

# LEARN TO SKATE PRE-PRELIMINARY, LIMITED PRE-PRELIMINARY PRELIMINARY, TEST TRACK, ADULT EVENTS, SHOWCASE, JUMPS, SPINS BEGINNER SYNCHRO, TEAM EVENTS SPECIAL OLYMPIANS

FATHER'S DAY COMPETITION - June 18, 2017
\*\* Dads - Share your special day with your little skater at the June Bug Open!

Registration due via Entryeeze no later than May 13, 2016
Entry Page: <a href="https://www.dallasfsc.org">www.dallasfsc.org</a>
Payment via secured credit card transaction

Hosted by
The Dallas Figure Skating Club

Allen Community Ice Rink 200 East Stacy Road Allen, TX 75002

This is a 2017 Dallas Tri-Swizzle Series Event
Learn to Skate skaters accumulate points from their placement and group size
Qualifying Events: 2016 Bunny Hop Open, 2017 Skate Dallas and 2017 June Bug Open
Available BASIC PROGRAM EVENTS in SNOWPLOW SAM – LEARN TO SKATE 6 and
FREE SKATE EVENTS in PRE-FREE SKATE – FREE SKATE 6.
Champions Announced July 2017

Approved by the US Figure Skating Basic Skills Program





#### **2017 JUNE BUG OPEN JUNE 18, 2017**

### Hosted by The Dallas Figure Skating Club

EVENTS INCLUDE: BASIC ELEMENTS & PROGRAM, FREESKATE COMPULSORY & PROGRAM, BASIC SHOWCASE EVENTS, WELL-BALANCED PROGRAM & FREESKATE, TEST TRACK, ADULT EVENTS, JUMPS, SPINS, BEGINNER SYNCHRO, SNOW PLOW SAM SYNCHRO, TEAM EVENTS, SPECIAL OLYMPIANS

The 2017 June Bug Open Learn to Skate competition will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website.

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

#### **ELIGIBILITY/TEST LEVEL:**

To be eligible, skaters must be members of either the Learn to Skate Program and / or full members of U.S. Figure Skating. To be eligible, skaters must have sub mitted a membership application or be a member in good standing. Members of other organizations are eligible to complete but must be registered with the host Learn to Skate Program / Club or any other Learn to Skate Program / Club.

Eligibility will be based on Skill level as of May 15, 2016. All SNOWPLOW SAM and LEARN TO SKATE skaters through LTS 6, must skate at highest level passed, and **NO** official U.S. Figure Skating tests may have been passed including Moves in the Field, or individual dances.

For the PRE-FREESKATE thru FREESKATE 6, eligibility will be based only upon highest Learn to Skate Free Skate test level passed (Moves in the Field test 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 competition.

The Special Olympics portion of this competition will be conducted in accordance with the Official U.S. Figure Skating Rule Book, the Special Olympics Winter Sports Rules, and the rules given in the announcement. The Special Olympian Competition is open to skaters 8 years or older who are receiving group or private instruction. Skaters must be registered as Special Olympians through the Special Olympics office.

**ENTRIES:** FIRST Free Skate, Showcase, Special Olympian Program with Music: Learn to Skate 1-6, Pre-Freeskate thru Freeskate 6,: \$75

Beginner, High Beginner, No Test, Test Track, Pre-preliminary, Preliminary,: \$85



Elements, Compulsory, Jumps, Spins (WITHOUT a FIRST Free Skate, Showcase, Special Olympian Event): \$70

Elements, Compulsory, Jumps, Spins (WITH a FIRST Free Skate, Showcase, Special Olympian Event): \$30

Team Events: \$80 and \$5 per skater

Only online entries with secure credit card payment through Entryeeze will be taken. See event site at <a href="www.DallasFSC.org">www.DallasFSC.org</a> for more information. Note that electronic entries must be paid with a successful credit card transaction to be considered valid and **must be completed by midnight, May 13, 2017.** Late entries will be accepted at the discretion of the competition committee, and only if accompanied by a \$35 late fee.

**REFUND POLICY:** Entry fees will not be refunded after May 13, 2017 (close of entries), 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 \$25 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 online at the event site found at <a href="https://www.DallasFSC.org">www.DallasFSC.org</a>.

There will be a \$25 change fee for each change of event or level after the entry deadline date. Full refunds, **minus the online processing fee**, are available if withdrawal is prior to the entry deadline.

