

Bremerton Figure Skating Club's

# Edge of the Sound



**JULY 23, 2016**

Bremerton Figure Skating Club  
Bremerton Ice Center  
Bremerton, WA

SANCTIONED BY U.S. FIGURE SKATING

## ***ANNOUNCEMENT***

***Bremerton Figure Skating Club "Open" Basic Skills Competition***

**Entry Deadline: 11:59pm on June 25, 2016**

Secure Online Registration and credit card payment will be available via EntryEeze, the link is available at our website:

[www.bremertonfsc.org](http://www.bremertonfsc.org)

Bremerton Figure Skating Club Presents  
Edge of the Sound 2016  
A Bremerton Figure Skating Club Competition  
July 23<sup>rd</sup>, 2016

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

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

### **COMPETITION**

Edge of the Sound is hosted by the Bremerton Figure Skating Club and will be held at the Bremerton Ice Center, 1950 Homer Jones Drive, Bremerton, WA. Edge of the Sound is a Basic Skills competition and is approved by US Figure Skating. This competition will be governed by the current U.S. Figure Skating Rulebook except as modified by this announcement and the US Figure Skating rulebook errata as posted on the US Figure Skating website.

### **ENTRIES**

Online entry through Entryeze ([www.entryeze.com](http://www.entryeze.com)) is the only form of registration. Online **entry must be completed prior to midnight on June 25, 2016**. Competition schedules will not be available by phone, mail, or email. Competition schedules and groups will be posted on EntryEeze. **Registration must be completed online**. Late entries will be accepted at the discretion of the local organizing committee and the referee, and will be subject to a \$20 late entry fee.

### **ELIGIBILITY**

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. Per USFS rules, skaters who are members of a Basic Skills Program may compete up to the Free skate 6 level; to compete at Non Test or higher a skater must be a member of a USFS club.

Eligibility will be based on skill level as of closing date of entries. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including MIF or Individual Dances. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

For the Free skate 1-6 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.

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

### **EVENT JUDGING**

All events will be judged using the 6.0 system.

### **REFUNDS**

Refunds, minus the online processing fee, will be issued in accordance with Rule 3230 and only if the event is not held. In any event with only one entry, the skater will be offered the choice of either competing as an individual competitor in accordance with Rule 1465 without a refund, or cancelling the event and receiving a refund, minus the online processing fee. All refunds, minus the online processing fee, will be mailed within 30 calendar days after the completion of the competition. These are the only circumstances under which refunds, minus the online processing fee, will be given. **Sorry, online processing fee is not refundable for any reason.**

### **FACILITIES**

The ice surface is indoors, 85' X 200', with slightly rounded corners. It is located at Bremerton Ice Center, 1950 Homer Jones Drive, Bremerton, WA 98310.

**REGISTRATION Check-In**

The official registration check-in desk will be located at Bremerton Ice Center lobby, beginning one hour before the competition. All Competitors are required to check-in as soon as possible after arrival at the rink. **Competition CDs** must be turned in to complete on-site registration check-in at this time (no less than 30 minutes prior to your event time) with the exception of the interpretive events (music is provided by LOC). Although every effort is made to remain on schedule, for various reasons skating competitions occasionally run ahead of schedule or behind schedule; be sure to arrive with ample time to accommodate schedule fluctuations.

**FEES**

All Fees must be paid when registering for the competition. REGISTRATION IS ONLINE ONLY. All fees must be paid by the registration deadline of June 25, 2016. Fees will be paid via credit card through the online registration process.

The entry fees are as follows:

<b>Event</b>	<b>Fee</b>	<b>Second Event fee</b>
Solo dance, Snowplow Sam events	\$35	\$20
Adult, Basic 1-8, Freeskate 1-6, Interpretive, Showcase	\$40	\$20
Introductory, Test Track, and Well Balanced	\$45	\$20
Synchro Team	\$5/skater	n/a
Compulsory Events	\$30	\$20
Special Olympics Badge Program	\$30	n/a

Late registrations may be accepted at the discretion of the LOC and the referee and will be subject to a \$20 late entry fee

**AWARDS**

Awards will be presented at awards area on the podium immediately after the official posting of each event. Awards will be given for all competitors. There will be no official awards photography, but the podium area will be available to take individual photos.

