

Southport Skating Club's 37th Annual Non-Qualifying Competition

2017 Southport Summer Classic

June 15 - June 17, 2017

RecPlex Ice Arena Pleasant Prairie, WI



2017 Solo Dance Series
Grand Prix of Figure Skating
Illinois Learn To Skate USA Series

Early Bird Special!!!

Register online at
www.southportskatingclub.org
by **April 15, 2017** and
receive **\$10 off**

Final Deadline: May 6, 2017

**BEGINNER through SENIOR
and ADULT SINGLES
EVENTS plus**

IJS Programs will follow the new guidelines for the 2017-2018 season as determined at Governing Council

The International Judging System will be used for Singles Short Program & Free Skate for Juvenile through Senior

IJS CHAMPIONSHIP EVENTS
WELL-BALANCED FREE SKATE
TEST TRACK FREE SKATE
COMPULSORY/SPINS/JUMPS
ARTISTIC IMPRESSION
SHOWCASE
LEARN TO SKATE USA EVENTS
SPECIAL OLYMPICS &
THERAPEUTIC EVENTS

ENTRY FEES:

**\$120 for Beg – Pre-Juv/Open
Juv/Adults/Dance**

**\$150 for Adult Gold Free
Skate/Juvenile FS/Juvenile SP**

**\$180 for Juvenile FS and SP
(Juvenile SP will be judged w/
Intermediate SP requirements)**

**\$180 for Championship Events
(includes FS and SP)**

**\$60 for First Learn To Skate USA/
Special Olympics/Therapeutic**

\$30 for each additional event

FOR INFORMATION CONTACT:

Valarie Berger

847.372.0394

E-Mail: Valarie.L.Berger@gmail.com

Sanctioned by U.S. Figure Skating

**Now Offering
Juvenile SP & Dance!!**

ENTRY FEE INCLUDES:

Every skater will receive a DVD of their skating group

Every skater will receive their printed results.

DVDs may be picked up approximately 15 minutes after each event



**Special Olympics &
Therapeutic Events!**

**Critiques
For all IJS
Competitors!**

Following initial round of each IJS Group Free Skate

APPLICATION INFORMATION

This non-qualifying event, sanctioned by U.S. Figure Skating, will be conducted in accordance to the rules of the Official 2017 U.S. Figure Skating Rulebook. Brenda Kickertz of Rockford, IL will be the Chief Referee.

QUALIFICATION REQUIREMENTS

All USFSA or CFSA amateur competitors, Limited Beginner (no tests passed) through Senior, may compete at their test level, or at one level higher, as of May 6, 2017.

Early Bird Special!!!

Register online by April 15, 2017 and save \$10!!!

Entry Deadline: May 6, 2017

Enter online at

www.southportskatingclub.org

or

<http://comp.entryeeze.com/Home.aspx?cid=36>

Late entries, if accepted, subject to \$50 LATE FEE

Email Valarie Berger with your late entry request at Valarie.L.Berger@gmail.com

847.372.0394

FEES MUST ACCOMPANY APPLICATION: Sign up online at www.southportskatingclub.org. Entry not accepted until payment is made online. Per U.S. Figure Skating Rule 3047: **NO REFUNDS** unless event is cancelled.

CHANGES TO APPLICATION: Any changes to level or event made after the entry deadline will cost \$25.

REQUIRED SIGNATURES: All signatures will be obtained electronically. You will be notified of any missing electronic signatures. All signatures must be obtained prior to competing.

ADMISSIONS & FACILITY: Spectators are not charged an admission to this event. The Pleasant Prairie RecPlex is located just east of I-94 on the north side of Highway 165. The address is: 9900 Terwall Terrace, Pleasant Prairie, WI. The ice rink is located on the north side of the complex. The RecPlex Ice Arena is minutes from the Pleasant Prairie Outlet Mall located on the corner of I-94 and 165.

AWARDS & VIDEOTAPING: Awards will be presented to the top four skaters: off-ice, immediately following the posting of event results. All Learn To Skate USA competitors will receive awards. **ALL skaters will receive a DVD of each event which is included in their entry fee. ALL skaters will receive printed results and/or IJS packets as part of entry fee.**

LEARN TO SKATE USA COMPETITORS: Freeskate is a level **AND** an event. Carefully determine your levels. All changes after the data has been sent to the referee will be assessed \$25!

COMPETITION REGISTRATION: The registration desk will be open 1 hour before and during all scheduled events. **Skaters are required to check in a minimum of one hour prior to their event.** Any skater not present when their event is announced, will be scratched.

JUVENILE SHORT PROGRAM: The *Juvenile SP* will be judged as an Intermediate SP.

COMPETITOR MUSIC: All music must be on a CD that is labeled with name and event. CDs must contain only one track. Music must be turned in at time of registration and a copy should be on-hand during the event. Southport Skating Club does not accept responsibility for any music. Please pick up your music at the Awards desk following your event. Any music left behind will be discarded.

FINAL ROUNDS: The necessity of a final round for Juvenile—Senior IJS events will be determined by the number of total entries/level and if time permits. Juvenile final round skaters will skate their Free Skate program and Intermediate -Senior final round skaters will skate their Short Program.

PRACTICE ICE: Practice ice will be sold through registration site at www.southportskatingclub.org. **Practice ice schedule will be posted after the competition schedule is posted.**

ACCOMMODATIONS: Local hotels are posted on the EntryEeze site. You will need to book early, as there are many events that weekend in the Pleasant Prairie/Kenosha area.

2017 Illinois Grand Prix of Figure Skating



The Skating Council of Illinois offers skaters the opportunity to earn an invitation to the Illinois Grand Prix of Figure Skating by competing in designated Free Skate events at our competitions. Skaters who compete in Grand Prix eligible categories at a minimum of 5 Grand Prix competitions will be invited to compete, at no cost, at the Illinois Grand Prix of Figure Skating, which will be held at the Centennial Ice Arena in Highland Park on September 24, 2017. Special recognition will be given to skaters who compete in all 9 events. Grand Prix information and standings will be posted on the Skating Council of Illinois website at <http://www.skatingcouncilofillinois.org/>

Competitions:

March 23-26, 2017 – W.I.M. – Greater Milwaukee FSC
April 20-23, 2017 – Ladybug – Glenwood FSC
May 12-14, 2017 – Northern Blast – Northern Ice SC
June 9-11, 2017 – Quad Cities Championships – FSC of the Quad-Cities
June 15-17, 2017 – Southport Summer Classic – Southport SC
July 12-16, 2017 – Skate Milwaukee – Wisconsin FSC
July 27-30, 2017 – Chicago Open – Chicago FSC
August 25-27, 2017 – Skate the Lake – Cutting Edge FSC
September 8-10, 2017 – Greater Chicagoland Fall Invitational – Wagon Wheel FSC

Events:

The following “Introductory” Free Skate categories are eligible for the Grand Prix:

Beginner	High Beginner	No-Test
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The following “Well-Balanced” Free Skate categories are eligible for the Grand Prix:

Pre-Preliminary	Preliminary	Pre-Juvenile
Open Juvenile	Adult Pre-Bronze	Adult Bronze
Adult Silver	Adult Gold	

The following “Test Track” Free Skate categories are eligible for the Grand Prix:

Pre-Preliminary Test Track	Preliminary Test Track	Pre-Juvenile Test Track
Juvenile Test Track	Intermediate Test Track	Novice Test Track
Junior Test Track	Senior Test Track	

The following “IJS” Free Skate categories are eligible for the Grand Prix:

Juvenile	Intermediate	Novice
Junior	Senior	

Please Note: Individual Competitions may have additional Free Skate categories; however, those categories are not eligible for the Illinois Grand Prix of Figure Skating.

