

2016 GLACIER FALLS FSC SUMMER CLASSIC

OPEN COMPETITION



Sanctioned by:



Event Dates:

July 28th – July 31st, 2016

Entry Deadline

Midnight of June 26, 2016

The Glacier Falls Summer Classic 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 also sanctioned by Skate Canada. Rules may be adjusted for Skate Canada participants to accommodate the current Skate Canada rulebook (i.e. for program length).

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. Competitors may also be currently registered members of Skate Canada. If skater is not a member of either U.S. Figure Skating or Skate Canada, please refer to the U.S. Figure Skating rule book regarding entry rules. The competition is scheduled to be held Thursday through Sunday, July 28, 2016 – July 31, 2016. **If necessary, events may also be scheduled on Wednesday, July 27, 2016.**

ELIGIBILITY/TEST LEVEL:

Test level: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event.

Age restrictions/requirements: Skaters entering Juvenile Free Skate events (Well Balanced Program) must be under 14 years of age at the close of entries. Skaters entering Open Juvenile Free Skate events (Well Balanced Program), must be at least 14 years of age at the close of entries.

DIVISION OF GROUPS: If there are more than eighteen (18) or twenty four (24) entries in any one class of an event, the skaters in that class shall be divided into groups of no more than twenty four (24) skaters for Junior, Novice, Intermediate, Open Juvenile and Juvenile, to be drawn by lot, and no more than eighteen (18) skaters for Pre-Juvenile and lower events, to be divided by age.

If entries in the Pre-Juvenile and lower events are divided into groups, there will be no final round. If entries in Juvenile events require a qualification round and a final round, the qualification round will consist of free skating only. If entries in Intermediate through Junior Free Skating events require a qualification round and a final round, all qualification rounds will consist of a short program and free skating and all final rounds of free skating only. Advancement to the final round will be based on the combined result from the short program and free skating. No additional entry fee will be required for those competitors who skate both the qualification and final rounds.

Senior Free Skating events will not be divided into groups regardless of the number of entries.

If entries in the Showcase, Interpretive, Compulsory Moves or Spin events are divided into groups there will be no final round. If there are insufficient entries in any one Artistic or Interpretive event, events may be combined according to appropriate skating levels as the Referee may otherwise deem appropriate.

Showcase, Interpretive, Compulsory Moves, Jump, Spin and Footwork events may include both girls/ladies and boys/men competing together if there are an insufficient number of entries to hold single-gender events.

ENTRIES: All Entries will be done through Entryeze. To complete your entry, go online to www.entryeeze.com. Only online applications will be accepted.

REFUND POLICY: Entry fees will not be refunded after June 26, 2016 unless no competition exists or the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Checks returned for non-sufficient funds and contested credit card charges will be issued a \$50.00 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be available through Entryeze and the Glacier Falls website at www.glacierfalls.com.

Two skaters constitute an event. Events with only one entry after the combining of events by the referee are considered canceled, and the sole skater will be offered a refund, or the opportunity to skate a critique (with judges) or an exhibition (without judges).

FACILITIES: The competition will be held at The Rinks – Anaheim, 300 West Lincoln Ave., Anaheim, CA 92805, on both the NHL Rink and Olympic Rinks. The ice surface for the NHL Rink is approximately 85' by 200' with slightly rounded corners. The ice surface for the Olympic Rink is approximately 100' by 200' with slightly rounded corners. The rink has a snack bar in the lobby and there are several restaurants close by.

MUSIC: CD-R's are the only media form that will be accepted. **Due to compatibility problems as well as unreliability, CD-RW media will not be accepted.** The official competition music must be turned in at the registration table at the time of check-in. A duplicate CD should be readily available during the competition. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but Glacier Falls FSC cannot be responsible for CD's left at the end of the competition. Please have separate CDs for practice and competition.

LIABILITY: U.S. Figure Skating, Glacier Falls FSC and The Rinks 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:

The International Judging System (IJS) will be used for the following events:

- *Short program event segments: Intermediate - Senior*
- *Well balanced program free skate event segments: No Test - Senior*
- *Pairs short program event segments: Intermediate – Senior*
- *Pairs free skate event segments: Pre-Juvenile - Senior*
- *Adult Events: Free Skate event segments*

All competitors skating in these events **must** submit a planned program content form online for each event segment. This form is found in the Entryeze software. **The Planned Program Content form must be filled out in Entryeze before Midnight on July 20, 2016.**

The 6.0 Majority Judging System will be used for:

- *Well Balanced Program free skate event segments: Beginner and High Beginner*
- *All specialty singles events, Spins, Jumps, Step Sequence and Compulsory moves*
- *All Showcase events*
- *Adult Showcase Events*

REGISTRATION: The registration table will be located in the lobby of The Rinks – Anaheim, and will be open from one to two hours before the first event and run through the last event of each day. Please register promptly upon arrival.