The June Bug Open will deposit a portion of the proceeds into the "Carolyn Haman Helping Hands" fund. Assistance from this fund is available to all Dallas FSC Home Club members. Your tax-deductible donation is appreciated and can be included with your entry to the June Bug Open

**FACILITIES:** Allen Community Ice Rink is located in Allen, Texas, at 200 East Stacy Road, Allen, TX 75002. Both ice surfaces are 200' x 85' with rounded corners.

#### MUSIC UPLOAD/SUBMISSION

Online music submission is the ONLY acceptable method to submit program music. The uploaded program MUST conform to the following specifications:

- Only one piece of competition program music (e.g. Short Program, Free Skate, etc.) per file is allowed.
- The uploaded file must be an **MP3** File. Simply changing the file extension to "mp3" from another file format is not acceptable.
- **Bit Rate of 192 kbps** or higher is requested.
- The file should not contain any ID3 metadata (tags). Especially NO embedded images such as album cover art, picture of the skater, etc.
- Leaders and trailers (the silence or "dead space" before and after the actual start and
  end of the program music) may not exceed two (2) seconds. We prefer that there be
  NO leaders or trailers at all. Excessive leaders and trailers may disrupt the playing of
  the music during competition.

See EntryEeze announcements on the main page for music submission deadline date and time.

After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your



account and return later to upload your music by going to the "competition" tab and then selecting "my music".

#### BACKUP MUSIC AT EVENTS (CDs)

**Competitors must submit their music online.** In addition, all competitors MUST have at least one (1) backup CD rink side at practice sessions, where program music will be played, and during the actual competition event. CDs must meet the following requirements:

- Clearly marked with a permanent marker with the skater's first and last name, event, and music length.
- Only one (1) music track. Any disk with more than one track is NOT acceptable.
- Lead in time on CDs may not exceed two (2) seconds.
- Music may NOT be submitted on re-recordable CDRW disks.

The LOC is not responsible for damage to or loss of CDs. CDs not picked up by the end of the competition are not the responsibility of the LOC and will be destroyed.

#### PENALTY FOR INCORRECT MUSIC OR FAILURE TO UPLOAD MUSIC

The LOC may assess each competitor an additional charge of \$25 per event if the competitor 1) fails to submit their music prior to the close of online music submission, 2) submits files that do not correspond to the specifications above, or 3) submits either the incorrect music or needs to make changes to their music after the close of online music submission. Competitors may NOT receive their credentials at registration until they pay the \$25 per event charge and turn in their music on CD, conforming to the requirements above.

**LIABILITY:** U.S. Figure Skating, Dallas Figure Skating Club, and Allen Community Ice Rink accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

JUDGING SYSTEM: All events will be judged using the 6.0 Majority Judging System.

<u>REGISTRATION:</u> See the event site located at <u>www.dallasfsc.org</u> for registration begin and end day and time. Registration will be open from one to two hours before the first event and run through the last event of the day. The registration table will be located at the skate counter at the arena. Please register promptly upon arrival and <u>remember to bring your official back up music CD(s).</u>

**PRACTICE ICE:** Practice ice may be chosen online for \$15.00 for each 20 (twenty) minute session. **Pre-paid practice ice is non-refundable and may not be sold to other skaters.** Practice ice can only be purchased through EntryEeze until the desk opens at the event. Once the desk opens at the event, all remaining practice ice sessions will be sold only in person at the practice ice desk for \$20 for each 20 minute session.

Competitors' music will not be played on practice ice sessions.

#### SUMMARY

- \$15 Prepaid 20-minute practice session
- \$20 20-minute practice session at the competition



**PHOTOGRAPHY/VIDEOTAPING:** MKT Photography will provide action shots for purchase, but professional podium photos will not be available. Awards will be given and you are welcome to take your own photos. Professional videotaping will not be available for purchase. You are welcome to videotape your skater only. Note that personal cameras will be permitted in the bleachers only and may not be plugged into arena outlets. Videotaping for personal profit is not allowed.

<u>AWARDS:</u> All divisions will be divided by age into groups no larger than six skaters. Medals will be presented for first through six place finishes. All events will be final rounds. If there are 8 entries or more, and time warrants, we will host a Final Round in Limited Pre-Preliminary, Pre-Preliminary, and Preliminary. Trophies will be awarded.

<u>OFFICIAL NOTICES:</u> An official bulletin board will be maintained at the Allen Community Ice Rink. 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 45 minutes prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition.

