



## The 29<sup>th</sup> Annual Magic City International Figure Skating Competition February 23<sup>rd</sup>, 24<sup>th</sup> & 25<sup>th</sup>, 2018

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

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.

### **ELIGIBILITY/TEST LEVEL:**

**Test level:** Competition level is the highest test passed as of January 1<sup>st</sup>, 2018 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.

**Age restrictions/requirements:** Skaters entering juvenile free skate events (Well Balanced Program) must be under 13 years of age at the close of entries. Skaters entering open juvenile free skate events (Well Balanced Program), must be at least 13 years of age at the close of entries.

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:** Online registration is available via secured credit card transaction on [www.entryeeze.com](http://www.entryeeze.com). Upon receiving your application online an email will be sent to the skater's coach to verify accuracy of entry. An official at the skater's home club will also be notified to

certify the skater's standing with the club. The chief referee will email a preliminary grouping of all entrants, which will be sent to ALL registered coaches. Coaches will have 48 hours to make any changes without penalty. After the 48 hours, changes can be made, but a penalty would apply. Mail in paper registration is also available (mail in form available on [www.magiccityskate.com](http://www.magiccityskate.com)). Notification of competition and practice ice times will be available by email.

**NOTE: In the event that a skater is signed up for the incorrect level or event, the Chief Referee must approve all changes. A \$25 CHARGE WILL BE MADE FOR CORRECTING ANY MISTAKE MADE. READ THE RULES and DESCRIPTIONS CAREFULLY. NO CHANGES WILL BE MADE ONCE THE COMPETITION SIGN IN PROCESS BEGINS.**

### **Fees will be as follows:**

**\$95 first event (per competitor)**

**\$15 for each additional event (per competitor)**

**LATE ENTRIES:** Late entries will be accepted only at the discretion of the Chief Referee and must be accompanied by a \$25.00 late fee.

**REFUND POLICY:** Entry fees will not be refunded after **January 1<sup>st</sup>, 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 \$25.00 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 online at [www.magiccityskate.com](http://www.magiccityskate.com)

**FACILITIES:** The competition will be held at the MAYSA Sports Arena, 2501 Burdick Expressway West, Minot, North Dakota. The facility has three ice surfaces, each 85 x 200 feet, with modest seating capacity. The rink has fair temperatures but observers may want to bring warmer clothing. There is adjacent parking available. The arena has a snack bar that will be open during the competition hours and vending machines. Locker rooms will be assigned to all competitors upon check in.

**MUSIC:** The official competition music must be turned in at the registration table at the time of check-in. A duplicate CD should be readily available. **Only standard format CDs will be accepted.** CDs are the only acceptable media. CDs must be: clearly marked with name (last name, first name), event entered and the music time/ length. Lead in time (time before the music begins) on CDs may not exceed two (2) seconds. **Due to compatibility and reliability reasons, music may NOT be submitted on rerecordable "CD-RW" discs.** Each CD must be in a paper CD sleeve with a see through window (obtainable at any office supply store), also labeled with the skater's name and event. Standard hard plastic jewel cases or other CD holders are no longer acceptable. **CDs NOT properly identified will NOT be accepted. Separate CDs for each event.** Music must be turned in for ALL EVENTS at time of registration. No exceptions. A duplicate CD should be readily available. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but the Magic City FSC cannot be responsible for CDs left at the end of the competition. Please have separate CDs for practice and competition.

**LIABILITY:** U.S. Figure Skating, Magic City FSC, and MAYSA ARENA accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

### **JUDGING SYSTEM:**

The International Judging System (IJS) will be used for all Juvenile through Senior Short Program and Well-Balanced Program Free Skate events. All competitors skating in these events need to submit the planned program content form online via your EntryEeze account by January 15<sup>th</sup>, 2018.

The 6.0 majority Judging System will be used for all other events including Well Balanced Free Skate events, No Test, Pre-Preliminary and Preliminary.

**REGISTRATION:** Registration will begin on February 23rd, 2018 at 6:00pm and end at 9:00pm. The registration table 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 main lobby of MAYSA. Please register promptly upon arrival.

**PRACTICE ICE:** Practice ice will be available for purchase online via **Entryeeze** or at the Practice Ice Desk once competition registration is open. Pre-paid practice ice is available for a cost of \$12 for each 20-minute session. All sessions must be paid in advance. Additional practice ice will also be available once the competition registration desk is open at a cost of \$14 per session. **NO Refunds for unused practice ice sessions.**

**USFSA TEST SESSION:** A USFS test session will be held this weekend. Please contact Erin Holt @ [99holterin@gmail.com](mailto:99holterin@gmail.com)

**PHOTOGRAPHY:** A photographer will be available during the competition. Pictures will be taken of the top 4 in each group as soon as possible after awards are posted. Other shots may be taken for purchase.

**AWARDS:** Awards will be given to top three skaters and ribbons will be awarded to the skaters placing fourth through seventh in each event.

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

#### **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, be registered as a Learn to Skate USA instructor and completed the Learn to Skate USA Instructor Certification or U.S. Figure Skating Coach Compliance.**

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:  
<http://usfsa.org/story?id=84159>

**CONTACT INFO:** If you have questions, please contact:

Barb Kohlman at [barb.kohlman@gmail.com](mailto:barb.kohlman@gmail.com) or Jessica Rakness at [j\\_rakness@hotmail.com](mailto:j_rakness@hotmail.com)

**ADDITIONAL INFORMATION:** All free skate events MUST all be skated at the same level. If skating free skate events as Test Track, they may also register for jumps, spins, or compulsories. These ancillary events are open to both well balanced and test track.

**OFFICIAL HOTEL ACCOMODATIONS**

**\*\*Official Competition Hotel\*\***

Baymont Inn & Suites  
 609 35th Ave SW  
 Minot, ND 58701  
 701-251-4325  
 (Mention Magic City FSC)

**COMPETITION MERCHANDISE** - Competition merchandise is available for pre-order online @ [www.entryeeze.com](http://www.entryeeze.com)

