



3rd Annual Snowplow Sam Classic

BASIC SKILLS COMPETITION

August 14, 2016

Hosted by
Stars Figure Skating Club of Texas

Dr Pepper StarCenter – McKinney at Craig Ranch
6993 Stars Avenue
McKinney, TX 75070
(469) 675-8325
www.drpepperstarcenter.com

Please email questions to:
Debbie Page, Competition Chair
StarsFSCVicePresident1@gmail.com

Keith Yingling, Chief Referee

Sanctioned by US Figure Skating
www.usfsa.org



REGISTRATION DUE no later than July 24, 2016
Registration and payment must be done via Entryeze
<http://entryeze.com/>

Event information at: www.starsfsc.org

RULES, CONDUCT and ELIGIBILITY:

The purpose of the event is to promote a fun introduction to the competitive sport of figure skating for the beginner skater. This competition will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the Official 2015 U.S. Figure Skating Rulebook, the U.S. Figure Skating Basic Skills Competition Manual. **The competition is open to all (1) BASIC SKILLS skaters who are currently eligible (ER 1.00) members of the US Figure Skating Basic Skills Program and/or are full members of U.S. Figure Skating.**

BASIC SKILLS:

The competition is open to all beginner skaters who are either enrolled in a class program or receiving private instruction at the beginner level. Skaters who have passed the USFS Pre-Preliminary test or higher are NOT eligible. All Snowplow Sam and Basic Skills Skaters Levels 1 through 8 must skate at the highest level passed and NO official U.S. Figure Skating tests may have been passed, including MIF or individual dances. Skaters in all other categories/events may compete at their current level or at one level higher (skate up), but not both levels in the same event during the same competition. If a skater competes at a non-qualifying competition in a "Beginner" or "No Test" category, then the skater must compete at the equivalent or higher level in a Basic Skills approved competition. Basic 1-8 and FreeSkate 1-6 divisions will be divided by age into groups no larger than six skaters. All events will be final rounds.

Note: Skaters may join as a Stars Figure Skating Club Basic Skills member for a nominal fee.

JUDGING SYSTEM: The 6.0 closed System of Judging will be used for all Basic Skills events.

ENTRY FEES and REFUNDS:

Late entries will be accepted at the discretion of the host committee, and will be assessed a \$25.00 late fee. No refunds will be made after closing date of entries, unless no competition exists in that event. There will be a \$30.00 fee charged for checks returned for non-sufficient funds and for each change to an event or level after closing date of entries. Any withdrawals, including medical, after closing date of entries forfeit the entry fee. Entry fees will be refunded only if the competition is not held (Rule 3525).

First Event: \$55.00 Additional Event: \$20

REGISTRATION DUE no later than July 24, 2016

Registration and payment only done on <http://entryeeze.com/>. Payment due at time of registration.

Event information at <http://entryeeze.com/> (look for the competition logo)

ARENA: Dr Pepper StarCenter - McKinney is located in Craig Ranch in McKinney, a northern suburb of Dallas, at 6993 Stars Ave McKinney, TX 75070, approximately 1/4 mile from TX-121 and Alma Rd. The arena has two ice surfaces, 200' x 85'.

SCHEDULE: Events will be held Sunday, August 14. A schedule of events will be posted on entryeeze by August 7th. Please do not call for schedule information prior to this date, as it will not be available.

MUSIC: Compact discs will only be accepted for music, **single track CDs only accepted**, they must be clearly marked with competitor's name, event, and exact running time of music. The official competition CD must be turned in at the Registration Desk at the time of registration. **No skater will be allowed to register without submitting their music.** A duplicate (backup) CD should be readily available with the skater's coach during event time. Competitors are responsible for picking up their music at Registration following each event; music left behind will not be mailed. Practice Ice CDs, provided by the competitor, are to be turned in to the Ice Monitor just prior to each official practice and picked up from the Ice Monitor immediately following the practice session. The official competition CD, turned in at Registration, is reserved for use during the event and **may not** be retrieved for Practice Ice use.

