

2018 COMPETE USA

South Florida Basic Skills Series



Events to take place at:

Kendall Ice Arena

Date: March 4, 2018

10355 Hammocks Blvd

Miami, FL 33196

Phone: 305-386-8288

Email: info@kendallicearena.com

Competition Director: Kent Johnson

Competition Application Deadline:

February 11, 2018

Palm Beach SkateZone

Date: April 7 (1/2 day afternoon) & 8, 2018

8125 Lake Worth Rd.

Lake Worth, FL 33467

Phone: 561-963-5900

Email: audra@pbskatezone.com

Competition Director: Audra Leech

Competition Application Deadline:

March 8, 2018

Pines Ice Arena

Date: May 6, 2018

12425 Taft Street

Pembroke Pines, FL 33028

Phone: 954-704-8700

Email: jenmhoughton@aol.com

Competition Director: Jennifer Houghton
Morris

Competition Application Deadline:

April 6, 2018

Palm Beach Ice Works

Date: June 9 (1/2 day) & 10, 2018

1590 N Florida Mango Rd

West Palm Beach, FL 33409-5212

Phone: 561-656-4046

Email: mdelatorre@pbw.org

Competition Director: Martine de la Torre

Competition Application Deadline:

May 10, 2018

Competition Website: basicskillsflorida.com - Competition Entries: entryeeze.com

MISSION STATEMENT: To give Florida skaters a chance to develop their Learn to Skate USA Skills in a fun competitive environment. During the competition season, skaters will have the chance to compete at four different arenas and earn points for a final standing. *Trophies will be awarded to all skaters who compete in at least three of the scheduled competitions. *See "Series" Point System Rules

COMPETITION ANNOUNCEMENT

The **Compete USA South Florida Basic Skills Competition Series** is sponsored equally by and will be held at Kendall Ice Arena, Palm Beach SkateZone, Pines Ice Arena and Palm Beach Ice Works. Competition packages will be available on the official competition website (basicskillsflorida.com), entryeeze.com and at all four arenas before and during the run of the "Series." Competition information and results will be posted at each rink and on the official competition website: www.basicskillsflorida.com.

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of the Learn to Skate USA program, 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 Learn to Skate USA or a member club. There will be no more than six competitors maximum in an event and all six will receive an award medal.

Eligibility and Test Requirements:

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.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the Local Organizing Committee discovers that a skater has been placed in a category that is below his/her class level, the chairman and referee will have the option to move the skater into the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor's signature confirming the level of the skater.

ELIGIBILITY RULES FOR INSTRUCTORS/COACHES

Important notice for all coaches

Coaches will need to check in at each Series competition registration desk and show a government issued photo I.D. to receive a credential. The Local organizing committee (LOC) will have a list of coaches who are cleared for a credential at the competition. For coaches who are NOT on the list, the LOC will ask to see proof of membership in U.S. Figure Skating and the PSA, a Coaches Registration Card, Proof of Category A or B compliance in CER, and a photo ID at check in. Basic Skills Instructors, who only work with Basic Skills skaters, may coach provided that they are Learn to Skate USA registered Instructors (they may not coach at levels requiring official USFS testing). If a coach cannot provide a photo I.D. and is not on the compliant coaches

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.

The status of coaches/instructors can be determined by checking the lists on the U.S. Figure Skating website. This report can be found on www.usfigureskating.org and go to "Coaches" and click on the "Information for Clubs" or "Basic Skills Instructor Registration" pages.

If a coach/ instructor attempts to work at an event without the proper credentials, he or she is in violation of U.S. Figure Skating ethics and code of conduct rules and, as such, is subject to disciplinary action.

USFS RULE 3120 Basic Skills Competitions – Officials

3121 For Compete USA competitions, three judges not related to the competitors are required for each event. Judges may be any official U.S. Figure Skating or Skate Canada judge or any other qualified eligible or ineligible person in skating who is a U.S. Figure Skating member and/or a Learn to Skate USA member.

