

Ron Carlson Marquette International Open Competition

February 16 & 17, 2018

Lakeview Arena

401 East Fair Avenue

Marquette, MI 49855

Sponsored by:



Sanctioned by:



The 6.0 system of judging will be used for ALL events

National Showcase Qualifier
Showcase Events (preliminary through senior)

Online entries only

Deadline: January 7, 2018 (11:59 PM EST)

<http://comp.entryeeze.com/Home.aspx?cid=144>
www.MarquetteFigureSkating.org

Ron Carlson

Marquette International Open

Sanctioned by U.S. FIGURE SKATING & SKATE
CANADA, Sponsored by the Marquette FSC
www.marquettefigureskatingclub.org

February 16-17, 2018
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(11:59 PM EST)

RULES

The Ron Carlson Marquette International Open Figure Skating competition, a non-qualifying competition, will be conducted in accordance with the rules of U.S. Figure Skating as set forth in the 2017-18 U.S. Figure Skating Rulebook. Our chief referee will be Carolyn Haman of Irving, Texas.

FACILITIES

The competition will be held at Lakeview Arena, 401 East Fair Avenue, Marquette, MI. The arena is completely enclosed and has two ice surfaces, measuring 200' x 85' with slightly rounded corners. It seats approximately 3,100 people. Dressing rooms, a snack bar, and skating vendors will be available. Lakeview Arena is a non-smoking facility; smoking will not be permitted inside of Lakeview Arena. No food or drink carry in is allowed.

ELIGIBILITY

The competition is open to eligible, reinstated eligible, or readmitted persons who are members of U.S. Figure Skating or Skate Canada. Test qualifications will be effective **January 7, 2018**.

There are two track options. Skaters may enter either track but not both.

Test Track: compulsory moves, jumps, spins, free skate (Beginner - Senior).

- Test Track skaters have the option to enter one level higher than their free skate level in compulsory moves, jumps, spins.

Well-Balanced Track: compulsory moves, jumps, spins, free skate (No Test - Pre Juvenile)

- Well-Balanced Track skaters have the option to enter one level higher than their free skate level passed but all events must be skated at the same level.

Solo dance and artistic showcase events are not part of either the Test Track or Well-Balanced Track.

ENTRIES AND FEES

The entry fee is \$90 per skater for the first event entered and \$35 for each additional event.

Learn to Skate USA (Snowplow Sam-Pre Freeskate) entry fee is \$65 for the first event and \$30 for the second event. Registration is only available online at: <http://comp.entryeeze.com/Home.aspx?cid=144>
Secure online registration/credit card payment (3.5% processing fee) Visa, MasterCard and Discover.

Deadline for entries: January 7, 2018 – 11:59 pm EST

Late entries may be accepted at the discretion of the referee, a \$25.00 late fee will be charged if accepted.

REFUND POLICY

Full refunds including practice ice, minus the online processing fee, are available if withdrawal is prior to January 7, 2018 (11:59PM). After January 7, 2018, entry refunds are available only if the competition is not held. Rules 3045 & 3046 apply. The processing fee is not refundable for any reason.

SCHEDULES

Schedules for skaters and coaches will only be available on the entryeeze website at:

<http://comp.entryeeze.com/Home.aspx?cid=144>

REGISTRATION

The Registration Desk will be located at the Lakeview Arena in the Russell Arena and will be open Friday, February 16 one hour prior to the first scheduled practice till the close of Friday events and the same on Saturday February 17. All skaters must check in at least 45 minutes prior to their scheduled competition time. An official bulletin board will be located in the registration area and this is where the official schedule will be posted. The posting of notices on this board will be considered notice to all skaters.

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:

- Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- 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.
- 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.
- Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

Coaches must sign in at the registration desk to pick up credentials which are to be worn at all times when coaching. If a coach does not meet the requirements in time for the event or test session, MFSC will inform the coach of his or her ineligibility and ask him or her to leave all designated areas for coaches at the event/test session. For more information visit www.usfigureskating.org for "Coaches Registration Process". Registration will be checked on this site prior to the issue of credentials. Coaching at U.S. Figure Skating events without proper registration is an ethics violation which is reported to U.S. Figure Skating and PSA.