**WEBSITE** – Our website is [www.magiccityskate.com](http://www.magiccityskate.com). Check it often for updates!

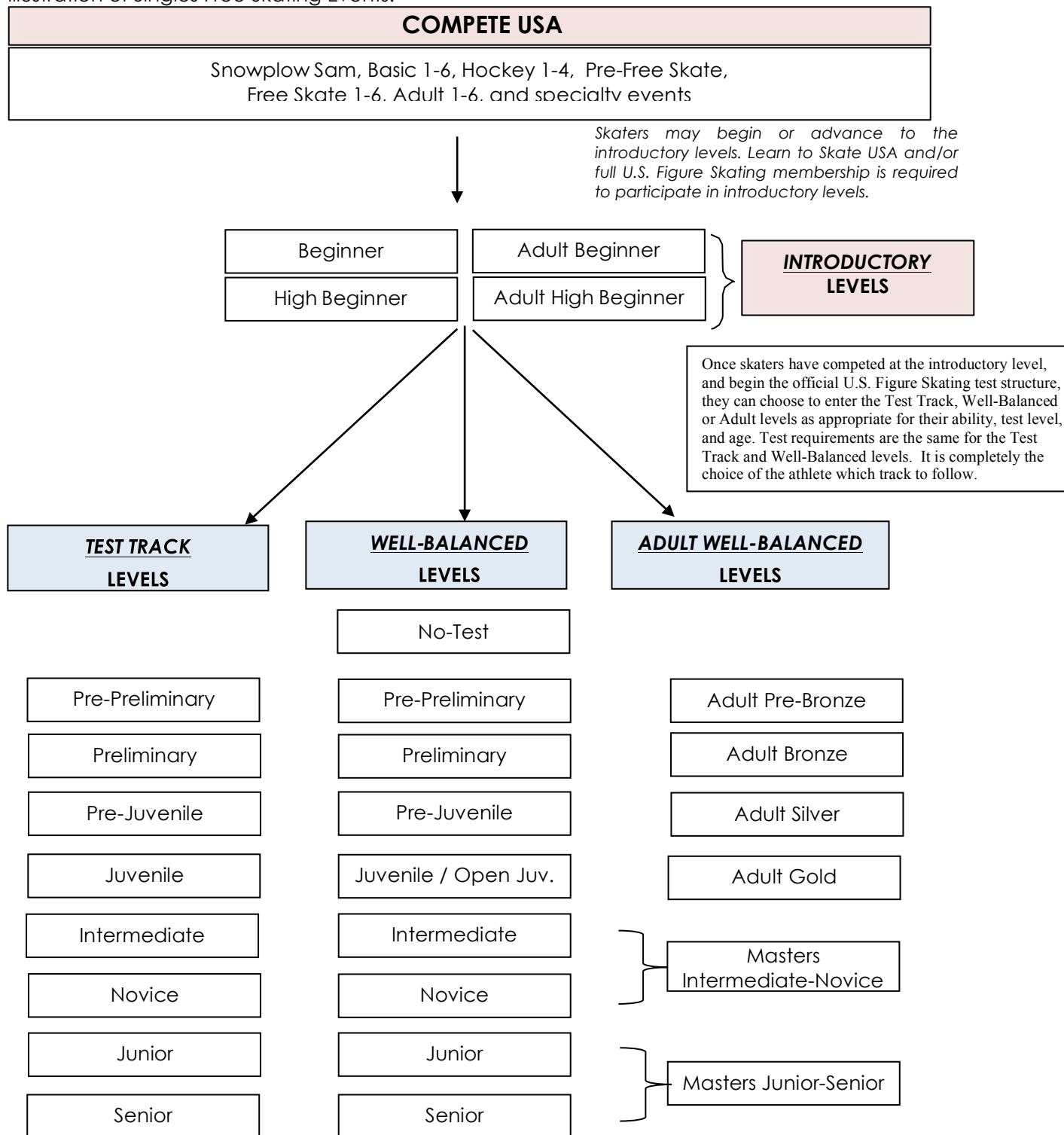
**CANADIAN EQUIVALENTS** In all events, the following Skate Canada level equivalents apply. The following chart is supplied for your convenience. If there are questions on the appropriate level of a Canadian skater, the question will be decided by the Referee and the Competition Committee:

| <b>Freestyle</b> |                          | <b>Dance</b> |               |
|------------------|--------------------------|--------------|---------------|
| USFS             | Skate Canada             | USFS         | Skate Canada  |
| Beginner         | Not passed any StarSkate | Preliminary  | Preliminary   |
| High Beginner    | Not passed any StarSkate | Pre-Bronze   | No equivalent |
| No Test          | Not passed any StarSkate | Bronze       | Junior Bronze |
| Pre-Preliminary  | No Test                  | Pre-Silver   | Senior Bronze |
| Preliminary      | Preliminary              | Silver       | Junior Silver |
| Pre-Juvenile     | No equivalent            | Pre-Gold     | Senior Silver |
| Juvenile         | Junior Bronze            | Gold         | Gold          |
| Intermediate     | Senior Bronze            |              |               |
| Novice           | Junior Silver            |              |               |
| Junior           | Senior Silver            |              |               |
| Senior           | Gold                     |              |               |

## SINGLES FREE SKATING EVENTS

See current rulebook or click [here](#) for current rules and requirements.

Illustration of Singles Free Skating Events:



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

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

### General event parameters:

1. Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
3. 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.
4. Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
5. 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  |
|---------------------------------|---|--|--|---|
| Beginner<br>1:40 maximum        | <p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front).</li> <li>• Max. 2 jump sequences</li> <li>• Max. 2 of any same jump</li> </ul>   | <p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</li> </ul>                                   | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests |
| High Beginner<br>1:40 maximum   | <p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>• Single rotation jumps: Salchow and toe loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump.</li> </ul>             | <p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</li> </ul>                             | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests |
| Pre-Preliminary<br>1:40 maximum | <p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (front to back or back to front including half-loop)</li> <li>• Single rotation jumps: Salchow, toe loop and loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul> | <p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)</li> </ul> | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test       |
| Preliminary<br>1:30 +/- 10 sec. | <p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump</li> </ul>  | <p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position; no change of foot, no flying entry. (Min. 3</li> </ul>  | Connecting moves and steps should be demonstrated                        | Skaters must have passed at least the U.S. Figure Skating   |

|                                  |  |   |   |  |
|----------------------------------|--|---|---|--|
|                                  | combinations or sequences <ul style="list-style-type: none"> <li>• Max. 2 of any same type jump</li> </ul>   | revolutions) <ul style="list-style-type: none"> <li>• One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)</li> </ul>   | throughout the program                        | pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test  |
| Pre-Juvenile<br>2:00 +/- 10 sec. | <i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>  | <i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>• One spin in one position, no change of foot (Min. 3 revolutions)</li> <li>• One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly.</li> </ul>   | One step sequence fully utilizing ice surface | Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test |
| Juvenile<br>2:20 +/- 10 sec.     | <i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> <li>• Any single jumps, including Axel, are permitted.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>   | <i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>• One solo spin in one position, no change of foot (Min. 4 revolutions).</li> <li>• 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)</li> <li>• <i>Only solo spin may fly</i></li> </ul> | One step sequence fully utilizing ice surface | Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test    |
| Intermediate<br>2:40 +/- 10 sec. | <i>Maximum of 6 jump elements:</i> <ul style="list-style-type: none"> <li>• Any single jumps.</li> <li>• Double jumps permitted: double Salchow and double toe loop.</li> <li>• Maximum of 3 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul> | <i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>• One must be a flying spin (min 5 revolutions),</li> <li>• 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).</li> </ul>  | One step sequence fully utilizing ice surface | Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test    |



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| <p>Novice</p> <p>Ladies: 3:00 +/- 10 sec.<br/>Men: 3:30 +/- 10 sec</p>  | <p>Maximum of 7 jump elements for men and 6 for ladies:</p> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop and double loop.</li> <li>Maximum of 3 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul>           | <p>Maximum of 3 spins, of a different nature:</p> <ul style="list-style-type: none"> <li>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)</li> <li>The other spins are the option of the skater (min 6 revolutions per foot)</li> </ul> <p><i>All spins may fly</i></p> | <p>One step sequence or spiral sequence fully utilizing ice surface</p> <p>(see rule 4104 &amp; 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</p> <p>Ladies: 3:30 +/- 10 sec.<br/>Men: 4:00 +/- 10 sec.</p> | <p>Maximum of 8 jump elements for men and 7 for ladies:</p> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop, double loop and double flip</li> <li>Maximum of 3 jump combinations or sequences</li> </ul> <p>Max. 2 of any same type jump</p> | <p>Maximum of 3 spins of a different nature:</p> <ul style="list-style-type: none"> <li>One spin in one position (Min. 6 revolutions)</li> <li>One flying spin (Min. 6 revolutions)</li> <li>One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot)</li> </ul>       | <p>One step sequence fully utilizing ice surface</p> <p>(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.<br/>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"> <li>Any single jumps.</li> <li>Must include at least four different double jumps, one must be a double Lutz.</li> <li>Triple jumps are not permitted</li> <li>Maximum of 3 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul> | <p>Maximum of 3 spins of a different nature:</p> <ul style="list-style-type: none"> <li>One spin in one position (Min. 6 revolutions)</li> <li>One flying spin (Min. 6 revolutions)</li> <li>One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot)</li> </ul> | <p>Men:<br/>Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface.<br/>(See rule 4105 for remarks)</p> <p>Ladies:<br/>One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 &amp; 4105 for remarks.)</p> | <p>Skaters must have passed at least the U.S. Figure Skating junior free skate test</p> |
|---|---|--|---|---|