**ADMISSION**

No admission will be charged. All events are open to spectators.

**MUSIC**

Music must be reproduced on CD (no CDRWs). CD's must contain music for only one program. Clearly label the CD in ink (sharpie pen) with the skater's name, and the event. Music must be turned in at the time of official registration. *All competitors must have an extra copy of their music available at rink side during their event.* Once the music is turned in, it will not be returned until the event is completed. Bremerton Figure Skating Club will not accept responsibility for breakage, damage, or loss, but will take every precaution to safeguard music media. One week following the competition any CD's remaining uncollected will be disposed of by the LOC. CD's cannot be returned by mail.

**OFFICIAL NOTICES**

An official bulletin board will be maintained at the competition site. The official schedule showing starting times for each event and the draw will be posted on the bulletin board. The official schedule supersedes all other schedules. Notices posted on this bulletin board are considered as sufficient notice to all competitors. Skaters are to be in the rink and ready to skate 60 minutes before their event is scheduled to begin. **Events will not be delayed for skaters who arrive late.**

**REFEREE**

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

**NOTE TO COACHES**

All Coaches must be registered with US Figure Skating and the Professional Coaches Association and must have proper coach compliance. Any coach not appearing on the US Figure Skating Coach Registration list will not receive competition credentials and will not be permitted rink-side during the competition.

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

**PRACTICE ICE**

No official practice ice will be offered. Please contact Bremerton Ice Center for public skating or free style session information.

**PRIVACY POLICY**

Information provided to the Bremerton Figure Skating Club on the entry form is intended for internal use of the competition committee, chief referee, and chief accountant only. We will never intentionally disclose any personal information about you (such as, for example, your full name, street address, telephone number, or e-mail address) to any third party without having received your permission.

**VIDEOTAPING & PHOTOGRAPHY**

Videotaping of **your skater only** is allowed during events. No videotaping during practice ice. You are not allowed to video any other portion of another skater's performance during performance or on practice ice. No flash photography at any time.

**CONTACT INFORMATION**

For further information regarding this announcement, please contact the following:

<b>Christina Schmitt</b> Competition Co-Chair 7124 SE Legrand St Port Orchard, WA 98366 cschmitt@wavecable.com	<b>Cindy Brady</b> Competition Co-Chair we3nwest@aol.com	<b>Aura Morrey</b> Registrar auramorrey@gmail.com
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**USEFUL WEBSITES**

Information on the [USFS Rule book](#) can be found on the US Figure Skating website at [www.usfigureskating.org](http://www.usfigureskating.org).

Competition schedules will be posted online at the Edge of the Sound Entryeeze site as soon as they are available. Participants will receive notice of said posting through their registration email address. If they are not on this website then we do not yet have the information. You may also check our website [www.bremertonfsc.org](http://www.bremertonfsc.org) for the link.



## **GENERAL QUALIFICATIONS AND SPECIFICATIONS**

- ☒ Events with large numbers of entries may be split into multiple groups.
- ☒ Events with multiple groups will be split by age for Basic Skills.
- ☒ Events may be skated with more than 6 skaters per warm up group.
- ☒ Two entries in a group will constitute an event. If only one entry is received in an event, the skater will have the choice of either competing as an individual competitor in accordance with Rule 1465 or withdrawing for a refund.
- ☒ This competition is governed by the current US Figure Skating Rulebook except as modified by this announcement, and the US Figure Skating Rulebook errata as posted on the US Figure Skating website.

