

THE TONY TODD MEMORIAL CARMEL INVITATIONAL

July 27-28 2019

The Ice Skating Club of Indianapolis invites you to participate in the 27th Annual Tony Todd Memorial Carmel Invitational, to be held at the Zotec Partners Carmel Ice Skadium, starting on Saturday July 27th and finishing on Sunday July 28th. The specific dates of the competition will be determined by number of entries and the number of entries may require that the competition start on Friday July 26th. We will notify you as soon as possible. The competition is sanctioned by U.S. Figure Skating.

ELIGIBILITY AND RULES:

The competition is open to all registered U.S. Figure Skating members in good standing and will be conducted in accordance with the rules for the **2019 -2020 qualifying competition season** except as modified in this announcement. Skaters may compete at their test level as of June 27, 2019 or at one level higher, but not both. Free skating events will be divided into the Well Balanced free skating event and the Excel event, please note the qualifications and requirements for each. Competitors may enter in one or the other, but not both. A minimum of two entries may be required for flights to be scheduled. Any event with a large number of entries will be divided into smaller groups by birth date (below Juvenile). Some elements for Compulsory Moves, Spins, Jumps and Showcase may differ from the elements in the USFS National Announcement.

ENTRIES AND FEES:

All entries will be processed through Entryeeze at <http://comp.entryeeze.com/Home.aspx?cid=378>

All entries must be registered no later than midnight June 27th, 2019 through Entryeeze.

Late entries will be accepted at the discretion of the competition committee and a **\$30 LATE FEE** will be charged, if accepted. For **ANY** change of event after the closing date due to **applicant error** a \$30 CHANGE FEE will be charged. \$30 fee will also be charged for any **returned checks**

First Event. -----	\$95.00
Additional single events-----	\$40.00
Basic Skills-----	\$30.00
Additional Basic Skills Events -----	\$15.00

There will be not refunds after the June 27th deadline unless the event is cancelled for lack of entries or a death in the immediate family.

FACILITIES: The *27th Annual Tony Todd Memorial Carmel Invitational* will be held at the Zotec Partners Carmel Ice Skadium, located at 1040 Third Ave. SW, Carmel, IN 46032. The ice surfaces are 85' x 200' with slightly rounded corners. Snack bar, skate shop and dressing rooms will be available during the competition. Seating accommodates 1,000 spectators and there is ample parking.

MUSIC:

We plan to reproduce music electronically through the arena sound system for the Tony Todd Memorial Carmel Invitational 2019 competition. Competitors must provide music for all events, as appropriate.

Competition music for all events that require music must be submitted electronically via the online registration system by the music deadline of June 27th, 2019 at 11:59 pm.

After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the "competition" tab and then selecting "my music".

Your music must meet the following criteria. If you have questions about what format you have, please contact your coach and get a new version of your music that meets the criteria listed below.

Music Criteria:

- 1) File Format: MP3 (the online system will automatically check this)
- 2) Bit Rate: 192 kbps or higher (this will be checked by the music chairperson and they may request you upload a corrected file)
- 3) Sample Rate: 44,100 kHz (this will be checked by the music chairperson and they may request you upload a corrected file)
- 4) Leaders and trailers (the silence or "dead space" before and after the actual start and end of the program music) may not exceed two (2) seconds. We prefer that there be NO leaders or trailers at all. Excessive leaders and trailers may disrupt the playing of the music during competition.

Competitors must have a backup copy of their music (MP3 or CD) at rink side during their event.

BASIC SKILLS MUSIC

Basic Skills music will be provided by ISCI for the Basic Skills Events (mp3 copy can be provided on request).

JUDGING

The 6.0 Majority Judging System will be used for all events

REGISTRATION : The registration desk, located in the lobby of the Zotec Partners Carmel Ice Skadium, will be open one hour prior to the start of the competition on Saturday and Sunday and will be open until after the last event of the competition each day. **Please register promptly upon arrival.**

PRACTICE ICE: The Practice ice will be \$10.00 per 20 minute session prepaid. Walk on \$12.00 Practice will be available on a first come, first served basis throughout the competition. Skaters will be using Entryeze to sign up for their sessions.

