

Skating Spooktacular 2017

Hosted and Sponsored by the Center Ice Skating Club Approved
by U.S. Figure Skating

Saturday and Sunday, October 28 and 29, 2017

Center Ice Sports Complex 8319 Port Jackson Ave. NW
North Canton, Ohio 44720 Approval #26160

RULES: The 2017 Skating Spooktacular Competition will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the 2017 Rulebook.

CHAIR: Denise Brine centericess14@gmail.com (330) 575-0978

*****All requests, concerns, schedule conflicts, complaints, and skater corrections must be sent to the email address provided above.***

ELIGIBILITY: This competition is a non-qualifying competition, open to all 2017-18 registered members of U.S. Figure Skating. Skaters will compete at their test level as of September 20, 2017, or one level higher, BUT NOT BOTH. Skaters may not compete below their test level after September 20, 2017.

LEARN TO SKATE USA ELIGIBILITY: The competition is open to all skaters who are current eligible members of either a Learn to Skate USA Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with a Learn to Skate USA Program/Club. Eligibility will be based on skill level as September 20, 2017.

TEST REQUIREMENTS: All **Snowplow Sam and Learn to Skate USA skaters in basic 1-6** must skate at highest level passed or one level higher and NO official U.S. Figure Skating tests may have been passed, including MIF or individual dances.

All other levels will be based only upon highest free skate test level passed (moves in the field will not determine skater's competitive level) as of September 20,

2017. Skaters may skate at highest level passed OR one level higher but not both levels in the same event during the same competition. Eligibility for all events will be based on level as of September 20, 2017.

ENTRIES: NO LATE ENTRIES WILL BE ACCEPTED. If there are less than two (2) entries in any event, The Center Ice Skating Club reserves the right not to conduct the event. There will be separate events for boys and girls beginning with the Pre-Preliminary compulsory and free skating events and Adult events, however the Center Ice Skating Club reserves the right to combine male and female skaters if there are less than 2 entries in any event.

ENTRY FEES:

Entry Type	First Event	Second Event
Basic skills	\$45	\$20
Beg-Juv, Adult, Dance	\$65	\$20
Interpretive	\$10	
Showcase Duets	\$60 per team (\$30 per person)	
Team Compulsory	\$50 per team	

Please Note: There is a \$30.00 service charge assessed for processing a NSF check. There will also be a Change of Event Fee of \$20 per event to modify application after the deadline. Payment of any fees due will be required before skater is allowed to participate in practice ice or events. All fees must be cleared and release forms signed prior to skater's events.

REGISTRATION: Registrations are due by midnight September 20, 2017 and will be completed at: www.entryeeze.com.

JUDGING: All judging will be done using the 6.0 system.

REFUNDS: After September 20, 2017, no refunds will be given. Credit may be granted for the next year's competitions for medical reasons. An accompanying physician's note is required.

AWARDS: All skaters in all events will receive medals. All events will be final rounds. Awards will be presented as closely as possible to the conclusion of each

event. All skaters are requested to wear their skates & competition outfits for awards presentations.

CLUB/RINK AWARD: A certificate will be awarded to the club/arena accumulating the most points during the competition. Points will be awarded to the first four (4) places in each event as follows: 4 points for 1st place, 3 points for 2nd place, 2 points for 3rd place and 1 point for 4th place.

SCHEDULE OF EVENTS: Skater and Coach Schedules will be posted on ENTRYEEZE. A paper copy of the schedule will also be posted in the Center Ice Sports Complex Lobby.

FACILITIES: There is one ice surface that is 200' X 85'. There will be dressing rooms available for competitors and concessions to purchase sandwiches and snacks. The Center Ice Skating Club will also have vendor tables. A hospitality area with light meals and refreshments will be available for coaches.

CHECK-IN: On the day of the competition, all skaters must check in at the registration table in the lobby. Registration will be open one hour prior to the start of the competition. Skaters should be at the rink, checked in, and ready to compete one hour before each of their scheduled events.

MUSIC: The music for all music programs must be provided on a CD. Each CD must be clearly marked with the skater's name, event, and length of program. The CD is to be turned in at registration at least 1 hour before competition time. Competitors must have a spare CD at rink side to be used in case of technical difficulties. Only one music track is to be recorded on CD. ONLY CDS MAY BE USED.