## EVENT: Well-Balanced Program Freeskate

General event parameters:

1. Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted for pre-preliminary – intermediate.
3. 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.
4. Either IJS or the 6.0 judging system may be used for this event.
5. All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on [www.usfigureskating.org](http://www.usfigureskating.org), under "Technical Information," then "Singles/Pairs"

| 017-18   | JUMP ELEMENTS  | SPINS  | STEP SEQUENCES   |
|--|--|--|--|
| <b>GO TEST</b><br><br><b>1:40 maximum</b><br><br>*means element is required        | <b>Max 5 Jump Elements</b> <ul style="list-style-type: none"> <li>All single jumps allowed except for the single Axel                             <ul style="list-style-type: none"> <li>No single Axels, double, triple or quadruple jumps allowed</li> <li>Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>Max 2 jump combinations or jump sequences                             <ul style="list-style-type: none"> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>Jump sequences limited to a maximum of 3 single jumps</li> </ul> </li> </ul>  | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> </ul> These spins must be of a different character<br>(For definition see U.S. Figure Skating rule 4103 (E))  | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>Step Sequence                             <ul style="list-style-type: none"> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul> <b>If IJS is used, then: ChSt</b>  |
| <b>PRE-RELIMINARY</b><br><br><b>1:40 maximum</b><br><br>*means element is required | <b>Max 5 Jump Elements</b> <ul style="list-style-type: none"> <li>All single jumps, including the single Axel, allowed                             <ul style="list-style-type: none"> <li>No double, triple or quadruple jumps allowed</li> <li>Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels)</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>Max 2 jump combinations or jump sequences                             <ul style="list-style-type: none"> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>Jump sequences limited to a maximum of 3 single jumps</li> </ul> </li> </ul>  | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> </ul> These spins must be of a different character<br>(For definition see U.S. Figure Skating rule 4103 (E))  | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>Step Sequence                             <ul style="list-style-type: none"> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul> <b>If IJS is used, then: ChSt</b>  |
| <b>RELIMINARY</b><br><br><b>1:30 +/- 10 sec</b><br><br>*means element is required  | <b>Max 5 Jump Elements</b> <ul style="list-style-type: none"> <li>1 must be an Axel-type jump or a waltz jump*</li> <li>All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)                             <ul style="list-style-type: none"> <li>Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed</li> <li>An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>Max 2 jump combinations or sequences                             <ul style="list-style-type: none"> <li>Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>Jump sequences limited to a maximum of 3 single or double jumps</li> </ul> </li> </ul> | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> </ul> These spins must be of a different character<br>(For definition see U.S. Figure Skating rule 4103 (E))  | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>Step Sequence                             <ul style="list-style-type: none"> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul> <b>If IJS is used, then: ChSt</b>  |
| <b>PRE-EVENING</b><br><br><b>2:00 +/- 10 sec</b><br><br>*means element is required | <b>Max 5 Jump Elements</b> <ul style="list-style-type: none"> <li>1 must be an Axel-type jump*</li> <li>All single and double jumps allowed except for the double Axel                             <ul style="list-style-type: none"> <li>No double Axels, triple or quadruple jumps allowed</li> <li>An Axel plus up to 3 different double jumps may be repeated once (but no more) as solo jumps or part of a jump sequence or jump combination</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>Max 2 jump combinations or sequences                             <ul style="list-style-type: none"> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>Jump sequences limited to a maximum of 3 single or double jumps</li> </ul> </li> </ul>   | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>1 spin combination, with or without change of foot*                             <ul style="list-style-type: none"> <li>Min 6 revs</li> </ul> </li> <li>1 spin with only 1 position*                             <ul style="list-style-type: none"> <li>No change of foot</li> <li>Min 4 revs</li> </ul> </li> </ul> Both spins may start with a flying entry<br>These spins must be of a different character<br>(For definition see U.S. Figure Skating rule 4103 (E)) | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>Step Sequence                             <ul style="list-style-type: none"> <li>Must fully utilize the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul> <b>If IJS is used, then: ChSt</b> |

| 017-18  | JUMP ELEMENTS   | SPINS   | STEP SEQUENCES   |  |
|---|---|---|--|--|
| <b>UVENILE and OPEN UVENILE</b>                         | <b>Max 5 Jump Elements</b> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• All single and double jumps, including the double Axel, allowed <ul style="list-style-type: none"> <li>○ No triple or quadruple jumps allowed</li> <li>○ No more than 3 different double jumps may be repeated and, if repeated, at least one attempt must be in a jump combination or a jump sequence <ul style="list-style-type: none"> <li>▪ If both executions (of the double) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double jump can be included more than twice</li> </ul> </li> <li>• Max 2 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>○ Number of jumps in jump sequence is not limited</li> </ul> </li> </ul> | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 8 revs</li> <li>○ Min 2 revs in each position</li> </ul> </li> <li>• 1 spin with only 1 position; no change of foot* <ul style="list-style-type: none"> <li>○ Min 5 revs</li> </ul> </li> </ul> <p>Both spins may start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p>  | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>• One choreographic step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul>   |  |
| <b>2:20 +/- 10 sec</b><br><br>means element is required | <b>INTERMEDIATE</b>   | <b>Max 6 Jump Elements</b> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• All single, double and triple jumps allowed. No quadruple jumps allowed. <ul style="list-style-type: none"> <li>○ No more than 2 different jumps with 2 ½ or 3 revolutions may be repeated</li> <li>○ If any double or triple jumps, including double Axel, are repeated, at least one attempt must be part of a jump combination or sequence <ul style="list-style-type: none"> <li>▪ If both executions (of the double or triple) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double or triple jump can be included more than twice</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in jump sequence is not limited</li> </ul> </li> </ul>                                       | <b>Max 2 Spins</b> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 8 revs</li> <li>○ Min 2 revs in each position</li> </ul> </li> <li>• 1 spin with only 1 position; no change of foot* <ul style="list-style-type: none"> <li>○ Min 5 revs</li> </ul> </li> </ul> <p>Both spins may start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p>   | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>• One leveled step sequence*</li> <li>• <u>Max Level 2. Only Minimum Variety (5 turns) &amp; Simple Variety (7 turns) and rotation in each direction covering at least 1/3 of the pattern in each direction will be evaluated for the level.</u> <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul> |
| <b>2:40 +/- 10 sec</b><br><br>means element is required | <b>JOVICE LADIES</b>  | <b>Max 6 Jump Elements</b> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• All single, double and triple jumps are allowed. No quadruple jumps allowed. <ul style="list-style-type: none"> <li>○ No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least 1 attempt must be as part of a jump combination or sequence. <ul style="list-style-type: none"> <li>▪ If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in jump sequence is not limited</li> </ul> </li> </ul> | <b>Max 3 Spins</b> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ Min 2 revs in each position</li> </ul> </li> <li>• 1 flying spin with no change of foot or position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 3rd spin is option of skater</li> </ul> <p>All spins may start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul>   |
| <b>3:00 +/- 10 sec</b><br><br>means element is required | <b>JOVICE MEN</b>   | <b>Max 7 Jump Elements</b> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• All single, double and triple jumps are allowed. No quadruple jumps allowed. <ul style="list-style-type: none"> <li>○ No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least one attempt must be part of a jump combination or sequence. <ul style="list-style-type: none"> <li>▪ If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in jump sequence is not limited</li> </ul> </li> </ul>  | <b>Max 3 Spins</b> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ Min 2 revs in each position</li> </ul> </li> <li>• 1 flying spin with no change of foot or position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 3rd spin is option of skater</li> </ul> <p>All spins may start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <b>Max 1 Sequence</b> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul>   |
| <b>3:30 +/- 10 sec</b><br><br>means element is required |   |   |  |  |

