

2016
TCFSC FUN IN THE SUN
Basic Skills - Preliminary



Tri-Cities Figure Skating Club

Toyota Arena
7100 W. Quinault Ave.
Kennewick, WA 99336

April 16, 2016

APPROVED BY



Entry Deadline: Midnight March 18, 2016

Find current information at our website: www.tcffigureskatingclub.org

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COMPETITION INFORMATION

FACILITY

The ice surface is indoors, 85' x 200', with slightly rounded corners. It is located at the Toyota Ice Arena, 7100 W. Quinault Ave., Kennewick, WA 99336.

ENTRIES

The entry process will be by **online entry only via Entryeze**. Please see the official competition website at www.tcffigureskatingclub.org to begin the entry process. **Deadline for entries is midnight March 18, 2015.** Late entries will be accepted at the discretion of the referee and the LOC and will be subject to a **\$25 late entry fee**. **No entries will be accepted after the schedule has been completed.**

FEES

All Fees must be paid when registering. **REGISTRATION IS ONLINE ONLY.** All fees must be paid by the registration **deadline of March 18, 2015.** The entry fee for all events is \$45 for the First Event and \$15 for the Second Event. Fees will be paid via credit card through the online registration process.

PRIVACY POLICY

Personal information provided to the host club on the entry form will not be sold or distributed for commercial use.

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.

Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW 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, 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 chairman 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. 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.**

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REGISTRATION

The official registration desk will be located at Toyota Arena lobby, beginning one hour before the competition. All Competitors are required to register as soon as possible after arrival at the rink. **Competition CDs** should be turned in at this time.

AWARDS

Awards will be presented at the photographer's table immediately after the official posting of each event. Awards will be given for all competitors. Award Photographs will be taken and we ask that all award winners pose for the group picture even if you do not plan on purchasing a picture.

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, his/her coaches' name, the event, and the time the music plays. 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. Tri-Cities Figure Skating Club will not accept responsibility for breakage, damage, or loss, but will take every precaution to safeguard music media. Any remaining CD's uncollected after one week following the competition 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. 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 practice ice, competition or the test session.

PRACTICE ICE

Reservations for all practice ice must be made and paid in advance via Entryyeeze. Practice sessions will be held each day of the competition. Practice ice will be \$12 per 30-minute session. Requests for practice ice should be made as part of the registration form, and one practice session per event entered will be anticipated, but not guaranteed. **The LOC will assign ALL practice ice requests.** No music will be played during practice sessions. Extra sessions may become available after the schedule is determined. These openings will be sold on a first-come, first-served basis at a cost of \$15 per 30-minute session at the registration desk during the competition. Information will not be available by phone. There will be no refunds for skaters who do not show up for their reserved practice session, and practice sessions are not transferable to another skater. Practice ice schedules will be posted on the club website at www.tcfigureskatingclub.org.

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VIDEOTAPING & PHOTOGRAPHY

A professional video company and photographer will be at the rink as approved LOC vendors. ALL award winners are encouraged to pose for the group picture, even if you do not plan to purchase a picture. All other videotaping and photography is restricted to hand-held battery operated equipment, without tripod on behalf of a relative (son/daughter) skater, and is permissible only from the bleacher area. No videotaping or photography is allowed from rink side. **Videotaping of any skater other than your own is strictly prohibited.** Please be courteous to those viewing the event. Solicitation by any photographer or agent of anyone to be the subject of still or video photography is not permitted. For safety reasons, no flash photography during the event is allowed.

LODGING

Due to the fact that the event is only one day long, a block of rooms has not been secured. For those out of town who wish to stay over below is a list of recommended hotels close to the arena.

Red Lion Hotel Kennewick - Columbia Center

1101 N. Columbia Center Blvd.
Kennewick, WA 509-783-0611

Red Lion Inn & Suites

602 N. Young St
Kennewick, WA 509-396-9979

SpringHill Suites Kennewick Tri-Cities

7048 W. Grandridge Blvd
Kennewick, WA 509-820-3026

Hilton Garden Inn TriCities/Kennewick

791 N. Young St.
Kennewick, WA 509-735-4600

Quality Inn

7901 W. Quinault
Kennewick, WA 509-735-6100

Fairfield Inn Kennewick

7809 W Quinault Ave
Kennewick, WA 509-783-2164

For further information regarding this announcement, please contact:

Co-Chair – Carissa Anderson
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Co-Chair – Craig Bond
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On-Line Registrar – Beth Mucatel
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Chief Referee – Richard Larsen
rclarsen@charter.net

Accountant – Marilyn Anders
aux404@msn.com

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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.
- 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 Boys and Girls events will be offered:

Basic Program Event: Snowplow Sam, Basic 1 through Basic 8, Basic Showcase Events

Free Skate Events: Free Skate 1-6, Free skate Showcase Events

Dance: Partner Dance

Please see eligibility rules on Page 2.

ISI conversion Chart

If you are in an ISI program and have passed	Enter the US Figure Basic Skills event
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 Showcase Events

1. Duration: 1:00. Skaters will be divided into age and into five levels:
 - Snowplow Sam
 - Basic 1 & 2
 - Basic 3 & 4
 - Basic 5 & 6
 - Basic 7 & 8
2. Theme of skater's choice
3. May have music with words
4. Skaters will be judged based on their interpretation of the music rather than their technical skills
5. Each judge will award one mark for presentation for each skater.
6. Costumes should complement music
7. Skaters may use hand props or any items that the skater can get on and off the ice in under 30 seconds without assistance. Props may be placed on the ice as long as it does not interfere with the safety of the skater and can be removed from the ice following the program in under 30 seconds.

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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 .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

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EVENT: FREE SKATE 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 .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

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

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EVENT: Free Skate 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:

- 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.
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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	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

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EVENT: Free Skate Well Balanced Program 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.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Maximum Vocal music permitted	<p><i>Max. 5 jump elements:</i></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 • Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p><i>Max. 2 spins:</i></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>	<ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. • Jumps may be included in the step sequence
Pre-Preliminary	1:40 Maximum Vocal music permitted	<p><i>Maximum of 5 jump elements:</i></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><i>Maximum of 2 spins:</i></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>
Preliminary	1:40 Maximum Vocal music permitted	<p><i>Maximum of 5 jump elements:</i></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 <p>• 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</p>	<p><i>Maximum of 2 spins:</i></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</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>

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		<ul style="list-style-type: none">• 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	(E)	Jumps may be included in the step sequence
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EVENT: Partner Dance

For all Partner pattern dance events the skaters will perform the dances listed below in each level. All dance couples shall consist of a lady and a man. The couple will perform three patters of each dance before moving on to the next dance with a warm-up placed between dances.

<u>Level</u>	<u>Pattern Dances</u>
No Test - Preliminary	1. Dutch Waltz 2. Canasta Tango