## **Events**

The following events will be offered:

**Basic Program Event:** Snowplow Sam, and Basic 1 through Basic 8

**Basic Free Skate Program Events:** Free Skate 1-6, and Introductory

**Free Skate Program Events:** Test Track, Well Balanced Non Test, Pre Preliminary, and Preliminary Freeski

**Adult:** Free Skate 1-6, Pre-Bronze, Bronze

**Showcase:** Basic 1-8, Freeski 1-6, Non Test/Pre Preliminary, and Preliminary

**Interpretive:** Free Skate 1-6, No Test, Pre-Preliminary, and Preliminary

**Dance:** Preliminary and Pre-Bronze Solo Pattern Dance

**Compulsory Events:** Snowplow Sam, Basic 1-8, Freeski 1-6, Introductory, Pre Preliminary, Preliminary

**Special Olympics Badge Program:** Levels 1-12

**Synchro:** Basic Skills Synchronized Skating Level 1 – 3, Preliminary and Open

*Please see eligibility rules on Page 2 of this announcement.*

## **ISI conversion Chart**

<b>If you are in an ISI program and have passed</b>	<b>Enter the US Figure Basic Skills event</b>
Tot	Snowplow Sam
Pre-Alpha (Age 7 and older) Alpha	Basic 1
Advanced Pre-Alpha	Basic 2
Advanced Pre-Alpha (except 2 foot spin)	Basic 3
Alpha/Gamma	Basic 4
Beta (except 1 foot spin)	Basic 5
Delta (except for spiral)	Basic 6
Gamma (except Scratch spin & ballet jump)	Basic 7
Delta-Freestyle 1	Basic 8

## Basic Program Events

### **EVENT: SNOWPLOW SAM – BASIC 8**

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. Vocal music is allowed.

- 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 1-3	1:10 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:10 max	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:10 max	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two-foot turn in place, forward to backward</li> <li>• Backward two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:10 max.	<ul style="list-style-type: none"> <li>• Forward stroking</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Backward one-foot glide, either foot</li> <li>• Two-foot spin - minimum three revolutions</li> </ul>
Basic 4	1:10 max.	<ul style="list-style-type: none"> <li>• Standstill forward outside three-turn, right and left</li> <li>• Forward crossovers, 4-6 consecutive both directions</li> <li>• Backward stroking, 4-6 strokes</li> <li>• Backward snowplow stop, right or left</li> </ul>
Basic 5	1:10 max.	<ul style="list-style-type: none"> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions</li> <li>• Side toe hop, either direction</li> <li>• Hockey stop</li> </ul>
Basic 6	1:10 max	<ul style="list-style-type: none"> <li>• Standstill forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Lunge, right or left</li> <li>• T-stop, right or left</li> </ul>
Basic 7	1:10 max	<ul style="list-style-type: none"> <li>• Standstill forward inside open Mohawk, right to left and left to right</li> <li>• Ballet Jump, either direction</li> <li>• Back crossovers to a back outside edge landing position, clockwise and counter clockwise</li> <li>• Forward inside pivot</li> </ul>

Basic 8	1:10 max.	<ul style="list-style-type: none"> <li>• Moving forward outside or forward inside three-turns, right and left</li> <li>• Waltz jump (from a standstill)</li> <li>• Mazurka, either direction</li> <li>• Combination move, clockwise <u>or</u> counter clockwise – two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge</li> <li>• Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions</li> </ul>
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## Free Skate Program Events

### EVENT: FREE SKATE 1-6 PROGRAM EVENTS

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 moves and steps should be demonstrated throughout the program. Vocal music is allowed.

- 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.

Level	Time	Skating rules/standards
Free Skate 1	1:40 max	<ul style="list-style-type: none"> <li>• Advanced forward stroking, 4-6 consecutive</li> <li>• One-foot upright scratch spin from backward crossovers - minimum three revolutions</li> <li>• Waltz jump from backward crossovers</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> <li>• Forward outside spiral, right or left</li> <li>• Beginning back spin, entry optional - minimum two revolutions</li> <li>• Waltz jump, side toe hop, Waltz jump sequence                      Toe loop jump</li> </ul>
Free Skate 3	1:40 max	<ul style="list-style-type: none"> <li>• Forward crossovers in a figure 8</li> <li>• Back spin - minimum three revolutions</li> <li>• Salchow jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination</li> </ul>
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Loop jump</li> <li>• Waltz jump-loop jump combination</li> </ul>
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> <li>• Camel spin - minimum three revolutions</li> <li>• Forward upright spin to back upright spin - minimum three revolutions each foot</li> <li>• Loop-loop jump combination</li> <li>• Flip jump</li> </ul>
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Split jump or stag jump</li> <li>• Waltz jump, ½ loop, Salchow jump sequence                      Lutz jump</li> </ul>

## EVENT: INTRODUCTORY LEVELS FREESKATE EVENTS

### General event parameters:

- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- 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 is in parentheses following the spin description. Revolutions must be in position.