|  |   |   |  |
|--|---|---|--|
| <p><b>JUNIOR ADIES</b></p> <p><b>3:30 +/- 10 sec</b></p> <p>*means element is required</p> | <p><b>Max 7 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• Jumps can contain any number of revolutions <ul style="list-style-type: none"> <li>○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> <li>▪ If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in a sequence is not limited</li> </ul> </li> </ul> | <p><b>Max 3 Spins</b></p> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ All 3 basic positions with min 2 revs in each position for highest base value</li> </ul> </li> <li>• 1 spin with a flying entry* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 1 spin with only 1 position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> </ul> <p>All spins may change feet and start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul>  |
| <p><b>JUNIOR MEN</b></p> <p><b>4:00 +/- 10 sec</b></p> <p>*means element is required</p>   | <p><b>Max 8 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• Jumps can contain any number of revolutions <ul style="list-style-type: none"> <li>○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> <li>▪ If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in a sequence is not limited</li> </ul> </li> </ul> | <p><b>Max 3 Spins</b></p> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ All 3 basic positions with min 2 revs in each position for highest base value</li> </ul> </li> <li>• 1 spin with a flying entry* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 1 spin with only 1 position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> </ul> <p>All spins may change feet and start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> </ul>  |
| <p><b>SENIOR ADIES</b></p> <p><b>4:00 +/- 10 sec</b></p> <p>*means element is required</p> | <p><b>Max 7 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• Jumps can contain any number of revolutions <ul style="list-style-type: none"> <li>○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> <li>▪ If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in a sequence is not limited</li> </ul> </li> </ul> | <p><b>Max 3 Spins</b></p> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ All 3 basic positions with min 2 revs in each position for highest base value</li> </ul> </li> <li>• 1 spin with a flying entry* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 1 spin with only 1 position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> </ul> <p>All spins may change feet and start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <p><b>Max 2 Sequences</b></p> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> <li>• One choreographic sequence* <ul style="list-style-type: none"> <li>○ Must be clearly visible</li> </ul> </li> </ul> |
| <p><b>SENIOR MEN</b></p> <p><b>4:30 +/- 10 sec</b></p> <p>*means element is required</p>   | <p><b>Max 8 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump*</li> <li>• Jumps can contain any number of revolutions <ul style="list-style-type: none"> <li>○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> <li>▪ If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value</li> </ul> </li> <li>○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence</li> </ul> </li> <li>• Max 3 jump combinations or sequences <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except one 3-jump combination is allowed</li> <li>○ Number of jumps in a sequence is not limited</li> </ul> </li> </ul> | <p><b>Max 3 Spins</b></p> <ul style="list-style-type: none"> <li>• 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> <li>○ Min 10 revs</li> <li>○ All 3 basic positions with min 2 revs in each position for highest base value</li> </ul> </li> <li>• 1 spin with a flying entry* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> <li>• 1 spin with only 1 position* <ul style="list-style-type: none"> <li>○ Min 6 revs</li> </ul> </li> </ul> <p>All spins may change feet and start with a flying entry<br/>Spins must be of a different character<br/>(For definition see U.S. Figure Skating rule 4103 (E))</p> | <p><b>Max 2 Sequences</b></p> <ul style="list-style-type: none"> <li>• One leveled step sequence* <ul style="list-style-type: none"> <li>○ Must fully utilize the ice surface</li> </ul> </li> <li>• One choreographic sequence* <ul style="list-style-type: none"> <li>○ Must be clearly visible</li> </ul> </li> </ul> |

## EVENT: Singles Short Program

The short program events listed below will be skated. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for rules, program length, etc.

- A. Intermediate short program – Rule 4230
- B. Novice short program – Rule 4220
- C. Junior short program – Rule 4210
- D. Senior short program – Rule 4200

<http://www.usfigureskating.org/content/2017-18%20Singles%20FS%20Chart.pdf>

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

## EVENT: Compulsory Moves

### General event parameters:

1. No Test – Juvenile: Elements skated on ½ ice
2. Intermediate – Senior: Elements skated on full-ice
3. The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
4. A 0.2 deduction will be taken for each element performed from a higher level.
5. Music is not allowed.
6. 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"> <li>1. Loop jump</li> <li>2. Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions</li> <li>4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ol> |
| Pre-Preliminary      | 1:15 max. | <ol style="list-style-type: none"> <li>1. Toe Loop jump</li> <li>2. Jump combination: single/single (no Axel)</li> <li>3. Sit spin or camel spin - minimum three revolutions</li> <li>4. Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ol>   |
| Preliminary          | 1:15 max. | <ol style="list-style-type: none"> <li>1. Single Lutz</li> <li>2. Jump combination: single/single (may include Axel)</li> <li>3. Back upright spin - minimum three revolutions</li> <li>4. Forward inside spiral</li> </ol>  |
| Pre – Juvenile       | 1:15 max. | <ol style="list-style-type: none"> <li>1. Single jump (may include Axel)</li> <li>2. Jump combination: single/single (may include Axel)</li> <li>3. Layback spin or camel spin - minimum three revolutions</li> <li>4. Step sequence - circular</li> </ol>   |
| Juvenile & Open Juv. | 1:15 max. | <ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Jump combination: single/single or double/single</li> <li>3. Layback spin or camel spin - minimum three revolutions</li> <li>4. Step sequence – circular</li> </ol>  |
| Intermediate         | 1:30 max. | <ol style="list-style-type: none"> <li>1. Double Salchow or double toe loop</li> <li>2. Jump combination: single/single or double/single</li> <li>3. Flying spin, minimum five revolutions</li> <li>4. Step sequence – straight line</li> </ol>  |
| Novice               | 1:30 max. | <ol style="list-style-type: none"> <li>1. Double loop</li> <li>2. Jump combination: double/single or double/double</li> <li>3. Flying spin - minimum five revolutions</li> <li>4. Step sequence – straight line</li> </ol>   |
| Junior               | 1:30 max. | <ol style="list-style-type: none"> <li>1. Double flip</li> <li>2. Jump combination: double/double or triple/double</li> <li>3. Combination spin - minimum 10 revolutions</li> <li>4. Step sequence – straight line</li> </ol>  |
| Senior               | 1:30 max. | <ol style="list-style-type: none"> <li>1. Double Lutz</li> <li>2. Jump combination: double/double or triple/double</li> <li>3. Combination spin - minimum 10 revolutions</li> <li>4. Step sequence – straight line</li> </ol>  |

## EVENT: Jumps Challenge

### General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Pre-juvenile and lower will be skated ½ ice; Juvenile – senior will be skated on full ice
3. Jumps with an “\*” must be preceded with connecting steps (intermediate – senior)

