



Basic Skills Competition
Sponsored BY:
Hamden Figure Skating Association
February 11, 2018

The annual basic skills competition sponsored by Hamden Figure Skating Association will be held at the Spurrier-Snyder Rink within the Freeman Athletic Center at Wesleyan University, 161 Cross Street, Middletown, Connecticut 06459. On February 11, 2018.

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn to Skate USA 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 Learn to Skate USA program/club or any other Learn to Skate USA program/club.

Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW SAM AND LEARN TO SKATE USA SKATERS THROUGH BASIC 6 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including Moves in the Field 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.

ENTRIES AND FEES -All entries must be made online via www.entyeze.com no later than January 12, 2018. Only fully completed applications will be accepted. Late entries will be accepted only at the discretion of the organizers. Entry fees are per person, U.S. dollars. The first event is \$50 and each additional event is \$25. **Entry fee will include all photographs and video downloads of the event as well as live streaming of the event if available.**

REFUND POLICY:

Entry fees will not be refunded after January 12, 2018 unless no competition exists or is canceled. The online processing fees are not refundable. Checks returned for nonsufficient funds and contested credit card charges will be assessed a \$75 fee. There will be no refunds for medical withdrawals.

FACILITIES: The competition will be held at the Spurrier-Snyder Rink within the Freeman Athletic Center at Wesleyan University, 161 Cross Street, Middletown, Connecticut 06459,

(860) 685-2690, <http://www.wesleyan.edu/athletics/deptinfo/facilities.html>. The rink is 85' by 200', is average temperature and the arena holds up to 1,500 people. Locker Rooms will be available. There is a Wesleyan University run snack bar serving snacks, lunch and beverage items. Adequate Free Parking is available in designated university lots next to and across from the arena.

AWARDS – Everyone will receive an award. All events will be final rounds. Medals will be awarded to first, second, and third places. ALL awards will be given at appropriate times throughout the competition.

SCHEDULE OF EVENTS - Will be posted on www.teamesprit.com no later than 4 days prior to competition. Information regarding groups and skating times will be made available on www.entryzee.com prior to the start of the competition.

PRACTICE ICE – There will be warm ups immediately prior to your event.

MUSIC - Competition music for all events MUST be submitted electronically via the online registration system by the music deadline of January 25, 2018 at midnight.

After you have paid for your events, you will be prompted to upload music for each event that requires music. You may login to your account at a later date and upload music by going to the “competition” tab and then selecting “my music”.

Your music must meet the following criteria:

- 1) File format: MP3 - the online system will automatically check this
- 2) Bit rate: 192 kbps or higher - this will be checked by the music chairperson, who will request a corrected file, if necessary
- 3) Sample rate: 44,100 kHz - this will be checked by the music chairperson, who will request a corrected file, if necessary.
- 4) Leaders and trailers (the silence before and after the actual start and end of the program music) may not exceed 2 seconds. We prefer NO leaders or trailers.

Competitors must also bring a copy of their music on CD, as a back up. The official competition music must be turned in at the registration table at the time of check-in. CDs must be clearly marked with the skater's name, event entered. Each CD must have only one (1) track on it. Each CD must be in a paper sleeve with a see-through window, also labeled with skaters name and event. A duplicate CD should be readily available. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but the Hamden Figure Skating Association, Inc. cannot be responsible for CDs left at the end of the competition.

LIABILITY: U.S. Figure Skating, (Hamden Figure Skating Association), and (Wesleyan University) accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

JUDGING SYSTEM: All events will be judged using the 6.0 majority judging system. There will not be final rounds for any events.

REGISTRATION: Registration will begin February 11, 2018 at the start of the event and run through the last event of the day. The registration table will be located at the Cross St. entrance lobby of the Freeman Center. Each Competitor should register as soon as they arrive at the competition. Coaches must register separately to receive their credential.

VIDEO TAPING AND PHOTOGRAPHS – Will be provided free of charge from Snap Shot Action Sports photography. Each competitor will received the ability to download all photographs and video of the event included in their entry fee. Live streaming of the event will also be available to those not able to attend the event free of charge if the venue is able to provide it.



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

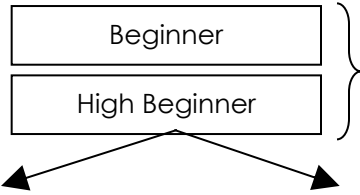
Singles athletes begin with the Learn to Skate USA program, then progress to the "introductory levels," and finally choose whether to follow the test track or Well Balanced program category. Athletes may choose to move between test track and Well Balanced program at any point.

LEARN TO SKATE USA PROGRAM

Competition levels for skaters within Compete USA include:
 Snowplow Sam
 Basic 1-6, Adult 1-6, Hockey 1-4

Once skaters have competed at the introductory level, and begin the official U.S. Figure Skating test structure, they may then choose whether to enter the "Test Track Free Skate" or "Well Balanced Free Skate" program. Test requirements for both categories are the same, it is completely the choice of the athlete which track to follow.

