

# JANICE SMITH MEMORIAL BASIC SKILLS COMPETITION

SATURDAY, APRIL 4<sup>TH</sup>, 2020 9:00 AM – 1:00 PM

> EVENTS INCLUDE: BASIC SKILLS FREESKATING COMPULSORY MOVES JUMP EVENTS SPIN EVENTS

<u>TO BE HELD AT:</u> THE HAMBURG TOWN ARENA Hamburg, New York

ENTRY DEADLINE: March 4th, 2020

**REGISTER ONLINE AT <u>www.entryeeze.com</u>** 

SANCTIONED BY: US FIGURE SKATING

HOSTED BY: SKATE GREAT

For More Information Email: <u>sk8gr8info@gmail.com</u> Applications available at www.sk8gr8.com Governed by the rules of the USFS 2019–2020 Rulebook. The 6.0 judging system will be used for all events. <u>Eligibility</u> – The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club.

Eligibility will be based on age and skill level as of closing date of entries. All Snowplow Sam and Basic Skills skaters through Basic 8 must skate at highest level passed and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

For the Free skate 1-6, Test Track and Well Balanced levels, eligibility will be based only upon highest free skate test level passed (moves in the field test level will not determine skater's competitive level). Skaters may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

Facilities -The Hamburg Town Arena2982 Lakeview RoadHamburg, NY 14075Rink size is 85' x 207'Snack bar and dressing rooms are available

<u>Entries</u> – Visit <u>www.entryeeze.com</u> to register online! Must be filled out completely and legibly to be accepted and postmarked on or before March 4<sup>th</sup>, 2020. The competition chairperson reserves the right to cancel any event if there are less than three entrants (with full refund of entry fee) and to combine and divide groups. Entries should be mailed to: Skate Great Basic Skills

Skate Great Basic Skills 4536 Main Street Suite 102 Amherst, NY 14226

**Entry Fees** – Entry fees must accompany application. Checks and money orders in U.S. funds only and *made payable to Skate Great*. Late entries will be accepted at the discretion of the competition chair and must be accompanied by a \$15.00 late fee. Returned checks are subject to a \$30.00 fee. No refunds will be issued after the close of entries (including medical) unless an event has been cancelled (per rule CR 33.05). Competitors may not compete until all debts have been satisfied.

\$35.00 First Event \$15.00 Second Event \$10.00 Each Additional Event

**<u>Registration</u>** – The registration desk will be at the Hamburg Arena and will be open throughout the competition. Competitors should register promptly upon arrival and submit their music during registration. Skaters should arrive at the rink at least 1 hour prior to the event's start time. Events will not be delayed for late arriving skaters.

Admission - Spectator admission to all events is free.

 $\underline{Music}$  – Music will be played from CD's. CDs should be clearly labeled with the Skater's name, event and running time. Skaters are urged to bring at least 2 CDs per program event. Music is to be turned in at the registration desk and will be available for pick up after the event.

<u>Awards</u> – Medals will be given for  $1^{st}$ ,  $2^{nd}$  and  $3^{rd}$  places. Ribbons will be awarded for  $4^{th}$  place and beyond. Results will be posted and tallied as ordinals only. Awards will be available immediately after the event has been posted or at the award ceremonies. Schedule will be posted at the registration table.

**<u>Results</u>** – Results will be available at the registration desk after each event for \$0.50 per copy.

<u>Schedule</u> – A *tentative schedule* will be posted at <u>www.sk8gr8.com and</u> e-mailed as soon as possible after close of entries. A final schedule will be available at the registration desk at the start of the competition.

#### <u>Accommodations</u> – Holiday Inn - 5440 Camp Road, Hamburg NY 14075 Red Roof Inn – 5370 Camp Road, Hamburg NY 14075

Inquiries - For further information, contact: Skate Great Office - (716) 580-3458 or sk8gr8info@gmail.com



# **SNOWPLOW SAM – BASIC 6 ELEMENTS**

Two format options for the Elements Event:

- 1. Each skater will perform each element when directed by a judge/referee OR
- 2. Skater will perform one element at a time in the <u>order listed below</u> (no excessive connecting steps or choreography) Judge/referee directed example: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
- No music
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant
- <u>All elements must be skated in the order listed.</u>