3122 For Compete USA competitions, the member club or other organization sponsoring and conducting the competition shall approve all judges and officials. All persons serving as judges and officials shall be at least 16 years of age.

ENTRIES AND FEES – Entry to each Series competition is made by signing up on the internet through Entryeeze. For a link to register, please go to www.entryeeze.com. Please see the competition package cover sheet for competition entry deadlines. All entries must be registered with Entryeeze no later than one month before the competition date of each arena. The entry fee is \$90.00 and includes an Elements or Compulsory event and a Basic Program with Music or a Freeski Program with Music event. Each additional event is \$30.00. Entry fees are per person, and must be paid in U.S. dollars. Late entries will be accepted at the discretion of the competition director of the arena in question, and will be subject to a late fee of \$25.00. There will be NO REFUNDS after the competition entry closing date, unless an event is cancelled by any of the 5 sponsors.

AWARDS - Medals will be awarded by the organizers of each competition to ALL competitors who complete an event. Any skater who competes in the minimum required two (2) events (Elements/Compulsory and Music Program) in at least three (3) "Series" competitions will be eligible to win a final placement trophy. (Please see the attached point system chart for a complete detailed explanation of the point system). Extra points can be earned from participation in all five competitions and by competing in additional events.

SCHEDULE OF EVENTS - Will be posted online at: basicskillsflorida.com, and emailed to each participating arena (for posting) no later than one week prior to the start of each competition.

PRACTICE ICE - Practice ice will be available at each arena before the start of each competition. A schedule of Practice Ice will be posted along with the competition schedule. Reservations with payment must be made through the arena hosting the competition. Each practice session must be paid in full prior to taking the ice. A maximum of 20 skaters will be allowed on the ice during any one session.

MUSIC - Music for free skating programs and showcase must be provided on CD. CDs should be clearly marked with the following: skater's name, event entered, home club/arena name, and coach name. CDs should have only one track recorded and no mini CDs are allowed. CDs must be turned in at the time of registration. Time duration is always \pm 10 seconds. We encourage you to have an additional copy of the music in case of emergency.

PHOTOGRAPHER/VIDEOGRAPHER - A photographer/videographer may be available at each rink during the competitions. If so, photographs/video will be taken of all individual participants and award ceremonies. Contact the arena hosting the competition for more information



HOTEL ACCOMODATIONS – The following Hotels are near the participating facilities and may have agreed to offer the participants attending the competition a discounted rate.

For Kendall Ice Arena

Best Western – Kendall
Hotel and Suites
8560 SW 124th Avenue
Miami, Florida 33183
(305)-271-4848

For Reservations Call 1-800-WESTERN
[Ask for Kendall Ice Arena Discount](#)

Comfort Suites
3901 SW 117th Ave
Miami, FL
(305) 220-3901

Holiday Inn Express 11520
North Kendall Drive
Miami, Fl 33176 305-279-
8688

gm@hiekendalleastmiami.com [Ask
for Kendall Ice Arena Discount](#)

Ameri Suites
11520 SW 88th St
Miami, FL
(305) 279-8688

Best Western Plus Kendall Airport & Suites
13700 SW 139th Ct. Miami, FL 33186
Reservations 305-969-1600
Group Reservations 305-969-4500
[Ask for Kendall Ice Arena Discount](#)

RAMADA Limited
South-Miami/Dadeland
7600 N. Kendall Drive
Miami, FL 33156 (305)-
595-6000
Fax 305-279-6988

For Pines Ice Arena

Residence Inn by
Marriott 14700 Hotel
Road Miramar, FL 33027
Office: 954-450-2717 Fax:
954-450-9395

Courtyard by Marriott
14500 Hotel Road
Miramar, FL, 33027
Office: 954-450-1801
Fax: 954-450-9130

Holiday Inn Express & Suites
14651 NW 20th Street
Pembroke Pines, Fl 33028
Tel. (954)430-9404
Fax. (954)689-4183