| Level                | Time      | Skating rules / standards  |
|----------------------|-----------|--|
| Beginner             | 1:15 max. | <ol style="list-style-type: none"> <li>1. Waltz jump (from backward crossovers)</li> <li>2. ½ flip or ½ Lutz</li> <li>3. Single Salchow</li> </ol>   |
| High Beginner        | 1:15 max. | <ol style="list-style-type: none"> <li>1. Waltz jump (from backward crossovers)</li> <li>2. Single Salchow</li> <li>3. Jump combination – waltz jump-toe loop</li> </ol>                                   |
| No-Test              | 1:15 max. | <ol style="list-style-type: none"> <li>1. Single toe loop</li> <li>2. Single loop</li> <li>3. Jump combination – Any two ½ or single revolution jumps (no Axel)</li> </ol>                                 |
| Pre – Preliminary    | 1:15 max. | <ol style="list-style-type: none"> <li>1. Single toe loop</li> <li>2. Single flip</li> <li>3. Jump combination - Any two ½ or single revolution jumps (no Axel)</li> </ol>                                 |
| Preliminary          | 1:15 max. | <ol style="list-style-type: none"> <li>5. Single flip</li> <li>6. Single Lutz</li> <li>7. Jump combination – Any single jump + single loop (may be Axel)</li> </ol>  |
| Pre – Juvenile       | 1:15 max. | <ol style="list-style-type: none"> <li>5. Single Axel</li> <li>6. Single or double jump</li> <li>7. Jump combination – single/single (no Axel)</li> </ol>  |
| Juvenile & Open Juv. | 1:15 max. | <ol style="list-style-type: none"> <li>5. Single Axel</li> <li>6. Double Salchow</li> <li>7. Jump combination – single/single or double/single (no Axel)</li> </ol>  |
| Intermediate         | 1:30 max. | <ol style="list-style-type: none"> <li>5. Single Axel</li> <li>6. Double loop*</li> <li>7. Jump combination – double/single (no Axel)</li> </ol>   |
| Novice               | 1:30 max. | <ol style="list-style-type: none"> <li>5. Double loop</li> <li>6. Double flip*</li> <li>7. Jump combination – double/double (may be double Axel)</li> </ol>  |
| Junior               | 1:30 max. | <ol style="list-style-type: none"> <li>5. Choice of double or triple jump</li> <li>6. Double or triple flip*</li> <li>7. Jump combination – double/double (may be double Axel)</li> </ol>                  |
| Senior               | 1:30 max. | <ol style="list-style-type: none"> <li>5. Choice of double or triple jump</li> <li>6. Double or triple Lutz*</li> <li>7. Jump combination – double/double or triple/double (may be double Axel)</li> </ol> |

## EVENT: Spins Challenge

### General event parameters:

1. 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.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses.

| Level                | Time      | Skating rules / standards   |
|----------------------|-----------|---|
| Beginner             | 1:30 max. | <ol style="list-style-type: none"> <li>1. Upright one-foot spin (3)</li> <li>2. Upright two-foot spin (3)</li> <li>3. Sit spin (3)</li> </ol>   |
| High Beginner        | 1:30 max. | <ol style="list-style-type: none"> <li>1. Upright one-foot spin (3)</li> <li>2. Upright two-foot spin (3)</li> <li>3. Sit spin (3)</li> </ol>   |
| No-Test              | 1:30 max. | <ol style="list-style-type: none"> <li>1. Upright one-foot spin (3)</li> <li>2. Upright two-foot spin (3)</li> <li>3. Sit spin (3)</li> </ol>   |
| Pre – Preliminary    | 1:30 max. | <ol style="list-style-type: none"> <li>4. Upright one-foot spin (3)</li> <li>5. Upright back scratch spin (3)</li> <li>6. Sit spin (3)</li> </ol>   |
| Preliminary          | 1:30 max. | <ol style="list-style-type: none"> <li>8. Forward scratch to back scratch spin (3)</li> <li>9. Combination spin with no change of foot (4)</li> <li>10. Sit spin (3)</li> </ol>   |
| Pre – Juvenile       | 1:30 max. | <ol style="list-style-type: none"> <li>8. Camel spin (3)</li> <li>9. Combination spin – camel to sit spin; no change of foot (6)</li> <li>10. Forward to backward scratch spin (3 per foot)</li> </ol>  |
| Juvenile & Open Juv. | 1:30 max. | <ol style="list-style-type: none"> <li>8. Sit spin (4)</li> <li>9. Combination spin – with change of foot; optional change of position (4 per foot)</li> <li>10. Girls – layback spin (4); Boys – camel spin (4)</li> </ol>   |
| Intermediate         | 1:30 max. | <ol style="list-style-type: none"> <li>8. Flying camel spin (5)</li> <li>9. Sit spin to backward sit spin (4 per foot)</li> <li>10. Combination spin – change of foot &amp; change of position (4 per foot)</li> </ol>  |
| Novice               | 1:30 max. | <ol style="list-style-type: none"> <li>8. Choice of camel, sit or layback spin (6)</li> <li>9. Camel spin to backward camel spin (4 per foot in position)</li> <li>10. Combination spin – change of foot &amp; two changes of position (2 per position &amp; 5 per foot)</li> </ol> |
| Junior               | 1:30 max. | <ol style="list-style-type: none"> <li>8. Flying sit spin or flying reverse sit spin (6)</li> <li>9. Solo spin of choice (6) – may not fly</li> <li>10. Combination spin – with change of foot &amp; utilizing all three positions (2 per position &amp; 5 per foot)</li> </ol>     |
| Senior               | 1:30 max. | <ol style="list-style-type: none"> <li>8. Flying spin of choice (6)</li> <li>9. Solo spin of choice (6) – may not fly</li> <li>10. Combination spin – with change of foot &amp; utilizing all three positions (2 per position &amp; 5 per foot)</li> </ol>                          |



## EVENT: Step Sequences

### General event parameters:

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

| Level                | Time      | Required elements  |
|----------------------|-----------|--|
| Pre-Preliminary      | 1:00 max. | Each of the two step sequences must include: <ul style="list-style-type: none"> <li>- Forward outside 3-turn</li> <li>- Inside mohawk</li> <li>- Demonstration of forward outside &amp; forward inside edges</li> </ul>  |
| Preliminary          | 1:00 max. | Each of the two step sequences must include: <ul style="list-style-type: none"> <li>- At least two consecutive forward outside power 3-turns</li> <li>- Forward inside 3-turn</li> <li>- At least one set of alternating 3-turns (outside or inside)</li> </ul>  |
| Pre-Juvenile         | 1:00 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>4. Backward inside 3-turns on each foot</li> <li>5. Backward outside 3-turns on each foot</li> <li>6. At least 2 consecutive power pulls (backward or forward)</li> </ol>  |
| Juvenile & Open Juv. | 1:30 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>1. Forward outside double 3 (either foot)</li> <li>2. Forward inside double 3 (either foot)</li> <li>3. At least 2 consecutive cross strokes (backward or forward)</li> </ol>  |
| Intermediate         | 1:30 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>11. Choice of backward double 3</li> <li>12. At least 2 different brackets with clear entry &amp; exit edges</li> <li>13. Forward inside 1 ½ twizzle</li> <li>14. Forward outside 1 ½ twizzle</li> </ol>   |
| Novice               | 2:00 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>11. At least 2 different counters with clear entry &amp; exit edges</li> <li>12. Forward outside &amp; forward inside loop (either foot)</li> <li>13. Backward outside double twizzle</li> <li>14. Backward inside double twizzle</li> </ol>   |
| Junior               | 2:00 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>11. At least 2 different rockers with clear entry &amp; exit edges</li> <li>12. At least 2 different choctaws</li> <li>13. Backward outside &amp; backward inside loop (either foot)</li> <li>14. A combination of at least 3 different turns done on one foot</li> </ol>  |
| Senior               | 2:00 max. | Each of the two step sequences must include: <ol style="list-style-type: none"> <li>1. At least 1 of each of the following turns: 3-turn, bracket, rocker, counter, choctaw, loop, and twizzle.</li> <li>2. A combination of at least 3 different turns, to be selected from counter, rocker, bracket, twizzle and loop, done on one foot.</li> <li>3. An upper body movement. <i>(Any movements of the arms, head and torso that have an effect on the balance of the main body core.)</i></li> </ol> <p><i>Note: If necessary, skaters may combine items 1 &amp; 2. For example, performing 3 different consecutive turns on one foot may also count towards the requirement of demonstrating all seven of the listed turns/steps.</i></p> |

## EVENT: Moves in the field

### General event parameters:

1. Levels are based on the skaters' highest Moves in the field test passed.
2. A moves in the field competition event will consist of the skater performing two moves in the field patterns.
3. The patterns to be skated depend on which quarter of the year the competition is held. The skater will perform the two patterns listed for their level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30<sup>th</sup> – July 2<sup>nd</sup>), the moves will be selected based on the start date of the competition listed in the announcement (in this example, the 2<sup>nd</sup> quarter).
4. Each skater will complete both of their required patterns consecutively in the order listed, pausing briefly in between.
5. The host club may choose to play background music, at a low volume, at their discretion.