PHOTOGRAPHY AND VIDEO TAPES:

The entire competition will be videotaped. No other videotaping will be allowed except from the stands. Flash photography is not permitted at any time.

AWARDS: Medals will be awarded for the first three places in each group. Skaters receiving awards should appear dressed in their competition outfits and skates for the award ceremonies.

OFFICIAL NOTICES: An Official Bulletin Board will be maintained in the lobby of the Carmel Ice Skadium. Posting of schedules and announcements thereon shall constitute sufficient notice to competitors, coaches, chaperones and officials.

INFORMATION REGARDING COACHES:

U.S. Figure Skating Rule MR 5.11 Coach Registration

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

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

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

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

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

For more information regarding Coach Compliance, please refer to:
<http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf>

OTHER INFORMATION

SCHEDULE OF EVENTS: Check our club website and Entryeze for tentative schedule and competition updates: www.skateisci.com. Check official bulletin board immediately upon arrival for any changes. No admission fee will be charged for any event.

INDIVIDUAL COMPETITION AND PRACTICE ICE SCHEDULES: Every effort will be made to publish a tentative schedule and practice time to competitors approximately two weeks after the closing of the entries.

ACCOMMODATIONS: hotels in the area include:

SPRINGHILL SUITES 11855 North Meridian Street, Carmel, IN 46032 (317) 846-1800
<http://www.marriott.com/springhill>

Hilton Garden Inn 1390 Pennsylvania St. Carmel, IN 46032 (317) 581-9400
www.Hilton.com

Holiday Inn Indpls North/Carmel, 251 Pennsylvania Parkway, Indianapolis, IN 46280 (317) 574-4600
<http://www.ihg.com>

COURTYARD by MARRIOTT 10290 N. Meridian (US 31) Indianapolis, IN 46290 (317) 571-1110
www.marriott.com/courtyard

HAMPTON INN 12197 N. Meridian Carmel, IN 46032 (317) 843-1100
www.hamptoninn.com

TECHNICAL DATA CONCERNING EVENTS:

FREE SKATING EVENTS - Well Balanced Program and Excel

- Skaters may enter the event for which they have passed the required test or one level higher and not more than one level in any event.
- Skaters may enter EITHER the Excel or the Well--Balanced Free Skate, but NOT BOTH.
- Skaters will skate to the music of their choice, vocal music is permitted.
- All events will be judged under the 6.0 system
- Please check the changes made at the Governing Council for the 2019-2020 year effective June 1, 2019 for all Free Skating events.
- Times for Free Skating are +/- 10 seconds

EVENT: Well Balanced Free Skate

Well Balanced Free Skate will be offered at No-Test through Pre-juvenile Levels. Please refer to USFSA.org for details at <https://usfsa.org/content/2018-19%20Singles%20FS%20Chart.pdf>

EVENT: EXCEL FREE SKATE

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and an EXCEL 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.

<p>Excel Beginner Free Skate 1:40 Max Must not have passed higher than Learn to Skate USA Free Skate 2</p>	<p>Maximum 4 jump elements:</p> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front) • Single rotation jumps: Salchow, toe loop only • Eulers (half loops) are not allowed. • Maximum 2 jump combinations or sequences. One 3-jump combination is allowed <ul style="list-style-type: none"> o Jump sequence is any listed jump immediately followed by a waltz jump • Maximum 2 of any same jump 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • Two upright spins • No change of foot • No flying entry • Minimum 3 revolutions 	<p>Maximum 1 Sequence: • Choreographic Step Sequence* (ChSt)</p> <p>o o o</p> <p>Must use one-half of the ice surface Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence</p>
<p>Excel High Beginner Free</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • Both spins must be in a 	<p>Maximum 1 Sequence: • Choreographic Step</p>