For Palm Beach SkateZone

Hampton Inn (In rink parking
lot) 8205 Lake Worth Rd.
Lake Worth, Fl. 33467
(561)472-5980

Hampton Inn and Suites
2155 Wellington Green Drive
Wellington, Fl. 33414
561-472-9696

For Palm Beach Ice Works

Holiday Inn
1301 Belvedere Road West
Palm Beach, FL 33405 561-
659-3880

DoubleTree
1808 Australian Ave. West
Palm Beach FL 33409
561- 689-6888

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SNOWPLOW SAM – BASIC 6 ELEMENTS

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

- To be skated on 1/3 to 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**

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

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SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC

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. Bonus skills from the same level or below are allowed but will not be judged elements.

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

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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. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum

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

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PRE-FREE SKATE – FREE SKATE 6 PROGRAM WITH MUSIC

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. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

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

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INTRODUCTORY LEVELS COMPULSORY

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

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

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

INTRODUCTORY LEVELS FREE SKATE PROGRAM

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	Max. 2 spins: <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump. 	Max. 2 spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (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

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WELL BALANCED LEVELS COMPULSORY

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- No music is allowed

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

EVENT: WELL BALANCED PROGRAM FREE SKATE

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- 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 Vocal music permitted	Max. 5 jump elements: <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • No single Axels, double jumps or triple jumps • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted • Jump sequences limited to a maximum of 3 single jumps Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination	Max. 2 spins: <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. Spins must be of a different character (For definition see rule 4103E)	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

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<p>Pre-Preliminary</p>	<p>1:40 Maximum Vocal music permitted</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
<p>Preliminary</p>	<p>1:40 Maximum Vocal music permitted</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel or Waltz-jump type jump • All single jumps, including single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop) • Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed • An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted. • Jump sequences limited to a maximum of 3 single or double jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>

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TEST TRACK FREE SKATE

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- 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 maximum	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) • Single rotation jumps: Salchow, toe loop and loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test
Preliminary 1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> • 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

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Events on this page are eligible for Series final placement trophy points



ADULT 1-6, INTRODUCTORY-BRONZE COMPULSORY

General event parameters:

- The skating order of the elements is optional.
- Element may only be attempted once
- To be skated in program format with limited connecting steps
- To be skated on ½ ice
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Time	Elements
Adult 1	1:30 MAX	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:30 MAX	<ul style="list-style-type: none"> • 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	1:30 MAX	<ul style="list-style-type: none"> • Forward stroking using the blade properly • 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
Adult 4	1:30 MAX	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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

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Adult Pre-Bronze	1:30 MAX	<ul style="list-style-type: none"> Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in combination and 3 jumps in a sequence Forward upright spin (Min. 3 revolutions) Forward spiral (any edge)
Adult Bronze	1:30 MAX	<ul style="list-style-type: none"> Single Salchow Waltz jump – toe loop combination jump Backward Upright Spin – entry optional (Min. 3 revolutions) Spiral sequence (Min. 2 spirals)

Events on this page are eligible for Series final placement trophy points



ADULT 1-6 PROGRAM WITH MUSIC

General event parameters:

- 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.
- 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 (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements
Adult 1	1:40 MAX	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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

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Adult 6	1:40 MAX	<ul style="list-style-type: none">• 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)
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Events on this page are eligible for Series final placement trophy points



ADULT INTRODUCTORY – BRONZE FREE SKATE PROGRAM

General event parameters:

- 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 <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No single Lutz, single Axel or double jumps are allowed 	Max 2 Spins: <ul style="list-style-type: none"> • Min 3 revs • Spins with a flying entry are not permitted 	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze Free Skate
Adult Bronze 1:50 maximum	Max 4 Jump Elements: <ul style="list-style-type: none"> • Max 2 combinations or sequences; • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted 	Max 2 Spins: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Choreographic Step Sequence Must use at least ½ ice surface	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze Free Skate