LIABILITY

U.S. Figure Skating, Marquette Figure Skating Club, Lakeview Arena, and the City of Marquette accept no responsibility for injury or damage sustained by any participant in this competition. Rule 1600 of the official U.S. Figure Skating Rulebook applies.

MUSIC

Music will be played from **CD ONLY**. **CDs must be clearly labeled with skater's name, event, and playing time** and turned in at the registration desk at the time of registration. No CD-RW (re-writable) will be accepted. Skaters should have duplicate CDs available at rink side. CDs may be picked up at the registration desk following your event. MFSC is not responsible for CDs not picked up at the conclusion of the competition.

AWARDS

Ron Carlson Marquette International Open awards will be presented to all skaters in each group. Groups will be no larger than 8 skaters (Basic Skills: no larger than 6 skaters). Groupings will be according to 1) Level, 2) Age. Juvenile and Open Juvenile events may be combined depending on number of participants at the discretion of the referee. A Club Team Trophy will be awarded to the club with the highest total placements in all events. Placements 1 through 5 will be used in the calculation.

PRACTICE ICE

Practice ice sessions may be pre-ordered online (\$15.00 per/15 minute session) at the time of online competition registration. An email will be sent with a PIN number to access the practice ice records in order to select your sessions. After online competition registration is complete and the schedule has been posted, additional practice ice sessions will be available for purchase online (\$18.00 per/15 minute session). Additional practice ice will be available at the rink for purchase (\$20.00 per/15 minute session) and can be scheduled starting Friday morning (2/16/18) at the registration desk. Notification of practice ice session times will be available online at www.entryeeze.com and will NOT be available by phone, mail or email.

PHOTOS

A photo area will be set up to take your own photos.

Please address all registration questions to: Shannon Heikkila

Phone: 906-360-9190 (No calls after 9PM EST)

E-mail: mqtmio@hotmail.com

TEST SESSION
Friday, February 16, 2018

Due Date: Saturday January 13, 2018 by 5:00 pm

The Marquette Figure Skating Club will host a test session on Friday morning February 16, 2018, at Lakeview Arena, 401 East Fair Ave., Marquette MI. We have gone to the solo dance track of testing but are able to accommodate partnered tests through the gold level providing the skater brings in their own coach/partner. Please include all partner related information on/with the test application.

The test application will be on our website www.marquettefigureskating.org Click on documents, go to testing and then click on testing to open. Test forms are to be received (not postmarked) by 5:00 pm on Saturday, January 13, 2018. All testers must fill out a test application and mail to the Test Chair. All late applications will be placed on a wait list. Tests will be taken as the schedule and time permits with a \$20.00 late fee charge.

Testing information and schedules (as completed) will be posted at www.marquettefigureskating.org,

Any questions regarding testing can be directed to the MFSC Test Chair. The contact information for the Test Chair can be found on the test application.

Concussion Awareness Information

Please read the following information carefully and sign below.

Submit to competition at the registration desk.

A form must be completed for EVERY Skater.

A CONCUSSION IS A TYPE OF TRAUMATIC BRAIN INJURY THAT CHANGES THE WAY THE BRAIN NORMALLY WORKS.

A concussion is caused by a bump, blow, or jolt to the head or body that causes the head and brain to move rapidly back and forth. Even a “ding”, “getting your bell rung”, or what seems to be a mild bump or blow to the head can be serious.

WHAT ARE THE SIGNS AND SYMPTOMS OF CONCUSSION?

Signs and symptoms of concussion can show up right after the injury or may not appear or be noticed until day or weeks after the injury. If a student reports one or more symptoms of concussion listed (see page 2) after a bump, blow, or jolt to the head or body, she/he should be kept out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says she/he is symptom-free and it’s OK to return to play.

DID YOU KNOW?

- Most concussions occur without loss of consciousness.
- People who have, at any point in their lives, had a concussion have an increased risk for another concussion.
- Young children and teens are more likely to get a concussion and take longer to recover than adults.

Go to www.michigan.gov/sportsconcussion for additional information.