Awards:

The designated Free Skate events of each competition will be eligible for accumulating points. The system for scoring points for the final award will be as follows:

<i>Placement</i>	<i>Points</i>	<i>Placement</i>	<i>Points</i>
<i>1st place</i>	<i>10 points</i>	<i>2nd place</i>	<i>7 points</i>
<i>3rd place</i>	<i>4 points</i>	<i>4th place</i>	<i>3 points</i>
<i>5th place</i>	<i>2 points</i>	<i>Participation</i>	<i>1 point</i>
<i>Bonus for Final Round</i>			<i>1 point</i>

Competitors who perform their free skate program more than once at a competition (i.e., initial and final rounds) will receive the highest points earned for any one performance. If an event has less than 6 skaters, the points will be awarded as if there were 6 skaters in the group. If there is only one skater in the group, he or she will be awarded 5 points. At the end of the Series, competitors who have competed in at least 5 competitions will be invited to the Illinois Grand Prix of Figure Skating.

Frequently Asked Questions

How do I enter the Championships? Participation in the Illinois Grand Prix of Figure Skating is by invitation only. To be invited to compete, you must have competed in eligible categories in at least 5 of the Grand Prix competitions. Eligible competitors will be sent invitations immediately following the Greater Chicagoland Fall Invitational.

What does it cost to enter? There is no entry fee for the Illinois Grand Prix of Figure Skating. The Skating Council of Illinois and our participating clubs are supporting this event. Practice Ice will be available for purchase. There will also be vendors, including video and still photography.

Who will keep my points and how will I know how many points I have? Ed Mann, a National Accountant, will tabulate points as the season progresses. Standings will be posted on the Skating Council of Illinois web site at www.skatingcouncilofillinois.org. It is the responsibility of each competitor to verify the accuracy of the points posted on the website. Discrepancies should be brought to the attention of Ed Mann.

What happens to my points if I change categories during the season? Your points stay with you if you skate at more than one level. Eligibility to skate at the Illinois Grand Prix of Figure Skating will be determined by test level.

Who can I ask if I have more questions? Contact any Skating Council of Illinois officer, or visit www.skatingcouncilofillinois.org and click on "Contact Us."



Southport Summer Classic

U.S. Figure Skating Non-qualifying Competition

EVENT: NATIONAL SOLO DANCE SERIES EVENTS

Format: The solo pattern dance event, combined event and shadow dance events are being offered as part of the U.S. Figure Skating Solo Dance Series and will be run in accordance with the U.S. Figure Skating Solo Dance Series Guidelines found [here](#).

Please refer to the 2017 Solo Dance Series guidelines for current rules, levels and requirements.

U.S. Figure Skating Solo Dance Series:

SOLO DANCE SERIES SOLO PATTERN DANCE EVENT

Refer to the [2017 Solo Dance Series Handbook](#) for the solo pattern dance event rules and details

Level	Requirement	Dances
Preliminary	No Test or passed Preliminary	Dutch Waltz Canasta Tango
Pre-Bronze	Passed Preliminary or Pre-Bronze	Swing Dance Fiesta Tango
Bronze	Passed Pre-Bronze or Bronze	Hickory Hoedown Willow Waltz
Pre-Silver	Passed Bronze or Pre-Silver	Fourteenstep Foxtrot
Silver	Passed Pre-Silver or Silver	American Waltz Rocker Foxtrot
Pre-Gold	Passed Silver or Pre-Gold	Kilian Starlight Waltz
Gold	Passed Pre-Gold, or Gold	Westminster Waltz Quickstep
International	Passed Gold or International	Cha Cha Congeldo Silver Samba

SOLO DANCE SERIES COMBINED EVENT

Refer to the [2017 Solo Dance Series Handbook](#) for the combined event rules and details

Level	Dances
Juvenile	Willow Waltz or Ten Fox
Intermediate	Fourteenstep or European Waltz
Novice	American Waltz or Rocker Foxtrot
Junior	Solo Short Dance and Solo Free Dance
Senior	Solo Short Dance and Solo Free Dance

SOLO DANCE SERIES SHADOW DANCE EVENT

Refer to the [2017 Solo Dance Series Handbook](#) for the combined event rules and details

Level	Requirement	Dance
Preliminary	One partner must not have passed higher than the complete pre-bronze dance test.	• Rhythm Blues
Juvenile	One partner must not have passed higher than the complete pre-silver dance test.	• Cha Cha
Intermediate	One partner must not have passed higher than the complete silver dance test.	• Fourteenstep
Novice	One partner must not have passed higher than the complete pre-gold dance test.	• Rocker Foxtrot
Junior	One partner must not have passed higher than the complete gold dance test.	• Kilian
Senior	Open.	• Quickstep

**9th Annual U.S. Figure Skating Illinois Learn To Skate USA Series
July 1, 2016- June 30, 2017**



2017 Illinois Learn To Skate USA Series Mission Statement

“To provide a fun and positive experience that will instill a lifelong love of skating”

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

Series Point System

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

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

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

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

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

The following events will be offered:

July 1, 2016- August 31, 2016

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

September 1, 2016- June 30, 2017

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

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

<p>Chicago Basic Skills Challenge July 10, 2016 Robert Crown, Evanston, IL Shannon Lamaster: slamaster@cityofevanston.org</p> <p>Arctic Heatwave July 16, 2016 Artic Ice Arena, Orland Park, IL Deb Swanson: kramerswanson@att.net</p> <p>DuPage Open August 7, 2016 DuPage FSC, Vernon Hills, IL Jan Serafine: sk8judgj@aol.com</p> <p>Summer's Last Hurrah August 13, 2016 Pepsi Ice Center, Bloomington, IL Lindsay Danner: ldanner@cityblm.org</p> <p>Rocket Ice Classic August 21, 2016 Rocket Ice Arena, Bolingbrook, IL Michelle Tepkasetkul Martineau: michelle@rocketice.com</p> <p>Skate the Lake August 26-28, 2016 Cutting Edge FSC, Pleasant Prairie, WI Joseph Zons: joezons@gmail.com</p> <p>2016 Springfield Skating Invitational September 17, 2016 The Nelson Center, Springfield, IL Lori Hedges: lhedges@sps186.org</p> <p>7th Annual Kankakee Valley Open October 9, 2016 Ice Valley Centre, Kankakee, IL Angela Tousignant: atousignant@kvpd.com</p> <p>Great Pumpkin Blast October 29, 2016 All Seasons Ice Rinks, Naperville, IL Vicki Revere: skateallseasons@gmail.com</p> <p>Snowflake Classic October 30, 2016 Southwest Ice Arena, Crestwood, IL May Wiza: mavfsc@aol.com</p> <p>13th Annual Cranberry Classic November 6, 2016 Rockford SC, Loves Park, IL Patty Pifer: rpifer0347@comcast.net</p> <p>Autumn Classic November 12-13, 2016 Ice Plex: Pleasant Prairie, WI Katie Kerley: kkerley@plprairiewi.com</p> <p>North Shore Winter Classic December 3-4, 2016 Centennial Ice Arena, Highland Park, IL Inga Fedorova: ifedorova@pdhp.org</p>	<p>Winter Blizzard January 14-15, 2017 Skokie Skatium, Skokie, IL Kerry Murphy: KMMurphy@skokieparks.org</p> <p>H-F Basic Skills February 12, 2017 Homewood Flossmoor Ice Arena, Homewood, IL Deb Swanson: kramerswanson@att.net</p> <p>The Freeze February 17-18, 2017 Glenview Ice Center, Glenview, IL Dorie Cascio: dorie.cascio@glenviewparks.org</p> <p>17th Annual Wagon Wheel Basic Skills TBA Crystal Ice House, Crystal Lake, IL Lanny Nelson: Lannyww@sbcglobal.net</p> <p>12th Annual Shamrock Open March 5, 2017 Rockford Skating Club, Loves Park, IL Patty Pifer: rpifer0347@comcast.net</p> <p>Greater Chicagoland Basic Skills Championships March 18-19, 2017 Chicago FSC, All Seasons Ice Arena, Naperville, IL Kerry Murphy: KMMurphy@skokieparks.org</p> <p>Riverbend Spring Classic TBA East Alton Skating Academy, East Alton, IL Kathryn McKeon: krhsk8@gmail.com</p> <p>6th Annual Southport Spring Classic April 8, 2017 RecPlex Ice Arena Pleasant Prairie, WI Elaine Johnson: elainejohnson67@sbcglobal.net</p> <p>Heart of Illinois Basic Skills TBA Heart of Illinois Skating Club, Peoria IL Amy Barney: abarneycpa@yahoo.com</p> <p>Oak Lawn Basic Skills May 21, 2017 Oak Lawn Ice Arena, Oak Lawn, IL Deb Swanson: kramerswanson@att.net</p> <p>Quad Cities Championships June 9-11, 2017 FSC of Quad Cities, Davenport, IA Sue Schwaegler: SDSCHWAE@aol.com</p> <p>2017 Southport Summer Classic June 15-17, 2017 Southport SC, Rec Plex Ice Arena: Pleasant Prairie, WI Val Berger: Valarie.L.Berger@gmail.com</p> <p>Contact: Brigitte Roquet: brigitteroquet811@gmail.com Illinois Learn to Skate USA Series Director</p>
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Southport Summer Classic