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All events listed on this page are eligible for One (1) additional point PROVIDED that competitors are also entered in a music program and a compulsory or elements event

JUMPS CHALLENGE

General event parameters:

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

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

SPINS CHALLENGE

General event parameters:

- 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 style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
High Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
No Test	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
Pre – Preliminary	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright back-scratch spin (3) • Sit spin (3)
Preliminary	1:30 max.	<ul style="list-style-type: none"> • Forward scratch to back scratch spin (3) • Combination spin with no change of foot (4) • Sit spin (3)

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*All events listed on this page are eligible for One (1) additional point **PROVIDED** that competitors are also entered in a music program and a compulsory or elements event*

SHOWCASE EVENTS:

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

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

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

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

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

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles: Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
Pre-Free Skate-Free Skate 6/ Beginner/High Beginner/ Adult 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary/	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult	Time: 1:30 max.

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Adult Pre-Bronze		pre-Bronze free skate test.	
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.

*All events listed on this page are eligible for One (1) additional point **PROVIDED** that competitors are also entered in a music program and a compulsory or elements event*

INTERPRETIVE PROGRAM:

Competition Format

The Organizing Committee must pre-select and edit musical choices appropriate for these events. During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Levels:

Levels should be broken by ability with ages divided appropriately.

Judging Rules:

Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression.

Spins and jumps performed must be appropriate to competition level.

Time:

Music Duration: Pre-Free Skate - No Test: 1:00 Max Pre-Preliminary - Preliminary: 1:00 Max

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.



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Series Point System

The Basic Programs with Music, Pre Freeskate with Music, Freeskate Programs with Music and the Compulsory/Elements events in each of the 4 Series Competitions will be eligible for accumulating points (Be sure to read the point trophy rules below).

The system for scoring points for the final trophy will be as follows:

Each event will have a maximum of 6 skaters

1 st Place	6 points
2 nd Place	5 points
3 rd Place	4 points
4 th Place	3 points
5 th Place	2 points
6 th Place	1 point

If an event has less than 6 skaters, the points will be adjusted. i.e. For a group of 3 skaters the 1st place would receive 3 points, 2nd place would be 2 points and 3rd place would be 1 point.

ALL SKATERS WHO PARTICIPATE IN AT LEAST THREE (3) OF THE FOUR COMPETITIONS IN THE SERIES WILL BE ELIGIBLE TO WIN A TROPHY WITH AN OVERALL PLACEMENT. PLEASE NOTE THAT THE ELEMENTS/COMPULSORY AND FREESKATE EVENTS MUST BOTH BE ENTERED AND COMPLETED TO COUNT IN THE FINAL POINTS TABULATION. POINT RESULTS WILL BE POSTED ON: basicskillsflorida.com

PLEASE NOTE: EACH SPIN, JUMP, INTERPRETIVE AND SHOWCASE EVENT ENTERED WILL GIVE ONE (1) ADDITIONAL POINT EACH, PROVIDED THAT THE SKATERS COMPLETE AN ELEMENTS/COMPULSORY EVENT AND BASIC PROGRAM/FREESKATE EVENT

SKATERS MOVING TO THE NEXT LEVEL DURING THE SERIES WILL TAKE THEIR POINTS WITH THEM AND EARN A ONE TIME 3-POINT BONUS.

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REGISTRATION PROCESS INSTRUCTIONS

All competition entries must be made online through **entryeeze.com**. A separate online application and payment is necessary for each of the four competitions. 2018 COMPETE USA, South Florida Basic Skills Series Competitions will be held at:

Kendall Ice Arena PB SkateZone Pines Ice Arena PB IceWorks

Go online to entryeeze.com



Since you are searching for a competition in the USA, click on the American Flag

Look for the button that says “**Select State**”,..... **Select Florida**



Select one of the four Compete USA South Florida Basic Skills Series Competitions icons for the Series competitions listed above.