Skaters may begin or advance to the "introductory levels," which are an introduction to competitive figure skating.



INTRODUCTORY LEVELS

WELL BALANCED PROGRAM FREE SKATE

TEST TRACK FREE SKATE

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

Skaters may choose, at any point, which track to follow. They may not, however, enter both events at the same competition. They may also move between the tracks at different nonqualifying competitions

- No-Test
- Pre-Preliminary
- Preliminary
- Pre-Juvenile
- Juvenile/Open Juv.
- Intermediate
- Novice
- Junior
- Senior



EVENT: Basic Elements: SNOWPLOW SAM – BASIC 6

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



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



EVENT: Pre-Free Skate – Free Skate 6 Compulsory

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

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> ● Forward inside open Mohawk from a standstill position (R to L and L to R) ● Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise ● One-foot upright spin, optional entry and free-foot position (minimum three revolutions) ● Mazurka ● Waltz jump
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> ● Forward power stroking, 4-6 consecutive strokes ● Backward outside three-turns, right and left ● Upright spin, entry from backward crossovers - minimum 4-6 revolutions ● Toe loop ● Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> ● Alternating forward outside and inside spirals on a continuous axis (2 sets) ● Backward inside three-turns, right and left ● Beginning back spin, up to two revolutions ● Half Lutz ● Salchow jump
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> ● Alternating Mohawk/crossover sequence, right to left and left to right ● Waltz three-turns, clockwise and counterclockwise ● Advanced back spin with free foot in crossed leg position, min 3 revs ● Loop jump ● Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> ● Forward power 3's, 2-3 consecutive sets, right or left ● Sit spin - minimum three revolutions ● Half loop jump ● Flip jump
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> ● Backward outside three-turn, Mohawk (backward power three-turn), both directions ● Camel spin - minimum three revolutions ● Waltz jump-loop jump combination ● Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> ● Forward power pulls, right and left ● Split jump or stag jump ● Camel, sit spin combination - minimum of four revolutions total ● Waltz jump, ½ loop, Salchow jump sequence ● Axel jump



EVENT: Pre-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
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> ● Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise ● One-foot upright spin, optional entry and free-foot position (minimum three revolutions) ● Mazurka ● Waltz jump
Free Skate 1	1:40 max	<ul style="list-style-type: none"> ● Forward power stroking, 4-6 consecutive strokes ● Upright spin, entry from backward crossovers - minimum 4-6 revolutions ● Toe loop jump ● Half flip jump
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> ● Alternating forward outside and inside spirals on a continuous axis (2 sets) ● Beginning back spin, up to two revolutions ● Half Lutz ● Salchow jump
Free Skate 3	1:40 max	<ul style="list-style-type: none"> ● Alternating Mohawk/crossover sequence, right to left and left to right ● Advanced back spin with free foot in crossed leg position, min 3 revs ● Loop jump ● Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> ● Forward power 3's, 2-3 consecutive sets, right or left ● Sit spin - minimum three revolutions ● Half Loop jump ● Flip jump
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> ● Backward outside three-turn, Mohawk (backward power three-turn), both directions ● Camel spin - minimum three revolutions ● Waltz-loop jump combination ● Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> ● Split jump or stag jump ● Camel, sit spin combination - minimum of four revolutions total ● Waltz jump, ½ loop, Salchow jump sequence ● Axel jump



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



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



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 nonqualifying 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.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Maximum	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • No single Axels, double jumps or triple jumps • Maximum of 2 jump combinations or sequences • 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>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</p>	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. <p>Spins must be of a different character (For definition see rule 4103E)</p>	<p>Step sequence*</p> <p>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>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (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 sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <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>

<p>Preliminary</p>	<p>1:40 Maximum</p> <p>Vocal music permitted</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> ● One must be an Axel or Waltz-jump type jump ● All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) ● Double flip, double Lutz, double Axel, triple or quadruple jumps are 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 jump combinations or jump sequences ● Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded ● Maximum 2 jump combinations or sequences ● Jump combinations are 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 ● ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> ● Spins may change feet and/or position. ● Spins may start with a fly. ● Minimum of 3 revolutions <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>
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EVENT: Test Track 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 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.

	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	Maximum of 5 jump elements: <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 • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 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.
Preliminary 1:40 max..	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • One spin in one position; no change of foot, no flying entry. (Minimum 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.



SHOWCASE EVENTS:

Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater’s in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted.

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

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

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

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles: Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

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



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 30th – July 2nd), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2nd 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 completed consecutively or with a break in-between pattern dances groupings.

Level	January 1 st – March 31 st	April 1 st – June 30 th	July 1 st – September 30 th	October 1 st – December 31 st
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