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:00 max.	<ul> <li>Forward two-foot swizzles, 2-3 in a row</li> </ul>
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:00 max.	• Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		<ul> <li>Forward one-foot glide (no variations), either foot</li> </ul>
Basic 2	1:00 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:00 max.	• Forward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		Forward slalom
		<ul> <li>Moving forward to backward two-foot turn on a circle</li> </ul>
		Beginning backward one-foot glide, either foot
		Forward outside edge on a circle, clockwise or counterclockwise
Basic 4	1:00 max.	Forward crossovers, 4-6 consecutive, clockwise and counterclockwise
		Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		<ul> <li>Backward one-foot glides (no variations), right and left</li> </ul>
		Beginning two-foot spin, maximum 4 revolutions
		<ul> <li>Backward outside edge on a circle, clockwise or counterclockwise</li> </ul>
		<ul> <li>Backward crossovers, 4-6 consecutive, clockwise and counterclockwise</li> </ul>
Basic 5	1:00 max.	<ul> <li>Forward outside three-turn, right and left</li> </ul>
		Advanced two-foot spin, minimum 4 revolutions
		Hockey stop
		<ul> <li>Forward inside three-turn, right and left</li> </ul>
Basic 6	1:00 max.	Bunny Hop
		<ul> <li>Basic forward spiral on a straight line (no variations), right or left</li> </ul>
		<ul> <li>Beginning one-foot spin, maximum 3 revolutions, optional free leg held position and entry</li> </ul>
		• T-stop, right or left



#### **SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC**

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

- To be skated on full ice with music.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:10 max.	Forward two-foot swizzles, 2-3 in a row
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:10 max.	Forward two-foot swizzles, 6-8 in a row
		<ul> <li>Beginning snowplow stop on two-feet or one-foot</li> </ul>
		Backward wiggles, 6-8 in a row
		Forward one-foot glide (no variations), either foot
Basic 2	1:10 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:10 max.	• Forward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		Forward slalom
		<ul> <li>Moving forward to backward two-foot turn on a circle</li> </ul>
		<ul> <li>Beginning backward one-foot glide, either foot</li> </ul>
		Forward outside edge on a circle, clockwise or counterclockwise
Basic 4	1:10 max.	<ul> <li>Forward crossovers, 4-6 consecutive, clockwise and counterclockwise</li> </ul>
		• Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		<ul> <li>Backward one-foot glides (no variations), right and left</li> </ul>
		<ul> <li>Beginning two-foot spin, maximum 4 revolutions</li> </ul>
		Backward outside edge on a circle, clockwise or counterclockwise
		Backward crossovers, 4-6 consecutive, clockwise and counterclockwise
Basic 5	1:10 max.	Forward outside three-turn, right and left
		Advanced two-foot spin, minimum 4 revolutions
		Hockey stop
		Forward inside three-turn, right and left
Basic 6	1:10 max.	Bunny Hop
		Basic forward spiral on a straight line (no variations), right or left
		<ul> <li>Beginning one-foot spin, maximum 3 revolutions, optional entry and free leg position</li> </ul>
		• T-stop, right or left



# PRE-FREE SKATE – FREE SKATE 1-6 COMPULSORY

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

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.

_		Chating rules (standards
Level	Time	Skating rules/standards
		• Forward inside open Mohawk from a standstill position (R to L and L to R)
Dro Fron Skata	1.15 may	Two forward crossovers into a forward inside Mohawk, step down and
Pre-Free Skate	1:15 max.	cross behind, step into one backward crossover and step to a forward
		inside edge, one set each direction clockwise and counterclockwise
		One-foot upright spin, optional entry and free-foot position - minimum 3
		revolutions
		Mazurka – right or left
		Waltz jump
		<ul> <li>Forward stroking, 4-6 consecutive powerful strokes</li> </ul>
Free Skate 1	1:15 max.	<ul> <li>Backward outside three-turn, right and left</li> </ul>
		<ul> <li>One-foot upright spin, entry from backward crossovers, with free foot in</li> </ul>
		crossed leg position (scratch spin) - minimum 4 revolutions
		Toe loop
		Half flip jump
		<ul> <li>Alternating forward outside spiral (right and left) and forward inside spiral</li> </ul>
Free Skate 2	1:15 max.	(right and left) on a continuous axis
		<ul> <li>Backward inside three-turn, right and left</li> </ul>
		<ul> <li>Beginning back spin, optional entry and free-foot position - maximum 3</li> </ul>
		revolutions
		Half Lutz
		Salchow jump
		<ul> <li>Alternating Mohawk/crossover sequence, right to left and left to right</li> </ul>
Free Skate 3	1:15 max.	<ul> <li>Waltz three-turns, 2 sets clockwise and 2 sets counterclockwise</li> </ul>
		<ul> <li>Advanced back spin with free foot in crossed leg position- minimum 3</li> </ul>
		revolutions
		Loop jump
		<ul> <li>Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
		<ul> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> </ul>
Free Skate 4	1:15 max.	Sit spin - minimum 3 revolutions
		Euler (half loop jump)
		• Flip jump
		Backward outside three-turn, Mohawk (backward power three-turn), 2-3
Free Skate 5	1:15 max.	sets both directions
		Camel spin - minimum 3 revolutions
		Waltz jump/loop jump combination
		• Lutz jump
		Forward power pulls, minimum 3 on each foot
Free Skate 6	1:15 max.	<ul> <li>Camel, sit spin combination - minimum of 4 revolutions total</li> </ul>
		Waltz jump/Euler (half loop)/ Salchow jump combination
		<ul> <li>Axel jump; minimum requirement is a clear attempt either stationary or</li> </ul>
		moving