#### **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.

For LEARN TO SKATE ONLY coaches - Any person, 18 and older, instructing in a U.S. Figure Skating Learn to Skate Program must have successfully passed the annual background screen and be registered as a Basic Skills instructor member.

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 – <u>no exceptions</u>. 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: <a href="http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf">http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf</a>



#### **CONTACT INFORMATION:**

Chief Referee Mary Pottenger PairOfPairs@aol.com

Competition Chair Rose Varner 972-849-5879 rvormt@gmail.com

Competition Co-chair

Holly Abshire

dallascompetitionchair@gmail.com

Event Registrar and Practice Ice Holly Abshire dallascompetitionchair@gmail.com

Program
Richard Glenn
richardg@plano.gov

**SOUVENIRS:** Official 2017 June Bug Open items, will be available at the competition.

**PROGRAM ADVERTISEMENTS:** Treat your favorite skater or coach to a special recognition by putting an advertisement in the program. Complete the Program Advertisement found on the event site located at <a href="https://www.dallasfsc.org">www.dallasfsc.org</a>. Payment is to be made through EntryEeze.

#### **HOTEL ACCOMMODATIONS:**

Host Hotel

Courtyard by Marriott Dallas-Allen at the John Q. Hammons Center

210 East Stacy Road, Allen, TX 75002

Room Rate: \$109 plus 13% tax. Must book by 5/27/16 for rate

Hotel is located next door to the rink.

To reserve a room, you can call 800-627-7468 or 214-383-1151 using group code **JBOP** or as for **June Bug Open 2017**. You can also reserve a room and find additional information using the link below to their website.

Book your group rate for June Bug Open 2017

#### **TRANSPORTATION**

There are a couple of options for flying into the Dallas area. The most convenient is DFW Airport which is about 35 miles to the Allen Community Ice Rink. Another nearby airport is Love Field in Dallas which is about 30 miles to the rink.





#### The June Bug Open is a FATHER'S DAY COMPETITION - June 18, 2017

(A portion of the proceeds will be deposited into the "Haman Helping Hands" fund)
MAKE A DONATION <u>"IN HONOR OF"</u> OR <u>"IN MEMORY OF"</u> YOUR FATHER OR
GRANDFATHER

THIS WILL BE PUBLISHED IN THE JUNE BUG OPEN COMPETITORS PROGRAM

Use Entryeeze to complete form and submit payment.

You will receive a tax receipt for a donation to a 501 (c) 3 non-profit organization sent to your e-mail.





#### **EVENT: Basic Elements: SNOWPLOW SAM - BASIC 6**

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

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

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:00 max.	Forward two-foot swizzles, 2-3 in a row
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:00 max.	Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		Forward one-foot glide, either foot
Basic 2	1:00 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:00 max.	• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6
		consecutive
		Forward slalom
		Beginning backward one-foot glide, either foot
		Moving forward to backward two-foot turn on a circle
		Backward one-foot glides, right and left
Basic 4	1:00 max.	Forward outside edge on a circle, clockwise or counter clockwise
		<ul> <li>Forward crossovers, 4-6 consecutive, both directions</li> </ul>
		Beginning two-foot spin, 2-4 revolutions
		Backward ½ swizzle pumps on a circle, one direction only
		Backward outside edge on a circle, clockwise or counterclockwise
		Backward crossovers, 4-6 consecutive, both directions
Basic 5	1:00 max.	Advanced two-foot spin, 4-6 revolutions
		Forward outside three-turn, right and left
		Hockey stop
		Forward inside three-turn, right and left
Basic 6	1:00 max.	Bunny Hop
		Forward spiral on a straight line, right or left
		Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry
		T-stop, right or left





#### **EVENT: Basic Program: SNOWPLOW SAM - BASIC 6**

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:10 max.	Forward two-foot swizzles, 2-3 in a row
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:10 max.	Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		Forward one-foot glide, either foot
Basic 2	1:10 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:10 max.	• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6
		consecutive
		Forward slalom
		Beginning backward one-foot glide, either foot
		Moving forward to backward two-foot turn on a circle
		Backward one-foot glides, right and left
Basic 4	1:10 max.	Forward outside edge on a circle, clockwise or counter clockwise
		Forward crossovers, 4-6 consecutive, both directions
		Beginning two-foot spin, 2-4 revolutions
		Backward ½ swizzle pumps on a circle, one direction only
		Backward outside edge on a circle, clockwise or counterclockwise
	1:10 max.	Backward crossovers, 4-6 consecutive, both directions
Basic 5		Advanced two-foot spin, 4-6 revolutions
		Forward outside three-turn, right and left
		Hockey stop
		Forward inside three-turn, right and left
Basic 6	1:10 max.	Bunny Hop
		Forward spiral on a straight line, right or left
		Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry
		T-stop, right or left