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

## EVENT: TEST TRACK FREE SKATE EVENTS

### General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
- The following deductions will be taken:
  - 0.1 from each mark for each technical element included that is not permitted in the event description.
  - 0.2 from the technical mark for each extra element included.
  - 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>)</li> </ul>	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no</li> </ul>	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free



	<ul style="list-style-type: none"> <li>• Single rotation jumps: Salchow, toe loop and loop only</li> <li>• Maximum 2 jump combinations or sequences</li> <li>• Maximum 2 of any same type jump</li> </ul>	<p>flying entry (Minimum 3 revolutions)</p>		skate test.
<p>Preliminary 1:40 max..</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels)</li> <li>• Maximum 2 jump combinations or sequences</li> <li>• Maximum 2 of any same type jump</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions)</li> <li>• One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)</li> </ul>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test, but may not have passed tests higher than the preliminary free skate test.</p>

## Well-Balanced Program Events

### EVENT: WELL BALANCED PROGRAM FREE SKATE

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted for No Test through Preliminary.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.

Level	Time	Jumps	Spins	Step Sequences
No-Test	<p>1:40 Maximum  Vocal Music Permitted</p>	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Single jumps, with the exception of the single Axel, are allowed</li> <li>• No single Axels, double jumps or triple jumps</li> <li>• Maximum of 2 jump combinations or sequences</li> <li>• Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted.</li> <li>• limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted</li> <li>• Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	<p><i>Max. 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a fly</li> <li>• Minimum 3 revs. Spins must be of a different character (For definition see rule 4103E)</li> </ul>	<p>Step sequence* Must use one half the ice surface.</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>

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

## Adult Events

### EVENT: ADULT 1-6 FREE SKATE, PRE BRONZE BRONZE FREE SKATE

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

- Vocal music is allowed.
- 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 1:30+/-10 sec unless otherwise noted

<p><b>Adult 1</b></p> <ul style="list-style-type: none"> <li>• Falling and Recovery</li> <li>• Forward Marching</li> <li>• Forward two-foot glide</li> <li>• Forward swizzle</li> <li>• Moving Snowplow Stops</li> </ul>	<p><b>Adult 4</b></p> <ul style="list-style-type: none"> <li>• Basic forward outside and forward inside consecutive edges</li> <li>• Backward edges on a circle, (outside and inside, clockwise and counterclockwise)</li> <li>• Backward crossovers, (clockwise and counterclockwise, 5 consecutive)</li> <li>• Forward outside 3-turns, right and left</li> <li>• Forward outside swing rolls to a count of 6</li> </ul>
<p><b>Adult 2</b></p> <ul style="list-style-type: none"> <li>• Forward stroking showing correct use of the blade</li> <li>• Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row</li> <li>• Forward one-foot glides</li> <li>• Slalom</li> <li>• Backward swizzles, (4-6 in a row, clockwise and counterclockwise)</li> </ul>	<p><b>Adult 5</b></p> <ul style="list-style-type: none"> <li>• Forward and backward crossovers in a figure 8 pattern</li> <li>• Forward outside to inside change of edge on a line</li> <li>• T-stop, right or left</li> <li>• Forward inside 3-turns, right and left</li> <li>• Beginning one-foot spin</li> </ul>
<p><b>Adult 3</b></p> <ul style="list-style-type: none"> <li>• Forward outside and inside edges on a circle (clockwise and counterclockwise)</li> <li>• Forward crossovers (clockwise and counterclockwise)</li> <li>• Backward ½ swizzle pumps on a circle (4-6 in a row consecutive, clockwise and counterclockwise)</li> <li>• Moving forward to backward and backward to forward two-foot turn</li> <li>• Beginning 2-foot spin</li> </ul>	<p><b>Adult 6</b></p> <ul style="list-style-type: none"> <li>• Forward perimeter stroking with crossover end patterns</li> <li>• Backward crossovers to a backward outside edge glide (landing position)</li> <li>• Lunge</li> <li>• Spiral</li> <li>• Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)</li> </ul>
<p><b>Adult Pre-Bronze:</b> Must have passed no higher than adult pre-bronze free skate test or pre-preliminary free skate test. Time: 1:40 maximum Refer to the current U.S. Figure Skating Rulebook #4600 for specific requirements.</p>	<p><b>Adult Bronze:</b> Must have passed no higher than adult bronze free skate test or the preliminary free skate test. Time: 1:50 maximum Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements.</p>