PRACTICE ICE: Depending on the number of applicants, practice ice for the competition may be offered through the competition committee. **If offered, final details for scheduling practice ice will be made available to competitors through Entryeze on or near July 24, 2016.**

PHOTOGRAPHY/VIDEOGRAPHY: Action photography and Videography will be available for pre-purchase on Entryeze and available for purchase at the rink during the competition. All other videotaping and photography is restricted to hand held battery operated equipment, without monopod or tripod. No photography or videotaping, except by the official photographer, without the express permission of the person being photographed or videotaped is allowed. Photography or videotaping for any commercial purpose is strictly prohibited. Flash photography is prohibited at all times during the competition.

AWARDS: Medals will be awarded to first through fourth place winners for all events. In events with qualifying rounds, medals will be awarded for first through fourth place finishers in each qualifying round in addition to the final round winners.

OFFICIAL NOTICES: An official bulletin board will be maintained in the center of the lobby. It is the responsibility of each competitor, parent and coach to check the bulletin board frequently for any schedule changes and/or additional information. Skaters are requested to arrive 60 minutes prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition.

SCHEDULE: The competition is subject to change at all times at the discretion of the referee. Skaters must be ready to skate up to 30 minutes prior to the schedule start time posted in the rink.

INFORMATION REGARDING COACHES:

U.S. Figure Skating Rule MR 5.11 Coach Compliance

In order to be granted access to work within U.S. Figure Skating sanctioned activities, each coach must complete the following requirements on an annual basis by July 1:

- A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A,B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

The local organizing committee/club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential.

If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential – no exceptions. We strongly urge *all* coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without compliance is an ethics violation which is reported to U.S. Figure Skating and PSA.

For more information regarding Coach Compliance, please refer to:

<http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf>

CONTACT INFO: If you have questions, please contact Bob Marchese, competition chairman, at bmarch47@yahoo.com or Don Rabbitt, competition co-chair, at donald.rabbitt@gmail.com .

Monitoring Camp: U.S. Figure Skating will be hosting a mini-camp and in depth feedback sessions during the 2016 Glacier Falls Summer Classic. This will occur on Sunday, July 31 for all athletes in the International Selection Pool. (Athletes selected for an international competition or being considered for an international competition). Further Details will be provided at a later date by U.S. Figure Skating.

Lodging: The official hotel for the Summer Classic is the Ayer's Hotel, Anaheim. It is located at 2550 E. Katella Ave, Anaheim, CA 92806. Their website is www.ayersanaheim.com. Hotel accommodations are available at a discounted rate. Please call the hotel directly to make reservations. Reservations must be made before July 4th to receive the discount. Their telephone number is (714) 634-2106. The hotel is nearby all Anaheim attractions, including Disneyland, Anaheim Stadium, Honda Center and The Rinks - Anaheim.

Airport Information: There are several nearby airports. The closest is Orange County - John Wayne airport (SNA). Los Angeles International, (LAX) Long Beach, (LGB) and Ontario, (ONT) are also nearby.

Credentials: When registering at the competition, each competitor will receive a competitor's badge. When signing up for the competition, each competitor may request (1) chaperone badge and two (2) professional badges, which will be issued at no charge. Badges will entitle the chaperones and professionals admission to backstage areas of the competition. No chaperone or professional badge will be issued unless their individual names are listed in the proper areas within Entryeze.

Invitational Series: This event is part of the Southern California Inter-Club Invitational Series. Top point scorers at the end of the season will be invited to the Invitational Final. Please see the Southern California Inter-Club Association website at <http://www.socalinterclub.org/> for more information.

SINGLES FREE SKATING EVENTS

See current rulebook or click [here](#) for current rules and requirements.

Introductory Levels Free Skate Program

- 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.
- Skaters may not enter two free skating events at different levels.
- 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 max.	<p><i>Max. 5 jump elements:</i></p> <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 	<p><i>Max. 2 spins:</i></p> <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 Basic Skills free skating badge tests
High Beginner 1:40 max.	<p><i>Max. 5 jump elements:</i></p> <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. 	<p><i>Max. 2 spins:</i></p> <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 Basic Skills free skating badge tests
No-Test 1:40 max.	<p><i>Max. 5 jump elements:</i></p> <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 	<p><i>Max. 2 spins:</i></p> <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 ½ of the ice surface	

Well Balanced Program Free Skate

- Skaters will skate to the music of their choice. Vocal music is 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.
- Skaters may not enter two free skating events at different levels.
- All categories (divisions) with a short and long program are combined events. Each skater will skate a short and a long program. The short and long programs are included in the entry fee.
- Qualifying rounds for categories with a short and long program are combined events. Each skater will skate a short and a long program. The top skaters from each qualifying round will move onto the final round. The final round is the free skate event only.
- All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on www.usfigureskating.org, under "Technical Information," then "Singles/Pairs"