<p>Skate 1:40 Max Must not have passed higher than Learn to Skate USA Free Skate 4</p>	<p>(front to back or back to front)</p> <ul style="list-style-type: none"> • Single rotation jumps: toe loop, Salchow, Euler (half-loop), loop • Flip, Lutz, & Axel NOT permitted • Maximum 2 jump combinations or sequences. One 3-jump combination is allowed <ul style="list-style-type: none"> o Jump sequence is any listed jump immediately followed by a waltz jump • Maximum 2 of any same jump 	<p>single position</p> <ul style="list-style-type: none"> • No flying entry • Permitted forward spins: upright, sit, camel • Permitted back spins: upright • Minimum 3 revolutions • Spins must be of a different character 	<p>Sequence* (ChSt)</p> <ul style="list-style-type: none"> o Must use one-half of the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included in the step sequence
<p>Excel Pre-Preliminary 1:40 Max Must not have passed higher than U.S. Figure Skating pre-preliminary free skate test Open to LTS USA free skate 5 & 6 LTS USA or full U.S. Figure Skating membership permitted</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> o No single Axels, double, or higher jumps allowed o Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by a waltz jump 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions • Spins must be of a different character 	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must use one-half of the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included in the step sequence
<p>Excel Preliminary 1:30 +/- 10 seconds Must not have passed higher than U.S. Figure Skating preliminary free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> o No single Axels, double, or higher jumps allowed o Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by a waltz jump 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions • Spins must be of a different character 	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must use one-half of the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included in the step sequence
<p>Excel Preliminary Plus 1:30 +/- 10 seconds Must not have passed higher than U.S. Figure Skating preliminary free skate test Full U.S. Figure</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, including single Axel <ul style="list-style-type: none"> o No double, or higher jumps allowed o Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels) o Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions • Spins must be of a different character 	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must use one-half of the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included

<p>Skating membership required</p>	<ul style="list-style-type: none"> • Maximum <ul style="list-style-type: none"> o All single jumps, including the single Axel are allowed as part of a jump combination or sequence (no double jumps) o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. <p>2 jump combinations or jump sequences</p>		<p>in the step sequence</p>
<p>Excel Pre-Juvenile 2:00 +/- 10 seconds Must not have passed higher than U.S. Figure Skating pre-juvenile free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> • No single Axels, double, or higher jumps allowed • Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by a waltz jump. 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* <ul style="list-style-type: none"> o Minimum 6 revolutions o No flying entry <ul style="list-style-type: none"> • 1 spin with only 1 position* o No change of foot o No flying entry <ul style="list-style-type: none"> o Minimum 4 revolutions <p>Spins must be of a different character</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) <ul style="list-style-type: none"> o Must fully utilize the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included <p>in the choreographic step sequence</p>
<p>Excel Pre-Juvenile Plus 2:00 +/- 10 seconds Must not have passed higher than U.S. Figure Skating pre-juvenile free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump or a waltz jump* • All single jumps, including the single Axel, allowed. • Only 1 double jump may be attempted (limited to double Salchow or double toe loop) <ul style="list-style-type: none"> o Double loop, double flip, double Lutz, double Axel and higher jumps not allowed. o Axel plus up to 1 allowable double jump may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination <ul style="list-style-type: none"> o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or sequences <ul style="list-style-type: none"> o Jump combination limited to 2 jumps. One 3 jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* <ul style="list-style-type: none"> o Minimum 6 revolutions o No flying entry <ul style="list-style-type: none"> • 1 spin with only 1 position* o No change of foot o Spin may start with flying entry o Minimum 4 revolutions <p>Spins must be of a different character</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) <ul style="list-style-type: none"> o Must fully utilize the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements <ul style="list-style-type: none"> o Jumps may be included <p>in the choreographic step sequence</p>