## Showcase Events

### **EVENT: SHOWCASE EVENTS:**

Showcase events are open to skaters in Basic 1-8, Free Skate 1-6, and No Test through Preliminary. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted.

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

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

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

\* For specific guidelines regarding the conduct of Showcase competitions, refer to the Non-qualifying Showcase Guidelines posted on [www.usfigureskating.org](http://www.usfigureskating.org).

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time: 1:00 max.
Free skate 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary free skate test.	Time: 1:30 max.
Preliminary	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate test.	Time: 1:40 max.

## Interpretive Events

### **EVENT: INTERPRETIVE PROGRAM:**

#### **Competition Format**

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

#### **Levels:**

The competition referee will break levels by ability, with ages divided appropriately.

#### **Judging Rules:**

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

Spins and jumps performed must be appropriate to competition level.

#### **Time:**

Music Duration:

Basic 1-8: 1:00 Max

Free Skate 1-6, Non Test, Pre Preliminary: 1:00 Max

Preliminary: 1:30 Max

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

## Dance Events

### **EVENT: Solo Pattern Dance**

General event parameters:

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

Level	January 1 <sup>st</sup> – March 31 <sup>st</sup>	April 1 <sup>st</sup> – June 30 <sup>th</sup>	July 1 <sup>st</sup> – September 30 <sup>th</sup>	October 1 <sup>st</sup> – December 31 <sup>st</sup>
Preliminary	1. Dutch Waltz 2. Canasta Tango	1. Rhythm Blues 2. Dutch Waltz	1. Canasta Tango 2. Rhythm Blues	1. Rhythm Blues 2. Dutch Waltz
Pre-Bronze	1. Swing Dance 2. Cha-Cha	1. Fiesta Tango 2. Swing Dance	1. Cha-Cha 2. Fiesta Tango	1. Swing Dance 2. Cha-Cha

## Compulsory Events

### EVENT: SNOWPLOW SAM – BASIC 8 COMPULSORY EVENT

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

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

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:00 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:00 max.	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two-foot turn in place, forward to backward</li> <li>• Backward two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:00 max.	<ul style="list-style-type: none"> <li>• Forward stroking</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Backward one-foot glide, either foot</li> <li>• Two-foot spin - minimum three revolutions</li> </ul>
Basic 4	1:00 max.	<ul style="list-style-type: none"> <li>• Standstill forward outside three-turn, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Backward stroking, 4-6 strokes</li> <li>• Backward snowplow stop, right or left</li> </ul>
Basic 5	1:00 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions</li> <li>• Side toe hop, either direction</li> <li>• Hockey stop</li> </ul>
Basic 6	1:00 max.	<ul style="list-style-type: none"> <li>• Standstill forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Lunge, right or left</li> <li>• T-stop, right or left</li> </ul>
Basic 7	1:00 max.	<ul style="list-style-type: none"> <li>• Standstill forward inside open Mohawk, right to left and left to right</li> <li>• Ballet jump, either direction</li> <li>• Backward crossovers to a back outside edge landing position, clockwise and counter clockwise</li> <li>• Forward inside pivot</li> </ul>
Basic 8	1:00 max.	<ul style="list-style-type: none"> <li>• Moving forward outside or forward inside three-turns, right and left</li> <li>• Waltz jump (from a standstill)</li> <li>• Mazurka, either direction</li> <li>• Combination move, clockwise <u>or</u> counter clockwise, two forward crossovers into forward inside Mohawk, step down, cross behind, step into one backward</li> </ul>

		<ul style="list-style-type: none"> <li>crossover and step to a forward inside edge</li> <li>Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions</li> </ul>
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## EVENT: FREE SKATE 1-6 COMPULSORY EVENT

