figure Skating Rulebook including any
 corrections or clarifications issued by USFS up to the competition date.
- o This includes clothing rules! Clothing will be checked by a USFS official prior to skating.
- All ages are as of July 1 preceding the competitive season.
- No team may be comprised of more than 50% of athletes that are also on any other team.
- Skaters on beginner teams are not permitted to have passed higher than preliminary, and the majority of the team must be no-test.
- If there are not enough entries, Skills Level 2 and 3 may be combined, at the discretion of the Chief Referee
- No residue may remain on the ice after the program. Any penalty for residue left on the ice is up to the discretion of the event referee and could result in disqualification from the event.

LEVEL	REQUIREMENT	PROGRAM TIME	
Skills Level 1	See info on next page	2:10 max	
Skills Level 2	See info on next page	2:10 max	
Skills Level 3	See info on next page	2:40 max	
Preliminary	 8 – 16 skaters All under age 12. Majority under age 10. See Rule 7270 	2:00	
Pre-Juvenile	 8-16 skaters Majority under age 12 See Rule 7260 	2:15	
Open Juvenile	 8-16 skaters All under age 20 See Rule 7250 	2:30	
Juvenile	 12-20 skaters All under age 13 See Rule 7240 	3:00	
Intermediate	 12-20 skaters All under age 18 See Rule 7230 	3:30	
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Novice	 12-20 skaters All under age 16, with the exception that up to 4 team members may be 16 or 17 See Rule 7220 	
Junior	 12-16 skaters At least age 13 and must be under 19 See Rule 7210 	4:00
Senior	 16 skaters All must be at least age 15 See Rule 7200 	4:30
Open Collegiate	 8-16 skaters All must have high school diploma or equivalent and be enrolled in a college or university as a full-time student as of the entry deadline See Rule 7290 	3:00
Open Adult	 8-16 skaters Majority at least 19 See Rule 7520 	2:30

^{**}NOTE TO TEAMS** Minimum moves in the field test levels are NOT being required for this competition.

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

LEVEL	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
linger 9 years old	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.	One line, which must cover half ice to full ice and must have only forward skating.	One block, which must cover half ice to full ice, and must have only 1 configuration.	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 2:10 max	One circle, which must contain a forward 3-turn and must contain a backward inside and/or backward outside edge glide.	One line, which must cover full ice and may include forward and backward skating.	One block, which must cover the ice and must have 1 or 2 configurations.	One wheel of the team's choice with backward pumps and chasses.	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 2:40 max Minimum of 2 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.	One block, which must cover the ice and must have 2 different 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.

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