#### **EVENT: Pre-Free Skate – Free Skate 6 Compulsory**

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

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

• Time: 1:1	Time	Skating rules/standards
	7	Forward inside open Mohawk from a standstill position (R to L and L to R)
		Two forward crossovers into a forward inside Mohawk, step down and
Pre-Free Skate	1:15 max	cross behind, step into one backward crossover and step to a forward
		inside edge, clockwise and counterclockwise
		One-foot upright spin, optional entry and free-foot position (minimum)
		three revolutions
		Mazurka
		Waltz jump
		Forward power stroking, 4-6 consecutive strokes
Free Skate 1	1:15 max.	Backward outside three-turns, right and left
		Upright spin, entry from backward crossovers - minimum 4-6 revolutions
		Toe loop
		Half flip jump
		Alternating forward outside and inside spirals on a continuous axis (2 sets)
Free Skate 2	1:15 max.	Backward inside three-turns, right and left
		Beginning back spin, up to two revolutions
		Half Lutz
		Salchow jump
		Alternating Mohawk/crossover sequence, right to left and left to right
Free Skate 3	1:15 max.	Waltz three-turns, clockwise and counterclockwise
		<ul> <li>Advanced back spin with free foot in crossed leg position, min 3 revs</li> </ul>
		Loop jump
		Waltz jump/toe loop or Salchow/toe loop jump combination
		Forward power 3's, 2-3 consecutive sets, right or left
Free Skate 4	1:15 max.	Sit spin - minimum three revolutions
		Half loop jump
		Flip jump
		Backward outside three-turn, Mohawk (backward power three-turn), both
Free Skate 5	1:15 max.	directions
		Camel spin - minimum three revolutions
		Waltz jump-loop jump combination
		Lutz jump
		Forward power pulls, right and left
Free Skate 6	1:15 max.	Split jump or stag jump
		Camel, sit spin combination - minimum of four revolutions total
		Waltz jump, ½ loop, Salchow jump sequence
		Axel jump





#### **EVENT: Pre-Free Skate – Free Skate 6 Program**

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

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

Level	Time	Skating rules/standards
LEVEI	Time	
		Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge,
Pre-Free Skate	1:40 max	clockwise and counterclockwise
Pre-Free Skale	1.40 IIIax	One-foot upright spin, optional entry and free-foot position (minimum three
		revolutions
		Mazurka
		Waltz jump
		<ul> <li>Forward power stroking, 4-6 consecutive strokes</li> </ul>
Free Skate 1	1:40 max	<ul> <li>Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> </ul>
		Toe loop jump
		Half flip jump
		<ul> <li>Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> </ul>
Free Skate 2	1:40 max.	Beginning back spin, up to two revolutions
		Half Lutz
		Salchow jump
		<ul> <li>Alternating Mohawk/crossover sequence, right to left and left to right</li> </ul>
Free Skate 3	1:40 max	<ul> <li>Advanced back spin with free foot in crossed leg position, min 3 revs</li> </ul>
		Loop jump
		Waltz jump-toe loop or Salchow-toe loop jump combination
		<ul> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> </ul>
Free Skate 4	1:40 max.	Sit spin - minimum three revolutions
		Half Loop jump
		Flip jump
Face Charles	1.40	Backward outside three-turn, Mohawk (backward power three-turn), both
Free Skate 5	1:40 max.	directions
		Camel spin - minimum three revolutions     Walks loop in a parking the spin and the spin an
		Waltz-loop jump combination
		Lutz jump     Split jump or stag jump
Free Skate 6	1:40 max.	Camel, sit spin combination - minimum of four revolutions total
FIEE SKALE D	1.40 IIIax.	Waltz jump, ½ loop, Salchow jump sequence
		Axel jump
	1	- /wei Julip





#### **EVENT: Introductory Levels Compulsory**

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

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

Level	Time	Skating rules/standards
		Waltz jump
Beginner	1:15 max.	• ½ jump of choice
		Forward two-foot or one-foot spin - minimum three revolutions (free
		leg position optional)
		Forward or backward spiral
		Toe loop jump
High Beginner	1:15 max.	Salchow jump
		Forward scratch spin - minimum three revolutions
		Forward or backward spiral