REGISTRATION: The Registration Desk, located at Dr Pepper StarCenter McKinney, will be open one hour before the competition starts for the day; and will remain open until the end of the competition. **Skaters must register, on arrival at the competition, and submit their official music CD at that time.** Skaters must **check-in** with the Ice Monitor at least one hour prior to event start time.

PHOTOGRAPHY: Action and awards photos will be made available. The official photographer will be available to take group and individual photographs. The host committee reserves the right to restrict personal video recording to your skater's events only. Photography will be provided for action photos. Personal cameras will be permitted in the bleachers only and may not be plugged into arena outlets. No flash photography during the warmups or events. Video recording for personal profit is not allowed. Skaters are encouraged to participate in all group award photographs and award presentations, in skating costume.

AWARDS: Medals will be awarded to first, second and third place in all events. Ribbons will be awarded to fourth, fifth and sixth place. All awards will be presented off-ice at the photographer's stand fifteen minutes after each event.

PRACTICE ICE: Unofficial practice may be available on Sunday August 14, prior to the event. More details will be provided when schedule is posted.

OFFICIAL NOTICES: An official bulletin area will be maintained at Dr Pepper StarCenter McKinney. Competitors and coaches are responsible for checking this area for schedule changes and special announcements.

GATE ADMISSION: No admission fee will be charged for spectators.

COMPETITION PROGRAMS and EVENT SPONSORSHIP: Competition programs will be complimentary and published in digital format suitable for printing. There will be opportunity to purchase advertisements and "Good Luck" announcements in the program. Sponsorship opportunities are also available. Please contact Debbie Page for all inquiries at: StarsFSCVicePresident1@gmail.com or 817-716-5930.

EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 8

Each skater will perform one element at a time in the order listed below in a short routine (no excessive connecting steps).

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- To be skated on 1/2 ice
- No music
- **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">• 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• Forward snowplow stop• Backward wiggles 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none">• Forward one foot glide - either foot• Forward alternating ½ swizzle pumps, in a straight line – 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">• Forward stroking• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive• Forward slalom• Backward one foot glide - either foot• Two foot spin – minimum three revolutions
Basic 4	1:00 max.	<ul style="list-style-type: none">• Standstill forward outside three-turn - R & L• Forward outside edge on a circle clockwise or counter clockwise• Forward crossovers 4-6 consecutive both directions• Backward stroking - 4-6 strokes• Backward snowplow stop - R or L
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• Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions• Side toe hop -either direction• Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none">• Standstill forward inside three-turn - R & L• Bunny Hop• Forward spiral on a straight line - R or L• Lunge - R or L• T-stop - R or L
Basic 7	1:00 max.	<ul style="list-style-type: none">• Standstill forward inside open Mohawk - R to L and L to R• Ballet Jump - either direction• Back crossovers to a back outside edge landing position clockwise and counter clockwise• Forward inside pivot
Basic 8	1:00 max.	<ul style="list-style-type: none">• Moving forward outside or forward inside three-turns R & L• Waltz jump• Mazurka - either direction• Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge• Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -minimum three revolutions

EVENT: BASIC PROGRAM 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.

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- 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	1:00 +/-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	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward two foot glide and dip • Forward two foot swizzles 6-8 in a row • Forward snowplow stop • Backward wiggles 6-8 in a row
Basic 2	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 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 +/-10 max.	<ul style="list-style-type: none"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise • 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions
Basic 4	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L
Basic 5	1:00 +/-10 max.	<ul style="list-style-type: none"> • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions • Side toe hop -either direction • Hockey stop
Basic 6	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L
Basic 7	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot
Basic 8	1:00 +/-10 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • Mazurka - either direction • Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge • Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position-minimum three revolutions

EVENT: FREESKATE 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 or less

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

EVENT: FREESKATE 1-6 PROGRAM EVENT

Format: The skating order of the required elements is optional. The elements are not restricted as 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.