Level	Time	Jumps	Spins	Step Sequences
Pre-Preliminary	1:40 max.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> a) Any single jumps, including Axel, allowed. b) Max. 2 jump combinations or sequences c) Jump combinations are limited to 2 jumps. d) Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.) e) Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels. f) Double or triple jumps are not allowed. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> a) Spins must be of a different nature b) Spins may change feet and/or position. c) Spins may start with a fly. d) Min. of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Preliminary	1:30 +/- 10 sec.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel or waltz-jump. b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.) e) Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop) f) Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences. g) Max. of 2 Axels or any double jump. h) Double flips, double Lutzes, double Axels or triple jumps are not allowed. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> a) Spins must be of a different nature b) Spins may change feet and/or position. c) Spins may start with a fly. d) Min. of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Pre-Juvenile	2:00 +/- 10 sec.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel or waltz –jump. b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is limited to a max. of 3 single or double jumps. (½ loop is not considered a single jump at this level.) e) Number of different double jumps is not limited. f) Axel and no more than 3 different double jumps may be repeated as individual jumps, as part of jump combination or jump sequence. g) Maximum of 2 Axels or any double jump h) No double Axels or triple jumps 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> a) 1 spin combination; with or without change of foot*, may fly. b) 1 spin with only 1 position*, may fly, no change of foot c) Min. 4 revolutions.; 6 revolutions for combo d) Spins must be of a different nature 	One step sequence fully utilizing ice surface.
Juvenile (under 14 years) & Open Juvenile (14 years or older)	2:15 +/- 10 sec.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump* b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is not limited e) No more than 3 double jumps may be repeated (1 each), but only as part of combination or sequence. Max 2 of same double jump. f) No triple jumps 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> a) 1 spin combination; with/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min. 5 revolutions; 8 revolutions. for combination e) Min. 2 revolutions in position f) Spins must be of a different nature 	One choreographic step sequence fully utilizing ice surface.

Intermediate	2:30 +/- 10 sec.	<p>Maximum of 6 jump elements:</p> <ul style="list-style-type: none"> a) 1 must be an Axel-type jump* b) Max 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 3 double/triple jumps may be repeated; only 1 repeat may be a triple. Double or triple jump repeated only in combo or sequence. Max. 2 of the same double or triple. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> a) 1 spin combination; w/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min. 5 revolutions; 8 revolutions. for combo e) Min. 2 revolutions. in position f) Spins must be of a different nature 	One choreographic step sequence fully utilizing ice surface.
Novice Ladies	3:00 +/- 10 sec.	<p>Maximum of 6 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump* b) Max. 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 3 double/triple jumps may be repeated; only 1 repeat may be a triple. Double or triple jump repeated only in combo or seq. Max. 2 same double or triple. 	<p>Maximum of 3 spins:</p> <ul style="list-style-type: none"> a) Spins must be of a different nature b) 1 flying entry with no change of foot or position* c) 1 spin combination; w/without change of foot* d) 3rd spin is option of skater e) Min. 6 revolutions; 10 revolutions. for combo f) Min. 2 revolutions. in position g) Spins may change feet and start with a fly, except h) For the flying spin with no change of foot or position 	One leveled step sequence Fully utilizing the ice surface
Novice Men	3:30 +/- 10 sec.	<p>Maximum of 7 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump* b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) One double Axel and two different triple jumps may be repeated. f) If double Axel or triple jumps repeated, must be in combo or sequence. g) No more than two of the same type of double or triple may be attempted. 	<p>Maximum of 3 spins:</p> <ul style="list-style-type: none"> a) Spins must be of a different nature b) 1 flying entry with no change of foot or position* c) 1 spin combination; with or without change of foot* d) 3rd spin is option of skater e) Min. 6 revolutions; 10 revolutions for combo f) Min. 2 revolutions in position g) Spins may change feet and start with a fly, except for the flying spin with no change of foot or position 	One leveled step sequence Fully utilizing the ice surface.
Junior Ladies	3:30 +/- 10 sec.	<p>Maximum of 7 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump * b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but must be in combo or f) sequence g) Max. 2 double Axels as solo jump or in combo/sequence 	<p>Maximum of 3 spins:</p> <ul style="list-style-type: none"> a) 1 flying entry* b) 1 spin combination; with or without change of foot* c) 1 spin with only 1 position * d) Min. 6 revolutions; 10 revs. for combo e) Min. 2 revolutions in position f) All spins may change feet and start with a fly g) Spins must be of a different nature 	One leveled step sequence Fully utilizing the ice surface.
Junior Men	4:00 +/- 10 sec.	<p>Maximum of 8 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump * b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but must be in combo or f) sequence g) Max. 2 double Axels as solo jump or in combo/sequence 	<p>Maximum of 3 spins:</p> <ul style="list-style-type: none"> a) 1 flying entry* b) 1 spin combination; with or without change of foot* c) 1 spin with only 1 position * d) Min. 6 revolutions; 10 revs. for combo e) Min. 2 revolutions in position f) All spins may change feet and start with a fly g) Spins must be of a different nature 	One leveled step sequence Fully utilizing the ice surface.
Senior Ladies	4:00 +/- 10 sec.	<p>Maximum of 7 jump elements:</p> <ul style="list-style-type: none"> a) One must be an Axel-type jump * b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted 	<p>Maximum of 3 spins:</p> <ul style="list-style-type: none"> a) 1 flying entry* b) 1 spin combination; with or without change of foot* c) 1 spin with only 1 position * 	One leveled step sequence One choreographic sequence