VIDEOTAPING AND PHOTOGRAPHY: Professional videotaping and photographs will be available through Pro Event Photo. The committee will make every attempt to ensure the cost is reasonable. NO FLASH PHOTOGRAPHY IS ALLOWED IN THE RINK AREA DURING THE COMPETITION as it is very dangerous to the skaters.

PRACTICE ICE: Practice ice will be available in 20 minute sessions for \$10.00 a session if purchased by September 20, 2017 and \$12.00 a session on the day of competition. Practice ice will be sold on a first come, first serve through ENTRYEEZE. No music will be played on practice ice.

VENDORS: If you are interested in being a vendor at the competition, please see letter and form at end of announcement. For vendor questions, please contact

Tracy Hapstak at the following email address: centericess14@gmail.com

COACH CREDENTIALS: Coaches must be in compliance with Rules MR 5.12 and MR 5.13 in the current U.S. Figure Skating Rulebook. Failure to do so will result in that coach not being allowed at the venue.

EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 6

Format: When directed by a judge or referee each skater in sequence will perform the first of the required elements listed below, moving on to the next when directed by a judge or referee.

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

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"> • 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, 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, 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: 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.

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, 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, 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 and 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

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
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Backward outside three-turns, right and left • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Backward inside three-turns, right and left • Beginning back spin, up to two revolutions • Half lutz • Salchow jump
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • Waltz three-turns, clockwise and counterclockwise • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz jump-loop jump combination • Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Forward power pulls, right and left • Camel, sit spin combination - minimum of four revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

EVENT: Pre Free Skate and 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.

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
Free Skate 1	1:40 max	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop jump • Half flip jump
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Beginning back spin, up to two revolutions • Half lutz • Salchow jump
Free Skate 3	1:40 max	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Camel, sit spin combination - minimum of four revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

EVENT: Adult Compulsory Event

General event parameters:

- The skating order of the elements is optional.
- Element may only be attempted once
- To be skated in program format with limited connecting steps
- To be skated on ½ ice
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Time	Elements
Adult 1	1:30 MAX	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:30 MAX	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:30 MAX	<ul style="list-style-type: none"> • Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Forward chasses on a circle, clockwise and counterclockwise • Backward skating to a long two-foot glide • Backward snowplow stop, Right and Left
Adult 4	1:30 MAX	<ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Hockey stop, both directions • Backward one-foot glides, right and left
Adult 5	1:30 MAX	<ul style="list-style-type: none"> • Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin (min 2 revs)
Adult 6	1:30 MAX	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner	1:30 MAX	<ul style="list-style-type: none"> • Bunny hop or mazurka • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • Alternating right and left forward outside edges across the width of the ice • Alternating right and left forward inside edges across the width of the ice • Backward moving outside 3-turn right and left
Adult High Beginner	1:30 MAX	<ul style="list-style-type: none"> • Waltz Jump • ½ Flip • Alternating right and left backward outside edges across the width of the ice • Alternating right and left backward inside edges across the width of the ice • Backward moving inside 3-turn right and left
Adult Pre-Bronze	1:30 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 • Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in combination and 3 jumps in a sequence • Forward upright spin (Min. 3 revolutions) • Forward spiral (any edge)
Adult Bronze	1:30 MAX	<ul style="list-style-type: none"> • Single Salchow • Waltz jump – toe loop combination jump • Backward Upright Spin – entry optional (Min. 3 revolutions) • Spiral sequence (Min. 2 spirals)

EVENT: Adult 1-6 Program

General event parameters:

- The skating order of the required elements is optional.
- The elements are not restricted to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program.
- Vocal music is allowed
- To be skated on full ice
- The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements
Adult 1	1:40 MAX	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:40 MAX	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:40 MAX	<ul style="list-style-type: none"> • Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Backward skating to a long two-foot glide • Forward chasses on a circle, clockwise and counterclockwise • Backward snowplow stop, Right and Left
Adult 4	1:40 MAX	<ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Backward one-foot glides, right and left • Hockey stop, both directions
Adult 5	1:40 MAX	<ul style="list-style-type: none"> • Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin
Adult 6	1:40 MAX	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)

EVENT: Adult Free Skate Program

General event parameters:

- Skaters will skate to the music of their choice and vocal music is allowed
- To be skated on full ice
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Adult Beginner 1:40 Maximum	<p>Max. 4 jump elements</p> <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, or ballet • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump 	<p>Max. 2 spins</p> <ul style="list-style-type: none"> • Two forward upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1 Badge Test</p>
Adult High Beginner 1:40 Maximum	<p>Max 4 jump elements:</p> <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ flip • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump. 	<p>Max 2 spins:</p> <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1 Badge Test</p>
Adult Pre-Bronze 1:40 Maximum	<p>Max 4 Jump Elements:</p> <ul style="list-style-type: none"> • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No single Lutz, single Axel or double jumps are allowed 	<p>Max 2 Spins:</p> <ul style="list-style-type: none"> • Min 3 revs • Spins with a flying entry are not permitted 	<p>Connecting steps throughout the program are required</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze Free Skate</p>
Adult Bronze 1:50 maximum	<p>Max 4 Jump Elements:</p> <ul style="list-style-type: none"> • Max 2 combinations or sequences; • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted 	<p>Max 2 Spins:</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position • No flying spins are permitted 	<p>Max 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence <p>Must use at least ½ ice surface</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze Free Skate</p>

EVENT: Introductory Levels 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.
- *Skaters may have the option to skate one level higher in compulsories than their free skate program.*

Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> • Waltz jump • ½ jump of choice • Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional) • Forward or backward spiral
High Beginner	1:15 max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin - minimum three revolutions • Forward or backward spiral

EVENT: Compulsory Moves

General event parameters:

- 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 style="list-style-type: none"> • Loop jump • Jump combination to include a toe loop (may not use a loop or Axel) • Solo spin - sit <u>or</u> camel spin - minimum three revolutions • Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> • 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 style="list-style-type: none"> • Lutz jump • Jump combination: single/single (may include Axel) • Back upright spin - minimum three revolutions • Forward inside spiral
Pre-Juvenile	1:15 max.	<ul style="list-style-type: none"> • Single jump (may include Axel) • Jump combination: single/single (may include Axel) • Layback spin or camel spin- minimum three revolutions • Step sequence- circular

EVENT: Juvenile/Open Juvenile Short Program

General event parameters:

The required elements are the same as those for Intermediate Short Program. See rule 4230. Note that the time has changed this year to 2:10 Max.

EVENT: Introductory Levels Free Skate Program

General event parameters:

- 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	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	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	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only • Max. 2 jump combinations or sequences • Max. 2 of any same type jump. 	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

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music permitted.
- 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	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • No single Axels, double jumps or triple jumps • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps except that one 3 jump combination with a maximum of 3 single jumps is permitted • Jump sequences limited to a maximum of 3 single jumps Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • 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 4103 (E) 	<p>Step sequence</p> <p>Must use one half of the ice surface</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>
Pre-Preliminary	1:40 Maximum	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • 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 4103 (E) 	<p>Step sequence must use 1/2 of the ice surface</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>
Preliminary	1:30 +/- 10 sec	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel or Waltz-jump type jump • All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) • Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed • 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 • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • 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 4103 (E) 	<p>Step sequence must use 1/2 of the ice surface</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>

		<ul style="list-style-type: none"> Maximum 2 jump combinations or sequences Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted. Jump sequences limited to a maximum of 3 single or double jumps ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 		
Pre-Juvenile	2:00 +/- 10 sec	<p>Maximum of 5 Jump Elements</p> <ul style="list-style-type: none"> One must be an Axel-type jump All single and double jumps allowed except for the double Axel No triple or quadruple jumps allowed An Axel plus up to 3 different double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Maximum 2 jump combinations or sequences Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted Jump sequences limited to a maximum of 3 single or double jumps 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> 1 spin combination, with or without change of foot <ul style="list-style-type: none"> May start with a flying entry Min 6 revs 1 spin with only 1 position <ul style="list-style-type: none"> No change of foot May start with a flying entry Min 4 revs Spins must be of a different character- For definition see Rule 4103 (E) 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Step sequence Must fully utilize 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
Juvenile/ Open Juvenile	2:20 +/- 10 sec	<p>Maximum of 5 Jump Elements</p> <ul style="list-style-type: none"> One must be an Axel-type jump All single and double jumps, including the double Axel, are allowed No triple or quadruple jumps allowed No more than 3 different double jumps may be repeated and, if repeated, at least one attempt must be in a jump combination or jump sequence If both executions (of the double) are as solo jumps, the second of these jumps will receive 70% of its original base value No double jump can be included more than twice Maximum 2 jump combinations or sequences Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump Number of jumps in jump sequence is not limited 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> 1 spin combination, with or without change of foot <ul style="list-style-type: none"> Min 8 revs Min 2 revs in each position Must have all 3 basic positions to receive full value 1 spin with only 1 position; no change of foot <ul style="list-style-type: none"> Min 5 revs Both spins may start with a flying entry Spins must be of a different character- For definition see Rule 4103 (E) 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> One choreographic step sequence Must fully utilize the ice surface