- 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: 1:30 (+/- 10 sec)

Level	Time	Skating Rules / Standards
Free Skate 1	1:30+/-10 sec	<ul style="list-style-type: none">• Advanced forward stroking - 4-6 consecutive• One-foot upright scratch spin from backward crossovers-minimum three revolutions• Waltz jump from backward crossovers• Half flip jump
Free Skate 2	1:30+/-10 sec	<ul style="list-style-type: none">• Forward outside spiral - R or L• Beginning back spin - entry optional – minimum two revolutions• Waltz jump, side toe hop, waltz jump sequence• Toe loop jump
Free Skate 3	1:30+/-10 sec	<ul style="list-style-type: none">• Forward crossovers in a figure 8• Back spin- minimum three revolutions• Salchow jump• Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:30+/-10 sec	<ul style="list-style-type: none">• Forward power 3's, 2-3 consecutive sets -R or L• Sit spin- minimum three revolutions• Loop jump• Waltz jump/loop jump combination
Free Skate 5	1:30+/-10 sec	<ul style="list-style-type: none">• Camel spin- minimum three revolutions• Forward upright spin to back upright spin- minimum three revolutions, each foot• Loop/loop jump combination• Flip jump
Free Skate 6	1:30+/-10 sec	<ul style="list-style-type: none">• Camel, sit spin combination - minimum of four revolutions total• Split jump or stag jump• Waltz jump, ½ loop, Salchow jump sequence• Lutz jump

ADULT EVENTS: Program Event, Adult 1-6, Adult Pre-Bronze and Bronze

The skating order of the required elements is optional. The elements are not restricted as 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+/-10sec. unless otherwise noted

Adult 1 <ul style="list-style-type: none"> • Falling and Recovery • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops 	Adult 4 <ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
Adult 2 <ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4 to 6 in a row, clockwise and counterclockwise) 	Adult 5 <ul style="list-style-type: none"> • Forward and Backward Crossovers in a Figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, R & L • Beginning one foot spin
Adult 3 <ul style="list-style-type: none"> • Forward outside and inside edges on a circle, (clockwise and counterclockwise) • Forward crossovers, (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4 to 6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin 	Adult 6 <ul style="list-style-type: none"> • Forward Perimeter Stroking with crossover end patterns • Backward crossovers to a backward outside edge glide (landing position) • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)
Adult Pre-Bronze: <ul style="list-style-type: none"> • 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. 	Adult Bronze: <ul style="list-style-type: none"> • 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.

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. 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 competitors within one minute. A .2 deduction will be assessed by the referee against each judges' 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.

DRAMATIC ENTERTAINMENT EVENT

Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. Props and scenery are permitted.

LIGHT ENTERTAINMENT EVENT

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

DUET EVENT

Duets are theatrical or artistic performances by any competitors. Props and scenery are permitted. Duets must complete at the highest test level of the two skaters.

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/ Beginner/ High Beginner/ Adult 1-4	3 jump maximum. 1/2 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 maximum. Axels jump are permitted, but no double jumps allowed.		Time: 1:40 max.

EVENT: INTRODUCTORY LEVELS PROGRAM FREESKATE

General event parameters:

1. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
2. 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.
3. Minimum number of spin revolutions is in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30 +/- 10 sec.	Maximum 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. 	Maximum 2 spins: <ul style="list-style-type: none"> • <input type="checkbox"/> Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests.
High Beginner 1:30 +/- 10 sec.	Maximum 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. • <input type="checkbox"/> Maximum of 2 jump combinations or sequences. • Max. 2 of any same type jump. 	Maximum 2 spins: <ul style="list-style-type: none"> • <input type="checkbox"/> Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions). 	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests.
No Test 1:30 +/- 10 sec.	Maximum 5 jump elements: <ul style="list-style-type: none"> • Up to 2 may be jump combos or sequences. • Jump combos are limited to 2 jumps. • Jump sequences are limited to 3 single jumps (half-loop is not considered a single jump at this level). • No Axels or double jumps are permitted. 	Maximum 2 spins: <ul style="list-style-type: none"> • Spins must be of different character. • Each spin must have a Minimum of 3 revolutions. • Spins may change feet, position and start with a fly. 	One step sequence that utilizes 1/2 of the ice surface.	