Compete USA Competition

EVENT: Basic Elements: SNOWPLOW SAM – BASIC 6

Format: Each skater will perform each element in the order listed below (no excessive connecting steps).

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



Southport Summer Classic

Compete USA Competition

EVENT: Basic Program SNOWPLOW SAM – BASIC 6

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

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



Southport Summer Classic
 Compete USA Competition

EVENT: Intro to Free Skate – Free Skate 6 Compulsory

Format: Simple program form, using a limited number of connecting steps. Skating order of the required elements is optional.

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

Level	Time	Skating rules/standards
Intro to Free Skate	1:15 max.	<ul style="list-style-type: none"> • One outside and one inside moving three turn • Lunge rising up to forward stroking position • Tap toe • Stand still waltz jump
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 • Axel jump



Southport Summer Classic
 Compete USA Competition

EVENT: Intro to Free Skate – Free Skate 6 Program

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

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

Level	Time	Skating rules/standards
Intro to Free Skate	1:40 max.	<ul style="list-style-type: none"> • One outside and one inside moving three turn • Lunge rising up to forward stroking position • Tap toe • Stand still waltz jump
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 3 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 • Axel jump



Southport Summer Classic Compete USA Competition

EVENT: Introductory Levels Compulsory

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

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

Level	Time	Skating rules/standards
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



Southport Summer Classic

Compete USA Competition

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 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 revs) 	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 revs) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests

EVENT: Compulsory Moves

General event parameters:

1. Basic Skills – Juvenile: Elements skated on ½ ice
2. Intermediate – Senior: Elements skated on full-ice
3. Elements may be performed only once
4. Music is not allowed

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. Single Toe Loop 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



Southport Summer Classic

EVENT: 2016-17 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 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 (<i>front to back or back to front including half-loop</i>) • Single rotation jumps: Salchow, toe loop and loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test

Level	Jumps	Spins	Step Sequences	Qualifications
Preliminary 1:30 +/- 10 sec.	<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) 	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test
Pre-Juvenile 2:00 +/- 10 sec.	<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. 	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test
Juvenile 2:15 +/- 10 sec.	<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) Only solo spin may fly 	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test
Intermediate 2:30 +/- 10 sec. Effective February 1, 2017, an additional ten seconds will be added to match program length. Program length is 2:40 +/- 10 seconds,	<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). 	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

Level	Jumps	Spins	Step Sequences	Qualifications
<p>Novice</p> <p>Ladies: 3:00 +/- 10 sec. 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"> 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>Maximum of 3 spins, of a different nature:</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</p> <p>(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</p> <p>Ladies: 3:30 +/- 10 sec. 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"> 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>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 positions and one change of foot (2 per position, min. 5) revolutions per foot) 	<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. 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 per position, min. 5 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>

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>NO TEST</p> <p>1:40 maximum</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> All single jumps allowed except for the single Axel <ul style="list-style-type: none"> No single Axels, double, triple or quadruple jumps allowed 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"> Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted. Jump sequences limited to a maximum of 3 single jumps 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Step Sequence <ul style="list-style-type: none"> Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence <p>If IJS is used, then: ChSt</p>
<p>PRE-PRELIMINARY</p> <p>1:40 maximum</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> All single jumps, including the single Axel, allowed <ul style="list-style-type: none"> No double, triple or quadruple jumps allowed Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or jump sequences <ul style="list-style-type: none"> Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted. Jump sequences limited to a maximum of 3 single jumps 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Step Sequence <ul style="list-style-type: none"> Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence <p>If IJS is used, then: ChSt</p>
<p>PRELIMINARY</p> <p>1:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel or a waltz jump* 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"> Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or sequences <ul style="list-style-type: none"> Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump permitted Jump sequences limited to a maximum of 3 single or double jumps. 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Step Sequence <ul style="list-style-type: none"> Must use one-half the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence <p>If IJS is used, then: ChSt</p>
<p>PRE-JUVENILE</p> <p>2:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump* All single and double jumps allowed except for the double Axel <ul style="list-style-type: none"> No triple or quadruple jumps allowed 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 Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or sequences <ul style="list-style-type: none"> Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted Jump sequences limited to a maximum of 3 single or double jumps 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> 1 spin combination, with or without change of foot* <ul style="list-style-type: none"> May start with a flying entry Min 6 revs 1 spin with only 1 position* <ul style="list-style-type: none"> No change of foot May start with a flying entry Min 4 revs <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Step Sequence <ul style="list-style-type: none"> Must fully utilize the ice surface Moves in the field and spiral sequences are permitted but will not be counted as elements Jumps may be included in the step sequence <p>If IJS is used, then: ChSt</p>

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>JUVENILE and OPEN JUVENILE</p> <p>2:15 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump* All single and double jumps, including the double Axel, allowed <ul style="list-style-type: none"> No triple or quadruple jumps allowed 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"> If both executions (of the double) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump can be included more than twice Max 2 jump combinations or sequences <ul style="list-style-type: none"> Jump combinations limited to 2 jumps except one may be a 3-jump combination with a max of 2 double jumps and 1 single jump Number of jumps in jump sequence is not limited 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> Min 8 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with only 1 position; no change of foot* <ul style="list-style-type: none"> Min 5 revs <p>Both spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> One choreographic step sequence* <ul style="list-style-type: none"> Must fully utilize the ice surface
<p>INTERMEDIATE</p> <p>2:40 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump* All single, double and triple jumps allowed <ul style="list-style-type: none"> No more than 2 different jumps with 2 ½ or 3 revolutions may be repeated 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"> 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 No double or triple jump can be included more than twice Max 3 jump combinations or sequences <ul style="list-style-type: none"> Combinations are limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> Min 8 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 spin with only 1 position; no change of foot* <ul style="list-style-type: none"> Min 5 revs <p>Both spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> One <u>leveled</u> step sequence* <ul style="list-style-type: none"> <u>Maximum of Level 2. Only Simple Variety (seven turns) and rotation in each direction covering at least a 1/3 of the pattern in total for each rotational direction will be evaluated for the level.</u> Must fully utilize the ice surface
<p>NOVICE LADIES</p> <p>3:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump* All single, double and triple jumps are allowed <ul style="list-style-type: none"> 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"> 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 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 Max 3 jump combinations or sequences <ul style="list-style-type: none"> Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 flying spin with no change of foot or position* <ul style="list-style-type: none"> Min 6 revs 3rd spin is option of skater <p>All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> One leveled step sequence* <ul style="list-style-type: none"> Must fully utilize the ice surface
<p>NOVICE MEN</p> <p>3:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump* All single, double and triple jumps are allowed <ul style="list-style-type: none"> 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"> 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 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 Max 3 jump combinations or sequences <ul style="list-style-type: none"> Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> Min 10 revs Min 2 revs in each position Must have all 3 basic positions to receive full value. 1 flying spin with no change of foot or position* <ul style="list-style-type: none"> Min 6 revs 3rd spin is option of skater <p>All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> One leveled step sequence* <ul style="list-style-type: none"> Must fully utilize the ice surface