By signing below, I am acknowledging that I have received Concussion Awareness Information from RC-MIO competition. Being held February 16 and 17, 2018.

Student Name (Please Print)

Parent or Guardian (Please Print)

Student Signature

Parent or Guardian Signature

Date

Date

KEEP THIS PAGE

CONCUSSION DANGER SIGNS

In rare cases, a dangerous blood clot may form on the brain in a person with a concussion and crowd the brain against the skull. A student should receive immediate medical attention if after a bump, blow, or jolt to the head or body she/he exhibits any of the following danger signs:

- One pupil larger than the other
- Is drowsy or cannot be awakened
- A headache that not only does not diminish, but gets worse
- Weakness, numbness, or decreased coordination
- Repeated vomiting or nausea
- Slurred speech
- Convulsions or seizures
- Cannot recognize people or places
- Becomes increasingly confused, restless, or agitated
- Has unusual behavior
- Loses consciousness (even a brief loss of consciousness should be taken seriously)

WHY SHOULD AN ATHLETE REPORT THEIR SYMPTOMS?

If a student has a concussion, his/her brain needs time to heal. While a student's brain is still healing, she/he is much more likely to have another concussion. Repeat concussions can increase the time it takes to recover. In rare cases, repeat concussions in your students can result in brain swelling or permanent damage to their brain. They can even be fatal.

WHAT SHOULD YOU DO IF YOU THINK YOUR ATHLETE HAS A CONCUSSION?

If you suspect that a student has a concussion, remove the student from play and seek medical attention. Do not try to judge the severity of the injury yourself. Keep the student out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says she/he is symptom-free and it's OK to return to play. Rest is key to helping a student recover from a concussion. Exercising or activities that involve a lot of concentration, such as studying, working on the computer, or playing video games, may cause concussion symptoms to reappear or get worse. After a concussion, returning to sports and school is a gradual process that should be carefully managed and monitored by a health care professional. Remember concussions affect people differently. While most students with a concussion recover quickly and fully, some will have symptoms that last for days, or even weeks. A more serious concussion can last for months or longer.

SIGNS OBSERVED BY STAFF

Appears dazed or stunned - Is confused about assignment or position – Forgets an instruction – Is unsure of game, score, or opponent – Moves clumsily – Answers questions slowly – Loses consciousness (even briefly) – Shows mood, behavior, or personality changes – Can't recall events prior to hit or fall – Confusion – Can't recall events after hit or fall

SYMPTOMS REPORTED BY STUDENTS

Headache or "pressure" in head – Nausea or vomiting – Balance problems or dizziness – Double or blurry vision – Sensitivity to light – Sensitivity to noise – Feeling sluggish, hazy, foggy or groggy – Concentration or memory problems – Just not "feeling right" or "feeling down"

Compete USA Competitions

EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 6

Format: Each skater will perform all elements as directed by the referee before moving on to the next skater.

- To be skated on 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**
- Events will not be segregated by gender

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

EVENT: Pre-Free Skate Compulsory Event

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

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 max
- Events will not be segregated by gender

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> • Forward inside open Mohawk from a standstill position (R to L and L to R) • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump

Compete USA Competitions

EVENT: Basic Program Event: 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.
- Events will not be segregated by gender

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

EVENT: Pre-Free Skate Program Event

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.
- Events will not be segregated by gender

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump



U.S. Figure Skating Nonqualifying Competitions

EVENT: 2017-18 Test Track Free Skate – Introductory through Senior levels

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 maximum	<i>Max. 5 jump elements:</i> <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 	<i>Maximum of 2 spins:</i> <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 maximum	<i>Max. 5 jump elements:</i> <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. 	<i>Maximum of 2 spins:</i> <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
Pre-Preliminary 1:40 maximum	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow, toe loop and loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test