| Level           | January 1-<br>March 31 <sup>st</sup>  | April 1 <sup>st</sup> –<br>June 30 <sup>th</sup>   | July 1 <sup>st</sup> –<br>September 30 <sup>th</sup>  | October 1 <sup>st</sup> –<br>December 31 <sup>st</sup>   |
|-----------------|---|--|---|--|
| Pre-Preliminary | 1. Forward perimeter stroking (1/2 rink only)<br>2. Basic consecutive edges (Forward outside & forward inside only) | 1. Forward perimeter stroking (1/2 rink only).<br>2. Waltz eight (2 patterns/foot)                   | 1. Basic consecutive edges (Backward outside & backward inside only).<br>2. Forward left & right spirals  | 1. Waltz eight<br>2. Forward left & right spirals  |
| Preliminary     | 1. Forward & backward crossovers<br>2. Forward power 3-turns  | 1. Forward & backward crossovers<br>2. Consecutive outside & inside spirals                          | 1. Forward circle eight<br>2. Alternating forward 3-turns.  | 1. Forward circle eight<br>2. Forward power 3-turns.   |
| Pre-Juvenile    | 1. Forward & backward perimeter stroking.<br>2. Forward outside and backward inside 3-turns.                        | 1. Forward & backward power change of edge pulls.<br>2. Forward inside and backward outside 3-turns. | 1. Five-step mohawk sequence.<br>2. Backward circle eight.  | 1. Forward outside-backward inside 3-turns.<br>2. Backward circle eight.                         |
| Juvenile        | 1. Forward power circle<br>2. Backward power 3-turns.   | 1. Backward power circle.<br>2. Forward double 3-turns.  | 1. Eight-step mohawk sequence.<br>2. Forward double 3-turns.  | 1. Forward & backward free skate cross strokes.<br>2. Backward power 3-turns.                    |
| Intermediate    | 1. Brackets in the field<br>2. Spiral sequence  | 1. Brackets in the field<br>2. Forward twizzles (right forward outside & right forward inside only)  | 1. Forward twizzles (left forward outside & left forward inside only).<br>2. Inside slide chasse pattern. | 1. Backward double three-turns.<br>2. Brackets in the field                                      |
| Novice          | 1. Inside 3-turns/rocker-choctaws<br>2. Twizzles (Backward outside only)  | 1. Forward & backward outside counters.<br>2. Twizzles (Backward inside only)                        | 1. Forward & backward inside counters.<br>2. Forward inside & outside loops.                              | 1. Backward rocker choctaw sequence<br>2. Forward inside & outside loops.                        |
| Junior          | 1. Forward & backward outside rockers<br>2. Backward loop pattern.  | 1. Forward & backward inside rockers<br>2. Choctaw sequence  | 1. Straight line step sequence.<br>2. Power pulls   | 1. Straight line step sequence<br>2. Backward loop pattern.                                      |
| Senior          | 1. Sustained edge step<br>2. Serpentine step sequence   | 1. Spiral sequence<br>2. Serpentine step sequence  | 1. Backward outside power double 3-turns to power inside double rockers.<br>2. Serpentine step sequence   | 1. Backward inside double 3-turns to power double outside rockers<br>2. Serpentine step sequence |

## EVENT: Solo Pattern Dance

### General event parameters:

1. Levels are based upon the skaters' highest pattern dance test passed.
2. A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
3. The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for their level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30<sup>th</sup> – July 2<sup>nd</sup>), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2<sup>nd</sup> quarter).
4. Skaters will complete both of the dances at each level. Dances will be scheduled at the discretion of the Chief Referee for each competition and may be competed consecutively or with a break in between pattern dances groupings.

| Level       | January 1 -<br>March 31 <sup>st</sup>    | April 1 <sup>st</sup> –<br>June 30 <sup>th</sup> | July 1 <sup>st</sup> –<br>September 30 <sup>th</sup> | October 1 <sup>st</sup> –<br>December 31 <sup>st</sup> |
|-------------|--|--|--|--|
| Preliminary | 1. Dutch Waltz<br>2. Canasta Tango       | 1. Rhythm Blues<br>2. Dutch Waltz                | 1. Canasta<br>Tango<br>2. Rhythm Blues               | 1. Rhythm Blues<br>2. Dutch Waltz                      |
| Pre-bronze  | 1. Swing<br>2. Cha-Cha                   | 1. Fiesta Tango<br>2. Swing                      | 1. Cha-Cha<br>2. Fiesta Tango                        | 1. Swing<br>2. Cha-Cha                                 |
| Bronze      | 1. Hickory<br>Hoedown<br>2. Willow Waltz | 1. Ten Fox<br>2. Hickory<br>Hoedown              | 1. Willow Waltz<br>2. Ten Fox                        | 1. Hickory<br>Hoedown<br>2. Willow Watz                |
| Pre-silver  | 1. Fourteenstep<br>2. European Waltz     | 1. Foxtrot<br>2. Fourteenstep                    | 1. European<br>Waltz<br>2. Foxtrot                   | 1. Fourteenstep<br>2. European Waltz                   |
| Silver      | 1. American Waltz<br>2. Silver Tango     | 1. Rocker Foxtrot<br>2. American Waltz           | 1. Silver Tango<br>2. Rocker<br>Foxtrot              | 1. American Waltz<br>2. Silver Tango                   |
| Pre-gold    | 1. Killian<br>2. Blues                   | 1. Paso Doble<br>2. Starlight Waltz              | 1. Killian<br>2. Blues                               | 1. Paso Doble<br>2. Starlight Waltz                    |
| Gold        | 1. Viennese Waltz<br>2. Argentine Tango  | 1. Westminster<br>Waltz<br>2. Quickstep          | 1. Viennese<br>Waltz<br>2. Argentine<br>Tango        | 1. Westminster<br>Waltz<br>2. Quickstep                |

## EVENT: Solo Free Dance

**JUVENILE:** Skaters must have passed the standard preliminary solo or standard preliminary partnered pattern dance test or have passed the standard solo or partnered juvenile free dance test. Skaters must not have passed any pre-silver or higher solo or partnered pattern dance tests and must not have passed any solo or partnered free dance tests higher than the juvenile free dance.

**INTERMEDIATE:** Skaters must have passed the standard bronze solo or standard bronze partnered pattern dance test or have passed the standard solo or partnered intermediate free dance test. Skaters must not have passed any silver or higher solo or partnered pattern dance tests and must not have passed any solo or partnered free dance tests higher than the intermediate free dance.

**NOVICE:** Skaters must have passed at least one dance of the standard silver solo or standard silver partnered pattern dance test or have passed the standard solo or partnered novice free dance test. Skaters must not have passed any gold or higher solo or partnered dance tests and must not have passed any solo or partnered free dance tests higher than the novice free dance test.

**JUNIOR:** Skaters must have passed at least two dances of the standard pre-gold solo or standard pre-gold partnered pattern dance test or have passed the standard junior solo or partnered free dance test. Skaters must not have passed any solo or partnered dance tests higher than the complete gold dance test and must not have passed any solo or partnered free dance tests higher than the junior free dance test.

**SENIOR:** Skaters must have passed the standard solo or standard partnered gold pattern dance test or have passed the standard senior solo or partnered free dance test.