		d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but must be in combo or f) Sequence g) Max. 2 double Axels as solo jump or in combo/sequence	d) Min. 6 revolutions; 10 revolutions for combo e) Min. 2 revolutions in position f) All spins may change feet and start with a fly g) Spins must be of a different nature	Fully utilizing the ice surface
Senior Men	4:30 +/- 10 sec.	Maximum of 8 jump elements: a) One must be an Axel-type jump * b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but must be in combo or f) Sequence g) Max. 2 double Axels as solo jump or in combo/sequence	Maximum of 3 spins: a) 1 flying entry* b) 1 spin combination; with or without change of foot* c) 1 spin with only 1 position * d) Min. 6 revolutions; 10 revolutions for combo e) Min. 2 revolutions in position f) All spins may change feet and start with a fly g) Spins must be of a different nature	One leveled step sequence One choreographic sequence Fully utilizing the ice surface

SINGLES SHORT PROGRAMS

Short programs are part of the combined events for Intermediate and above. Short program segments are governed by the rules listed below. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for short program rules, program length, etc.

- A. Intermediate short program – Rule 4230
- B. Novice short program – Rule 4220
- C. Junior short program – Rule 4210
- D. Senior short program – Rule 4200

SINGLES COMPULSORY MOVES

- Beginner – Juvenile: Elements skated on ½ ice
- Intermediate – Senior: Elements skated on full-ice
- Music is not allowed
- Elements may be performed only once
- 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 test level.
- Skaters may not enter two compulsory events at different levels.

Format:

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

Level	Time	Skating rules/standards
Beginner	1:15 max.	1. Waltz jump 2. ½ jump of choice 3. Forward two-foot or one-foot spin, minimum three revolutions (free leg position optional) 4. Forward or backward spiral
High Beginner	1:15 max.	1. Toe loop jump 2. Salchow jump 3. Forward scratch spin - minimum three revolutions 4. Forward or backward spiral
No-Test	1:15 max.	1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.

Level	Time	Skating rules/standards
Pre – Preliminary	1:00 max.	<ol style="list-style-type: none"> 1. Single flip 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:00 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Single jump (may include Axel) 2. Jump combination: single/single (may include Axel) 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence - circular
Juvenile & Open Juv.	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Jump combination: single/single or double/single 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence – circular
Intermediate	1:30 max.	<ol style="list-style-type: none"> 1. Double Salchow or double toe loop 2. Jump combination: single/single or double/single 3. Flying spin, minimum five revolutions 4. Step sequence – straight line
Novice	1:30 max.	<ol style="list-style-type: none"> 1. Double loop 2. Jump combination: double/single or double/double 3. Flying spin - minimum five revolutions 4. Step sequence – straight line
Junior	1:30 max.	<ol style="list-style-type: none"> 1. Double flip 2. Jump combination: double/double or triple/double 3. Combination spin - minimum 10 revolutions 4. Step sequence – straight line
Senior	1:30 max.	<ol style="list-style-type: none"> 1. Double Lutz 2. Jump combination: double/double or triple/double 3. Combination spin - minimum 10 revolutions 4. Step sequence – straight line

SINGLES JUMPS CHALLENGE

- Pre-juvenile and lower will be skated ½ ice; Juvenile – Senior will be skated on full ice
- Jumps with an “*” must be preceded with connecting steps (Intermediate – Senior)

Format:

- Skaters will have a 5 minute warm-up
- After the warm-up, skaters will line –up on the ice per the skating order.
- The referee will announce which jump the skaters will be doing.
- Then, the first skater will perform that jump and proceed to the end of the line.
- This will continue until all skaters have performed all four jumps.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. ½ flip or ½ Lutz 3. Single toe loop * 4. Single Salchow
High Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. Single toe loop * 3. Single Salchow 4. Jump combination – waltz jump-toe loop
No-Test	1:30 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single Salchow * 3. Single loop 4. Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single loop * 3. Single flip 4. Jump combination - Any two ½ or single revolution jumps (no Axel)

Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Single flip * 2. Single Lutz 3. Single Axel 4. Jump combination – Any single jump + single loop (may include Axel)
Pre – Juvenile	1:30 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Single Axel 3. Single or double jump * 4. Jump combination – single with single (may include Axel)
Juvenile & Open Juvenile	1:30 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Single Axel 3. Double Salchow * 4. Jump combination – single with single or double with single (may include single Axel)
Intermediate	1:30 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Double Salchow 3. Double loop * 4. Jump combination – double with single (may include Axel)
Novice	1:30 max.	<ol style="list-style-type: none"> 1. Double loop 2. Double flip * 3. Jump sequence – including double with single (may include single Axel) 4. Jump combination – double with double (may include double Axel)
Junior	1:30 max.	<ol style="list-style-type: none"> 1. Choice of double or triple jump * 2. Double or triple flip 3. Jump sequence – including double with single (may include double Axel) 4. Jump combination – double with double (may include double Axel)
Senior	1:30 max.	<ol style="list-style-type: none"> 1. Choice of double or triple jump 2. Double or triple Lutz * 3. Jump sequence – including double with single (may include double Axel) 4. Jump combination – double/double or triple/double (may be double Axel)

SINGLES SPINS CHALLENGE

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring.
- Spins may not be repeated.
- All events are skated on ½ ice.
- Only spins so indicated may have a flying takeoff.
- Variations of a basic spin position are permitted.
- **Minimum** number of revolutions are noted in parentheses.

Format:

- Skaters will have a 5 minute warm-up
- After the warm-up, skaters will line –up on the ice per the skating order.
- The referee will announce which spin the skaters will be doing.
- Then, the first skater will perform that spin and proceed to the end of the line.
- This will continue until all skaters have performed all four spins.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3) 4. Spin in one position with change of foot (3 on each foot in position)
High Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3) 4. Spin in one position with change of foot (3 on each foot in position)
No-Test	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3) 4. Spin in one position with change of foot (3 on each foot in position)
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3) 4. Combination spin with two positions and change of foot (3 on each foot)
Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Backward upright spin (3) 2. Sit spin (3)

		<ol style="list-style-type: none"> 3. Camel spin (3) 4. Combination spin with two positions and change of foot (3 on each foot)
Pre – Juvenile	1:30 max.	<ol style="list-style-type: none"> 1. Sit spin (3) 2. Camel spin (3) 3. Forward to backward upright spin (3 on each foot) 4. Combination spin – camel to sit spin; no change of foot (6)
Juvenile & Open Juvenile	1:30 max.	<ol style="list-style-type: none"> 1. Sit spin (4) – may fly 2. Girls – layback spin (4); Boys – camel spin (4) 3. Combination spin with two positions and no change of foot (2 in each position) 4. Combination spin with two positions and change of foot (4 on each foot)
Intermediate	1:30 max.	<ol style="list-style-type: none"> 1. Flying sit spin (5) 2. Girls – layback spin (4); Boys – camel spin (4) 3. Combination spin with two positions and no change of foot (2 in each position) 4. Combination spin with two positions and change of foot (4 on each foot)
Novice	1:30 max.	<ol style="list-style-type: none"> 1. Spin in one position with no change of foot - choice of camel, sit or layback spin (6) 2. Camel spin to backward camel spin (4 on each foot, in position) 3. Combination spin with two positions and no change of foot (2 in each position) – may fly 4. Combination spin – change of foot & two changes of position (2 in each position and 5 on each foot)
Junior	1:30 max.	<ol style="list-style-type: none"> 1. Flying sit spin or flying reverse sit spin (6) 2. Ladies – layback spin (6); men – cross-foot spin (6) 3. Combination spin with three positions and no change of foot (2 in each position) – may fly 4. Combination spin with three positions and change of foot (2 in each position and 5 on each foot)
Senior	1:30 max.	<ol style="list-style-type: none"> 1. Flying spin in one position (6) 2. Solo spin in one position with change of foot – may not fly – must be different basic position than the flying spin (5 on each foot) 3. Combination spin with three positions and no change of foot (2 in each position) – may fly 4. Combination spin with three positions and change of foot (2 in each position and 5 on each foot)

STEP SEQUENCES

- Skaters will have a 5 minute warm-up
- Levels are based on the skaters’ highest Moves in the Field test passed. Skaters may compete up one level.
- Skaters shall perform two different step sequences of their choice to music. Any shape or pattern covering the full length of the ice is permitted; however, skaters must make clear when their first step sequence ends, and their second begins.
- Skaters in Novice and above shall also include a choreographic sequence of their choice, which will be scored.
- Music of skater’s choice may not exceed the maximum time, and may be shorter. Vocal music is permitted.
- Each of the step sequences must include the required steps and/or turns listed for each level.
- Each step sequence may include additional steps or turns, which will be scored
- Each step sequence must utilize the full ice surface.
- Skaters will be scored on edge quality, correctness and clarity of turns, multi-directional skating, one-foot skating and movement in time to the music.