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

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

Level	Time	Skating rules/standards
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> <li>Advanced forward stroking, 4-6 consecutive</li> <li>Backward outside three-turns, right and left</li> <li>One-foot upright scratch spin from backward crossovers - minimum three revolutions</li> <li>Waltz jump from backward crossovers</li> <li>Half flip jump</li> </ul>
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> <li>Forward outside or inside spiral, right or left</li> <li>Waltz three's, right or left, 2-3 sets</li> <li>Beginning back spin, entry optional – minimum two revolutions</li> <li>Waltz jump, side toe hop, Waltz jump sequence</li> <li>Toe loop jump</li> </ul>
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> <li>Forward crossovers in a figure 8</li> <li>Backward inside three-turns, right and left</li> <li>Back spin - minimum three revolutions</li> <li>Salchow jump</li> <li>Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> <li>Sit spin - minimum three revolutions</li> <li>Loop jump</li> <li>Waltz jump/loop jump combination</li> </ul>
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> <li>Camel spin - minimum three revolutions</li> <li>Forward upright spin to back upright spin - minimum three revolutions each foot</li> <li>Loop/loop jump combination-</li> <li>Flip jump</li> </ul>
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> <li>Five step Mohawk sequence - one set alternating pattern (refer to Basic Skills Curriculum Free Skate 6)</li> <li>Camel, sit spin combination - minimum of four revolutions total</li> <li>Split jump or stag jump</li> <li>Waltz jump, ½ loop, Salchow jump sequence</li> <li>Lutz jump</li> </ul>

## EVENT: INTRODUCTORY LEVEL COMPULSORIES EVENT

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

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

Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Waltz jump</li> <li>• ½ jump of choice</li> <li>• Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional)</li> <li>• Forward or backward spiral</li> </ul>
High Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Toe loop jump</li> <li>• Salchow jump</li> <li>• Forward scratch spin - minimum three revolutions</li> <li>• Forward or backward spiral</li> </ul>
No Test	1:15 max.	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>• Solo spin - sit <u>or</u> camel spin - minimum three revolutions</li> <li>• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>

## EVENT: COMPULSORY MOVES

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules/standards
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Toe Loop jump</li> <li>• Jump combination: single/single (no Axel)</li> <li>• Sit spin or camel spin - minimum three revolutions</li> <li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Jump combination: single/single (may include Axel)</li> <li>• Back upright spin - minimum three revolutions</li> <li>• Forward inside spiral</li> </ul>



## SPECIAL OLYMPICS EVENTS

### EVENT: SPECIAL OLYMPICS BADGE PROGRAM

The Special Olympics Sports Skills Program is designed for people with intellectual disabilities who may exhibit any number of physical impairments. The Special Olympics Badge Program allows skaters to learn skills in a progressive order and earn badges at each

#### Badge 1

- A. Stand unassisted for five seconds
- B. Fall and stand up unassisted
- C. Knee dip standing still unassisted
- D. March forward ten steps assisted

#### Badge 2

- A. March forward ten steps unassisted
- B. Swizzles, standing still: three repetitions
- C. Backward wiggle or march assisted
- D. Two foot glide forward for distance of at least length of body

#### Badge 3

- A. Backward wiggle or march
- B. Five forward swizzles covering at least ten feet
- C. Forward skating across the rink
- D. Forward gliding dip covering at least length of body: left and right

#### Badge 4

- A. Backward two-foot glide covering at least length of body
- B. Two foot jump in place
- C. One foot snowplow stop: left and right
- D. Forward one foot glide covering at least length of body: left and right

#### Badge 5

- A. Forward stroking across rink
- B. Five backward swizzles covering at least ten feet
- C. Forward two-foot curves left and right across rink
- D. Two-foot turn front to back, on the spot

#### Badge 6

- A. Gliding forward to backward two-foot turn
- B. Five consecutive forward one-foot swizzles on circle: left and right
- C. Backward one foot glide length of body: left and right
- D. Forward pivot

#### Badge 7

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

#### Badge 8

- A. Five consecutive forward crossovers: left and right
- B. Forward outside edge: left and right
- C. Five consecutive backward  $\frac{1}{2}$  swizzles on a circle: left and right