2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>JUNIOR LADIES</p> <p>3:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Jumps can contain any number of revolutions <ul style="list-style-type: none"> ○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> ▪ 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 ○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence • Max 3 jump combinations or sequences <ul style="list-style-type: none"> ○ Combinations limited to 2 jumps ○ One 3-jump combination is permitted ○ Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* <ul style="list-style-type: none"> ○ Min 6 revs • 1 spin with only 1 position* <ul style="list-style-type: none"> ○ Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • One leveled step sequence* <ul style="list-style-type: none"> ○ Must fully utilize the ice surface
<p>JUNIOR MEN</p> <p>4:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 8 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Jumps can contain any number of revolutions <ul style="list-style-type: none"> ○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> ▪ 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 ○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence • Max 3 jump combinations or sequences <ul style="list-style-type: none"> ○ Combinations limited to 2 jumps ○ One 3-jump combination is permitted ○ Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* <ul style="list-style-type: none"> ○ Min 6 revs • 1 spin with only 1 position* <ul style="list-style-type: none"> ○ Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • One leveled step sequence* <ul style="list-style-type: none"> ○ Must fully utilize the ice surface
<p>SENIOR LADIES</p> <p>4:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Jumps can contain any number of revolutions <ul style="list-style-type: none"> ○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> ▪ 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 ○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence • Max 3 jump combinations or sequences <ul style="list-style-type: none"> ○ Combinations limited to 2 jumps ○ One 3-jump combination is permitted ○ Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* <ul style="list-style-type: none"> ○ Min 6 revs • 1 spin with only 1 position* <ul style="list-style-type: none"> ○ Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 2 Sequences</p> <ul style="list-style-type: none"> • One leveled step sequence* <ul style="list-style-type: none"> ○ Must fully utilize the ice surface • One choreographic sequence* <ul style="list-style-type: none"> ○ Must be clearly visible
<p>SENIOR MEN</p> <p>4:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 8 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Jumps can contain any number of revolutions <ul style="list-style-type: none"> ○ Of all the triples or quads, only 2 can be executed twice <ul style="list-style-type: none"> ▪ 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 ○ No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence • Max 3 jump combinations or sequences <ul style="list-style-type: none"> ○ Combinations limited to 2 jumps ○ One 3-jump combination is permitted ○ Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • 1 spin combination; with or without change of foot* <ul style="list-style-type: none"> ○ Min 10 revs ○ Min 2 revs in each position ○ Must have all 3 basic positions to receive full value. • 1 spin with a flying entry* <ul style="list-style-type: none"> ○ Min 6 revs • 1 spin with only 1 position* <ul style="list-style-type: none"> ○ Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 2 Sequences</p> <ul style="list-style-type: none"> • One leveled step sequence* <ul style="list-style-type: none"> ○ Must fully utilize the ice surface • One choreographic sequence* <ul style="list-style-type: none"> ○ Must be clearly visible

2016-17 Singles Short Program Requirements – This chart has been updated with changes from the U.S. Figure Skating Governing Council and the ISU Congress that will go into effect July 1, 2016. **The changes to intermediate in this chart take effect February 1, 2017.**



<p>INTERMEDIATE LADIES/MEN 2:10 max.</p>	<p>Single or Double Axel</p>	<p>Double or Triple Jump Immediately preceded by connecting steps May not repeat double Axel or the triple jump used in the combination</p>	<p>Jump Combination Single/Double, Double/Double, Single/Triple, or Double/Triple May not repeat Axel jump or solo jump performed</p>	<p>Spin Only one position No change of foot May start with a fly Min. 5 revs.</p>		<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence <u>Max Level 2. Only Simple Variety (7 turns) and rotation in each direction covering at least a 1/3 of the pattern in total for each rotational direction will be evaluated for the level.</u> Fully utilizing the ice surface</p>
<p>NOVICE LADIES 2:30 max.</p>	<p>Single or Double Axel</p>	<p>Double or Triple Jump Immediately preceded by connecting steps May not repeat double Axel or either jump in combo</p>	<p>Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat double Axel or solo jump performed</p>	<p>Layback or Sideways Leaning Spin, Sit or Camel Spin No change of foot No flying entry Min. 6 revs.</p>		<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>
<p>NOVICE MEN 2:30 max.</p>	<p>Single or Double Axel</p>	<p>Double or Triple Jump Immediately preceded by connecting steps May not repeat double Axel or either jump in combo</p>	<p>Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat Double Axel or solo jump performed</p>	<p>Camel or Sit Spin With only 1 change of foot No change of position No flying entry Min. 5 revs. each foot</p>		<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 5 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>
<p>JUNIOR LADIES 2:40 +/- 10 sec</p>	<p>Double Axel</p>	<p>Double or Triple Loop Immediately preceded by connecting steps or other free skating movements</p>	<p>Jump Combination Double/Double, Double/Triple or Triple/Triple May not repeat Double Axel or solo jump performed</p>	<p>Flying Camel Spin Flying pos. may be different than landing pos. Min. 8 revs.</p>	<p>Layback, Sideways Leaning or Sit Spin without change of foot No flying entry Min. 8 revs.</p>	<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 6 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>
<p>JUNIOR MEN 2:40 +/- 10 sec</p>	<p>Double or Triple Axel</p>	<p>Double or Triple Loop Immediately preceded by connecting steps or other free skating movements</p>	<p>Jump Combination Double/Triple or Triple/Triple May not repeat Axel jump or solo jump performed</p>	<p>Flying Camel Spin Flying pos. may be different than landing pos. Min. 8 revs.</p>	<p>Sit Spin With only 1 change of foot No flying entry Min. 6 revs. each foot</p>	<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 6 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>
<p>SENIOR LADIES 2:40 +/- 10 sec</p>	<p>Double or Triple Axel</p>	<p>Any Triple Jump Immediately preceded by connecting steps or other free skating movements May not repeat Triple Axel or either jump in combo</p>	<p>Jump Combination Double/Triple or Triple/Triple May not repeat Axel jump or solo jump performed</p>	<p>Flying Spin Landing position different than spin in 1 position Min. 8 revs.</p>	<p>Layback, Sideways Leaning, Sit or Camel Spin without change of foot No flying entry Min. 8 revs.</p>	<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 6 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>
<p>SENIOR MEN 2:40 +/- 10 sec</p>	<p>Double or Triple Axel</p>	<p>Any Triple or Quadruple Jump Immediately preceded by connecting steps or other free skating movements May not repeat Triple Axel or either jump in combo</p>	<p>Jump Combination Double/Triple, Triple/Triple, Quad/Double, or Quad/Triple May not repeat Axel jump or solo jump performed</p>	<p>Flying Spin Landing position different than spin in 1 position Min. 8 revs.</p>	<p>Camel or Sit Spin With only 1 change of foot No flying entry Min. 6 revs. each foot</p>	<p>Spin Combination With only 1 change of foot Min. 2 different basic positions. Must have all 3 basic positions to receive full value. No flying entry Min. 6 revs. each foot Min. 2 revs in pos.</p>	<p>Leveled Step Sequence Fully utilizing the ice surface</p>

EVENT: Adult Compulsory Moves

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. On required elements may be included.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses.