### PRE-FREE SKATE – FREE SKATE 1-6 PROGRAM WITH MUSIC

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

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max.	<ul> <li>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, one set each direction clockwise and counterclockwise</li> </ul>
	1.40 max.	<ul> <li>One-foot upright spin, optional entry and free-foot position- minimum 3</li> </ul>
		revolutions
		Mazurka - right or left
		Waltz jump
		NOT ALLOWED - Waltz jump, side toe hop, waltz jump
		Forward stroking, 4-6 consecutive powerful strokes
Free Skate 1	1:40 max.	• One-foot upright spin, entry from backward crossovers, with free foot in
		crossed leg position (scratch spin) - minimum 4 revolutions
		Toe loop jump
		Half flip jump
		<ul> <li>NOT ALLOWED – Waltz jump/toe loop combination</li> </ul>
		Alternating forward outside spiral (right and left) and forward inside spiral
Free Skate 2	1:40 max.	(right and left) on a continuous axis
		<ul> <li>Beginning back spin, optional entry and free-foot position, maximum 2</li> </ul>
		revolutions
		Half Lutz
		Salchow jump
		NOT ALLOWED – Waltz jump/toe loop and Salchow/toe loop combination
		<ul> <li>Alternating Mohawk/crossover sequence, right to left and left to right</li> </ul>
Free Skate 3	1:40 max.	<ul> <li>Advanced back spin with free foot in crossed leg position, minimum 3</li> </ul>
		revolutions
		Loop jump
		<ul> <li>Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
		NOT ALLOWED – Waltz/loop combination
		<ul> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> </ul>
Free Skate 4	1:40 max.	Sit spin – minimum 3 revolutions
		Euler (half loop jump)
		Flip jump
		NOT ALLOWED – Waltz/loop and Waltz/Euler/Salchow combination
		<ul> <li>Backward outside three-turn, Mohawk (backward power three-turn), 2-3 sets</li> </ul>
Free Skate 5	1:40 max.	both directions
		Camel spin – minimum 3 revolutions
		Waltz/loop jump combination
		Lutz jump
	1.40	• Creative step sequence using a variety of three turns, Mohawks and toe steps,
Free Skate 6	1:40 max.	half-ice
		Camel, sit spin combination - minimum of 4 revolutions total
		Waltz jump/ Euler (half loop)/Salchow jump combination
		• Axel jump; minimum requirement is a clear attempt either stationary or
		moving



### **EXCEL 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
- The skater must demonstrate the required elements listed
- 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 free skate program.

Level	Time	Skating rules/standards
		Toe loop jump
Excel Beginner	1:15 max.	Salchow jump
		<ul> <li>One-foot upright spin - minimum 3 revolutions</li> </ul>
		Choreographic step sequence
		Loop jump
Excel High	1:15 max.	Salchow/toe loop combination
Beginner		Sit spin - minimum 3 revolutions
		Choreographic step sequence
		• Flip jump
Excel Pre-	1:15 max.	Loop/loop jump combination
Preliminary		<ul> <li>Upright spin with change of foot – minimum 3 revolutions on each foot</li> </ul>
		Choreographic step sequence
		Lutz jump
Excel Preliminary	1:15 max.	Flip/loop jump combination
		Camel, sit combination spin – minimum 6 revolutions total
		Choreographic step sequence

# WELL BALANCED 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
- The skater must demonstrate the required elements listed
- 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 free skate program.