EVENT: Test Track Free Skate

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) • 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: <ul style="list-style-type: none"> • 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 1:30 +/- 10 sec	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • 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 pre-preliminary free skate test, but may not have passed tests higher than the preliminary free skate test.
Pre-Juvenile 2:00 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <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 	One step sequence fully utilizing ice surface	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

Juvenile 2:20 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> Any single jumps, including Axel, are permitted Maximum 2 jump combinations or sequences Maximum 2 of any same type jump 	Maximum of 2 spins: <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) Only solo spin may fly 	One step sequence fully utilizing ice surface	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
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EVENT: Spins Challenge

General event parameters:

- 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.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ul style="list-style-type: none"> Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
High Beginner	1:30 max.	<ul style="list-style-type: none"> Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
No Test	1:30 max.	<ul style="list-style-type: none"> Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
Pre – Preliminary	1:30 max.	<ul style="list-style-type: none"> Upright one-foot spin (3) Upright back-scratch spin (3) Sit spin (3)
Preliminary	1:30 max.	<ul style="list-style-type: none"> Forward scratch to back scratch spin (3) Combination spin with no change of foot (4) Sit spin (3)
Pre-Juvenile	1:30 max.	<ul style="list-style-type: none"> Camel spin (3) Combination spin- camel to sit spin; no change of foot (6) Forward to backward scratch spin (3 per foot)
Juvenile/ Open Juvenile	1:30 max.	<ul style="list-style-type: none"> Sit spin (4) Combination spin- change of foot; optional change of position (4 per foot) Girls- layback spin (4); boys- camel spin (4)

EVENT: Jumps Challenge

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted
- To be skated on ½ ice

Level	Time	Skating rules / standards
Beginner	1:15 max.	<ul style="list-style-type: none"> • Waltz jump (from backward crossovers) • ½ flip or ½ Lutz • Single Salchow
High Beginner	1:15 max.	<ul style="list-style-type: none"> • Waltz jump (from backward crossovers) • Single Salchow • Jump combination- Waltz jump-toe loop
No Test	1:15 max.	<ul style="list-style-type: none"> • Single toe loop • Single loop • Jump combination- any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single toe loop • Single flip • Jump combination- any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single flip • Single Lutz • Jump combination- Any single jump + single loop (may be Axel)
Pre-Juvenile	1:15 max.	<ul style="list-style-type: none"> • Single Axel • Single or double jump • Jump combination- single/single (no Axel)
Juvenile/ Open Juvenile	1:15 max.	<ul style="list-style-type: none"> • Single Axel • Double Salchow • Jump combination- single/single or double/single (no Axel)

EVENT: Solo Pattern Dance

General event parameters:

- Levels are based upon the skaters' highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30th – July 2nd), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2nd quarter).
- Skaters will complete both of the dances at each level. Dances will be scheduled at the discretion of the Chief Referee for each competition and may be competed consecutively or with a break in-between pattern dances groupings.

Level	January 1 st – March 31 st	April 1 st – June 30 th	July 1 st – September 30 th	October 1 st – December 31 st
Preliminary	<ol style="list-style-type: none"> 1. Dutch Waltz 2. Canasta Tango 	<ol style="list-style-type: none"> 1. Rhythm Blues 2. Dutch Waltz 	<ol style="list-style-type: none"> 1. Canasta Tango 2. Rhythm Blues 	<ol style="list-style-type: none"> 1. Rhythm Blues 2. Dutch Waltz
Pre-Bronze	<ol style="list-style-type: none"> 1. Swing Dance 2. Cha-Cha 	<ol style="list-style-type: none"> 1. Fiesta Tango 2. Swing Dance 	<ol style="list-style-type: none"> 1. Cha-Cha 2. Fiesta Tango 	<ol style="list-style-type: none"> 1. Swing Dance 2. Cha-Cha

EVENT: Music Interpretation

Music will be selected by the competition committee and will not be announced in advance. Music will be played twice for the competitors during warm-up and once while the skaters are at the rink-side doorway, off the ice. Skaters will be judged on originality, musical and artistic expression, and ice coverage. No props allowed. Technical elements will be judged only on their appropriateness to the music. Skaters may enter only one level, either their FS level or one level higher. Events may be combined depending on entries. **Coaching is not allowed during this event** as it is up to the skaters to interpret the music and create a program.