#### Badge 9

- A. Forward outside 3 turn: left and right
- B. Forward inside edge: left and right
- C. Forward lunge or shoot the duck at any depth
- D. Bunny hop

#### Badge 10

- A. Forward inside 3 turn: left and right
- B. Five consecutive backward crossovers: left and right
- C. Hockey stop
- D. Forward spiral three times length of body

#### Badge 11

- A. Consecutive forward outside edges: minimum of two on each foot
- B. Consecutive forward inside edges: minimum of two on each foot
- C. Forward inside Mohawk: left and right
- D. Consecutive backward outside edges: minimum of two on each foot
- E. Consecutive backward inside edges: minimum of two on each foot

#### Badge 12

- A. Waltz jump
- B. One foot spin: minimum of three revolutions
- C. Forward crossover, inside Mohawk, backward crossover, step forward: step sequence should be repeated clockwise and counter clockwise
- D. Combination of three moves chosen from badges 9-12

## Synchro Events

### **BASIC SKILLS SYNCHRONIZED SKATING LEVEL 1 – 3**

In order to safely practice and compete at the various levels, it is strongly recommended that skaters have mastered the elements of the Basic Skills level at which they are skating. (See program requirements.)

**Eligibility Rules:** All skaters on the team must either be full U.S. Figure Skating members or members of the U.S. Figure Skating Basic Skills program. All Basic Skills Synchronized Skating teams must be registered with U.S. Figure Skating and have a team number.

In order for the team to be eligible for this event, no skaters on the team may have passed higher than a preliminary test (moves in the field, freestyle or dance) and the majority of the team must be no test. The skaters' test level is as of the competition entry deadline.

No skater may compete on multiple Basic Skills synchronized skating teams.

**Age/Number of Skaters:** Varies based on the level. The ages for Basic Skills synchronized skating teams are as of the preceding July 1. If the majority of team is younger than the listed age, consider skating "up" to the level that best meets the skaters' skill levels.

Each team may have between 8-16 skaters. Teams may have a total of four athletes on their roster in addition to the maximum number permitted on the ice for their respective level.

**Costume Rules:** Basic Skills synchronized skating teams should follow **Rule 7022 Clothing and Equipment** (U.S. Figure Skating Rulebook) when selecting their clothing for competition.

**Coach Compliance:** Coaches bringing their Basic Skills synchronized skating team to a Basic Skills competition should have, at a minimum, the Basic Skills Instructor Membership and background check.

## Event: BASIC SKILLS SYNCHRONIZED SKATING

The synchronized competition program is also part of the U.S. Figure Skating Basic Skills program. The Basic Skills competition program is for Basic Skills level skaters who are interested in a first competition or “team” experience, taking the Synchro 1-4 badges a step further. Basic Skill teams compete at Basic Skills competitions and non-qualifying synchronized skating competitions around the country.

Required elements – Each level has specific required elements that must be completed:

LEVEL	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
<b>LEVEL 1</b> 8-16 skaters, majority under 9 years old 1 ½ - 2 minutes +/- 10 seconds	One circle, which must contain a two foot turn. Must contain a forward inside and/or forward outside edge glide. Stroking from backward to forward is permitted.	One line, which must cover half ice to full ice and must have only forward skating.	One block, which must cover half ice to full ice, and must have only 1 configuration.	One wheel, choice of 4 spoke or 3 spoke with backward pumps.	One intersection: Two lines facing each other, 2-foot glide at point of intersection.
<b>LEVEL 2</b> 8-16 skaters, majority under 12 years old 1 ½ - 2 minutes +/- 10 seconds	One circle, which must include the choreographed step sequence: 2 forward crossovers, FO 3 turn, back pump, BO 1 foot glide (held for at least 2 counts), back pump, 1 backward crossover, FI stroke (1 direction only, don't need to repeat)	One line, which must cover the ice and may include forward and backward skating.	One block, which must cover the ice and must have 1 or 2 configurations.	One wheel of the team's choice with backward pumps.	One intersection: Two lines facing each other, 2-foot or 1-foot glide at point of intersection.
<b>LEVEL 3</b> 8-16 skaters, majority at least 12 years old 2 – 2 ½ minutes +/- 10 seconds	Circle element, which must include the combination move from Basic 8. (1 direction only, don't need to repeat)	Line element, which must cover the ice and must include forward and backward skating.	One block, which must cover the ice and must have 2 or 3 configurations.	Wheel element of the team's choice with backward pumps, chasses, or crossovers.	One intersection: Two lines facing each other, 1-foot glide or forward lunge at point of intersection.