EVENT: WELL BALANCED PROGRAM FREESKATE

General event parameters:

1. Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted for all events.
3. See the Rule noted below for each level for test qualifications and age requirements. Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
4. Genders may be combined in all Adult events.
5. Free Skate Events.
 - Pre-Preliminary Free Skate program – Rule 4270
 - Preliminary Free Skate program – Rule 4260
 - Adult Pre-Bronze Free Skate program – Rule 4600
 - Adult Bronze Free Skate program – Rule 4590

EVENT: TEST TRACK PROGRAM FREESKATE

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none">• Jumps with not more than one-half rotation (front to back or back to front including half-loop)• Single rotation jumps: Salchow, toe loop and loop only.• Max. 2 jump combinations or sequences• Max. 2 of any same type jump	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none">• Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test
Preliminary 1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none">• Jumps with not more than one rotation (no Axels).• Max. 2 jump combinations or sequences• Max. 2 of any same type jump	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none">• One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions)• One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test

EVENT: SINGLES COMPULSORY MOVES

INTRODUCTORY LEVELS

In simple program form using a limited number of connecting steps, and 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
No-Test	1:15 max	<ul style="list-style-type: none">• Loop jump• Jump combination to include a toe loop (may not use a loop or Axel)• Solo spin - sit or camel spin - minimum three revolutions• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.

EVENT: STANDARD, TEST TRACK, AND ADULT LEVEL COMPULSORY

General event parameters:

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

- Elements skated on ½ ice.
- Music is not allowed.

Level	Time	Skating Rules/Standards
Pre – Preliminary	1:15 max	<ul style="list-style-type: none">• Single flip• Jump combination: single/single (no Axel)• Sit spin or camel spin - minimum three revolutions• Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max	<ul style="list-style-type: none">• Single Lutz• Jump combination: single/single (may include Axel)• Back upright spin - minimum three revolutions• Forward inside spiral
Adult Pre-Bronze	1:15 max	<ul style="list-style-type: none">• Backward crossovers (Min. 5 consecutive)• Waltz jump• Forward upright spin (Min. 3 revolutions)• Forward outside spiral
Adult Bronze	1:15 max	<ul style="list-style-type: none">• Single Salchow• Waltz jump – toe loop combination jump• Sit spin (Min. 3 revolutions)• Spiral sequence (Min. 2 spirals)

EVENT: SINGLES JUMPS CHALLENGE

INTRODUCTORY AND STANDARD LEVELS JUMP EVENTS

General event parameters:

- If dissatisfied with first attempt, the skater may execute a second jump attempt. If performed, the second attempt will be the one judge.
- Skated on ½ ice

Level	Time	Skating Rules / Standards
Beginner	1:15 max	<ul style="list-style-type: none">• Waltz jump (from backward crossovers)• ½ flip or ½ Lutz• Single Salchow
High Beginner	1:15 max	<ul style="list-style-type: none">• Waltz jump (from backward crossovers)• Single Salchow• Jump combination – waltz jump-toe loop
No-Test	1:15 max	<ul style="list-style-type: none">• Single toe loop• Single loop• Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max	<ul style="list-style-type: none">• Single toe loop• Single flip• Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max	<ul style="list-style-type: none">• Single flip• Single Lutz• Jump combination – Any single jump + single loop (may be Axel)
Adult Pre-Bronze	1:15 max	<ul style="list-style-type: none">• Waltz or toe loop jump• ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:15 max	<ul style="list-style-type: none">• Single Salchow• Single toe loop• Any single jump + single toe loop combination (No Axels allowed)

EVENT: SINGLES SPINS CHALLENGE

INTRODUCTORY, STANDARD, AND ADULT LEVEL SPIN EVENTS

General event parameters:

- Spins may be skated in any order and not repeated.
- Connecting steps are allowed, but will not be taken into consideration in scoring.
- All events are skated on ½ ice with no music.
- Minimum number of revolutions are noted in parentheses.
- Genders may be combined.