Level	Time	Skating rules/standards			
No Test	1:15 max.	<ul> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>Upright spin with change of foot – minimum 3 revolutions on each foot</li> <li>Choreographic step sequence</li> </ul>			
Pre-Preliminary	1:15 max.	<ul> <li>Lutz jump</li> <li>Jump combination: single/single (no Axel)</li> <li>Spin with one change of position and no change of foot – minimum 6 revolutions total</li> <li>Choreographic step sequence</li> </ul>			
Preliminary	1:15 max.	<ul> <li>Axel jump</li> <li>Jump combination: single/single (may include Axel)</li> <li>Spin with one change of foot and one change of position – minimum 3 revolutions on each foot</li> <li>Choreographic step sequence</li> </ul>			

#### EXCEL FREE SKATE



General event parameters:

- Skaters may <u>not</u> enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.

	skate up to one level night.		
Excel Beginner	Maximum 4 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
_	Jumps with no more than one-half rotation (front to back or	Two upright spins	Choreographic Step
1.40 14-14	back to front)	No change of foot	Sequence* (ChSt)
1:40 Max.	Single rotation jumps: Salchow, toe loop only	No flying entry	Must use one-half of the ice
	Eulers (half loops) are not allowed.	Minimum 3 revolutions	surface
Learn to Skate USA	Maximum 2 jump combinations or sequences. One 3-jump combination is allowed	Willingth 3 revolutions	Moves in the field and spiral sequences are allowed but will
membership OR full U.S. Figure Skating	Jump sequence is any listed jump immediately		not be counted as elements
membership required	followed by a waltz jump	Max Level: Base	Jumps may be included in the
membership required	Maximum 2 of any same jump.		step sequence
Excel High Beginner	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
	Jumps with no more than one-half rotation (front to back or	Both spins must be in a single	Choreographic Step
1.40 14-14	back to front)	position	Sequence* (ChSt)
1:40 Max.	Single rotation jumps: toe loop, Salchow, Euler (half loop), loop	No change of foot	Must use one-half of the ice
	Flip, Lutz, & Axel NOT permitted Maximum 2 jump combinations or sequences. One 3-jump	No flying entry	surface
Learn to Skate USA	combination is allowed	Permitted forward spins: upright, sit, camel	Moves in the field and spiral sequences are allowed but will
membership OR full U.S. Figure Skating	Jump sequence is any listed jump immediately	Permitted back spins: upright	not be counted as elements
membership required	followed by a waltz jump	Minimum 3 revolutions	Jumps may be included in the
membership required	Maximum 2 of any same jump		step sequence
	, ,- r	Max Level: Base	
Excel Pre-Preliminary	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
1:40 Max.	All single jumps allowed, except for the Axel	One spin must be in a single	Choreographic Step
	No single Axels, double, or higher jumps allowed	position with no change of foot*	Sequence* (ChSt)
Must not have passed	Number of single jumps (except single Axel) is not limited	One spin may change feet or	Must use one-half of the ice
higher than U.S. Figure	provided the maximum number of jump elements allowed is	position, <u>but not both</u>	surface
Skating Pre- preliminary	not exceeded	No flying entry	Moves in the field and spiral
free skate test	Maximum 2 jump combinations or jump sequences	Minimum 3 revolutions	sequences are allowed but will not be counted as elements
*means required element	Jump combinations limited to 2 jumps. One 3-jump combination is allowed	Spins must be of a different	Jumps may be included in the
Learn to Skate USA	Jump sequence is any listed jump immediately	character	step sequence
membership <u>OR</u> full U.S.	followed by a waltz jump		step sequence
Figure Skating		Max Level: 1	
membership required			
Excel Preliminary	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
1:30 +/- 10 sec.	All single jumps allowed, except for the Axel No single Axels, double, or higher jumps allowed	One spin must be a camel or layback spin with no change of	Choreographic Step Sequence* (ChSt)
	Number of single jumps (except single Axel) is not limited	foot and no change of position*	Must use one-half of the ice
Must not have passed	provided the maximum number of jump elements allowed is	One spin may change feet	surface
higher than U.S. Figure	not exceeded	and/or position	Moves in the field and spiral
Skating Preliminary free	Maximum 2 jump combinations or jump sequences	No flying entry	sequences are allowed but will
skate test	Jump combinations limited to 2 jumps. One 3-jump	Minimum 3 revolutions	not be counted as elements
*	combination is allowed		Jumps may be included in the
*means required element	Jump sequence is any listed jump immediately	Spins must be of a different	step sequence
Full U.S. Figure Skating	followed by a waltz jump	character	
membership required		Max Level: 1	
Excel Preliminary Plus	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
1:30 +/- 10 sec.	All single jumps allowed, including single Axel	One spin must be in a single	Choreographic Step
1.50 17 - 10 300.	No double, or higher jumps allowed	position*	Sequence <sup>*</sup> (ChSt)
Must not have record	Single Axel may be repeated once (but not more) as a solo	No change of foot	Must use one-half of the ice
<u>Must not</u> have passed higher than U.S. Figure	jump or part of a jump sequence or jump combination	No flying entry	surface
Skating preliminary free	(maximum 2 single Axels)	One spin may change feet	Moves in the field and spiral
skate test	Number of remaining single jumps is not limited provided the	and/or position	sequences are allowed but will
Share toot	maximum number of jump elements allowed is not exceeded	No flying entry	not be counted as elements
*means required element	Maximum 2 jump combinations or jump sequences All single jumps, including the single Axel are allowed as part of	Minimum 3 revolutions Spins must be of a different	Jumps may be included in the
	a jump combination or sequence (no double jumps)	character	step sequence
Full U.S. Figure Skating	Jump combination of sequence (no double jumps) Jump combinations limited to 2 jumps. One 3-jump		
membership required	combination is allowed	Max Level: 1	
	Jump sequence is any listed jump immediately followed by an		
	axel type jump.		
		•	