Level	Time	Skating rules / standards
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Forward outside 3-turn 2. Inside mohawk 3. Demonstration of forward outside and forward inside edges
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. At least two consecutive forward outside power 3-turns 2. Forward inside 3-turn 3. At least one set of alternating 3-turns (outside or inside)
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Backward inside 3-turns on each foot 2. Backward outside 3-turns on each foot 3. At least 2 consecutive power pulls (backward or forward)
Juvenile & Open Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Forward outside double 3 (either foot) 2. Forward inside double 3 (either foot) 3. At least 2 consecutive cross strokes (backward or forward)
Intermediate	1:30 max.	<ol style="list-style-type: none"> 1. Choice of backward double 3 2. At least 2 different brackets with clear entry and exit edges 3. Forward inside 1 ½ twizzle 4. Forward outside 1 ½ twizzle
Novice	2:00 max.	<ol style="list-style-type: none"> 1. At least 2 different counters with clear entry and exit edges 2. Forward outside and forward inside loop (either foot) 3. Backward outside double twizzle 4. Backward inside double twizzle

Junior	2:00 max.	<ol style="list-style-type: none"> At least 2 different rockers with clear entry and exit edges At least 2 different choctaws Backward outside and backward inside loop (either foot) A combination of at least 3 different turns done on one foot
Senior	2:00 max.	<ol style="list-style-type: none"> At least 1 of each of the following: 3-turn, bracket, rocker, counter, choctaw, loop, and twizzle. A combination of at least 3 different turns, to be selected from counter, rocker, bracket, twizzle and loop, done on one foot. An upper body movement. <i>(Any movements of the arms, head and torso that have an effect on the balance of the main body core.)</i> <p><i>Note: If necessary, skaters may combine items 1 & 2. For example, performing 3 different consecutive turns on one foot may also count towards the requirement of demonstrating all seven of the listed turns/steps.</i></p>

ADULT FREE SKATE EVENTS

Level	Jumps	Spins	Step Sequences
CHAMPIONSHIP MASTERS JUNIOR/SENIOR & MASTERS JUNIOR & MASTERS SENIOR 3:40 max * element is required	Max. 7 <ul style="list-style-type: none"> 1 must be an Axel-type jump* Min. 1*, max. 3 combinations or sequences Two combinations/sequences are limited to two jumps, and one three-jump combination/sequence is permitted Number of jumps in sequence is unlimited, but only the two highest-value jumps in a jump sequence will be counted No Axels and multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence 	Max. 3 <ul style="list-style-type: none"> Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) Min. 5 revolutions total if no change of foot Min. 4 revolutions each foot if change of foot Min. 2 revolutions in position 	Max. 1 To be chosen from: <ul style="list-style-type: none"> Choreographic step sequence or Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP MASTERS INTERMEDIATE/NOVICE & MASTERS INTERMEDIATE & MASTERS NOVICE 3:10 max * element is required	Max. 6 <ul style="list-style-type: none"> 1 must be an Axel-type jump* Min. 1*, max. 3 combinations or sequences Two combinations/sequences are limited to two jumps, and one three-jump combination/sequence is permitted Each jump may be repeated only once, and only as part of combination or sequence All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop Only one double-double jump combination or sequence is permitted Double flip, double Lutz, double Axel and triple jumps are not permitted 	Max. 3 <ul style="list-style-type: none"> Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) Min. 5 revolutions total if no change of foot Min. 4 revolutions each foot if change of foot Min. 2 revolutions in position 	Max. 1 To be chosen from: <ul style="list-style-type: none"> Choreographic step sequence or Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP GOLD & ADULT GOLD 2:40 max * element is required	Max. 5 <ul style="list-style-type: none"> Min. 1*, max. 3 combinations or sequences Two combinations/sequences are limited to two jumps, and one three-jump combination/sequence is permitted Each jump may be repeated only once, and only as part of combination or sequence All single jumps, including an Axel-type jump, are permitted, as are the following double jumps: double toe loop, double Salchow. No double-double jump combinations or sequences are permitted Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	Max. 3 <ul style="list-style-type: none"> Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) Min. 4 revolutions total if no change of foot Min. 4 revolutions each foot if change of foot Min. 2 revolutions in position 	Max. 1 To be chosen from: <ul style="list-style-type: none"> Choreographic step sequence or Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