<p>Preliminary 1:30 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions) • One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test</p>
<p>Pre-Juvenile 2:00 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • One spin in one position, no change of foot (Min. 3 revolutions) • One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly. 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test</p>
<p>Juvenile 2:20 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Any single jumps, including Axel, are permitted. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • One solo spin in one position, no change of foot (Min. 4 revolutions). • One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) • <i>Only solo spin may fly</i> 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test</p>
<p>Intermediate 2:40 +/- 10 sec.</p>	<p><i>Maximum of 6 jump elements:</i></p> <ul style="list-style-type: none"> • Any single jumps. • Double jumps permitted: double Salchow and double toe loop. • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> • One must be a flying spin (min 5 revolutions), • One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot). 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test</p>

<p>Novice</p> <p>Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.</p>	<p><i>Maximum of 7 jump elements for men and 6 for ladies:</i></p> <ul style="list-style-type: none"> • Any single jumps. • Double jumps permitted: double Salchow, double toe loop and double loop. • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 3 spins, of a different nature:</i></p> <ul style="list-style-type: none"> • One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot) • The other spins are the option of the skater (min 6 revolutions per foot) • <i>All spins may fly</i> 	<p>One step sequence or spiral sequence fully utilizing ice surface</p> <p>(see rule 4104 & 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test</p>
<p>Junior</p> <p>Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> • Any single jumps. • Double jumps permitted: double Salchow, double toe loop, double loop and double flip • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> • One spin in one position (Min. 6 revolutions) • One flying spin (Min. 6 revolutions) • One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot) 	<p>One step sequence fully utilizing ice surface</p> <p>(See rule 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test</p>
<p>Senior</p> <p>Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> • Any single jumps. • Must include at least four different double jumps, one must be a double Lutz. • Triple jumps are not permitted • Maximum of 3 jump combinations or sequences • Max. 2 of any same type jump 	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> • One spin in one position (Min. 6 revolutions) • One flying spin (Min. 6 revolutions) • One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot) 	<p>Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks)</p> <p>Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)</p>	<p>Skaters must have passed at least the U.S. Figure Skating junior free skate test</p>

TEST TRACK

COMPULSORY MOVES

- In program format without music.
- Required elements may be skated in any order.
- A 0.2 deduction will be taken for each additional element.
- *May skate compulsory moves event at one level higher than free skate event.*

LEVEL	REQUIRED ELEMENTS	MAX TIME
Beginner Half ice	Jump: Waltz jump Jump: ½ revolution of choice Spin: Choice of two foot or one foot forward upright (min. 3 revs.) Spiral: Forward	1:00
High Beginner Half ice	Jump: Single toe loop Jump: Single salchow Spin: Forward upright one foot (min. 3 revs.) Spirals: Forward, R & L	1:00
Pre-Preliminary Test Half ice	Jump: Single salchow Jump Combination: Waltz + single toe loop Spin: Forward upright one foot (min. 3 revs.) Spirals: Forward outside or inside, R & L	1:15
Preliminary Test Half ice	Jump: Single loop Jump Combination: Single flip + single toe loop Change Upright Spin: Forward upright to backward upright (min. 3 revs. each foot) Step sequence	1:15
Pre-Juvenile Test Half ice	Jump: Single lutz Jump Combination: Single loop + single loop Combination Spin: Forward camel to forward sit (min. 6 revs. combined in camel and sit positions) Step sequence	1:30
Juvenile Test Half ice	Jump: Single axel Jump Combination: Single lutz + single loop Change Combination Spin: One change of foot, one change of position (min. 4 revs. each foot) Step sequence	1:30
Intermediate Test Full ice	Jump: Single axel Jump Combination: Choice of double salchow or double toe loop + any single Change Combination Spin: One change of foot and at least one change of position (min. 5 revs. each foot) Step sequence	1:30
Novice Test Full ice	Jump: Choice of double salchow, double toe loop, or double loop Jump Combination: Choice of any double + double Change Combination Spin: One change of foot and at least one change of position (min. 5 revs. each foot) Step sequence	2:00
Junior Test Full ice	Jump: Choice of double loop or double flip Jump Combination: Choice of any double + double Change Combination Spin: All three positions and one change of foot (min. 5 revs. each foot) Step sequence	2:00
Senior Test Full ice	Jump: Choice of double flip or double lutz Jump Combination: Choice of any double + double Change Combination Spin: All three positions and one change of foot (min. 5 revs. each foot) Step sequence	2:00