Level	Time
Basic Skills/Freeskate/Adult	1:00
Beginner/High Beginner/No Test	1:00
Pre-Preliminary	1:00
Preliminary	1:00
Pre-Juvenile/Juvenile/Open Juvenile	1:00

EVENT: Showcase

Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater's in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted.

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint, for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
Pre-Free Skate-Free Skate 6/ Beginner/High Beginner/ Adult 1-4	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary/ Adult Pre-Bronze	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 max.

Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.
Pre-Juvenile		Must have passed no higher than U.S. Figure Skating Pre-Juvenile free skate test.	Time: 1:40 max.
Juvenile/Teen		Must have passed no higher than U.S. Figure Skating Juvenile free skate test.	Time: 2:10 max.

EVENT: Compete USA Team Compulsories

Format:

The designated skater from each team will perform their chosen element in sequence on full ice, with no music, and will follow this format:

Minimum of three skaters on a team; each skater will do at least one required element. When the event is called, all skaters will take the ice for a two (2) minute STROKING ONLY warm-up. This will be followed by a one (1) minute individual warm-up for the elements. Teams will be directed to find a “base” for their team along the boards on the ice where they will stay for the remainder of the event. The announcer, referee or judge-in-charge will call the first element (e.g. jump or stop) to be performed. The team member performing the element will step forward and execute the skill, with the element first being performed by the skater on team one, then team two, then team three and so on. Once all the teams have had their skaters complete the element, the next element will be called. Judging is done with one mark for each element (skater) for total team points.

Repeat #4-7 above as this will be done in sequence until all the elements at each level are completed.

Level	Jumps/Stops	Spins/Turns/Glides	Spiral or Step Sequence
Snowplow Sam-Basic 3, Hockey 1-4	<ol style="list-style-type: none"> Wiggles or two-foot swizzles, forward or backward (4-8 in a row) Snowplow stop (one or both feet) or hockey stop (with skid) 	<ol style="list-style-type: none"> Curves, glide turns, or hockey turns (right and left, forward) March then glide on two feet or forward one-foot glide on right and left foot (one time skater’s height, forward) 	<ol style="list-style-type: none"> Forward ½ swizzle pumps or forward c-cuts on a circle (right and left, 6-8 consecutive)
Basic 4-6	<ol style="list-style-type: none"> Side toe hop, bunny hop, ballet jump, or mazurka Waltz jump 	<ol style="list-style-type: none"> Forward inside pivot or two-foot spin (min. 3 revs) One-foot upright spin, optional entry & free foot position (min. 3 revs) 	<ol style="list-style-type: none"> Moving forward to backward two-foot turns on a circle, clockwise and counterclockwise (from basic 3)
Pre Free Skate- Free Skate	<ol style="list-style-type: none"> Single jump (no axel) 	<ol style="list-style-type: none"> Solo spin (scratch, 	<ol style="list-style-type: none"> Spiral sequence (from

<p>6</p>	<p>2. Jump combination or jump sequence (no axel allowed)</p>	<p>layback, camel or sit, min. 3 revs, no flying entry) 2. Combo spin: one change of foot, change of position optional (min 3 revs on each foot)</p>	<p>free skate 4)</p>
<p>Beginner May not have passed any official USFS tests</p>	<p>1. Waltz jump 2. ½ jump of choice</p>	<p>1. Solo spin (scratch, layback, camel or sit, min. 3 revs, no flying entry) 2. Combo spin with change of foot (min 3 revs on each foot)</p>	<p>1. Spiral sequence- min 3 spirals</p>
<p>Pre-Preliminary May not have passed higher than pre-preliminary free skate test</p>	<p>1. Toe loop 2. Jump combination-single/single (no axel)</p>	<p>1. Back scratch spin (min 3 revs) 2. Combo spin with change of foot (min 3 revs on each foot)</p>	<p>1. Spiral sequence- min 3 spirals</p>
<p>Preliminary May not have passed higher than preliminary free skate test</p>	<p>1. Lutz jump 2. Jump combination-single/single (may include axel)</p>	<p>1. Front scratch to back scratch (min 3 revs on each foot) 2. Combo spin with change of foot (min 3 revs on each foot)</p>	<p>1. Spiral, Ina Bauer or Spread Eagle</p>