Level	Time	Elements
Adult Beginner	1:15	<ol style="list-style-type: none"> 1. Forward crossovers (Min. 5 consecutive) 2. Waltz jump 3. Two foot upright spin 4. Forward spiral (any edge)
Adult Pre-Bronze	1:15	<ol style="list-style-type: none"> 1. Backward crossovers (Min. 5 consecutive) 2. Waltz jump 3. Forward upright spin (Min. 3 revolutions) 4. Forward outside spiral
Adult Bronze	1:15	<ol style="list-style-type: none"> 1. Single Salchow 2. Waltz jump – toe loop combination jump 3. Sit spin (Min. 3 revolutions) 4. Spiral sequence (Min. 2 spirals)
Adult Silver	1:30	<ol style="list-style-type: none"> 1. Single loop 2. Single/single jump combination 3. Sit spin (Min. 3 revolutions) 4. Straight line step sequence
Adult Gold	1:30	<ol style="list-style-type: none"> 1. Single Lutz or Axel 2. Single/single or single/double jump combination 3. Camel spin (Min. 4 revolutions) 4. Straight line step sequence
Masters Intermediate/ Novice	2:00	<ol style="list-style-type: none"> 1. Axel, double Salchow , double toe loop or double loop 2. 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 3. Solo spin of skater’s choice (Min. 6 revolutions) 4. Straight line step sequence
Masters Junior/Senior	2:00	<ol style="list-style-type: none"> 1. Choice of any double jump 2. Jump combination that may include any double jump 3. Solo spin of skater’s choice (Min. 8 revolutions) 4. Straight line step sequence

2016-17 Adult 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, 2016.



2016-17	JUMP ELEMENTS	SPINS	STEP SEQUENCE
<p>CHAMPIONSHIP MASTERS JUNIOR-SENIOR & MASTERS JUNIOR-SENIOR</p> <p>3:40 maximum * means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Max 3 combinations or sequences • 1 jump combination may contain three jumps; the remaining jump combinations are limited to two jumps • Number of jumps in sequence is unlimited, but only the two highest-value jumps in a jump sequence will be counted • No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 5 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
<p>CHAMPIONSHIP MASTERS INTERMEDIATE-NOVICE & MASTERS INTERMEDIATE-NOVICE</p> <p>3:10 maximum * means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • Max 3 combinations or sequences • 1 jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop • Only one double-double jump combination or sequence is permitted • Double flip, double Lutz, double Axel and triple jumps are not permitted 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 5 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
<p>CHAMPIONSHIP ADULT GOLD & ADULT GOLD</p> <p>2:40 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> • Max 3 combinations or sequences • 1 jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps, including the single Axel, are permitted, as are the following double jumps: double toe loop, double Salchow. • No double-double jump combinations or sequences are permitted • Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 4 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

This chart highlights the elements in each program. It is not meant to replace the reading of the rules in the current version of the U.S. Figure Skating Rulebook. Should this chart disagree with the current U.S. Figure Skating Rulebook in any aspect, the rulebook takes precedence.

Spins of a different character – this refers to the abbreviation of a spin, e.g. a combination spin with a change of foot (CCoSp) and a combination with no change of foot (CoSp) are spins of a different character; and a flying sit spin (FSSp) and a sit spin (SSp) are of a different character. For more information, see U.S. Figure Skating rule 4103 (E).

6.0 System Penalties:

- 0.1 in each mark for each illegal element
- 0.1 in 1st mark for insufficient revs.
- 0.2 in 1st mark for each jump and/or spin element exceeding max.
- 0.1 in each mark for time violation
- 0.1 in 1st mark for step seq. not utilizing the ice as prescribed.
- 0.2 in 1st mark if a required element is omitted

NOTE: All times are MAXIMUM times. There is no +/- 10 second leeway for adult programs. All programs – IJS and 6.0 -- over the maximum time will receive a deduction.

2016-17	JUMP ELEMENTS	SPINS	STEP/SPIRAL SEQUENCES
<p>CHAMPIONSHIP ADULT SILVER AND ADULT SILVER</p> <p>2:10 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> • Max 2 combinations or sequences • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Additional jump sequences which contain non-listed jumps of not more than one revolution performed as part of connecting footwork preceding single jumps are permitted • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted, including single Axel. • No double or triple jumps are permitted 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position 	<p>Max 1 Sequence</p> <p>To be chosen from:</p> <ul style="list-style-type: none"> • Step sequence or • Spiral sequence (any pattern) <p>Must use at least ½ ice surface</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p> <p>If IJS is used, then: ChSt</p>
<p>ADULT BRONZE</p> <p>1:50 maximum</p>	<p>Max 4 Jump Elements</p> <ul style="list-style-type: none"> • Max 2 combinations or sequences; • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position • No flying spins are permitted 	<p>Max 1 Sequence</p> <p>To be chosen from:</p> <ul style="list-style-type: none"> • Step sequence or • Spiral sequence (any pattern) <p>Must use at least ½ ice surface</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p> <p>If IJS is used, then: ChSt</p>
<p>ADULT PRE BRONZE</p> <p>1:40 maximum</p>	<p>Max 4 Jump Elements</p> <ul style="list-style-type: none"> • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No single Lutz, single Axel or double jumps are allowed 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> • Min 3 revs • Spins with a flying entry are not permitted 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • Connecting steps throughout the program are required

This chart highlights the elements in each program. It is not meant to replace the reading of the rules in the current version of the U.S. Figure Skating Rulebook. Should this chart disagree with the current U.S. Figure Skating Rulebook in any aspect, the rulebook takes precedence.

Spins of a different character – this refers to the abbreviation of a spin, e.g. a combination spin with a change of foot (CCoSp) and a combination with no change of foot (CoSp) are spins of a different character; and a flying sit spin (FSSp) and a sit spin (SSp) are of a different character. For more information, see U.S. Figure Skating rule 4103 (E).

6.0 System Penalties:

- 0.1 in each mark for each illegal element
- 0.1 in 1st mark for insufficient revs.
- 0.2 in 1st mark for each jump and/or spin element exceeding max.
- 0.1 in each mark for time violation
- 0.1 in 1st mark for step seq. not utilizing the ice as prescribed.
- 0.2 in 1st mark if a required element is omitted

NOTE: All times are MAXIMUM times. There is no +/- 10 second leeway for adult programs. All programs – IJS and 6.0 -- over the maximum time will receive a deduction.



RULES: SINGLES COMPETITION

Badge Program

Badge 1

Stand unassisted for 5 seconds
Fall and stand up unassisted
Knee dip standing still unassisted
March forward 10 steps assisted

Badge 2

March forward 10 steps unassisted
Swizzles, standing still (3 repetitions)
Backward wiggle or march assisted
2-foot glide forward for distance at least length of body

Badge 3

Backward wiggle or march
5 forward swizzles covering at least 10 feet
Forward skating across the rink
Forward gliding dip covering at least length of body

Badge 4

Backward 2-foot glide covering at least length of body
2-foot jump in place
1-foot snowplow stop (left or right)
Forward 1-foot glide covering at least length of body (left and right)

Badge 5

Forward stroking across the rink
5 backward swizzles covering at least 10 feet
Forward 2-foot curves left and right across the rink
2-foot turn front-to-back, on the spot

Badge 6

Gliding forward-to-backward 2-foot turn
5 consecutive forward 1-foot swizzles on circle (left and right)
Backward 1-foot glide length of body (left and right)
Forward pivot

Badge 7

Backward stroking across the rink
Gliding backward-to-forward 2-foot turn
T-Stop left or right
Forward 2-foot turn on a circle (left and right)

Badge 8

5 consecutive forward crossovers (left and right)
Forward outside edge (left and right)
5 consecutive backward 1-foot swizzles on a circle (left and right)
2-foot spin



Badge 9

Forward outside 3-turn (left and right)
Forward inside edge (left and right)
Forward lunge or shoot the duck, at any depth
Bunny hop

Badge 10

Forward inside 3-turn (left and right)
5 consecutive backward crossovers (left and right)
Hockey stop
Forward spiral 3 times length of body

Badge 11

Consecutive forward outside edges (minimum 2 on each foot)
Consecutive forward inside edges (minimum 2 on each foot)
Forward inside Mohawk (left and right)
Consecutive backward outside edges (minimum 2 on each foot)
Consecutive backward inside edges (minimum 2 on each foot)

Badge 12

Waltz jump
1-foot spin (minimum of 3 revolutions)
Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
Combination of three moves chosen from badges 9 – 12

Level I = Badges 1 – 5

Level II = Badges 1 – 9

Level III = Badges 1 – 12

Level IV, V, VI = Badges 1 – 12 and Footwork and difficult jumps and spins and spirals

REFERENCE; Figure Skating Coaching Guide resources.specialolympics.org



Level I

Eligibility: A skater competing in Level I must be able to complete the skills required in Badges 1-5 but no higher.