TEST TRACK**SPINS**

- In program format without music.
- Required spin elements may be skated in any order.
- One attempt per spin.
- *May skate spins event at one level higher than free skate event.*

LEVEL	REQUIRED SPIN ELEMENTS	MAX TIME
Beginner Half ice	1. Forward upright two foot (min. 3 revs.) 2. Forward upright one foot (min. 3 revs.)	1:00
High Beginner Half ice	1. Forward upright two foot (min. 3 revs.) 2. Forward upright one foot (min. 3 revs.)	1:00
Pre-Preliminary Test Half ice	1. Forward upright one foot (min. 3 revs.) 2. Forward sit (min. 3 revs.)	1:00
Preliminary Test Half ice	1. Forward sit (min. 3 revs. in position) 2. Forward upright to backward upright (min. 3 revs. each foot, optional exit)	1:00
Pre-Juvenile Test Half ice	1. Backward upright (min. 3 revs.) 2. Choice of forward sit or forward camel (min. 3 revs. in position) 3. Combination: Forward camel to forward sit (min. 6 revs. combined in camel and sit positions)	1:15
Juvenile Test Half ice	1. Backward upright (min. 4 revs.) 2. Choice of forward sit, layback, or attitude (min. 4 revs. in position) 3. Change Combination: One change of foot, one change of position (min. 4 revs. each foot)	1:15
Intermediate Test Half ice	1. Backward upright (min. 5 revs.) 2. Flying camel (min. 5 revs. in position) 3. Change Combination: One change of foot, and at least one change of position (min. 4 revs. each foot)	1:30
Novice Test Half ice	1. Choice of camel, sit, or layback (min. 6 revs. in position) 2. Choice of flying camel or flying sit (min. 5 revs. in position) 3. Change Combination: One change of foot, and at least one change of position (min. 5 revs. each foot)	1:30
Junior Test Half ice	1. Choice of camel, sit, or layback (min. 6 revs. in position) 2. Choice of flying camel or flying sit (min. 6 revs. in position) 3. Change Combination: One change of foot, all 3 basic spin positions (min. 5 revs. each foot)	1:30
Senior Test Half ice	1. Choice of camel, sit, or layback (min. 6 revs. in position) 2. Choice of flying camel or flying sit (min. 6 revs. in position) 3. Change Combination: One change of foot, all 3 basic spin positions (min. 5 revs. each foot)	1:30

TEST TRACK**JUMPS**

- No program.
- Skaters have the option of a 2nd attempt for each jump if not satisfied with their 1st attempt.
- If the skater opts for a 2nd attempt, the jump **must be the same** as the 1st attempt, and **only the 2nd attempt will be judged.**
- Order: each skater will perform the first jump element with 1 or 2 attempts followed by the second jump element with 1 or 2 attempts.
- *May skate jumps event at one level higher than free skate event.*

LEVEL	REQUIRED JUMP ELEMENTS
Beginner Half ice	1. ½ lutz 2. Waltz
High Beginner Half ice	1. Single toe loop 2. Single salchow
Pre-Preliminary Test Half ice	1. Single salchow 2. Waltz + single toe loop combination
Preliminary Test Half ice	1. Single loop 2. Single flip + single toe loop combination
Pre-Juvenile Test Half ice	1. Single lutz 2. Single loop + single loop combination
Juvenile Test Half ice	1. Single axel 2. Single lutz + single loop combination
Intermediate Test Half ice	1. Single axel 2. Choice of double salchow or double toe loop + any single combination
Novice Test Full ice	1. Choice of double salchow, double toe loop, or double loop 2. Choice of any double + double combination
Junior Test Full ice	1. Choice of double loop or double flip 2. Choice of any double + double combination
Senior Test Full ice	1. Choice of double flip or double lutz 2. Choice of any double + double combination

WELL BALANCED**FREE SKATE**

LEVEL	TEST / AGE & PROGRAM REQUIREMENTS Refer to 2017-18 U.S. Figure Skating Rulebook for Rule # listed below also Rules #4000-4106 for Technical Requirements - Singles
	FREE SKATE
No Test	4280
Pre-Preliminary	4270
Preliminary	4260
Pre-Juvenile	4250