#### **Compete USA Competitions**

#### **EVENT: COMPULSORY MOVES**

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

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ul> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>Solo spin - sit <u>or</u> camel spin - minimum three revolutions</li> <li>Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>
Pre-Preliminary	1:15 max.	Toe Loop jump     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> <li>Lutz jump</li> <li>Jump combination: single/single (may include Axel)</li> <li>Back upright spin - minimum three revolutions</li> <li>Forward inside spiral</li> </ul>





#### **EVENT: Introductory Levels Free Skate Program**

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner  1:40 Maximum	<ul> <li>Max. 5 jump elements:</li> <li>Jumps with no more than one-half rotation (front to back or back to front).</li> <li>Max. 2 jump sequences</li> <li>Max. 2 of any same jump</li> </ul>	Max. 2 spins:  • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner  1:40 Maximum	<ul> <li>Max. 5 jump elements:</li> <li>Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>Single rotation jumps: Salchow and toe loop only.</li> <li>Max. 2 jump combinations or sequences</li> <li>Max. 2 of any same type jump.</li> </ul>	Max. 2 spins:  • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests





#### **EVENT: WELL BALANCED PROGRAM FREE SKATE**

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Maximum	<ul> <li>Max. 5 jump elements:</li> <li>Single jumps, with the exception of the single Axel, are allowed</li> <li>No single Axels, double jumps or triple jumps</li> <li>Maximum of 2 jump combinations or sequences</li> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted</li> <li>Jump sequences limited to a maximum of 3 single jumps</li> <li>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	Max. 2 spins:  Spins may change feet and/or position Spins may start with a fly Minimum 3 revs. Spins must be of a different character (For definition see rule 4103E)	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	<ul> <li>Maximum of 5 jump elements:         <ul> <li>All single jumps, including single Axel, allowed</li> <li>No double, triple or quadruple jumps allowed</li> <li>Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels)</li> </ul> </li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>Max. 2 jump combinations or sequences</li> <li>Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted.</li> <li>Jump sequences limited to a maximum of 3 single jumps</li> <li>½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	Maximum of 2 spins:  Spins may change feet and/or position. Spins may start with a fly. Minimum of 3 revolutions These spins must be of a different character (For definition see Rule 4103 (E)	One step sequenced that must use ½ of the ice surface.  Moves in the field and spiral sequences are permitted, but will not count as elements  Jumps may be included in the step sequence
Preliminary	1:40 Maximum Vocal music permitted	Maximum of 5 jump elements:              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	Spins may change feet and/or position.     Spins may start with a fly.     Minimum of 3 revolutions	One step sequenced that must use ½ of the ice surface.  Moves in the field and spiral sequences are



	<ul> <li>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</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>Maximum 2 jump combinations or sequences</li> <li>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.</li> <li>Jump sequences limited to a maximum of 3 single or double jumps</li> <li>½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	These spins must be of a different character (For definition see Rule 4103 (E)	permitted, but will not count as elements Jumps may be included in the step sequence
--	---	---	---



#### **EVENT: Test Track Free Skate**

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

Level	Jumps	Jumps Spins		Qualifications
Pre-Preliminary 1:40 max.	Maximum of 5 jump elements:  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  Maximum 2 jump combinations or sequences  Maximum 2 of any same type jump	Maximum of 2 spins:  Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test.
Preliminary 1:40 max	Maximum of 5 jump elements:  Jumps with not more than one rotation (no Axels)  Maximum 2 jump combinations or sequences  Maximum 2 of any same type jump	One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions)     One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)	Connecting moves and steps should be demonstrated throughout the program.	Skaters must have passed at least the U.S. Figure Skating prepreliminary free skate test, but may not have passed tests higher than the preliminary free skate test.