Level I Compulsory Element: Skaters shall skate all of the following elements in isolation. After all skaters have completed one element, the next element will be performed. Each skater has two opportunities to perform the elements.

- Forward swizzles for a distance of 10 meters.
- Backward swizzles for a distance of 10 meters.
- One-foot forward snowplow stop (left or right).

Level I Freestyle Program

Skater may start program at any spot on ice surface.
Judging and timing will begin when skater commences to skate.

This is a Beginning Freestyle program. A well balanced program with elements selected from Badges 1-5 with emphasis on balance, glide and beginning moves done well that includes a selection of the following elements only and max. 1 jump (2-foot jump in place or movement) is allowed:

- Forward march or stroking
- Backward wiggle or march
- Forward swizzles
- Backward swizzles
- Forward two-foot glide
- Backward two-foot glide
- Forward gliding dip
- Backward gliding dip
- Forward one-foot glide left and right (length of the body)
- Two-foot jump in place or moving
- One-foot forward snowplow stop (left or right)
- Forward two-foot curves left and right
- Two-foot turn front to back on the spot

The skills may be performed in any order.
The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.
The program must be performed to instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music.
The program will not exceed a time limit of one minute, plus or minus ten seconds.
No elements above Badge 5 are to be included in the program.
A mandatory 0.2-point deduction will be made for each added element.



Level II

Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-9 but no higher.

Level II Compulsory Element: Skaters shall skate the first eight elements in succession. The skater has two opportunities to perform the elements. After completion of the first eight elements the skater will perform the ninth element.

Skater starts at one end of the rink (or on the red goal line).

Skater begins when so instructed by the referee.

Skater skates forward using stroking motion (not swizzles, a 0.2 deduction will be made for swizzles) to the first blue line, or a point approximately one-third the length of the skating area.

At the first blue line (or one-third the length of the ice), skater performs a forward to backward two-foot turn.

Upon completion of the turn, the skater skates backward stroking (not swizzles, a 0.2 deduction will be made for swizzles) to the second blue line or a point approximately two-thirds the length of the skating area.

At second blue line (or two-thirds the length of the ice), skater performs a backward to forward two-foot turn.

Upon completion of the turn, the skater skates forward "using stroke motion" to the finish line (red goal line at the end of the rink).

At the finish line (red line), the skater performs a T-stop.

Forward crossovers around the hockey circles in figure eight pattern. One pattern clockwise and one pattern counterclockwise (with no stop between), minimum of five crossovers per circle.

Level II Freestyle Program

Skater may start program at any spot on ice surface.

Judging and timing will begin when skater commences skating.

This is an Advanced Beginner Freestyle program. A well-balanced program with elements selected from Badges 1-9 with emphasis on Glide and Turns and includes all elements listed in Level I as well as a selection of the following elements only and max. 2 single jumps (2-foot jump in place or movement and Bunny hop) are allowed:

Consecutive forward one-foot swizzles (left foot and right foot)

Consecutive backward one-foot swizzles (left foot and right foot)

Backward one-foot glide length of body (left foot and right foot)

Bunny hop

T-stop left or right

Backward stroking

Two-foot turn gliding forward to a backward

Two-foot turn gliding backwards to forward

Forward pivot

Forward two-foot spin

Forward two-foot turn on a circle (two-foot three-turn) left and right

Forward outside three-turn (left and right)

Consecutive forward crossovers (left and right)

Forward outside edge

Forward inside edge

Forward lunge or Shoot the Duck (at any depth)



Level II Freestyle Program - cont.

The skills may be performed in any order.

The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.

The program must be performed to the instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music.

The program will not exceed a time limit of one and one-half (1 1/2) minutes, plus or minus ten (10) seconds.

No elements above Badge 9 are to be included in the program. A mandatory 0.2 deduction will be made for each added element.

Level III

Eligibility: A skater competing in Level III must be able to complete the skills required in Badges 1-12 but no higher.

Level III Compulsory Element Group: Skaters shall skate all of the following elements in isolation. The skater has two opportunities to perform the elements; the attempt which produces the highest aggregate score from the judges will be used towards the skater's final score, the other score will be discarded.

Skater starts elements at point designated by the referee.

Skater begins elements when so instructed by the referee.

Skater must perform the following skills:

Outside and inside forward edges shall be skated. The skating edges shall be short strokes with correct take-offs from one foot to the other. Four consecutive outside edges and four consecutive inside edges beginning with the right foot and alternating to the left foot shall be skated across the width of the rink.

The skater shall execute a Forward Outside Three Turn on the right foot and a Forward Outside Three Turn on the left foot. This skill must be performed twice. The competitor shall approach, execute, and exit each Three Turn on one skate. The skate which the Three Turn is to be executed upon shall be the only skate to touch the ice one meter prior to, during, and one meter after the execution of each Three Turn.

The skater shall execute a right forward inside edge to left backward inside edge open Mohawk. The free leg should be extended before and after the turn.



Level III Freestyle Program

Skater may start program at any spot on ice surface.

Judging and timing will begin when skater commences skating.

This is an Intermediate Level Freestyle program. A well-balanced program with elements selected from Badges 1-12 with emphasis on Flow, Carriage and a slightly more advance skill level that includes all elements listed in Level I and Level II as well as a selection of the following elements only and a max. of 3 single jumps (2-foot jump in place or movement, Bunny hop, Waltz jump, Salchow and Toe Loop):

- Waltz jump
- Forward spiral
- Backward spiral
- One foot spin (minimum of three revolutions in the upright position only)
- Consecutive backwards crossovers (left and right)
- Consecutive forward outside edges
- Consecutive forward inside edges
- Consecutive backwards outside edges
- Consecutive backwards inside edges
- Forward inside three-turn (left and right)
- Forward inside Mohawk
- Simpler footwork (Mohawk step sequence, Waltz three-step sequence, etc.)
- Field moves
- Salchow
- Toe Loop
- Hockey Stop

The skills may be performed in any order.

The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.

The program must be performed to instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music.

The program will not exceed a time limit of two (2) minutes, plus or minus (10) seconds.

Any spin beyond a one-foot spin or jumps other than those listed above will receive a mandatory 0.2 deduction.

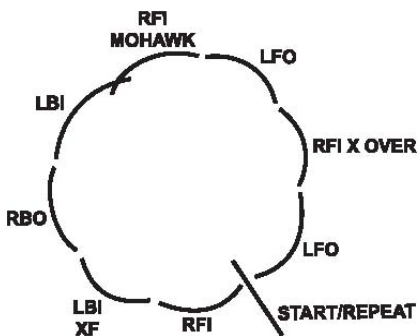


Level IV

Level IV Compulsory Element Group

Outside and inside backward edges shall be skated. The skating edges shall be short strokes with correct take-offs from one foot to the other. Four consecutive outside edges and four consecutive inside edges beginning with the right foot and alternating to the left foot shall be skated across the width of the rink.

The following elements shall be performed in sequence in a circular pattern.



- Left forward outside edge
 - Right forward inside edge crossover
 - Left forward outside edge
 - Right forward inside Mohawk
 - Left back inside edge
 - Right back outside edge
 - Left back inside crossover
 - Right forward inside edge
- Step sequence must be repeated two times and performed left and right.

Waltz three step sequence: Performed in a figure eight pattern.

A two-step introduction may be added.