General event parameters:

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and an Excel Free Skate event at the same competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up one level higher.

Level/Time	Jumps	Spins	Step Sequences		
	Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence		
No Test 1:40 Max.	<ul> <li>All single jumps allowed except for the single Axel         <ul> <li>No single Axels, double, triple or quadruple jumps allowed</li> <li>Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>Max 2 jump combinations or jump sequences         <ul> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>Jump sequence is any listed jump immediately followed by an Axel-type jump (waltz jump)</li> </ul> </li> </ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> <li>These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))</li> </ul>	<ul> <li>Step Sequence         <ul> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>		
	Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence		
Pre- Preliminary 1:40 Max.	<ul> <li>All single jumps, including the single Axel, allowed         <ul> <li>No double, triple or quadruple jumps allowed</li> <li>Axel may be repeated once as a solo jump or part of</li></ul></li></ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> <li>These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))</li> </ul>	<ul> <li>Step Sequence         <ul> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>		
	Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence		
Preliminary 1:30 +/- 10 sec. Max.	<ul> <li>1 must be an Axel-type jump or a waltz jump*</li> <li>All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)</li> <li>Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed</li> <li>An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>Max 2 jump combinations or sequences</li> <li>Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> <li>These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))</li> </ul>	<ul> <li>Step Sequence         <ul> <li>Must use one-half the ice surface</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>		

### SPINS CHALLENGE



General event parameters:

- Spins may be skated in any order. Connecting steps are allowed but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
		Upright one-foot spin (3)
Beginner	1:30 max.	Upright back spin (3)
		Sit spin (3)
		Upright one-foot spin (4)
High Beginner	1:30 max.	Upright spin with change of foot (3 each foot)
		Sit spin (3)
		Upright spin with change of foot (3 each foot)
No Test	1:30 max.	Sit spin (3)
		Camel spin (3)
		Spin with one change of position and no change of foot (6)
Pre – Preliminary	1:30 max.	Backward sit spin (3)
		Camel spin (4)
		Spin with one change of foot and one change of position (min. 3 each foot)
Preliminary	1:30 max.	Change sit spin (min 3. each foot)
		One position spin – skater's choice (upright, sit or camel) (4)
Adult Beginner	1:30 max.	Pivot
		Upright two-foot spin (2)
Adult Pre-Bronze	1:30 max.	Upright one-foot spin (3)
		Upright two-foot spin (3)
Adult Bronze	1:30 max.	Upright one-foot spin (3)
		Solo spin with no change of foot (3) – must be different from the upright spin – may not fly

### JUMPS CHALLENGE

General event parameters:

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

Level	Time	Skating rules / standards
		Waltz jump (from backward crossovers)
Beginner	1:15 max.	½ flip or ½ Lutz
		Single Salchow
		Waltz jump (from backward crossovers)
High Beginner	1:15 max.	Single Salchow
		Jump combination – Waltz jump-toe loop
		Single toe loop
No Test	1:15 max.	Single loop
		Jump combination – Any two ½ or single revolution jumps (no Axel)
		Single toe loop
Pre – Preliminary	1:15 max.	Single flip
		Jump combination - Any two ½ or single revolution jumps (no Axel)
		Single flip
Preliminary	1:15 max.	Single Lutz
		Jump combination – Any single jump + single loop (may be Axel)
Adult Beginner		Bunny hop
	1:15 max.	Mazurka or ballet jump
Adult Pre-Bronze Waltz or toe loop jump		Waltz or toe loop jump
	1:15 max.	½ flip, ½ Lutz or ½ loop
Adult Bronze		Salchow
	1:15 max.	Toe loop
		Any single jump plus a toe loop combination (no Axels allowed)

#### SKATE GREAT BASIC SKILL COMPETITION - ENTRY FORM

Entries must be postmarked by March 4<sup>th</sup>, 2020

Mail to: Skate Great Basic Skills, 4536 Main Street Suite 102, Amherst, NY 14226 or REGISTER ONLINE AT www.entryeeze.com Skater Information:

<u>Last Name</u>	First Nan	<u>ne</u>		Birthdat	<u>e</u>	<u>Age</u>	<u>Gender</u> M or F
Address				·	<u>State</u>	1	Zip
Phone Number ()	E-Mail A	ddress (Print C	<u>llearly)</u>				
Last Skating Level Passed	<u>USFS # (1</u>	<u>Required)</u>	H	ome Club/ Basic	Skills Pro	<u>gram</u>	
Coach Information:		<u></u>					
<u>Name</u>	<u>USFS #</u>	Phone N ( )	<u>umber</u>	E-Mail A	ddress (P	<u>rint Clearly</u>	<u>v)</u>
Please check the event(s) you	are entering:						
Basic Skills Elements:	Basic Program Ev	ent: Pre-	Free Skate-Fre	e Skate 6 Compul	<u>sory:</u> P	re-Free Ska	te-Free Skate 6 Program
Snowplow Sam	Snowplow	Sam	Pre	-Free Skate		Pre-	Free Skate
Basic 1	Basic 1		Fre	e Skate 1		Free	e Skate 1
Basic 2	Basic 2		Fre	e Skate 2		Free	e Skate 2
Basic 3	Basic 3		Fre	e Skate 3		Free	e Skate 3
Basic 4	Basic 4		Fre	e Skate 4		Free	e Skate 4
Basic 5	Basic 5		Fre	e Skate 5		Free	e Skate 5
Basic 6	Basic 6		Fre	e Skate 6		Free	e Skate 6
Excel Compulsory:	Compulsory Mov	es:	Excel Fre				nced Free Skate:
Beginner High Beginner	No Test Pre-Prelimi	nary		ginner h Beginner		No 7	Preliminary
Pre-Preliminary	Preliminary	•		-Preliminary			iminary
Preliminary				liminary Plus			5
Spins Challenge:			Jumps Ch	allenge:			
Beginner			Beg	ginner		Adu	lt Beginner
High Beginner				h Beginner			lt Pre-Bronze
No Test				Test		Adu	lt Bronze
Pre-Preliminary			Pre	-Preliminary			
Preliminary			Pre	liminary			
	Please make	checks or mone	y orders payable	e to SKATE GREA	AT.		

First Event: \$35	=\$
Second Event: \$15	=\$
Additional Events: \$10 X events	=\$
Total:	=\$

Certification of Competitor- I have read and checked this entry form and certify that it is filled our COMPLETELY and CORRECTLY and that the above skater is entering a division that is appropriate for his/her ability.

Professional	D	Date
Club Officer/Program Director Signature _	D	Date

Approval and Release - The undersigned approves of the entry and agrees to hold harmless the US Figure Skating, Skate Great and the Town of Hamburg and all their employees and agents from any and all loss, damage and/or injury that may be sustained by the entrant in any manner while participating in any activities of the Skate Great Basic Skills Competition (in accordance with the current USFS Rulebook Part 2 #3222). In accordance with USFS Rulebook, entry fees are not refundable after the close of entries unless no competition is held in a particular division. I also understand that the referee and/or competition committee reserves the right to limit the number of entries in any event, or if required, to eliminate an event or events due to time constraints. A refund will be given if an event is cancelled. I agree to conduct myself, both on and off the ice, in a matter that will reflect favorably upon the competition and upon the sport of figure skating and that is consistent with the high standards of the sport. I agree to respect the person and property of other skaters.