Advertising Form

Center Ice Skating Club Skating Spooktacular 2017 Deadline: October 6, 2017

- _____ Back Cover – 7 1/2" x 10" – \$175.00
- _____ Inside Cover – Front – 7 1/2" x 10" - \$150.00
- _____ Inside Cover – Back – 7 1/2" x 10" - \$150.00
- _____ Full Page Ad – 7 1/2" x 10" - \$100.00
- _____ Half Page Ad – 7 1/2" x 4 3/4" - \$50.00
- _____ Business Card Ad - \$25.00
- _____ Personal Gram (Use box below) \$10.00
- _____ Event Sponsorship–Company name listed on result board- \$75.00

* All prices are for Camera-ready art (except for Patron Ads, which will be a typed list). Space will be reserved when we receive payment, a signed copy of this form and your camera-ready advertising copy. ** All ads will be printed in black and white.

Advertiser: _____
Address: _____
Phone: (____) _____ Contact Person: _____
Center Ice Skating Club member: _____

Please make checks payable to Center Ice Skating Club with memo: Skating Spooktacular Advertising. Return form and payment to:

Denise Brine c/o Skating Spooktacular
8319 Port Jackson Ave NW
North Canton, OH 44720

You may also scan and email your ad to: centericess14@gmail.com

Patron Ad (Print copy here): _____

Personal Gram: Please use black ink below. Gram will appear exactly as you create it.



Vendor Terms & Conditions

October 28 & 29, 2017

- 1) A vending space (approximately 5' x 10') will be available from the start of the competition Saturday, October 28, 2017, until the close of the competition (potentially Sunday, October 29, 2017).
- 2) If the event extends to Sunday, October 29, 2017, vendors are required to sell both days.
- 3) We will provide an 8' table ONLY if you request one.
- 4) A fee of 10% from your GROSS (before tax) receipts is due at the close of the event. A non-refundable deposit of \$35 (applied towards 10% fee) is required with your signed application.
- 5) Each vendor has the option to purchase a Vendor Half Page Ad at the reduced cost of \$35.
- 6) Each vendor holds the Center Ice Skating Club, Center Ice Sports Complex, and any representatives of such, harmless from any and all liability for injuries and from any and all liability for damage or loss of property.
- 7) The Competition Committee reserves the right to decline any vendor.
- 8) Only vendors with skating related items or services will be permitted at the competition.
- 9) Event location: Center Ice Sports Complex, 8319 Port Jackson Avenue NW, N Canton, Ohio 44720 (Stark County).
- 10) Space is limited so we encourage you to mail these forms as soon as possible. Please return this signed application indicating your acceptance of the above conditions along with the attached, completed form by October 6, 2017.

Vendor Signature _____ Vendor Company _____

Date _____ Email _____

Vender Company _____ Vendor Contact _____

Email _____ Phone _____

Address _____

City _____ State _____ Zip _____

Items to be Sold _____

Fees:

Booth Deposit-\$35/booth # of booths: _____

Load-in or load out (optional)-\$10

Total _____

1) 8' table needed (1 per single space) **yes or no?**

2) Electricity needed (1 outlet per vendor) (Vendor must provide extension cord (75'-100' suggested) and power bar) **yes or no?**

3) Load-in or Load-out assistance needed **yes or no?**

Additional Requirements:

- Please be sure all tables are covered
- Be sure to bring folding chairs with you
- Bring duct tape to tape down all cords
- Make sure all items are priced or signage indicates pricing
- No outside food is permitted according to rink policy. Food will be provided in the coaches' hospitality room.

Please make check payable to Center Ice Skating Club. Mail completed form and check to: 2017 Skating Spooktacular, ATTN: Vendor Coordinator, 2235 Rutgers St NW North Canton, OH 44720. Email questions to centericess14@gmail.com.

We look forward to seeing you at 2017 Skating Spooktacular!

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