

2018 GLACIER CHALLENGE

Competition Announcement
No-Test-Senior and Compete USA

March 23 and 24, 2018
Test Session March 22, 2018

Glacier Ice Rink
Missoula, MT

LOC: Pam Hergett (406) 544-6999
Please no calls after 9:00 pm MST

Chief Referee: Mary Ann Wilcox
Accountant: Marilyn Anders

All Entries and Music Submitted Through Entryeze.com
Entry Deadline: February 11, 2018

Announcement updated 01/24/2018

Edits:

Compulsory: skating order of elements is optional
Skate Canada/USFS equivalents
Corrected wording on Interp/Improv

Update 02/02/2018

Add Adult 1-6 Showcase-Compete USA Section

Updated 02/10/2018

Put Free Skate Well Balanced no test requirements (6.0) in
announcement and corrected fee structure description

Updated 03/01/2018

Clarification of the Basic Elements presentation





The 2018 Glacier Challenge will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the [2017-2018 US Figure Skating Rule Book](#) as well as any pertinent updates which have been posted on the U.S. Figure Skating website.

This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules, and is a currently registered member of a U.S. Figure Skating member club, a collegiate club or an individual member in accordance with the current rulebook. Please refer to the current rulebook for non-U.S. citizens.

SERIES INFORMATION: This competition has been approved by U.S. Figure Skating as part of a National Showcase Series for Dramatic and Light entertainment. Improvisational events are not eligible

Entries-Skaters may enter any or all singles events for which they are qualified by test level. Example: Showcase: Skaters cannot skate in different levels of the same event (example: event-Light Entertainment Level Junior skater would not be allowed to skate Light Entertainment Junior and Senior).

ELIGIBILITY/TEST LEVEL:

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 in the top four in a final round of their last qualifying competition in their divisions must move up one level, except for novice and higher.

Canadian individual skaters do not need to change their programs if they wish to register for this competition. All Canadian skaters will be allowed to skate their official programs. In events where the Canadian program may be longer with additional elements, extra elements not included in the USFS rules will not be judged.

CANADIAN EQUIVALENTS: In all events, the Skate Canada level equivalents apply. The following chart is supplied for your convenience. If there is any question on the appropriate level of a Canadian skater, the question will be decided by the Referee and the Competition Committee.

U.S. Figure Skating and Skate Canada Equivalents for Free Skating and Dance

US FIGURE SKATING FREE SKATE	SKATE CANADA FREE SKATE	US FIGURE SKATING DANCE	SKATE CANADA DANCE
PRE PRELIMINARY	NO TEST PRELIMINARY	PRELIMINARY	PRELIMINARY
PRELIMINARY	PRELIMINARY	PRE-BRONZE	NO EQUIVALENT
PRE JUVENILE	NO EQUIVALENT	BRONZE	JUNIOR BRONZE
JUVENILE	JUNIOR BRONZE	PRE-SILVER	SENIOR BRONZE
INTERMEDIATE	SENIOR BRONZE	SILVER	JUNIOR SILVER
NOVICE	JUNIOR SILVER	PRE-GOLD	SENIOR SILVER
JUNIOR	SENIOR SILVER	GOLD	GOLD
SENIOR	GOLD		



Age restrictions/requirements:

Beginning February 1, 2018, the following changes will take effect:

Age requirements as of September 1 prior to the regional championships:

Open Juvenile: 13 years of age or older / Juvenile: Under 13 years of age

Skaters entering beginner-pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.

ENTRIES: All registrations for the 2018 Glacier Challenge will be held on line with Entryeze. Close of entries by February 11, 2018. Late entries will be accepted at the discretion of the Chief Referee and LOC and will be charged a \$30.00 late fee. Skaters will not be allowed to practice or compete until all payments are current.

All events are separate.

Notification of competition and practice ice times will not be available by phone, mail or email. Skater and Coaches schedules will only be available through Entryeze.

Two or more entries in a category will constitute an event.

Where there is only one skater entered, and the event cannot be combined, an exhibition may be offered at the discretion of the Chief Referee or a refund will be made. If more than one competitor/team enters but, due to withdrawals, only one competitor/team appears at a singles, pairs, ice dance or synchronized skating event, the referee will offer the competitor/team the option to skate. If the competitor/team chooses to skate, judges will award their marks according to the rules and the applicable scoring system used, and the competitor/team will receive first place.

If the competitor/team chooses not to skate, the entry fee will be refunded. The \$10.00 administrative fee will not be refunded.



REFUND POLICY: Entry fees will not be refunded after February 11, 2018 unless no competition exists or the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Checks returned for non-sufficient funds and contested credit card charges will be issued a \$30 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be available by Entryeze.