<p>Excel Juvenile 2:20 +/- 10 seconds Must not have passed higher than U.S. Figure Skating juvenile free skate test Full U.S. Figure Skating members hip required</p>	<p>Maximum 5 jump elements: <ul style="list-style-type: none"> • All single jumps allowed, including Axel <ul style="list-style-type: none"> o No double or higher jumps allowed o Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels) o Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum <ul style="list-style-type: none"> o All single jumps, including the single Axel are allowed as part of a jump combination or sequence (no double jumps) o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. <p>2 jump combinations or jump sequences</p> </p>	<p>Maximum 2 spins: <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* o Minimum 6 revolutions <ul style="list-style-type: none"> o Minimum 2 revolutions in each position <ul style="list-style-type: none"> • 1 spin with only 1 position* o No change of foot o Minimum 5 revolutions <p>Both Spins may start with a flying entry Spins must be of a different character</p> </p>	<p>Maximum 1 Sequence: <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice surface </p>
<p>Excel Juvenile Plus 2:20 +/- 10 seconds Must not have passed higher than U.S. Figure Skating juvenile free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 5 jump elements: <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • All single jumps, including the single Axel, allowed. • Only 2 different double jumps may be attempted (limited to double Salchow and double toe loop) <ul style="list-style-type: none"> o Double loop, double flip, double Lutz, double Axel and higher jumps not allowed o An Axel and 2 different double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or sequences <ul style="list-style-type: none"> o Jump combination limited to 2 jumps. One 3 jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. </p>	<p>Maximum 2 spins: <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* o Minimum 6 revolutions <ul style="list-style-type: none"> o Minimum 2 revolutions in each position <ul style="list-style-type: none"> • 1 spin with only 1 position* o No change of foot o Minimum 5 revolutions <p>Both Spins may start with a flying entry Spins must be of a different character</p> </p>	<p>Maximum 1 Sequence: <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice surface </p>
<p>Excel Intermediate 3:00 +/- 10 sec (effective</p>	<p>Maximum 6 jump elements: <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • All single jumps, including the single Axel, allowed. Double Salchow, double </p>	<p>Maximum 2 spins: <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* </p>	<p>Maximum 1 Sequence: <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice </p>

<p>2/1/2019) Must not have passed higher than U.S. Figure Skating intermediate free skate test Full U.S. Figure Skating membership required</p>	<p>toe loop, double loop allowed</p> <ul style="list-style-type: none"> o Double flip, double Lutz, double Axel and higher jumps not allowed o An Axel and 2 different double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 3 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps. One 3 jump combination is permitted. o Jump sequence is any listed jump immediately followed by an axel type jump. 	<ul style="list-style-type: none"> o Minimum 6 revolutions o Minimum 2 revolutions in each position <ul style="list-style-type: none"> • 1 spin with only 1 position* o No change of foot o Minimum 5 revolutions <ul style="list-style-type: none"> Both Spins may start with a flying entry <p>Spins must be of a different character</p>	<p>surface</p>
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<p>Excel Novice 3:30 +/- 10 seconds (effective 2/1/2019) Must not have passed higher than U.S. Figure Skating novice free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 7 jump elements:</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • All single jumps, including the single Axel, allowed. Double Salchow, double toe loop, double loop, double flip allowed <ul style="list-style-type: none"> o Double Lutz, double Axel and higher jumps not allowed o No more than 1 Axel and 3 different double jumps may be repeated once (but not more) and if repeated, at least 1 attempt must be as part of a jump combination or sequence o There is no limit to the number of single jumps that can be repeated, but no allowable double jump can be included more than twice • Maximum 3 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps. One 3 jump combination with a maximum of 3 jumps is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. 	<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* o Minimum 8 revolutions <ul style="list-style-type: none"> o Minimum 2 revolutions in each position <ul style="list-style-type: none"> • 1 flying spin with no change of foot or position* o Minimum 6 revolutions • 3rd spin is option of skater <p>All spins may start with a flying entry Spins must be of a different character</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice surface
<p>Excel Junior 3:30 +/- 10 seconds Must not have passed higher than U.S. Figure Skating junior free skate test</p>	<p>Maximum 7 jump elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* <ul style="list-style-type: none"> o All single and double jumps allowed, except the double Axel. o Double Axel and higher jumps not allowed o No double jump can be included more than twice, and if repeated, 	<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* o Minimum 10 revolutions <ul style="list-style-type: none"> o All 3 basic positions with minimum 2 revolutions in 	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice surface