#### **EVENT**: Singles Compulsory Moves

#### INTRODUCTORY LEVELS COMPULSORY EVENTS

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

#### STANDATRD, TEST TRACK, AND ADULT LEVEL COMPULSORY EVENTS

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 (& Limited Pre-Pre)	1:15 max	<ul> <li>Single Toe Loop</li> <li>Jump combination: single/single (no Axel)</li> <li>Sit spin or camel spin - minimum three revolutions</li> <li>Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>
Preliminary	1:15 max	<ul> <li>Single Lutz</li> <li>Jump combination: single/single (may include Axel)</li> <li>Back upright spin - minimum three revolutions</li> <li>Forward inside spiral</li> </ul>
Adult Pre- Bronze	1:15 max	<ul> <li>Backward crossovers (Min. 5 consecutive)</li> <li>Waltz jump</li> <li>Forward upright spin (Min. 3 revolutions)</li> <li>Forward outside spiral</li> </ul>
Adult Bronze	1:15 max	<ul> <li>Single Salchow</li> <li>Waltz jump – toe loop combination jump</li> <li>Sit spin (Min. 3 revolutions)</li> <li>Spiral sequence (Min. 2 spirals)</li> </ul>





#### **EVENT: Jumps Challenge**

- Each jump may be attempted twice; the best attempt will be counted. If performed, the second attempt will be the one judged.
- To be skated on ½ ice

Level	Time	Skating rules / standards		
		Waltz jump (from backward crossovers)		
Beginner	1:15 max.	2. ½ flip or ½ Lutz		
		3. Single Salchow		
		<ol> <li>Waltz jump (from backward crossovers)</li> </ol>		
High	1:15 max.	2. Single Salchow		
Beginner		3. Jump combination – Waltz jump-toe loop		
		1. Single toe loop		
No Test	1:15 max.	2. Single loop		
		3. Jump combination – Any two ½ or single revolution jumps (no Axel)		
		1. Single toe loop		
Pre –	1:15 max.	2. Single flip		
Preliminary		3. Jump combination - Any two ½ or single revolution jumps (no Axel)		
		1. Single flip		
Preliminary	1:15 max.	2. Single Lutz		
		3. Jump combination – Any single jump + single loop (may be Axel)		





#### **EVENT**: Singles Spins Challenge

INTRODUCTORY, STANDARD, and Adult LEVEL SPIN EVENTS

- Spins may be skated in any order and not repeated.
- Connecting steps are allowed, but will not be taken into consideration in scoring.
- Spins may not be repeated. Only required elements may be included.
- 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><li>Upright one-foot spin (3)</li><li>Upright two-foot spin (3)</li><li>Sit spin (3)</li></ul>	
High Beginner	1:30 max	<ul><li>Upright one-foot spin (3)</li><li>Upright two-foot spin (3)</li><li>Sit spin (3)</li></ul>	
No-Test	1:30 max	<ul><li>Upright one-foot spin (3)</li><li>Upright two-foot spin (3)</li><li>Sit spin (3)</li></ul>	
Pre – Preliminary (& Limited Pre-Pre)	1:30 max	<ul><li>Upright one-foot spin (3)</li><li>Upright back scratch spin (3)</li><li>Sit spin (3)</li></ul>	
Preliminary	1:30 max	<ul> <li>Forward scratch to back scratch spin (3)</li> <li>Combination spin with no change of foot (4)</li> <li>Sit spin (3)</li> </ul>	
Adult Pre-Bronze	1:15 max	<ul><li>One-foot upright spin (3)</li><li>Two-foot upright spin (3)</li></ul>	
Adult Bronze	1:15 max	<ul> <li>One-foot upright spin (4)</li> <li>One-foot back spin (3)</li> <li>Sit spin (3)</li> </ul>	





#### SHOWCASE EVENTS

#### 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.

#### General event parameters:

- 1. 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. See below table for level descriptions.
- 2. The determination of level will be based upon test requirement at the entry deadline
- 3. Dramatic and Light Entertainment may be combined. Adult events may be combined. Genders may be combined.
- 4. Current guidelines and procedures for nonqualifying showcase competitions can be found at <a href="https://www.usfigureskating.org">www.usfigureskating.org</a>, under "Programs" on the National Showcase page.

\*Note: these levels do not qualify for National Showcase.

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	May not have passed any official U.S. Figure Skating free skate tests.	Pre-Preliminary Free Skate	No age restriction	1:30 max
*Pre-Preliminary	Pre-Preliminary Free Skate	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
*Adult Pre-Bronze	Adult Pre-Bronze Free Skate or Pairs Events or have passed one Pre-Bronze Dance Test	Any Bronze Dance Test	21 and older	1:30 max
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





#### **EVENT**: Team Events

General event parameters:

- Divide into levels based on Basic Skills/Free Skate levels.
- Level will be determined by the highest Basic Skills/Free Skate Test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- A minimum of three skaters on a team, each skater will do at least one required element.
- Judging done with one mark for each element (skater) for total team points.
- Be creative with your team name and have some fun!