In accordance with US Figure Skating Rule 3047: Once entries have closed, entry fees are only refundable if the competition is not held.

Refunds requested prior to the close of entries: All entries include a non-refundable \$10.00 administrative fee.

REFEREE: The decision of the Referee on all matters will be final. The Referee, along with the competition co-chair persons shall have the right to exclude any person or competitor whose behavior is unruly or unsportsmanlike.

COSTUMING AND PROPS: No feathers of any kind are permitted on the ice as part of costuming or props

FACILITIES: The competition will be held at Glacier Ice Rink which is located at 1101 South Ave West, Missoula, MT at the Missoula County Fairgrounds (406) 728-0316. The ice surface is an indoor rink 200'x85' with rounded corners. Locker rooms and concession facilities are available. There is bleacher seating in the arena. There are a variety of restaurants nearby.

MUSIC – MP3 FORMAT ONLY: Music will be supplied to this competition through the Entryeze upload system only. The official competition music must be submitted through Entryeze by March 12, 2018. A CD CD-RWs) should be readily available at rinkside during the competition. Every reasonable care will be taken, but the Missoula Figure Skating Club cannot be responsible for CDs left at the end of the competition.

LIABILITY: U.S. Figure Skating, the Missoula Figure Skating Club and Glacier Ice Rink 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: Well Balanced Events below Pre-Preliminary and Test Track events will be judged using the 6.0 majority judging system. **All compete USA events will be judged using 6.0** All Well Balanced Free Skate events Pre-Preliminary and above, including Open Juvenile, as well as adult silver, junior, senior will be judged using the International Judging System (IJS). Compete USA events will be judged using the 6.0 system. **PLEASE USE ENTRYEEZE TO INPUT THE PLANNED PROGRAM CONTENT SHEETS INSTEAD OF US FIGURE SKATING.**

REGISTRATION Desk: The registration desk will be open one to two hours before the first event and run through the last event of the day. The registration table will be located in the lobby of Glacier Ice Rink. Please register promptly upon arrival.

PRACTICE ICE: Practice ice may be purchased on Entryeze. **No music will be played on any practice ice sessions.**

Each twenty (20) minute practice session will cost \$15.00. The practice ice will be assigned based on availability and qualifications. After the close of entries, a date and time will be established when additional practice ice can be purchased electronically online. The skater may login to their entry and possibly adjust his/her schedule or purchase additional practice ice. The skater will only be able to select practice ice sessions for a session that has not reached the maximum allowable number of participants and for which he/she qualifies.



Practice ice money is non-refundable. Practice ice will be assigned in the order of receipt of reservations through Entryeze.

PHOTOGRAPHY/VIDEOGRAPHY: Professional podium photography will be available following each event. No professional photography or videography will be available during the event. Photography and videography will be allowed from the stands.

NO FLASH PHOTOGRAPHY OF ANY KIND IS ALLOWED.

AWARDS: Awards will be presented to the top three placements in each group for introductory levels through Senior. All participants in the Compete USA levels Snowplow Sam-Freestyle 6 and Compete USA Adult events will receive an award, and are limited to six skaters per group. There will be no final rounds. Awards will be presented immediately following the posting of the results for each event.

KAY SPENCER MEMORIAL JUDGES CHOICE AWARD:

The year 2015 marked the passing of our friend and much respected local judge Kay Spencer. Kay was a long time member of the Missoula Figure Skating Club and was fundamental in the launch of the Glacier Challenge. Kay devoted countless hours of volunteer time working with our skaters, providing feedback from a judges' perspective and showing by every action and word her commitment to the sport and encouraging all of our skaters to become their personal best.

For this award the focus is on diversity and musicality. The Kay Spencer Memorial Judges Choice awards will be presented to individuals or groups who, in the judges' opinion, reflect the best the sport has to offer in terms of their ability to captivate the audience through performance and musicality. This skater or skaters must demonstrate a diverse understanding of musical interpretation, exceptional entertainment ability, good sportsmanship and a sense of comradery.

Kay Spencer Memorial Judges Choice for Overall Performance – Beginner through Preliminary

Kay Spencer Memorial Judges Choice for Overall Performance – Pre-Juvenile through Senior

TEAM TROPHY: A Team Trophy will be awarded to the guest club with the most points at the end of the competition, using a scoring system for each event as follows: 1st place=5 points / 2nd place=3 points / 3rd place=1 point. No points will be given for the Team Skills Event.

OFFICIAL NOTICES: An official bulletin board will be maintained in the main lobby of Glacier Ice Rink. 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 1 hour prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition on Entryeze.