Right forward outside three turn

Left back outside edge

Right forward outside three turn

Left back outside edge

Right forward outside three turn

Left backward outside edge

Step forward to RFO edge

Glide on two feet back to center

Left forward outside three turn

Right back outside edge

Left forward outside three turn

Right back outside edge

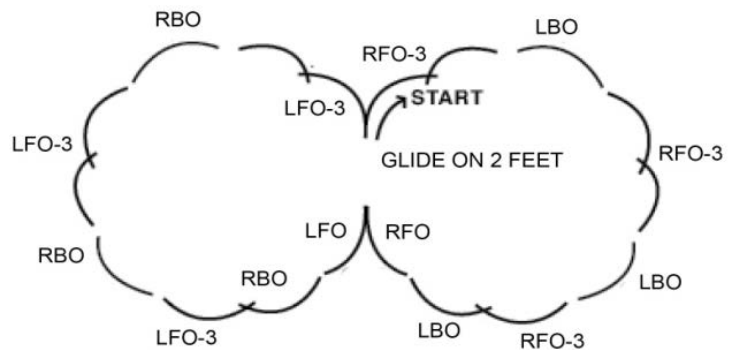
Left forward outside three turn

Right back outside edge

Step forward to LFO edge

Glide on two feet back to center

A minimum of three, three-turn/back edge sequence per circle must be performed.





Level IV Freestyle Program

Skater may start program at any sport on skating surface.
Judging and timing will begin when skater commences skating.

This is a more Advanced Level Freestyle program. A well-balanced program of free skating elements with emphasis on spins, jumps and footwork that includes all elements listed in Level I, Level II and Level III as well as a selection of the following elements only and max. 4 single jumps with half rotation and one combination jump (Salchow/Toe Loop) and only two spins are allowed.

- Salchow
- Toe loop
- Loop jump
- 1/2 revolution jumps
- One foot solo spin with only one position – no change of foot (solo camel, solo sit spin, solo lay back, solo upright)
- Upright back spin – any entry allowed
- Combination jump Salchow/Toe loop

A mandatory 0.2 deduction will occur for any additional elements (i.e. full rotation jumps or change of foot spins) other than those listed.

The program must be performed to instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music.

The program will be two minutes, plus or minus ten seconds.



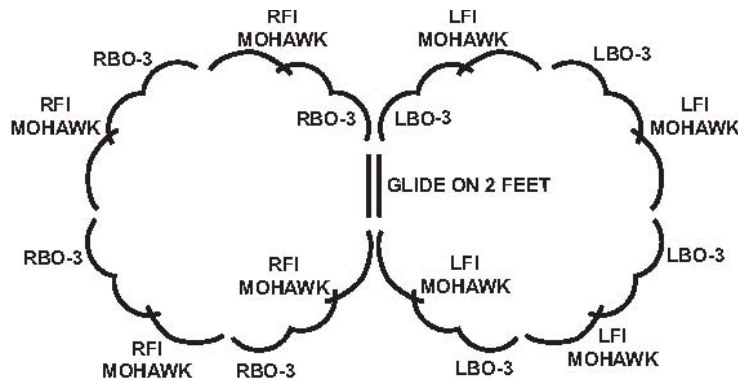
Level V

Level V Compulsory Element Group

Element 1. and 2. will be performed in a figure eight pattern.

Glide on two feet into left backward outside three turn into left forward inside Mohawk repeat to complete first half of figure eight.

Glide on two feet into right backward outside three turn into right forward inside Mohawk repeat to complete second half of figure eight.

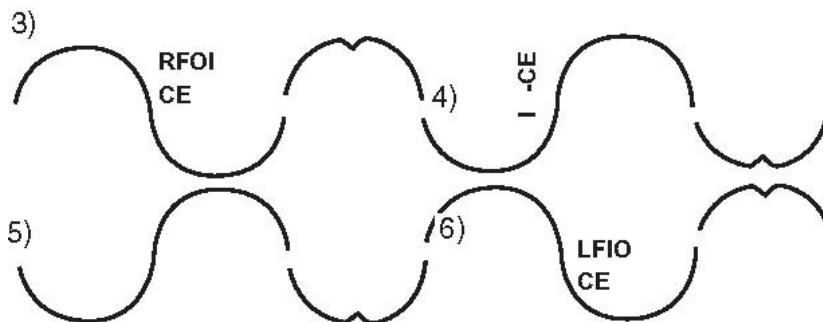


Element 3 and 4 will be performed down the length of the rink, in sequence. A maximum of four introductory steps may be used.

Right forward outside to inside change of edge into left forward inside three turn.
Right forward inside to outside change edge into left forward outside three turn.

Element 5. and 6. will be performed down the length of the rink, in sequence. A maximum of four introductory steps may be used.

Left forward outside to inside change edge into right forward inside three turn.
Left forward inside to outside change edge into right forward outside three turn.





Level V Freestyle Program

Skater may start program at any spot on skating surface.
Judging and timing will begin when skater commences skating.

This is an Advanced Freestyle program. A well-balanced program of free skating elements with emphasis placed on spin, spin combinations, advanced jumps, jump combinations, footwork that includes all elements listed in Level I, Level II, Level II and Level IV as well as a selection of the following elements only and max. five single jumps and two combination jumps (Salchow/Toe loop and Waltz jump/Toe loop) are allowed – jumps can be done with full rotation.

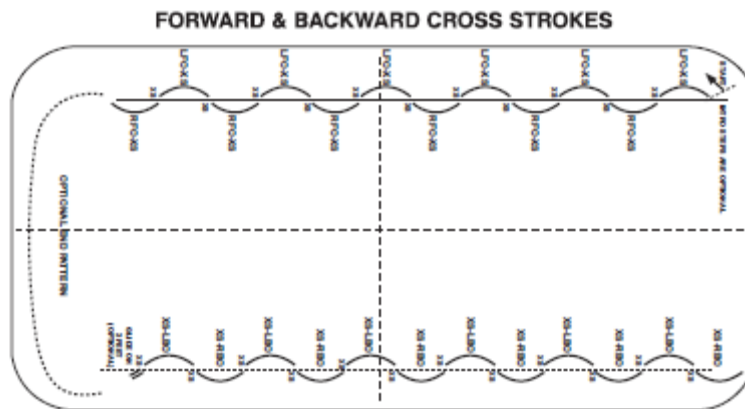
- Single rotation jumps
- Single rotation combination jumps
- Change of foot spins
- Change of position spins

A mandatory 0.2 will occur for any additional elements (i.e. axle or multi-rotation jumps, flying spins). The program must be performed to instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music. The program will be two and one-half minutes, plus or minus ten seconds.

Level VI

Level VI Compulsory Element Group

Forward cross-strokes down the entire length of the rink. Backward cross-strokes down the entire length of the rink. Introduction steps are optional at the beginning of the element and an optional end pattern may be used between the forward and backward cross-strokes.





Level VI Compulsory Element Group - cont.

Brackets:

Right forward outside bracket...push backwards into a left backwards inside bracket stop (closing the circle) left forward outside bracket...push backward into a right back inside bracket stop (closing up circle).

Right forward inside bracket...push backwards into left backwards outside bracket stop (closing up the circle) left forward inside bracket...push backwards into right back outside stop (closing up circle).

FIGURE 1

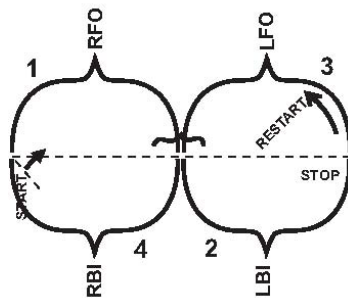
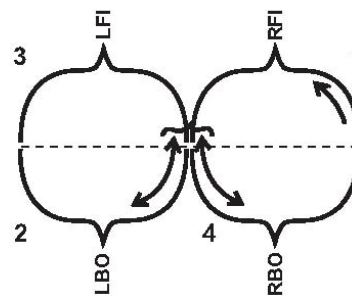


FIGURE 2



Level VI Freestyle Program

Skater may start program at any spot on skating surface.
Judging and timing will begin when skater commences skating.