<p>ADULT SILVER</p> <p>2:10 max</p> <p>* element is required</p>	<p style="text-align: right;">Max. 5</p> <ul style="list-style-type: none"> • Min. 1*, max. 2 combinations or sequences • One combination/sequence may consist of three jumps, and <u>the other</u> may have only two jumps • Additional jump sequences which contain non-listed jumps of not more than one revolution (i.e. mazurkas, half-loops, etc.) performed as part of connecting footwork preceding single jumps are permitted • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps are permitted, including an Axel-type jump. • No double or triple jumps are permitted 	<p style="text-align: right;">Max. 2</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) • Min. 3 revolutions total if no change of foot • Min. 3 revolutions each foot if change of foot • Min. 2 revolutions in position 	<p style="text-align: right;">Max. 1</p> <p>To be chosen from:</p> <ul style="list-style-type: none"> • Step sequence or • Spiral sequence (any pattern) <p>Must use at least ½ ice surface</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p>
<p>ADULT BRONZE</p> <p>1:50 max</p> <p>* element is required</p>	<p style="text-align: right;">Max. 4</p> <ul style="list-style-type: none"> • Min. 1*, max. 2 combinations or sequences; • One combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except Axel) • No Axel, double or triple jumps are permitted 	<p style="text-align: right;">Max. 2</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) • Min. 3 revolutions total if no change of foot • Min. 3 revolutions each foot if change of foot • Min. 2 revolutions in position • No flying spins are permitted 	<p style="text-align: right;">Max. 1</p> <p>To be chosen from:</p> <ul style="list-style-type: none"> • Step sequence or • Spiral sequence (any pattern) <p>Must use at least ½ ice surface</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p>
<p>ADULT PRE-BRONZE</p> <p>1:40 max</p> <p>* element is required</p>	<p style="text-align: right;">Max. 4</p> <ul style="list-style-type: none"> • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • One jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No Lutz, Axel or double jumps are allowed 	<p style="text-align: right;">Max. 2</p> <ul style="list-style-type: none"> • Min. 3 revolutions • No flying spins are permitted 	<p style="text-align: right;">Max. 1</p> <ul style="list-style-type: none"> • Connecting steps throughout the program are required

SHOWCASE EVENTS – Dramatic Entertainment Events

- Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- The determination of level will be based upon test requirement at the entry deadline
- Current guidelines and procedures for non-qualifying showcase competitions can be found at www.usfigureskating.org, under “Programs” on the National Showcase page.
- Skaters are allowed to enter only one dramatic event and one light event.

Format:

- Programs should express a **serious** emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions.
- Props and scenery are permitted
- Skaters have one minute to set up props before skating, and one minute to remove props from the ice after skating. The skater will receive a deduction if the one minute time limit is exceeded.
- Props must be able to be placed on the ice and taken off the ice by the skater. Assistance to place props onto the ice or remove props will not be allowed.

Dramatic Entertainment Levels:

Event	Must have passed (dance tests refer to solo or partnered standard track)	Must not have passed (dance tests refer to solo or partnered standard track)	Age	Time
Beginner, High Beginner, No Test Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
Pre-Preliminary Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	13 and under	2:10 max
Teen	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate Complete Bronze Dance	Novice Free Skate Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate Complete Preliminary Dance	Novice Free Skate Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate One Silver Dance	Junior Free Skate Any Gold Dance	No age restriction	2:10 max
Junior	Junior Free Skate Two Pre-Gold Dances	Senior Free Skate Completed Gold Dance		2:40 max
Senior	Senior Free Skate Complete Gold Dance			2:40 max
Event	Must meet requirements for	Must not have passed	Age	Time
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze Dance Test	Any Pre-Silver Dance Test	21 and older	1:40 max

Adult Silver	Adult Silver Free Skate or Pairs Events or have passed one Pre-Silver Dance Test	Any Pre-Gold Dance Test	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate or any Masters Pairs event or have passed one Pre-Gold Dance Test	Complete Pre- Gold Dance Test	21 and older	1:40 max
Masters	At least the Masters Intermediate or any Masters Pairs Event or have passed the complete Pre-Gold Dance Test		21 and older	1:40 max

SHOWCASE EVENTS – Light Entertainment Events

- Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- The determination of level will be based upon test requirement at the entry deadline
- Current guidelines and procedures for non-qualifying showcase competitions can be found at www.usfigureskating.org, under “Programs” on the National Showcase page.
- Skaters have one minute to set up props before skating and one minute to remove props from the ice after skating. The skater will receive a deduction if the one minute time limit is exceeded.
- Props must be able to be placed on the ice and taken off the ice by the skater. Assistance to place props onto the ice or remove props will not be allowed.

Format:

- 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

Light Entertainment Levels

Event	Must have passed(dance tests refer to solo or partnered standard track)	Must not have passed(dance tests refer to solo or partnered standard track)	Age	Time
Beginner, High Beginner, No Test Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
Pre-Preliminary Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max

Pre Juvenile	Pre Juvenile Free Skate 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	13 and under	2:10 max
Teen	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate Complete Bronze Dance	Novice Free Skate Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate Complete Preliminary Dance	Novice Free Skate Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate One Silver Dance	Junior Free Skate Any Gold Dance	No age restriction	2:10 max
Junior	Junior Free Skate Two Pre-Gold Dances	Senior Free Skate Completed Gold Dance		2:40 max
Senior	Senior Free Skate Complete Gold Dance			2:40 max
Event	Must meet requirements for	Must not have passed	Age	Time
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze Dance Test	Any Pre-Silver Dance Test	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate or Pairs Events or have passed one Pre-Silver Dance Test	Any Pre-Gold Dance Test	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate or any Masters Pairs event or have passed one Pre- Gold Dance Test	Complete Pre- Gold Dance Test	21 and older	1:40 max
Masters	At least the Masters Intermediate or any Masters Pairs Event or have passed the complete Pre-Gold Dance Test		21 and older	1:40 max

SHOWCASE EVENTS – Interpretative Events

Format:

Interpretive is a performance choreographed by the competitor, unaccompanied and unassisted, to music supplied by the competition committee / LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements.

- Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline
- The music will be played during a 30-minute off-ice session and twice during an on-ice warm-up prior to the performance.

- The room will be attended only by the adult monitor assigned to play the music and the competing skaters in that group.
- **After the warm up, skaters will go back to a room, with no music being played.**
- Skaters will be brought to the ice when the previous skater finishes.
- All competitors in an event will interpret the same music.
- Props are permitted but must be brought into the room prior to listening to the music, and be taken to the ice only when the skater is called to perform. Props may not be pre-positioned on the performance surface.
- Skaters have one minute to set-up props before skating and one minute to remove props from the ice after skating. The skater will receive a deduction if the one minute time limit is exceeded.
- Props must be able to be placed on the ice and taken off the ice by the skater. Assistance to place props onto the ice or remove props will not be allowed.

Current guidelines and procedures for non-qualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Interpretative Event Levels and Program Duration

Level	Program Duration
High Beginner - Pre-juvenile	1:00 maximum
Juvenile - Novice	1:30 maximum
Junior and Senior	1:30 maximum
Teen and Young Adult	1:30 maximum
All Adult events	1:30 maximum

PAIRS EVENTS

PAIRS FREE SKATING EVENTS

Pairs events for Pre-Juvenile through Senior will be conducted in accordance with the current U.S. Figure Skating rulebook. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for rules, program length, etc.

PAIRS SHORT PROGRAMS

Short programs are part of the combined events for Intermediate and above. Short program segments are governed by the rules listed below. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for short program rules, program length, etc.

- A. Intermediate short program – Rule 5230
- B. Novice short program – Rule 5220
- C. Junior short program – Rule 5210
- D. Senior short program – Rule 5200

BASIC SKILLS Basic Elements Event: SNOWPLOW SAM – BASIC 8

Format: In simple program form, using a limited number of connecting steps, the required elements must be skated in the order listed below..

Open to Basic Skills members and U.S. Figure Skating members who have not passed any standard U.S. Figure Skating tests

- To be skated on ½ 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"> • 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, right and left • 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, right or left
Basic 5	1:00 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counter clockwise • 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, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Lunge, right or left • T-stop, right or left
Basic 7	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk, right to left and left to right • 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, right and left • Waltz jump (from a standstill) • Mazurka, either direction • Combination move, clockwise or 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 • Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions

BASIC SKILLS 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.

Open to Basic Skills members and U.S. Figure Skating members who have not passed any standard U.S. Figure Skating tests

- 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"> • 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 • Forward snowplow stop • Backward wiggles, 6-8 in a row
Basic 2	1:10max.	<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	1:10 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	1:10 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn, right and left • Forward crossovers, 4-6 consecutive both directions • Backward stroking, 4-6 strokes • Backward snowplow stop, right or left
Basic 5	1:10 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	1:10 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Lunge, right or left • T-stop, right or left
Basic 7	1:10 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk, right to left and left to right • Ballet Jump, either direction • Back crossovers to a back outside edge landing position, clockwise and counter clockwise • Forward inside pivot
Basic 8	1:10 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns, right and left • Waltz jump (from a standstill) • Mazurka, either direction • 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 • Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions

BASIC SKILLS 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.

Open to Basic Skills members and U.S. Figure Skating members who have not passed any standard U.S. Figure Skating tests

- 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, right or left • 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, right or left • 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

EVENT FEES

Entry fees for the events are as follows:

Free Skate Events:

Intermediate through Senior (includes short and long program)	\$155.00
Juvenile /Open Juvenile or levels below	\$125.00
Adult	\$125.00

Pairs Events:

Intermediate through Senior (includes short and long program)	\$125.00
Juvenile and below	\$ 90.00

Showcase Events:

Light, Interpretive, Dramatic event only (1 st event)	\$ 90.00
With any other Free Skate, Pairs or Showcase, as 2 nd or 3 rd event	\$ 75.00

Specialty Singles Events:

Compulsory moves, Jumps event only (1 st event)	\$ 90.00
With any other Free Skate, Pairs or Showcase, as 2 nd or 3 rd event	\$ 75.00

Basic Skills Events:

All Levels (1 st event)	\$ 70.00
2 nd Event	\$ 50.00