**Juvenile Solo Free Dance: 1:40 +/- 10 seconds**

**MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM**

**Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.**

|                      |  |
|----------------------|--|
| <b>Edge Elements</b> | One short edge element, <u>but no more.</u> The edge element must be held for a minimum of three seconds, but cannot exceed six seconds.   |
| <b>Spin</b>          | One <u>choreographic dance spin*</u> , but no more. Minimum of three revolutions on one foot. Spin combinations not permitted.<br>*NO FLYING SPINS PERMITTED   |
| <b>Step Sequence</b> | 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.<br><br><b><i>Not permitted elements:</i></b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle</b>       | One twizzle. Minimum one revolution.   |
| <b>Dance Stop</b>    | One full stop to express the character of the music, not to exceed five seconds. The stop must come at least 10 seconds after the start of the program and at least 10 seconds before the end of the program.  |

**Intermediate Solo Free Dance: 2:00 +/- 10 seconds**

**MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM**

**Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.**

|                       |  |
|-----------------------|--|
| <b>Edge Elements</b>  | Two short edge elements, <u>but no more.</u> The edge elements must be held for a minimum of three seconds, but not more than six seconds. <u>Edge elements should have different positions^.</u>  |
| <b>Spin</b>           | One <u>choreographic dance spin*</u> , but no more. Minimum of three revolutions on one foot. Spin combinations not permitted.<br>*NO FLYING SPINS PERMITTED   |
| <b>Step Sequence</b>  | 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, mohawks and brackets.<br><br><b><i>Not permitted elements:</i></b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle Series</b> | One twizzle series. Minimum one revolution on each twizzle. No more than three steps between twizzles.   |
| <b>Dance Stop</b>     | One full stop to express the character of the music, not to exceed five seconds. The stop must come at least 10 seconds after the start of the program and at least 10 seconds before the end of the program.  |

**Novice Solo Free Dance: 2:10 +/- 10 seconds**

**MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM**

Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.

|                       |   |
|-----------------------|---|
| <b>Edge Elements</b>  | One <u>combination</u> edge element – each edge must be held for a minimum of 3 seconds, but the total element must not exceed 12 seconds. And one short edge element held for a minimum of three seconds, but not to exceed six seconds. <u>No more than one combination and one short edge element permitted. Edge elements should have different positions.</u> ^                        |
| <b>Spin</b>           | One <u>choreographic dance spin</u> *, but no more. Minimum of three revolutions on one foot. May change feet.<br>*NO FLYING SPINS PERMITTED  |
| <b>Step Sequence</b>  | 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, mohawks, brackets and counters.<br><br><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle Series</b> | One twizzle series. Minimum two revolutions on each twizzle. No more than three steps between twizzles.   |
| <b>Dance Stop</b>     | One full stop to express the character of the music, not to exceed five seconds. The stop must come at least 10 seconds after the start of the program and at least 10 seconds before the end of the program.   |

**Junior Solo Free Dance: 2:30 +/- 10 seconds**

**MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM**

|                      |   |
|----------------------|---|
| <b>Edge Elements</b> | One <u>combination</u> edge element – each edge must be held for a minimum of 3 seconds, but the total element must not exceed 12 seconds. And two short edge elements held for a minimum of three seconds, but not to exceed six seconds. <u>No more than one combination and two short edge elements permitted. Edge elements must have different positions.</u> ^  |
| <b>Spin</b>          | One <u>choreographic dance spin</u> *, but no more. Minimum of three revolutions on one foot. May change feet.<br>*NO FLYING SPINS PERMITTED  |
| <b>Step Sequence</b> | Two different step sequences, one selected from Group A and one selected from Group B. <ul style="list-style-type: none"> <li>• <b>Group A:</b> Straight Line Step Sequences – midline or diagonal</li> <li>• <b>Group B:</b> Curved Step Sequences (counterclockwise or clockwise) – circular or serpentine</li> </ul> <p>The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include brackets, counters, rockers and choctaws.</p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p> |
| <b>Twizzle</b>       | Two different twizzle series, but no more.  |

|                   |   |
|-------------------|---|
| <b>Series</b>     | <ul style="list-style-type: none"> <li>• <b>Twizzle Series A:</b> Must have a different entry edge and different direction for the two twizzles. Minimum of two revolutions is required on each twizzle. No more than three steps are allowed between twizzles. Twizzles must be different than those used in Twizzle Series B.</li> <li>• <b>Twizzle Series B:</b> Must have two twizzles. Minimum of two revolutions is required on each twizzle. No more than three steps are allowed between twizzles. Twizzles must be different than those used in Twizzle Series A.</li> </ul> |
| <b>Dance Stop</b> | Two full stops to express the character of the music, not to exceed five seconds. The stops must come at least 10 seconds after the start of the program and at least 10 seconds before the end of the program.   |

| <b>Senior Solo Free Dance: 2:50 +/- 10 seconds</b>   |   |
|--|---|
| <b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b> |   |
| <b>Edge Elements</b>   | Two <u>combination</u> edge elements – each edge must be held for a minimum of 3 seconds, but the total element must not exceed 12 seconds. And two short edge elements held for a minimum of three seconds, but not to exceed six seconds. <u>No more than two combination and two short edge elements permitted. Edge elements must have different positions.</u> <sup>^</sup>  |
| <b>Spin</b>  | One <u>choreographic dance spin</u> *, but no more. Minimum of three revolutions on one foot. May change feet.<br>*NO FLYING SPINS PERMITTED  |
| <b>Step Sequence</b>   | Two different step sequences, one selected from Group A and one selected from Group B. <ul style="list-style-type: none"> <li>• <b>Group A:</b> Straight Line Step Sequences – midline or diagonal</li> <li>• <b>Group B:</b> Curved Step Sequences (counterclockwise or clockwise) – circular or serpentine</li> </ul> <p>The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include brackets, counters, rockers, choctaws and twizzles.</p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p> |
| <b>Twizzle Series</b>  | Two different twizzle series, but no more. <ul style="list-style-type: none"> <li>• <b>Twizzle Series A:</b> Must have a different entry edge and different direction for the two twizzles. Minimum of two revolutions is required on each twizzle. No more than three steps are allowed between twizzles. Twizzles must be different than those used in Twizzle Series B.</li> <li>• <b>Twizzle Series B:</b> Must have two twizzles. Minimum of two revolutions is required on each twizzle. No more than one step is allowed between twizzles. Twizzles must be different than those used in Twizzle Series A.</li> </ul>                            |
| <b>Dance Stop</b>  | Two full stops to express the character of the music, not to exceed five seconds. The stops must come at least 10 seconds after the start of the program and at least 10 seconds before the end of the program.   |

## EVENT: Showcase Events – Dramatic Entertainment Events

### Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness.
- Props and scenery ARE permitted.

### General event parameters:

1. Level will be determined by the highest free skate or dance (solo or partnered) test passed, as listed in the table below. Skaters may compete at the highest level they have passed, or skate up to one level higher.
2. The determination of level will be based upon test requirement at the entry deadline.
3. Current guidelines and procedures for nonqualifying showcase competitions can be found at [www.usfigureskating.org](http://www.usfigureskating.org), under "Programs" on the National Showcase page.

### Dramatic Entertainment Levels:

*Except for Adult events, skaters must compete at the highest level for which they qualify.*