EVENT COSTS

Free Skate Beginner, High Beginner, No Test, adult Prebronze and Bronze	\$50
Test Track Free Skate (Pre-Preliminary-Senior)	\$65
Well Balanced Free Skate (IJS)–Pre-Pre-Senior and Open Juv and Adult Silver-Adult Masters, Junior Senior	\$65
Short Program	\$50
Compulsory	\$25
Team Skills Event	\$15/skater
Pairs Short Program	\$80
Pairs Free Skate	\$80
Solo Pattern Dance	\$40
Solo Free Dance-Non Series	\$65
Partnered Pattern Dance	\$80
Partnered Short Dance	\$80
Partnered Free Dance	\$80
Showcase Solo (Light, Dramatic, Improvisational)	\$40
Showcase Duet	\$50/Duet
Showcase Mini Production (3-7 participants)	\$60/Group
Showcase Production (Greater than 7 participants)	\$90/Group

COMPETE USA EVENT COSTS

Basic Elements (Snowplow Sam through Basic 6 and Adult Basic 1-6)	\$30
Free Skate Compulsory Moves (Pre-Freeskate to Freeskate 6)	\$25
Basic Program Event (Snowplow Sam Through Basic 6 and Adult Basic Skills)	\$35
Free Skate Program Event (Pre Freeskate to Freeskate 6)	\$35
Basic Showcase Events (Snowplow Sam Through Basic 6, Pre-Freeskate-Free Skate 6 and Adult Basic 1-6)	\$35
Free Skate Showcase Events (Levels 1-6)	\$35



INFORMATION REGARDING COACHES:

U.S. Figure Skating Rule MR 5.11 Coach Registration

In order to be granted access to work within U.S. Figure Skating sanctioned activities, each coach must complete the following requirements on an annual basis by July 1:

- A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A, B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

For Learn to Skate USA ONLY coaches - Any person, 18 and older, instructing a Learn to Skate USA Program must have successfully passed the annual background screen and be registered as a Learn to Skate USA instructor.

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

If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential – no exceptions. We strongly urge *all* coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without proper registration is an ethics violation which is reported to U.S. Figure Skating and PSA.

For more information regarding Coach Compliance, please refer to US Figure Skating's Website.

CONTACT INFO: If you have questions, please contact Pam Hergett at (406) 273-7088 or (406) 544-6999. Please no calls after 9:00 p.m.

ADDITIONAL INFORMATION:

SPONSORING HOTELS – As sponsoring hotel information becomes available it will be posted on the Entryeeze – Glacier Challenge 2018 Website.

EVENT: Introductory Compulsory Event

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

EVENT: Compulsory Moves

General Event Parameters:

- No Test – Juvenile: Elements skated on ½ ice
- The skating order of the elements is optional
- Intermediate – Senior: Elements skated on full-ice
- The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Music is not allowed.
- Skaters may compete at their test level or one level higher.

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ol style="list-style-type: none"> 1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre-Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Toe Loop jump 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Single jump (may include Axel) 2. Jump combination: single/single (may include Axel) 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence - circular
Juvenile & Open Juv.	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Jump combination: single/single or double/single 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence – circular
Intermediate	1:30 max.	<ol style="list-style-type: none"> 1. Double Salchow or double toe loop 2. Jump combination: single/single or double/single 3. Flying spin, minimum five revolutions 4. Step sequence – straight line
Novice	1:30 max.	<ol style="list-style-type: none"> 1. Double loop 2. Jump combination: double/single or double/double 3. Flying spin - minimum five revolutions 4. Step sequence – straight line
Junior	1:30 max.	<ol style="list-style-type: none"> 1. Double flip 2. Jump combination: double/double or triple/double 3. Combination spin - minimum 10 revolutions 4. Step sequence – straight line
Senior	1:30 max.	<ol style="list-style-type: none"> 1. Double Lutz 2. Jump combination: double/double or triple/double 3. Combination spin - minimum 10 revolutions 4. Step sequence – straight line

Event: TEAM EVENTS - No Test through Senior and Multi-level

Single level teams must compete at the highest free skate test level of the skaters. Teams consist of 4 skaters, male or female and can be from different clubs. Skaters may participate on multiple teams. All teams for each level will be on the ice together. One member of each team will be required to do one of the four elements (all elements must be completed). Choose one element for each skater. Elements will be judged against the other teams' elements. Adults may join or form teams at their equivalent level. Each skater will be awarded one mark for technique. **The team will perform as a group and perform unifying steps prior to spotlighting each member performing an element. Group performance shall not exceed 2 minutes.**