#### **Team Compulsories**

Level Skating rules / standards			
Basic Skills Team (Basic 1-8)	<ol> <li>Bunny Hop</li> <li>Forward One-foot glide (R&amp;L) blue line to blue line (center of ice)</li> <li>Waltz Jump</li> <li>Two Foot Spin</li> <li>Forward Straight Line Spiral (R&amp;L) covering ½ ice</li> <li>Snowplow Stop</li> </ol>		
Beginner Team (Including Freeskate 1-6)	<ol> <li>Forward Spirals (R&amp;L) on a circle (either forward inside or forward outside – skater's choice)</li> <li>A Waltz Jump/Toe Loop combination jump</li> <li>A Salchow immediately preceded by connecting steps or other free skating moves</li> <li>Sit Spin</li> <li>Upright Scratch Spin</li> <li>Step sequence covering ½ the ice</li> </ol>		
No-Test/Pre- Preliminary Team	<ol> <li>Spiral sequence – must include a forward and backward spiral</li> <li>Sit Spin – Minimum three revolutions</li> <li>Camel Spin – Minimum three revolutions</li> <li>Single Toe Loop</li> <li>Jump combination: single/single ) (no axel)</li> </ol>		
Preliminary	<ol> <li>Single Lutz</li> <li>Jump combination: single/single (may include axel)</li> <li>Back upright spin</li> <li>Forward inside spiral</li> <li>Step sequence - circular</li> </ol>		

#### **Team Jumps**

Level	Skating rules / standards
	1. Side toe hop jump
Basic Skills	2. Bunny hop
	3. Ballet jump
(Basic 1-8)	4. Mazurka
	5. Waltz jump
	1. Salchow
No-Test, Pre-	2. Toe Loop
Preliminary,	3. Waltz Jump Toe Loop combination
Freeskate 1-6	4. Loop
	5. Single/Single jump combination – Axel is permitted
	1. Flip
	2. Lutz
Preliminary	3. Axel
,	4. Double Salchow
	5. Jump Combination – can consist of any single or double jump



#### **Team Spins**

Level	Skating rules / standards
	1. Two foot spin
Basic Skills	2. Forward inside pivot
	3. Two foot to one foot spin
(Basic 1-8)	4. Basic 5 Beginning one foot spin
	5. Basic 8 one foot spin
	1. Forward scratch spin
No-Test, Pre-	2. Backward scratch spin
Preliminary,	3. Sit spin
Freeskate 1-6	4. Camel spin
	5. Combination spin with one change of position and no change of foot
	1. Back scratch spin
	2. Forward to backward scratch spin
Preliminary	3. Camel Spin
	4. Sit spin with one change of foot
	5. Combination spin with two changes of position and one change of foot

\*Note – Team Events are not considered part of the standard competition series but past demand has warranted us to continue to offer them.





#### SPECIAL OLYMPIAN COMPETITION EVENTS

#### SPECIAL OLYMPIAN FREESKATE

LEVEL	REQUIREMENTS	TIME
Level 1	Program as per Special Olympic level one requirements.	1 min
Level 2	Program as per Special Olympic level two requirements.	1½ min
Level 3	Program as per Special Olympic level three requirements.	2 min
Level 4	Program as per Special Olympic level four requirements.	2 min
Level 5	Program as per Special Olympic level five requirements.	2½ min
Level 6	Program as per Special Olympic level six requirements.	2 ½ min

#### SPECIAL OLYMPIAN COMPULSORY MOVES

Compulsory events will be conducted in accordance to the rules specified in the Special Olympics Winter Sports Rules.

LEVEL	REQUIRED ELEMENTS
Level 1	1) Forward swizzles for a distance of 10 meters; 2) Backward swizzles for a distance of 10 meters. 3) One-foot snowplow stop.
Level 2	1) Forward stroking; 2) Forward to backward turn; 3) Backward stroking; 4) Backward to forward turn; 5) Forward stroking; 6) T-Stop; 7) Forward crossovers around the hockey circles in figure eight pattern clockwise and counter
Level 3	1) Forward outside edges and forward inside edges; 2) Forward outside three-turn on the right foot and forward outside three-turn on the left foot; 3) right forward inside edge to left backward inside edge open Mohawk and left forward inside edge to right backward inside open Mohawk.
Level 4	1) Back outside edges and Backward inside edges; 2) Forward crossovers, inside Mohawk, backward crossover, step forward on inside edge to the inside of the circle, repeated two times, performed left and right; 3) Waltz three step
Level 5	1) LBO 3-LF1 Mohawk (repeat); 2) RBO 3-RF1 Mohawk (repeat); 3) RFOI change edge - LFI 3; 4) RFIO change edge - LFO 3; 5) LFOI change edge - RFI 3; 6) LFIO change edge - RFO 3
Level 6	1) Forward cross-strokes (entire length of rink) and backward cross-strokes entire length of rink; 2) Brackets RFO-LBI bracket, stop, LFO-RBI brackets RFI-LBO bracket, stop, LRI-RBO bracket.