WELL BALANCED**COMPULSORY MOVES**

- In program format without music.
- Required elements may be skated in any order.
- A 0.2 deduction will be taken for each additional element.
- *Must skate compulsory moves event at same level as free skate event.*

LEVEL	REQUIRED ELEMENTS	MAX TIME
No Test Half Ice	<ol style="list-style-type: none"> 1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin - sit or camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included. 	1:15
Pre-Preliminary Half ice	<ol style="list-style-type: none"> 1. Jump: Single flip 2. Jump Combination: Single loop + single loop 3. Spin: Forward upright one foot (min. 3 revs.) 4. Spiral sequence, may include other skating movements 	1:15
Preliminary Half ice	<ol style="list-style-type: none"> 1. Jump: Choice of single axel or waltz jump 2. Jump Combination: Single lutz + single loop 3. Spin: Backward upright one foot (min. 3 revs.) 4. Spin: Forward sit (min. 3 revs. in position) 5. Spiral sequence, may include other skating movements 	1:30
Pre-Juvenile Half ice	<ol style="list-style-type: none"> 1. Jump: Single axel 2. Jump Combination: Choice of any single or double + any single 3. Spin: Backward upright one foot (min. 4 revs.) 4. Change Combination Spin: One change of foot and at least one change of position (min. 4 revs. each foot) 5. Spiral sequence, may include other skating movements 	1:30

WELL BALANCED EVENT: Spins Challenge

General event parameters:

6. 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. Only required elements may be included.
7. All events are skated on ½ ice.
8. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
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)
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright back scratch spin (3) 3. Sit spin (3)
Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Forward scratch to back scratch spin (3) 2. Combination spin with no change of foot (4) 3. Sit spin (3)
Pre – Juvenile	1:30 max.	<ol style="list-style-type: none"> 1. Camel spin (3) 2. Combination spin – camel to sit spin; no change of foot (6) 3. Forward to backward scratch spin (3 per foot)

WELL BALANCED EVENT: Jumps Challenge

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Pre-juvenile and lower will be skated ½ ice

Level	Time	Skating rules / standards
No-Test	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single loop 3. Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 4. Single toe loop 5. Single flip 6. Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 4. Single flip 5. Single Lutz 6. Jump combination – Any single jump + single loop (may be Axel)
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 4. Single Axel 5. Single or double jump 6. Jump combination – single/single (no Axel)

ARTISTIC SHOWCASE – DRAMATIC & LIGHT ENTERTAINMENT COMBINED

EVENT: SHOWCASE EVENTS – LIGHT ENTERTAINMENT & DRAMATIC COMBINED EVENTS FORMAT:

1. 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. Music selections for artistic events should be appropriate to the skater's age any level of ability.

2. Props and scenery are allowed (**maximum 1 minute total for skater unassisted set up/removal**).

3. There is no minimum time requirement for an event program.

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.

2. The determination of level will be based upon test requirement at the entry deadline.

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

4. Events will not be segregated by gender.

JUDGING AND MARKING:

1. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities.

2. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements.

3. Unintended falls, poorly executed skating elements and obvious losses of control will negatively affect the competitor's marks.

4. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence.

5. Theatrical elements evaluated will include are but not limited to:

- Reflection of the musicality as it pertains to the concept of the program
- Projection
- Energy
- Timing
- Acting
- Skating skills that relate to the music
- Use of props and scenery
- Interaction (Duets and Ensembles only)

Note: Prolonged pauses to express lyrics are discouraged

6. The 6.0 judging system will be used. One mark will be awarded by each judge for each performance.

No technical skating mark will be awarded.

7. Deductions will apply for negligence relating to: costumes, props, program times.

DEDUCTIONS:

1. Props and scenery set up/removal: for each 5 seconds in excess of 1 min.: (0.2)

2. Timing of the program will begin with the first purposeful movement of any competitor or member of a team. For performances that are over the time allotment, standard time deductions will apply as per U.S. Figure Skating's current rulebook. Timing will cease when the last skater comes to a complete stop. There will be a 0.2 deduction for each 5 seconds in excess of the maximum performance time.