Multi Test Level - Skaters must represent more than one tested level

1. One waltz jump
2. One camel spin
3. One forward outside spiral
4. One Axel

No Test

1. One upright one foot spin (minimum 3 revolutions)
2. One waltz jump
3. One forward outside spiral; 1 position
4. Half flip landed on either foot

Pre-Preliminary/Adult Pre-Bronze

1. One upright one foot spin (minimum 4 revolutions)
2. One single Salchow
3. One single toe loop
4. Half Lutz landed on either foot

Preliminary/Adult Bronze

1. One upright one foot spin minimum 4 revolutions.
2. One single Salchow.
3. One single flip jump.
4. Forward sit spin minimum 4 revolutions.

Pre-Juvenile/Adult Silver

1. One camel spin (minimum 4 revolutions)
2. One single loop jump
3. One camel spin to sit spin (no change of foot; minimum 3 revolutions, each position)
4. Combination jump - single Lutz, single loop (no change of foot between jumps)

Juvenile/Adult Gold

1. One layback spin (minimum 4 revolutions)
2. One single Axel jump
3. One forward spiral; one position
4. Combination jump - single Lutz, single loop (no change of foot between jumps)

Intermediate

1. Sit spin to change foot sit spin (minimum 4 revolutions each position)
2. Flying camel spin (minimum 5 revolutions in position)
3. One single Axel jump
4. Combination jump - double Salchow, single loop (no change of foot between)

Novice

1. Camel spin to backward camel spin (minimum 4 revolutions in each position)
2. Double loop jump
3. Forward spiral in one position to backward spiral one position (change of foot acceptable between spirals)
4. Combination jump - double Salchow, double toe (no change of foot between)

Junior

1. Camel spin to layback spin to back sit spin (minimum 4 revolutions in each position)
2. Double flip jump
3. Flying sit spin (minimum 6 revolutions in position)
4. Combination jump - double toe, double toe (no change of foot between)