#### **SPECIAL OLYMPIAN ARTISTIC**

All Artistic events are performed with music (vocal music allowed) on full ice surface. Costumes may be of any type as long as they fit the music and are not a safety hazard. Props, if used, must be hand held at all times. Judging will be based on entertainment value as well as on originality, creativity, musical interpretation and artistic expression. No props allowed during warm-up.

LEVEL	REQUIREMENTS	TIME
Level 1	Program as per Special Olympic level one requirements.	1 min
Level 2	Program as per Special Olympic level two requirements.	1 min
Level 3	Program as per Special Olympic level three requirements.	1 min
Level 4	Program as per Special Olympic level four requirements.	1½ min
Level 5	Program as per Special Olympic level five requirements.	1½ min
Level 6	Program as per Special Olympic level six requirements.	1½ min



#### SPECIAL OLYMPIAN PAIR FREE SKATING

All pair skate events are performed on full ice surface. Vocal music is not allowed. Teams shall consist of two Special Olympic Athletes, 1 male and 1 female, 2 males or 2 females.

LEVEL	REQUIREMENTS	TIME
Level 1	Program as per Special Olympic level one requirements.	1 min
Level 2	Program as per Special Olympic level two requirements.	2 min







#### **EVENT: SPECIAL OLYMPICS BADGE PROGRAM**

Competition hosts can use the skills listed below to create either an elements event or program event for Special Olympics competitors. If doing a program, music can be used and will be 1:10 max.

#### Badge 1

- A. Stand unassisted for five seconds
- B. Sit on ice or fall and stand up unassisted
- C. Knee dip standing still unassisted
- D. March forward ten steps assisted

#### Badge 2

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

#### Badge 3

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

#### Badge 4

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

#### Badge 5

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

#### Badge 6

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

#### Badge 7

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

#### Badge 8

- A. Five consecutive forward crossovers: left and right
- B. Forward outside edge: left and right
- C. Five consecutive backward ½ swizzles on a circle: left and right
- D. Two-foot spin

#### Badge 9

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

#### Badge 10

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

#### Badge 11

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

#### Badge 12

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



## 2017 JUNE BUG OPEN PROGRAM ADVERTISING CONTRACT

We invite you to submit an ad to be printed in our program. Ads may be submitted to recognize or send a special message to your skater or to promote your business. The **deadline for submission** of ad with artwork and check is May 13, 2017. All photos or artwork must be sized and ready for production (300 dpi or above in .pdf file format) and must be e-mailed to richardg@plano.gov.

All ads will be printed in black and white. Please do not mail photographs, they must be submitted by e-mail and in the correct format with SKATER'S name, skating level and ad size on subject line. Photos can be submitted in .jpeg format. If you have any questions, please e-mail at richardg@plano.gov.

Advertising rates are based on camera-ready copy, which is black on white, the exact size and shape of the ad. Advertiser agrees to pay the cost of any additional type set, or other reproductions charges if camera-ready copy is not provided. All photographs must be black and white glossy prints (no negatives). Advertising agency commission must be paid by the advertiser.

Submit and pay by secured credit card through EntryEeze

PLEASE PRINT CLEARLY:

Name		Emai	i1	
Address				
City		State	Zip	Phone
Ad Size		Amt Enclosed	l	
RATES AND SPECIFICATION	ONS (cho	oose from designs below)		
Pre-Designed Personal Ad			\$40	7
Quarter Page	\$10	Inside Front Cover	\$40	
Half Page	\$15	Outside Back Cover	\$65	7
Full Page	\$20			
Please submit one form per ad o	rdered (a	dditional copies may be pr	rinted of t	<b>his form).</b> Indicate the number of the ads
you wish to use if you choose p				
Advertisement #		_		
"From" Name(s)				
Ad #1 (Personal Message. Samp				