This is the Most Advanced Freestyle program. A well-balanced program of free skating elements that includes all elements listed in Level I, Level II, Level III, Level IV, and Level V as well as a selection of the following elements (all is allowed):

- Change of foot spins
- Change of position spins
- Flying spins
- Axels
- Double jumps
- Combination jumps

The program must be performed to instrumental music (no vocals). A mandatory 0.2 deduction will be made for vocal music.

The program will be three minutes, plus or minus ten seconds.

The program **MUST** include:

- Straight line/circular or serpentine footwork sequence
- Spiral sequence with a minimum of three changes of foot position



Southport Summer Classic Compete USA Competition

EVENT: Therapeutic Skating Badge Program

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.

Music can be used and will be 1:10 max.

Therapeutic 2 – ON ICE

- A. Stand on ice
- B. Fall and stand up
- C. Knee dip in place
- D. March forward 10 steps

Therapeutic 3

- A. Three swizzles standing still
- B. March forward 10 steps
- C. Forward two-foot glide
- D. Backward wiggle and march assisted

Therapeutic 4

- A. Backward wiggle or march
- B. Five forward swizzles
- C. Forward skating
- D. Forward gliding dip

Therapeutic 5

- A. Backward two-foot glide
- B. Two-foot jump in place
- C. One-foot snowplow stop, R or L
- D. Forward one-foot glide

Therapeutic 6

- A. Forward stroking across the rink
- B. Five backward swizzles
- C. Forward two-foot curves
- D. Two-foot turn front to back standing still

Therapeutic 7

- A. Gliding forward to backward two-foot turn
- B. Five forward one-foot swizzles, R or L
- C. Backward one-foot glide, R or L
- D. Forward pivot

Therapeutic 8

- A. Backward stroking across the rink
- B. Gliding backward to forward two-foot turn
- C. T-stop R or L
- D. Forward two-foot turn on a circle, R and L

Therapeutic 9

- A. Forward outside edge on a circle
- B. Forward inside edge on a circle
- C. Five forward crossovers
- D. Five backward half swizzles, R or L

Therapeutic 10

- A. Forward outside three-turn, R and L
- B. Forward lunge or shoot the duck
- C. Back outside edge on a circle, R and L
- D. Back inside edge on a circle, R and L

Therapeutic 11

- A. Forward inside three-turn, R and L
- B. Five backward crossovers, R and L
- C. Hockey stop
- D. Two-foot spin

Therapeutic 12

- A. Two forward outside edges
- B. Two forward inside edges
- C. Forward Mohawk, R and L
- D. Forward spiral

Therapeutic 13

- A. Backward outside edges
- B. Two backward inside edges
- C. Two-foot to one-foot spin
- D. Side toe hop, R or L

Therapeutic 14

- A. One-foot spin
- B. Forward crossover inside Mohawk backward crossover step forward
- C. Backward crossovers to a back outside edge
- D. Waltz jump from a standing or moving position

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



Southport Summer Classic

EVENT: Adult 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. On 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
Adult Beginner	1:15	<ol style="list-style-type: none"> 1. Pivot 2. Two-foot upright spin (2)
Adult Pre-Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (3) 2. Two-foot upright spin (3)
Adult Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (4) 2. One-foot back spin (3) 3. Sit spin (3)
Adult Silver	1:30	<ol style="list-style-type: none"> 1. Camel spin (3) 2. Layback, sideways leaning or sit spin (4) 3. Combination spin with at least one change of position, no change of foot (3 in each position)
Adult Gold	1:30	<ol style="list-style-type: none"> 1. Solo spin, no change of foot (4) 2. Second solo spin, different from the first; change of foot optional (4) 3. Combination spin with only one change of foot and at least one change of position (4 each foot)
Masters Intermediate/ Novice	1:30	<ol style="list-style-type: none"> 1. Solo spin of skater's choice (Min. 6 revolutions) 2. Second solo spin, different from the first; change of foot optional (4) May have a flying entry 3. Combination spin that may have more than one change of foot and at least one change of position (4 each foot)
Masters Junior/Senior	1:30	<ol style="list-style-type: none"> 1. Solo spin of skater's choice (Min. 8 revolutions) 2. Solo spin with a flying entry 3. Combination spin that may have more than one change of foot and at least one change of position (4 each foot) May have a flying entry

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

EVENT: Adult Jumps Challenge

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Adult silver and lower will be skated $\frac{1}{2}$ ice; adult gold – masters junior/senior will be skated on full ice
3. Jumps with an “*” must be preceded with connecting steps (intermediate – senior)

Level	Time	Elements
Adult Beginner	1:00	<ol style="list-style-type: none"> 1. Bunny Hop 2. Mazurka or ballet jump
Adult Pre-Bronze	1:00	<ol style="list-style-type: none"> 1. Waltz or toe loop jump 2. $\frac{1}{2}$ flip, $\frac{1}{2}$ Lutz or $\frac{1}{2}$ loop
Adult Bronze	1:00	<ol style="list-style-type: none"> 1. Single Salchow 2. Single toe loop 3. Any single jump + single toe loop combination (No Axels allowed)
Adult Silver	1:15	<ol style="list-style-type: none"> 1. Single flip 2. Single loop 3. Single/single combination (Axel is permitted)
Adult Gold	1:15	<ol style="list-style-type: none"> 1. Single Axel 2. Single Lutz 3. Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow)
Masters Intermediate/ Novice	1:30	<ol style="list-style-type: none"> 1. Axel 2. Double Salchow , double toe loop or double loop 3. 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
Masters Junior/Senior	1:30	<ol style="list-style-type: none"> 1. Double loop or double flip 2. Double Lutz 3. Jump combination that may include any double jump



Southport Summer Classic

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:

1. 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.
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, 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 have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
Beginner, High Beginner, No Test Pre-Preliminary <small>Note: these levels do not qualify for National Showcase</small>	-	Pre-Preliminary	No minimum age (max age 20)	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max

Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile FS (prior to 10/1/94) Pre Juvenile FS Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance 3rd Figure (prior to 10/1/77)	Intermediate Free Skate (on/after 10/1/91) Junior Free Dance Silver Free Dance (prior to 9/2/2000) OR 5th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max

* For the US Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete; rules 2540-2552 apply,; and the same level must be chosen for all showcase events at the competition (for example, a skater may not compete in Masters Dramatic Entertainment and Adult Gold Light Entertainment events at the same competition).For all other competitions, skaters must compete at their test level or one level higher, per the above chart. For Basic Skills levels and events, please refer to the U.S. Figure Skating Compete USA Competition Manual for Showcase event levels, elements, qualifications, program lengths and descriptions. For events offered, refer to the competition announcement.

**IMPORTANT- As of May 1, 2017, Pattern Dance Tests will no longer qualify adult athletes to compete in Showcase Events. Athletes currently competing based on pattern dance tests will need to pass a qualifying free skate or free dance test (solo, partnered, standard, adult, or masters) to compete in showcase events after April 30, 2017.



Southport Summer Classic

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, 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 have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
Beginner, High Beginner, No Test Pre-Preliminary Note: these levels do not qualify for National Showcase	-	Pre-Preliminary	No minimum age (max age 20)	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max

Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile FS (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3rd Figure (prior to 10/1/77)	Intermediate Free Skate (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max

* For the US Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete; rules 2540-2552 apply,; and the same level must be chosen for all showcase events at the competition (for example, a skater may not compete in Masters Dramatic Entertainment and Adult Gold Light Entertainment events at the same competition).For all other competitions, skaters must compete at their test level or one level higher, per the above chart. For Basic Skills levels and events, please refer to the U.S. Figure Skating Compete USA Competition Manual for Showcase event levels, elements, qualifications, program lengths and descriptions. For events offered, refer to the competition announcement.

**IMPORTANT- As of May 1, 2017, Pattern Dance Tests will no longer qualify adult athletes to compete in Showcase Events. Athletes currently competing based on pattern dance tests will need to pass a qualifying free skate or free dance test (solo, partnered, standard, adult, or masters) to compete in showcase events after April 30, 2017.