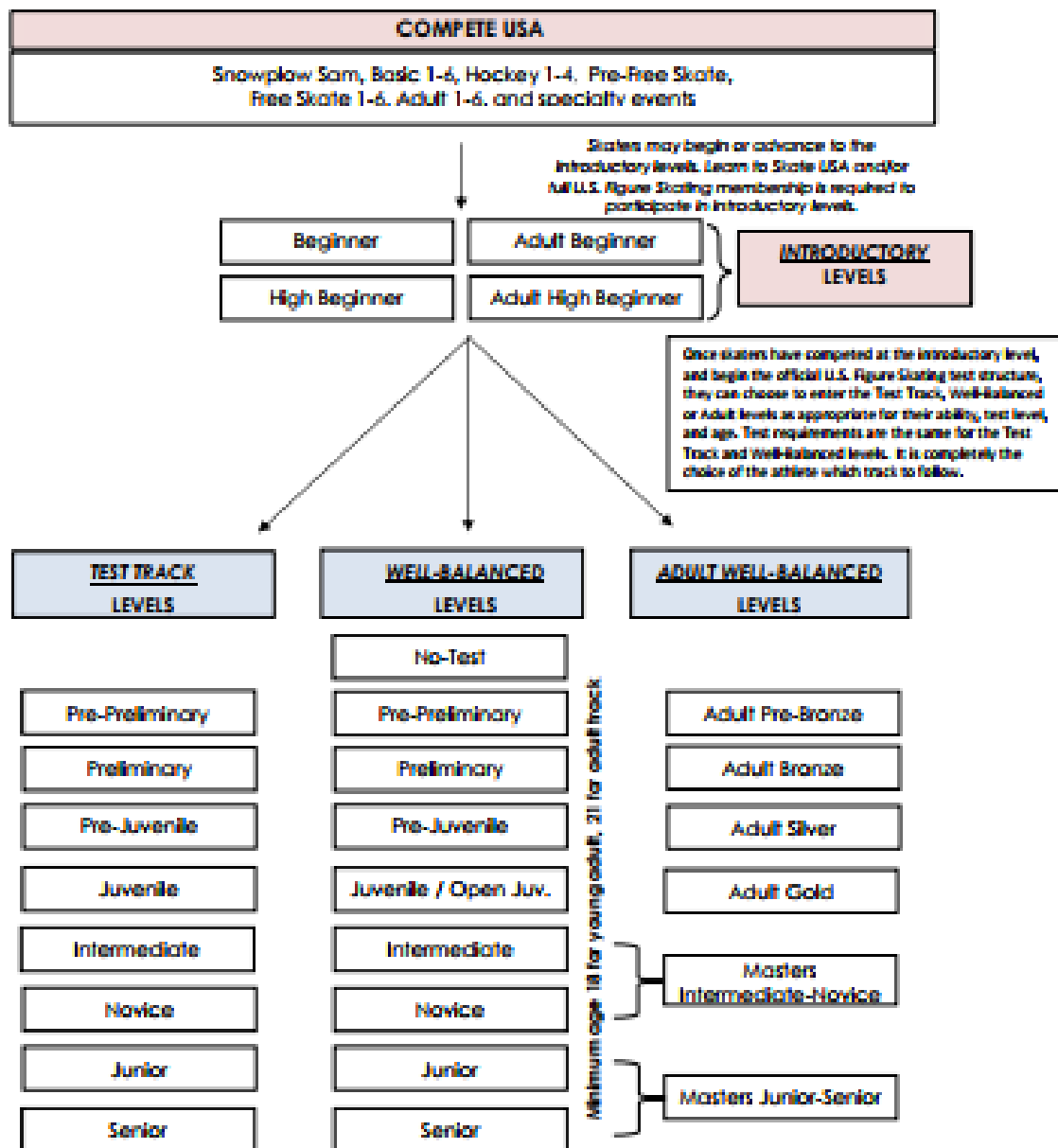
Senior

1. Layback spin (minimum 8 revolutions in position)
2. Triple Salchow jump
3. Forward spiral to backward spiral to forward spiral in a serpentine pattern
4. Combination jump - double Lutz, double toe (no change of foot between)

[Link to Competitive Progression Chart](#) – Better Resolution

COMPETITIVE PROGRESSION THROUGH THE LEVELS OF U.S. FIGURE SKATING

Singles athletes begin with Compete USA competitions, progress to the introductory levels, then choose whether to follow the Test Track or Well-Balanced levels. Skaters move between tracks at different nonqualifying competitions, but may not enter the same type of event in multiple tracks. Competitive level is based from a skater's current test level.



EVENT: Introductory Free Skate Program-Beginner/High Beginner and No test – well balanced

General Event Parameters for beginner and high beginner:

- 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

No test – Well Balanced (6.0 judging system)

2017-18 Singles Free Skating Requirements – This chart has been updated with the changes from the U.S. Figure Skating Governing Council that will go into effect July 1, 2017.



2017-18	JUMP ELEMENTS	SPINS	STEP SEQUENCES
NO TEST 1:40 maximum *means element is required	Max 5 Jump Elements <ul style="list-style-type: none"> • All single jumps allowed except for the single Axel <ul style="list-style-type: none"> o No single Axels, double, triple or quadruple jumps allowed o Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed o Jump sequences limited to a maximum of 3 single jumps 	Max 2 Spins <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence <ul style="list-style-type: none"> • Step Sequence <ul style="list-style-type: none"> o Must use one-half the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence If IJS is used, then: ChSt

EVENT: 2017-18 Test Track Free Skate - Introductory through Senior levels

General Event Parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all level
- 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:
 - from each mark for each technical element included that is not permitted in the event description.
 - from the technical mark for each extra element included.
 - from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 maximum	<i>Max. 5 jump elements:</i> <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 	<i>Maximum of 2 spins:</i> <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 Basic Skills free skating badge tests
High Beginner 1:40 maximum	<i>Max. 5 jump elements:</i> <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. 	<i>Maximum of 2 spins:</i> <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 Basic Skills free skating badge tests
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 (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 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

<p>Preliminary 1:30 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <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) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>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</p>
<p>Pre-Juvenile 2:00 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • 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. 	<p>One step sequence fully utilizing ice surface</p>	<p>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</p>
<p>Juvenile 2:20 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Any single jumps, including Axel, are permitted. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • 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) • <i>Only solo spin may fly</i> 	<p>One step sequence fully utilizing ice surface</p>	<p>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</p>

<p>Intermediate 2:40 +/- 10 sec.</p>	<p><i>Maximum of 6 jump elements:</i></p> <ul style="list-style-type: none"> 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 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> 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). 	<p>One step sequence fully utilizing ice surface</p>	<p>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</p>
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Level	Jumps	Spins	Step Sequences	Qualifications
<p>Novice Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.</p>	<p><i>Maximum of 7 jump elements for men and 6 for ladies:</i></p> <ul style="list-style-type: none"> 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 	<p><i>Maximum of 3 spins, of a different nature:</i></p> <ul style="list-style-type: none"> 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 	<p>One step sequence or spiral sequence fully utilizing ice surface (see rule 4104 & 4105 for remarks)</p>	<p>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</p>
<p>Junior Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> 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 	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> 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) 	<p>One step sequence fully utilizing ice surface (See rule 4105 for remarks)</p>	<p>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</p>

<p>Senior</p> <p>Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.</p>	<p>Maximum of 8 jump elements for men and 7 for ladies:</p> <ul style="list-style-type: none"> • 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 	<p>Maximum of 3 spins of a different nature:</p> <ul style="list-style-type: none"> • 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 revolutions per foot) 	<p>Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks)</p> <p>Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)</p>	<p>Skaters must have passed at least the U.S. Figure Skating junior free skate test</p>
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The charts linked to in this document are provided by US Figure Skating and are located on the US Figure Skating Website. These are included for reference.