<p>Full U.S. Figure Skating membership required</p>	<p>at least 1 attempt must be as part of a jump combination or sequence</p> <ul style="list-style-type: none"> o Maximum 3 jump combinations or sequences. Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. 	<p>each position for highest base value</p> <ul style="list-style-type: none"> • 1 spin with a flying entry* o Minimum 6 revolutions • 1 spin with only one position* o Minimum 6 revolutions <p>All spins may change feet and start with a flying entry</p> <p>Spins must be of a different character</p>	
<p>Excel Senior 4:00 +/-10 seconds Must not have passed higher than U.S. Figure Skating senior free skate test Full U.S. Figure Skating membership required</p>	<p>Maximum 7 jump elements</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump* <ul style="list-style-type: none"> o All single and double jumps allowed, including the double Axel. o Triple and higher jumps not allowed o No double jump can be included more than twice, and if repeated, <p>at least 1 attempt must be as part of a jump combination or sequence</p> <ul style="list-style-type: none"> o Maximum 3 jump combinations or sequences o Jump combinations limited to 2 jumps. One 3-jump combination is allowed o Jump sequence is any listed jump immediately followed by an axel type jump. 	<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* o Minimum 10 revolutions o All 3 basic positions with minimum 2 revs in each position for highest base value • 1 spin with a flying entry* o Minimum 6 revolutions • 1 spin with only one position* o Minimum 6 revolutions <p>All spins may change feet and start with a flying entry</p> <p>Spins must be of a different character</p>	<p>Maximum 2 Sequences:</p> <ul style="list-style-type: none"> • Choreographic Step Sequence* (ChSt) o Must fully utilize the ice surface • One Choreographic Sequence* (ChSq) o Must be clearly visible

SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC

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 ½ ice with music.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

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 (no variations), 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 counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
Basic 4	1:10 max.	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, 4-6 consecutive, clockwise and counterclockwise • Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
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, clockwise and counterclockwise • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
Basic 6	1:10 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional entry and free leg position • T-stop, right or left

PRE-FREE SKATE – FREE SKATE 1-6 PROGRAM WITH MUSIC

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 ½ ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- **Bonus skills from the same level or below are allowed but will not be judged elements.**
- 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 • Basic one-foot upright spin, optional entry and free-foot position- minimum 3 revolutions • Mazurka • Waltz jump • <i>NOT ALLOWED -Waltz jump, side toe hop, waltz jump</i>
Free Skate 1	1:40 max.	<ul style="list-style-type: none"> • Forward stroking, 4-6 consecutive powerful strokes • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin) - minimum 4 revolutions • Toe loop jump • Half flip jump • <i>NOT ALLOWED – Waltz jump/toe loop combination</i>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Beginning back spin- maximum 2 revolutions • Half Lutz • Salchow jump • <i>NOT ALLOWED – Salchow/toe loop combination</i>
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, minimum 3 revolutions • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination • <i>NOT ALLOWED – Waltz/loop combination</i>
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 3 revolutions • Half Loop jump • Flip jump • <i>NOT ALLOWED – Waltz/half-loop/Salchow sequence</i>
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 3 revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Creative step sequence using a variety of three turns, Mohawks and toe steps • Camel, sit spin combination - minimum of 4 revolutions total • Waltz jump/ half-loop/Salchow jump sequence • Beginning Axel jump

SNOWPLOW SAM – BASIC 6 ELEMENTS

1. Judge/referee directed: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.
 - To be skated on 1/2 ice (determined by the LOC)
 - No music
 - Divide Snowplow Sam skaters by level (1-4), if registrations warrant
 - **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 (no variations), 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 counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, 4-6 consecutive, clockwise and counterclockwise • Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
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, clockwise and counterclockwise • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg held position and entry • T-stop, right or left

PRE-FREE SKATE – FREE SKATE 1-6 COMPULSORY

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

- To be skated on ½ ice. No music
- The skater must demonstrate the required elements listed
- **Bonus skills from the same level or below are allowed but will not be judged elements.**
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum

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 • Basic one-foot upright spin, optional entry and free-foot position - minimum 3 revolutions • Mazurka • Waltz jump
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Forward stroking, 4-6 consecutive powerful strokes • Backward outside three-turns, right and left • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin) - minimum 4 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Backward inside three-turns, right and left • Beginning back spin- maximum 2 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, 2 sets clockwise and 2 sets counterclockwise • Advanced back spin with free foot in crossed leg position- minimum 3 revolutions • 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 3 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 3 revolutions • Waltz jump-loop jump combination • Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Forward power pulls, minimum 3 on each foot • Camel, sit spin combination - minimum of 4 revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Beginning Axel jump

EXCEL COMPULSORY

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

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum
- *Skaters may have the option to skate one level higher in compulsories than free skate program.*

Level	Time	Skating rules/standards
Excel Beginner	1:15 max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • One-foot upright spin - minimum 3 revolutions • Choreographic step sequence
Excel High Beginner	1:15 max.	<ul style="list-style-type: none"> • Loop jump • Salchow/toe loop combination • Sit spin - minimum 3 revolutions • Choreographic step sequence
Excel Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> • Flip jump • Loop/loop jump combination • Upright spin with change of foot – minimum 3 revolutions on each foot • Choreographic step sequence
Excel Preliminary	1:15 max.	<ul style="list-style-type: none"> • Lutz jump • Flip/loop jump combination • Camel, sit combination spin – minimum 6 revolutions total • Choreographic step sequence



U.S. Figure Skating Nonqualifying Competitions

EVENT: COMPULSORY MOVES

General event parameters:

- No Test – Pre-Juvenile: Elements skated on ½ ice
- Juvenile – Senior: Elements skated on full-ice
- The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Music is not allowed.
- Skaters may compete at their test level or one level higher.

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) • Upright spin with change of foot – minimum 3 revolutions on each foot • Choreographic step sequence
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> • Lutz jump • Jump combination: single/single (no Axel) • Spin with one change of position and no change of foot – minimum 6 revolutions total • Choreographic step sequence
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Axel jump • Jump combination: single/single (may include Axel) • Spin with one change of foot and one change of position – minimum 3 revolutions on each foot • Choreographic step sequence
Pre – Juvenile	1:15 max.	<ul style="list-style-type: none"> • Axel or double Salchow • Jump combination: single/single (may include Axel) • Layback spin or camel spin - minimum three revolutions • Step sequence – must include rotating in both directions
Juvenile & Open Juv.	1:15 max.	<ul style="list-style-type: none"> • Double Salchow or double toe loop • Jump combination: single/single or double/single • Layback spin or camel spin - minimum four revolutions • Step sequence – must include 3 difficult turns and rotating in both directions
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Double Salchow, double toe loop or double loop • Jump combination: single/single or double/single, double/double • Flying spin, minimum five revolutions • Step sequence – must include 4 difficult turns and rotations in both directions
Novice	1:30 max.	<ul style="list-style-type: none"> • Double loop or double flip • Jump combination: double/single or double/double • Flying spin - minimum six revolutions • Step sequence – must include 5 difficult turns and rotations in both directions
Junior	1:30 max.	<ul style="list-style-type: none"> • Double flip or double Lutz • Jump combination: double/double or triple/double • Combination spin - minimum 10 revolutions all 3 basic positions required (min 5 on each foot) • Step sequence – must include 7 difficult turns and rotations in both directions
Senior	1:30 max.	<ul style="list-style-type: none"> • Double Lutz or double Axel • Jump combination: double/double or triple/double • Combination spin - all 3 basic positions required (min. 6 on each foot) • Step sequence – must include 7 difficult turns and rotations in both directions