Level	Time	Skating Rules / Standards
Beginner	1:30 max	<ul style="list-style-type: none">• Upright one-foot spin (3)• Upright two-foot spin (3)• Sit spin (3)
High Beginner	1:30 max	<ul style="list-style-type: none">• Upright one-foot spin (3)• Upright two-foot spin (3)• Sit spin (3)
No-Test	1:30 max	<ul style="list-style-type: none">• Upright one-foot spin (3)• Upright two-foot spin (3)• Sit spin (3)
Pre – Preliminary	1:30 max	<ul style="list-style-type: none">• Upright one-foot spin (3)• Upright two-foot spin (3)• Sit spin (3)
Preliminary	1:30 max	<ul style="list-style-type: none">• Backward upright spin (3)• Combination spin with no of foot (4)• Sit spin (3)
Adult Pre-Bronze	1:15 max	<ul style="list-style-type: none">• One-foot upright spin (3)• Two-foot upright spin (3)
Adult Bronze	1:30 max	<ul style="list-style-type: none">• One-foot upright spin (4)• One-foot back spin (3)• Sit spin (3)

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.

Level	Pattern Dance
*Pre-Preliminary	Dutch Waltz, Rhythm Blues
Preliminary	Canasta Tango, Rhythm Blues
Pre-Bronze	Cha-Cha, Fiesta Tango

EVENT: SPECIAL OLYMPICS BADGE PROGRAM

The Special Olympics Sports Skills Program is designed for people with mental handicaps who may exhibit any number of physical impairments. The Special Olympics Figure Skating Badge Program allows athletes to learn skills in a progressive order and compete at each badge level. Athletes who complete the Special Olympics Badge Program will be prepared to move into the existing badge program at local rinks.

All Badge Programs are 1:30 max.

Badge 1 <ul style="list-style-type: none"> Stand unassisted for five seconds Fall and stand up unassisted Knee dip standing still unassisted March forward ten steps assisted 	Badge 5 <ul style="list-style-type: none"> Forward stroking across rink Five backward swizzles covering at least ten feet Forward two-foot curves left and right across rink Two-foot curves left and right across rink 	Badge 9 <ul style="list-style-type: none"> Forward outside 3 turn: left and right Forward inside edge: left and right Forward lunge or shoot the duck at any depth Bunny hop
Badge 2 <ul style="list-style-type: none"> March forward ten steps unassisted Swizzles, standing still: three repetitions Backward wiggle or march assisted Two foot glide forward for distance of at least length of body 	Badge 6 <ul style="list-style-type: none"> Gliding forward to backward two-foot turn Five consecutive forward one-foot swizzles on circle: left and right Backward one foot glide length of body: left and right Forward pivot 	Badge 10 <ul style="list-style-type: none"> Forward inside 3 turn: left and right Five consecutive backward crossovers: left and right Hockey stop Forward spiral three times length of body
Badge 3 <ul style="list-style-type: none"> Backward wiggle or march Five forward swizzles covering at least ten feet Forward skating across the rink Forward gliding dip covering at least length of body: left and right 	Badge 7 <ul style="list-style-type: none"> Backward stroking across the rink Gliding backward to forward two-foot turn T-stop left or right Forward two foot turn on a circle: left and right 	Badge 11 <ul style="list-style-type: none"> Consecutive forward outside edges: minimum of two on each foot Consecutive forward inside edges: minimum of two on each foot Forward inside Mohawk: left and right Consecutive backward outside edges: minimum of two on each foot Consecutive backward inside edges: minimum of two on each foot
Badge 4 <ul style="list-style-type: none"> Backward two-foot glide covering at least length of body Two foot jump in place One foot snowplow stop: left and right Forward one foot glide covering at least length of body: left and right 	Badge 8 <ul style="list-style-type: none"> Five consecutive forward crossovers: left and right Forward outside edge: left and right Five consecutive backward 1/2 swizzles on a circle: left and right 	Badge 12 <ul style="list-style-type: none"> Waltz jump One foot spin: minimum of three revolutions Forward crossover, inside Mohawk, backward crossover, step forward: step sequence should be repeated clockwise and counter clockwise Combination of three moves chosen from badges 9-12

2016 Snowplow Sam Classic

BASIC SKILLS

EVENT REGISTRATION

ENTRIES no later than July 24th, 2016

Registratio and Payment for registration due on <http://entryeeze.com/>

EVENT CONTACT INFORMATION:

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