[2017-2018 Singles Short Program Requirements](#)-This chart currently says subject to change – recommend using the rule book and updates on the USFS website

[2017 2018 Singles Free Skate Well Balanced Requirements](#)

[2017 2018 Partnered Free Dance Requirements](#)

[2017 2018 Pairs Events Requirements](#)

[2017-2018 Solo Dance Charts](#)

EVENT: Non Series Solo Free Dance

NON-SOLO DANCE SERIES EVENTS

This event is offered specific to the Glacier Challenge and is not part of the solo dance series. Results do not count for points towards the solo dance series. This is offered to allow competitors to compete in the solo free dance only without having to compete in the combined event.

SOLO FREE DANCE – Non-Series

Level	Time	Edge Elements	Spins	Step Sequence	Twizzle	Other
Juvenile Solo Free Dance	1:40 +/- 10 Sec	<ul style="list-style-type: none"> Up to 2 Edge Elements not to exceed 6 seconds 	<ul style="list-style-type: none"> One dance spin, Minimum 3 rev on 1 foot Spin Combination Not allowed 	<ul style="list-style-type: none"> One step sequence from the following list: circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include three-turns and mohawks. Jumps of more than one-half rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in any step sequence. 	<ul style="list-style-type: none"> One twizzle. Minimum one revolution. 	<ul style="list-style-type: none"> One full stop, not exceeding five seconds, is permitted.
Intermediate	2:00 +/- 10 sec	<ul style="list-style-type: none"> Up to 2 different edge elements not to exceed 6 seconds 	<ul style="list-style-type: none"> One dance spin selected from the following: a. Spin (min 3 rev) b. Spin combination: Min 3 revolutions up to ½ revolution on 2 feet while changing to the other foot. 	<ul style="list-style-type: none"> One step sequence from the following list: circular, midline or diagonal. The step sequence must fully utilize the ice surface. It should include a variety of steps and turns and must include three-turns, mohawks and brackets. Jumps of more than one-half rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in any step sequence. 	<ul style="list-style-type: none"> One twizzle series. Minimum one revolution on each foot. No more than three steps between twizzles. 	<ul style="list-style-type: none"> One full stop not to exceed 5 seconds is permitted