| Event  | Must meet requirements*   | Must not have passed   | Age                                   | Time     |
|--|---|--|---------------------------------------|----------|
| No Test<br><small>(does not qualify for National Showcase)</small>         | Must have passed Free Skating or Dance test (solo or partnered standard track)<br><br>No Free Skate test passed | Free Skate or Dance (solo or partnered) Test or higher<br><br>Pre-Preliminary Free Skate<br>Any Free Dance | No age restriction                    | 1:30 max |
| Pre-Preliminary<br><small>(does not qualify for National Showcase)</small> | Pre-Preliminary Free Skate  | Preliminary Free Skate<br>Any Free Dance   | No age restriction                    | 1:30 max |
| Preliminary  | Preliminary Free Skate  | Pre Juvenile Free Skate<br>OR<br>Juvenile Free Dance   | No minimum age<br><b>(max age 20)</b> | 1:40 max |
| Pre Juvenile   | Pre Juvenile Free Skate   | Juvenile Free Skate<br>OR<br>Juvenile Free Dance   | No minimum age<br><b>(max age 20)</b> | 1:40 max |
| Juvenile   | Juvenile Free Skate<br>OR<br>Juvenile Free Dance  | Intermediate Free Skate<br>OR<br>Intermediate Free Dance   | 3 and under                           | 2:10 max |
| Teen   | Juvenile Free Skate<br>OR<br>Juvenile Free Dance  | Intermediate Free Skate<br>OR<br>Intermediate Free Dance   | 14-17                                 | 2:10 max |
| Intermediate   | Intermediate Free Skate<br>OR<br>Intermediate Free Dance  | Novice Free Skate<br>OR<br>Novice Free Dance   | 17 and under                          | 2:10 max |
| Young Adult  | Juvenile Free Skate<br>OR<br>Juvenile Free Dance  | Novice Free Skate<br>OR<br>Novice Free Dance   | 18-20                                 | 2:10 max |
| Novice   | Novice Free Skate<br>OR<br>Novice Free Dance  | Junior Free Skate<br>OR<br>Junior Free Dance   |                                       | 2:10 max |
| Junior   | Junior Free Skate<br>OR<br>Junior Free Dance  | Senior Free Skate<br>OR<br>Senior Free Dance   |                                       | 2:40 max |
| Senior   | Senior Free Skate<br>OR<br>Senior Free Dance  |  |                                       | 2:40 max |

## EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase program that should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Props and scenery are permitted.

General event parameters:

4. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
5. The determination of level will be based upon test requirement at the entry deadline.
6. Current guidelines and procedures for nonqualifying showcase competitions can be found at [www.usfigureskating.org](http://www.usfigureskating.org), under "Programs" on the National Showcase page.

### Light Entertainment Levels:

*Except for Adult events, skaters must compete at the highest level for which they qualify.*

| Event  | Must meet requirements*                                  | Must not have passed                                     | Age                                   | Time     |
|--|--|--|---------------------------------------|----------|
| No Test<br><small>(does not qualify for National Showcase)</small>         | No Free Skate test passed                                | Pre-Preliminary Free Skate<br>OR<br>Any Free Dance       | No age restriction                    | 1:30 max |
| Pre-Preliminary<br><small>(does not qualify for National Showcase)</small> | Pre-Preliminary Free Skate                               | Preliminary Free Skate<br>OR<br>Any Free Dance           | No age restriction                    | 1:30 max |
| Preliminary  | Preliminary Free Skate                                   | Pre Juvenile Free Skate<br>OR<br>Juvenile Free Dance     | No minimum age<br><b>(max age 20)</b> | 1:40 max |
| Pre Juvenile   | Pre Juvenile Free Skate                                  | Juvenile Free Skate<br>OR<br>Juvenile Free Dance         | No minimum age<br><b>(max age 20)</b> | 1:40 max |
| Juvenile   | Juvenile Free Skate<br>OR<br>Juvenile Free Dance         | Intermediate Free Skate<br>OR<br>Intermediate Free Dance | 3 and under                           | 2:10 max |
| Teen   | Juvenile Free Skate<br>OR<br>Juvenile Free Dance         | Intermediate Free Skate<br>OR<br>Intermediate Free Dance | 14-17                                 | 2:10 max |
| Intermediate   | Intermediate Free Skate<br>OR<br>Intermediate Free Dance | Novice Free Skate<br>OR<br>Novice Free Dance             | 17 and under                          | 2:10 max |
| Young Adult  | Juvenile Free Skate<br>OR<br>Juvenile Free Dance         | Novice Free Skate<br>OR<br>Novice Free Dance             | 18-20                                 | 2:10 max |
| Novice   | Novice Free Skate<br>OR<br>Novice Free Dance             | Junior Free Skate<br>OR<br>Junior Free Dance             |                                       | 2:10 max |
| Junior   | Junior Free Skate<br>OR<br>Junior Free Dance             | Senior Free Skate<br>OR<br>Senior Free Dance             |                                       | 2:40 max |
| Senior   | Senior Free Skate<br>OR<br>Senior Free Dance             |  |                                       | 2:40 max |



## Team Compulsory

Teams should be comprised of 3-5 skaters and can be a combination of Ladies and Men. Each skater will do one required element. If there are not five skaters on a team, the skaters may do a maximum of two elements. The elements may be completed in any order but each element shall be allowed only one attempt. Additional elements are not allowed. No music allowed. One skater should perform at a time. Referee will indicate when each team should commence but not the individual skaters. Judging done with one mark for each team. DUE TO THE UNIQUENESS OF THIS EVENT, IF REGISTERING ON LINE TEAMS MUST REGISTER SEPARATELY FROM EACH SKATER'S INDIVIDUAL EVENTS. EVERY TEAM REGISTERING WILL NEED A TEAM NAME, TEAM CONTACT, AND THE NUMBER OF SKATERS PARTICIPATING. PERSON REGISTERING THE TEAM WILL NEED EACH TEAM MEMBERS' NAME, DATE OF BIRTH, USFS NUMBER, TEST LEVELS PASSED, AND PAY THE ENTIRE TEAM FEE OF \$20.00 PER TEAM MEMBER.

| LEVEL/Event  | Five Required Elements (One to two minutes will be allotted for each team).  |
|--|--|
| Limited Beginner/Beginner<br>Team Compulsory<br>(Full sheet) | <ol style="list-style-type: none"> <li>1) One (1) foot forward upright spin ~ no change of direction (minimum 3 revolutions)</li> <li>2) Moves in the Field ~ forward outside consecutive edges</li> <li>3) Forward Spiral</li> <li>4) One (1) foot forward upright spin to back spin, minimum 3 revolutions each foot</li> <li>5) Combination of 2 single jumps ~ one must be a toe loop, no turn in between, no Axel allowed</li> </ol>  |
| No Test/Pre-Preliminary<br>Team Compulsory<br>(Full sheet)   | <ol style="list-style-type: none"> <li>1) Upright scratch spin (minimum 3 revolutions)</li> <li>2) Moves in the Field – back outside consecutive edges</li> <li>3) Forward outside spiral</li> <li>4) Combination spin ~ Forward upright spin to back spin to forward upright spin. All spins on one (1) foot and at least 3 revolutions in each position. Minimum of 9 revolutions total.</li> <li>5) Any combination of 2 single jumps ~ no turn in between, no Axel allowed.</li> </ol>                           |
| Preliminary/Pre-Juvenile<br>Team Compulsory<br>(Full sheet)  | <ol style="list-style-type: none"> <li>1) Sit spin (minimum 5 revolutions)</li> <li>2) Straight line or diagonal footwork sequence utilizing ½ the ice surface</li> <li>3) Left forward inside spiral</li> <li>4) Combination spin with at least one change of position and no change of foot. Minimum of 6 revolutions. No flying entries allowed.</li> <li>5) Single/Single (Axel permitted) combination jump.</li> </ol>  |
| Juvenile/Intermediate Team Compulsory (Full sheet)           | <ol style="list-style-type: none"> <li>1) Camel spin (minimum 5 revolutions)</li> <li>2) Straight line or diagonal footwork sequence utilizing the entire ice surface.</li> <li>3) Spiral sequence (at least 2 spiral positions and at least one change of foot).</li> <li>4) Combination spin with at least one change of position and only one change of foot. At least 2 revolutions in each position. Minimum 5 revolutions on each foot.</li> <li>5) Double/Single or Double/Double combination jump</li> </ol> |
| Novice and above<br>Team Compulsory                          | <ol style="list-style-type: none"> <li>1) Flying spin (minimum 6 revolutions)-only one position and no change of foot.</li> </ol>  |

(Full Sheet)

- 2) Circular or serpentine footwork sequence using the entire ice surface.
- 3) Spiral sequence (minimum 3 spiral positions and at least one change of foot).
- 4) Combination spin with at least two changes of position and at least one change of foot. At least 2 revolutions in each position. Minimum 12 revolutions total.
- 5) Double/Double combination jump.