The emphasis of the Basic Skills synchronized skating competition is on mastering the “basic skills” of synchronized skating: - Control of rotation in wheels and circles.

- Straight lines in lines, blocks and intersections.
- Unison and use of skills such as guiding and shadowing.
- Incorporating skills from the Basic 1-8 levels to strengthen skating skills.
- Learning how to do transitions and skate to music.
- Learning skills that will be the foundation for higher levels.

### Restrictions in Level 1 & 2:

- Additional elements are not allowed (the team must do only their required elements).
- Teams may only use hand-to-hand, shoulder-to-shoulder and choo-choo holds.
- Wheels and circles may not travel, change rotational direction or change configuration.
- Level 1 teams may not do steps higher than Basic 5, with the exception of forward chasses.
- Level 2 teams may not do steps higher than Free Skate 1, with the exception of forward chasses.

### Restrictions in Level 3:

- No traveling within elements (change of configuration and rotational direction are allowed).

**Restrictions in all levels:** All of the synchronized skating “illegal elements” found in Rule #7160 of the U.S. Figure Skating Rulebook

Please reference <http://usfsa.org/Programs.asp?id=338> for most up-to-date Basic Skills Synchronized Skating rules

## Event: Preliminary Synchronized Skating

### 7270 Preliminary Synchronized Skating

A. Test qualifications as of the closing date for entries: None

B. Requirements as of the preceding July 1: 8-16 skaters who are under age 12 with the majority of skaters under age 10

<b>PRELIMINARY SYNCHRONIZED WELL-BALANCED FREE SKATE</b>	
2:00 +/- 10 seconds	
Must contain the following five elements in any order	
<b>BLOCK</b>	One block element
<b>CIRCLE</b>	One circle element
<b>INTERSECTION</b>	One intersection element (forward only)
<b>LINE</b>	One line element
<b>WHEEL</b>	One wheel element
<b>STANDARDS</b>	
<ul style="list-style-type: none"> <li>• <u>A minimum of two different clearly recognizable holds are required. These holds may be done in elements or transitions and must be shown by the whole team for three seconds or more.</u></li> <li>• All elements must meet general criteria and basic requirements in order to be counted (see rule 7150).</li> <li>• Other elements may be incorporated into the free skate and will be judged in the program component mark.</li> <li>• Creative innovations and variations are permitted in the transitions and required elements, and will be reflected in the program component mark.</li> <li>• The team must predominantly act as one unit. Division of the team into several units is allowed during the creative element and transitions. Additionally, several units can be used as short transitions if the element following the transition so requires, such as preparation for an intersection or the beginning of a creative element. Excessive division into small groups without the reasons mentioned above is not according to the requirements.</li> <li>• Features and additional features are optional. Step sequences are permitted in non-step sequence elements and may also be used during transitions.</li> <li>• <u>Turns and linking steps may be used during elements.</u></li> <li>• Mirror image pattern is permitted in elements and transitions.</li> <li>• Syncopated choreography may be used.</li> <li>• For illegal and non-permitted elements, see rules 7160 and 7170.</li> <li>• Definitions of general terms, steps and turns, features and requirements and additional features/extra features can be found in rules 7110-7140.</li> </ul>	

## Event: Open Synchronized Skating Exhibition

Teams that don't fit in the basic skills or preliminary level that want to do an exhibition at the event may pay as a preliminary team and perform a non-judged exhibition. This will be available if space is available.

***REGISTRATION IS ONLINE ONLY via EntryEeze. The link to the competition page on EntryEeze can be found at:***

**[WWW.BREMERTONFSC.ORG](http://WWW.BREMERTONFSC.ORG)**

***Registration closes at 11:59pm on June 25, 2016***