<p>Novice</p>	<p>2:10 +/-Sec</p>	<ul style="list-style-type: none"> • One long edge element (not to exceed 12 seconds) and one short edge element (not to exceed six seconds). 	<ul style="list-style-type: none"> • One dance spin, but no more, selected from the following types: <ul style="list-style-type: none"> a. Spin: Minimum three revolutions on one foot. b. Spin Combination: Minimum three revolutions on one foot for each part of the spin. There is allowed up to one-half rotation on two feet while changing to the other foot. 	<ul style="list-style-type: none"> • One step sequence from the following list: circular, midline, diagonal or serpentine. The step sequence must fully utilize the ice surface. It should include a variety of steps and turns and must include three-turns, mohawks, brackets and counters. Jumps of more than one-half rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in any step sequence. 	<ul style="list-style-type: none"> • One twizzle series. Minimum of two revolutions on each foot. No more than three steps between twizzles 	<ul style="list-style-type: none"> • One full stop up to 5 seconds is permitted
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<p>Junior-Solo Free Dance</p>	<p>2:30 +/- 10 Sec</p>	<ul style="list-style-type: none"> • One long edge element (not to exceed 12 seconds) and two different short edge elements (not to exceed six seconds). 	<ul style="list-style-type: none"> • One or two dance spins, but no more, selected from the following types: <ul style="list-style-type: none"> • a. Spin: Minimum three revolutions on one foot. • b. Spin Combination: Minimum three revolutions on one foot for each part of the spin. There is allowed up to one-half rotation on two feet while changing to the other foot 	<ul style="list-style-type: none"> • Two different types of step sequences, one selected from Group A and one selected from Group B: <ul style="list-style-type: none"> • Group A: Straight Line Step Sequences: Midline or Diagonal • Group B: Curved Step Sequences (counterclockwise or clockwise): Circular or Serpentine • Each step sequence must fully utilize the ice surface. It should include a variety of steps and turns and must include brackets, counters, rockers and choctaws. Jumps of more than one-half rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in either step sequence. 	<ul style="list-style-type: none"> • Two different twizzle series but no more. One twizzle series must have a different entry edge and different direction for the two twizzles. For both series, a minimum of two revolutions is required on each twizzle. No more than three steps are allowed between twizzles. 	<ul style="list-style-type: none"> • Two full stops are permitted not to exceed 5 seconds
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Senior	2:50+-10 Sec	<ul style="list-style-type: none"> Two different long edge elements and two different short edge elements. (Short edge elements must not exceed six seconds, and long edge elements must not exceed 12 seconds) 	<ul style="list-style-type: none"> One or two dance spins, but no more, selected from the following types: <ul style="list-style-type: none"> a. Spin: Minimum three revolutions on one foot. b. Spin Combination: Minimum three revolutions on one foot for each part of the spin. Note: If more than one spin is executed, it must be different than the first. So if the first spin is a spin combination, then the second spin must be a dance spin. The same logic follows with the spins being executed in the opposite order. 	<ul style="list-style-type: none"> Two different types of step sequences, one selected from Group A and one selected from Group B: <ul style="list-style-type: none"> a. Group A: Straight Line Step Sequences: Midline or Diagonal b. Group B: Curved Step Sequences (counterclockwise or clockwise): Circular or Serpentine Each step sequence must fully utilize the ice surface. It should include a variety of steps and turns and must include brackets, counters, rockers, choctaws and twizzles. Jumps of more than one-half rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in either step sequence. 	<ul style="list-style-type: none"> Twizzle Series: Two different twizzle series but no more. One twizzle series must have a different entry edge and different direction of rotation for the two twizzles, with a minimum of two revolutions on each twizzle and no more than three steps between twizzles. The other series must have a minimum two revolutions on each twizzle with only one step between twizzles. 	<ul style="list-style-type: none"> Two full stops are permitted. Neither stop may exceed five seconds.
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EVENT: Showcase Events

[2018 Showcase Guidelines](#)

USE THE ABOVE LINK FOR ALL BUT INTERPRETIVE EVENTS

USE THIS ANNOUNCEMENT FOR IMPROVISATIONAL EVENTS

EVENT: Showcase Events – Improvisational Events

Improvisational events at Glacier Challenge are not eligible for National Showcase

NOTE: Levels and times match those in the US Figure Skating Showcase Guidelines. Execution of this event will be as follows: This event is offered without props

Improvisational Event The program will be a performance choreographed by the competitor, unaccompanied and unassisted, to music that is supplied by the LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements.

The music will be played twice during a warm-up on full ice. After the warm up skaters will go back to the room, supervised by a competition official. Skaters will be brought to the ice during the previous skater's performance and will sit with their back to the ice giving them a third time to hear the music. All competitors in an event will interpret the same music.

At the discretion of the chief referee and with coaches consent competitors in the same event may be given the opportunity to perform together. In this case the event will be treated as an exhibition.

Improvisational Events and Levels:

Level	Program Duration	Test Requirements
Pre-juvenile and below	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Juvenile - novice	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Junior and senior	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Teen and young adult/Adult Prebronze and above	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.

Adult Events

EVENT: Adult Compulsory Moves

General Event Parameters:

- Pre-Bronze to Silver: Elements skated on ½ ice
- Gold/Masters: Elements skated on full-ice
- Elements may be performed only once
- Music is not allowed
- Minimum number of revolutions is noted in parentheses

Level	Time	Elements
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 a 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)
Adult Silver	1:30 MAX	<ul style="list-style-type: none"> • Single loop • Single/single jump combination • Sit spin (Min. 3 revolutions) • Straight line step sequence
Adult Gold	1:30 MAX	<ul style="list-style-type: none"> • Single Lutz or Axel • Single/single or single/double jump combination • Camel spin (Min. 4 revolutions) • Straight line step sequence
Masters Intermediate/Novice	1:30 MAX	<ul style="list-style-type: none"> • Axel, double Salchow, double toe loop or double loop • Jump combination (double/double, single/double or double/single) that may include double Salchow, double toe loop or double loop and any single jump including Axel • Solo spin of skater's choice (Min. 6 revolutions) • Straight line step sequence
Masters Junior/Senior	1:30 MAX	<ul style="list-style-type: none"> • Choice of any double jump • Jump combination that may include any double jump • Solo spin of skater's choice (Min. 8 revolutions) • Straight line step sequence