3. There will be a 0.2 deduction for each 5 seconds in excess of the maximum prop placement.

4. There will be a 0.2 deduction for each 5 seconds in excess of the maximum prop break down time.

5. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. A 0.1 deduction will be taken.

Light Entertainment/Dramatic Levels:

	Event	Must meet requirements* Must have passed Free Skating or Dance test	Must not have passed Must not have passed Free Skate or Dance test (solo or partnered)	Age	Time
Singles	Beginner, High Beginner, No Test* <small>Note: these levels do not qualify for National Showcase</small>	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* <small>Note: this level does not qualify for National Showcase</small>	-	Preliminary Free Skate	No Age restriction	1:30 max
	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age)	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age)	1:40 max
	Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
	Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
	Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
	Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance	No age restriction	2:10 max
	Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
	Senior	Senior Free Skate OR Senior Free Dance			2:40 max

***Competitors who place 1st, 2nd, 3rd, or 4th in Levels 3 through 7 (Preliminary through Senior) will receive an invitation to compete at the National Showcase Competition held in August.**

SOLO DANCE

EVENT: Solo Pattern Dance

General event parameters:

- Levels are based upon the skaters' highest pattern dance test passed, *skaters may compete at either their qualified test level or 1 level up.*
- **Each dance is a separate event.**

LEVEL	DANCES	
Preliminary	Canasta Tango	Dutch Waltz
Pre-Bronze	Cha Cha	Swing Dance
Bronze	Hickory Hoedown	Willow Waltz
Pre-Silver	Fourteen Step	European Waltz
Silver	Silver Tango	American Waltz
Pre-Gold	Blues	Killian
Gold	Viennese Waltz	Argentine Tango

Ron Carlson

Marquette International Open Competition

February 16 & 17, 2018

Merchandise Order – Advance Orders Only

Skater: _____ Club: _____

Phone #: _____ Email: _____



Aqua Blue Clothing with White Logo

Style	Size (Circle)	Price	Quantity	Amount
Youth Short Sleeved T-Shirt	S M L XL	\$15.00		
Youth Hooded Sweatshirt	S M L XL	\$25.00		
Adult Short Sleeved T-Shirt	S M L XL XXL	\$15.00		
Adult Hooded Sweatshirt	S M L XL XXL	\$25.00		
Adult Long Sleeved T-Shirt	S M L XL XXL	\$17.00		
Total	XXL – add \$3.00			

Make Check Payable to: **MFSC**
 Mail completed form and payment to: Brenda Helgren
 1810 Heikkala Drive
 Marquette, MI 49855
 Phone: 906.362.1964

Merchandise can also be purchased on entyeeze website when registering for competition.
www.entyeeze.com

Orders are due no later than Friday, January 12th, 2018. Clothing will not be available for purchase at the competition. Orders will be available for pick up at registration table.

Accommodations – Marquette Area

We recommend making your reservation early as there are a number of other events in the area this weekend.

Hotels/Motels in Marquette

Holiday Inn

1951 U.S. 41 West

906-225-1351

Value Host Motor Inn

1101 U.S. 41 West

1-800-929-5996 or 906-225-5000

Imperial Motel

2493 U.S. 41 West

906-228-7430

Brentwood Motor Inn

2603 U.S. 41 West

906-228-7494

Landmark Inn

230 North Front

906-228-2580

Days Inn

2403 U.S. 41 West

906-225-1393

America's Best Value Inn

1010 M-28 East

906-249-1712

Cedar Motor Inn

2523 U.S. 41 West

906-228-2280

Econo Lodge

2050 US Highway 41

906-225-1305

Comfort Suites

2463 U.S. 41 West

906-228-0028

Settle Inn (formerly Super 8)

1275 U.S. 41 West

906-228-8100

Venture Motel

926 W. Washington

906-228-6710

Hampton Inn

461 South Lakeshore Blvd

906-228-6001

Country Inn & Suites

2472 U.S. 41 West

906-225-13002050