Skaters and parents (click here to register for a competition)

You will see 2 boxes coming up. The first time you register for each of the Series competitions you will use the **box on the right**.

The **box on the left** is the one you use later to login to make changes, payments, practice ice and also to see your schedule for that particular competition.

Enter your **Compete USA Number** or **USFS Number**:_____. You should have a little Member Card with a Compete USA or United States Figure Skating Logo on it. If you do not have this card check with your arena skate school office so that we can get you one. All competitors must be current members of Compete USA or Full USFS Members. Membership is renewed annually on July 1st.

Follow the directions by filling out the forms. Ask your coach about what your current skating level and what events you will be entering. Please refer to the event checklist below.

Troubleshooting: If you are not able to select a level to compete in, it may be because you did NOT fill out the current skating level correctly. A current skating level IS the level of the last test signed by your coach in your Learn to Skate USA Skills Book or last USFS Test passed and registered with USFS.

Good luck, please contact YOUR COACH if you have questions about the registration process. If the coach is NOT able to help you, please come to the office at the rink.

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COACH / COMPETITOR WORKSHEET

THIS IS NOT A COMPETITION APPLICATION – REGISTER ONLINE @ ENTRYEEZE.COM

Please have your coach check the event(s) you are entering:

Snowplow Sam (Tots)
 Elements
 Solo Program

Basic 1
 Elements
 Solo Program
 Showcase

Basic 2
 Elements
 Solo Program
 Showcase

Basic 3
 Elements
 Solo Program
 Showcase

Basic 4
 Elements
 Solo Program
 Showcase

Basic 5
 Elements
 Solo Program
 Showcase

Basic 6
 Elements
 Solo Program
 Showcase

Pre Freeskate
 Elements
 Solo Program
 Showcase

Freeskate 1
 Compulsories
 Solo
 Showcase
 Spins
 Jumps

Freeskate 2
 Compulsories
 Solo
 Showcase
 Spins
 Jumps

Freeskate 3
 Compulsories
 Solo
 Showcase
 Spins
 Jumps

Freeskate 4
 Compulsories
 Solo
 Showcase
 Spins

Freeskate 5
 Compulsories
 Solo
 Showcase
 Spins

Freeskate 6
 Compulsories
 Solo
 Showcase
 Spins

Beginner
 Compulsories
 Freeskate
 Showcase
 Interpretive

High Beginner
 Compulsories
 Freeskate
 Showcase (Freeskate 1 to Beginner)
 Spins
 Jumps
 Interpretive

No Test
 Compulsories
 Well Balanced FS Program
 Showcase
 Spins
 Interpretive

Pre Preliminary
 Compulsories
 Test Track FS Program
 Well Balanced FS Program
 Showcase
 Spins
 Jumps
 Interpretive

Preliminary
 Compulsories
 Test Track FS Program
 Well Balanced FS Program
 Showcase
 Spins
 Jumps
 Interpretive

Adult 1
 Elements
 Solo Program

Adult 2
 Elements
 Solo Program

Adult 3
 Elements
 Solo Program

Adult 4
 Elements
 Solo Program

Adult 5
 Elements
 Solo Program

Adult 6
 Elements
 Solo Program

Adult Beginner
 Compulsories
 Solo

Adult High Beginner
 Compulsories
 Solo

Adult Pre-Bronze
 Compulsories
 Solo
 Showcase

Adult Bronze
 Compulsories
 Solo
 Showcase

THE ENTRY FEE IS \$90.00 WHICH INCLUDES A MUSIC PROGRAM AND EITHER AN ELEMENTS OR COMPULSORY EVENT. ADDITIONAL EVENTS ARE \$30 PER EACH EVENT

MUSIC PROGRAM PLUS ELEMENTS OR COMPULSORY

Additional Event

Additional Event

Personal Program ad \$20 (1/4 page, 25 word max.)

Total:

\$90.00

\$ _____

\$ _____

\$ _____

\$ _____