EVENT: Adult Introductory 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

Link to USFS Adult Well Balanced FS Charts

[2017-2018 Adults Singles WB Freeskiate](#)



Event: Adult Showcase

[2018 National Showcase Guidelines](#)

Use the above link for all but interpretive events

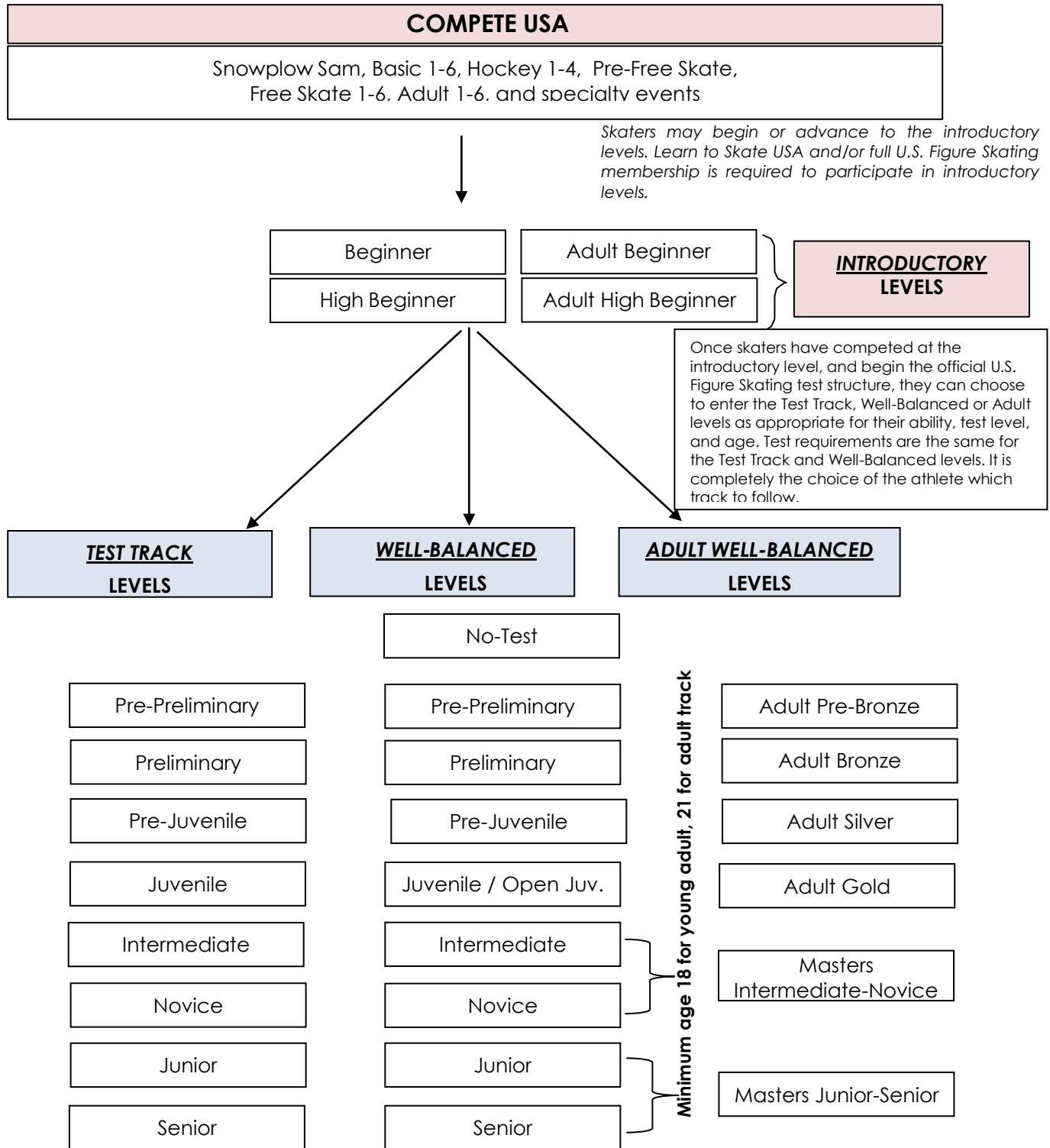


COMPETE **USA**

APPROVED BY LEARN TO SKATE USA

Competition Manual

Illustration of Singles Free Skating Events:



SNOWPLOW SAM – BASIC 6 ELEMENTS

Format: In simple program format each skater will 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

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

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

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

ADULT 1-6, INTRODUCTORY-Adult 6 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

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
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)

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/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.