U.S. Figure Skating Nonqualifying Competitions

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 revs) • Upright back spin (3 revs) • Sit spin (3 revs)
High Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (4 revs) • Upright spin with change of foot (3 revs on each foot) • Sit spin (3 revs)
No-Test	1:30 max.	<ul style="list-style-type: none"> • Upright spin with change of foot (3 revs on each foot) • Sit spin (3 revs) • Camel spin (3 revs)
Pre – Preliminary	1:30 max.	<ul style="list-style-type: none"> • Spin with one change of position* and no change of foot (6 revs) • Backward sit spin (3 revs) • Camel spin (4 revs)
Preliminary	1:30 max.	<ul style="list-style-type: none"> • Spin with one change of foot and one change of position* (min. 3 revs each foot) • Combination sit spin with change of foot (min. 3 revs each foot) • One position spin – skater's choice (upright, sit or camel), (4 revs)
Pre – Juvenile	1:30 max.	<ul style="list-style-type: none"> • Backward entry Camel spin (4 revs) • Combination spin – All 3 basic positions are required (camel, sit, upright), (2 revs in each position) • Forward to backward scratch spin (min 4 revs per foot)
Juvenile & Open Juv.	1:30 max.	<ul style="list-style-type: none"> • Sit spin (4) • Combination spin – with change of foot; all 3 basic positions required 2 revs in each position (min. 4 revs per foot) • Girls – layback spin (6 revs); Boys – camel spin (5 revs)
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Flying camel spin-basic camel position required (5 revs) • Sit spin to backward sit spin-basic sit position required (4 revs per foot) • Combination spin – change of foot & all 3 basic positions required (2 revs in each position & min 5 revs per foot)
Novice	1:30 max.	<ul style="list-style-type: none"> • Illusion to back scratch spin; may change feet (6 revs) • Camel spin to backward camel spin (4 revs per foot) • Combination spin – change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)
Junior	1:30 max.	<ul style="list-style-type: none"> • Flying sit spin or flying reverse sit spin (6 revs) • Solo spin of choice – may not fly (8 revs) • Combination spin – with change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)
Senior	1:30 max.	<ul style="list-style-type: none"> • Flying spin of choice (8 revs) • Solo spin of choice (8 revs) – may not fly • Combination spin – with change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)

* There are 3 basic spin positions: Upright, Sit and Camel. Any variation of these positions is still considered the same position (i.e. a broken leg spin is still a sit position. A camel-sit-broken leg spin has one change of position).



U.S. Figure Skating Nonqualifying Competitions

EVENT: Jumps Challenge

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted.
- Pre-juvenile and lower will be skated ½ ice; Juvenile – senior will be skated on full 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 include Axel)
Pre – Juvenile	1:15 max.	<ul style="list-style-type: none"> • Single Axel or double Salchow • Single or double jump • Jump combination – single/single (may include Axel)
Juvenile & Open Juv.	1:15 max.	<ul style="list-style-type: none"> • Single Axel • Double Salchow or double toe loop • Jump combination – single/single or double/single (may include single Axel)
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Single Axel • Double toe loop or double loop • Jump combination – double/single or double/double (may include single Axel)
Novice	1:30 max.	<ul style="list-style-type: none"> • Double loop • Double flip • Jump combination – double/double (may include double Axel)
Junior	1:30 max.	<ul style="list-style-type: none"> • Choice of double or triple jump (Salchow, toe loop, loop, Lutz) • Double or triple flip • Jump combination – double/double (may include double Axel)
Senior	1:30 max.	<ul style="list-style-type: none"> • Choice of double or triple jump (Salchow, toe loop, loop, flip) • Double or triple Lutz • Jump combination – double/double or triple/double (may include double Axel)



ADULT 1-6 FREE SKATE WITH MUSIC

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.
- 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)



U.S. Figure Skating Nonqualifying Competitions

EVENT: Adult Introductory Levels 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	Max. 4 jump elements <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, waltz • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump 	Max. 2 spins <ul style="list-style-type: none"> • Two forward 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 Skate 1 Badge Test
Adult High Beginner 1:40 Maximum	Max 4 jump elements: <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ Flip, ½ Lutz, Toe Loop • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump. 	Max 2 spins: <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 any U.S. Figure Skating Free Skate Test

EVENT : 2018-19 Adult Singles Free Skating Requirements – This chart has been updated with the changes from the U.S. Figure Skating Governing Council that will go into effect July 1, 2018.

2018-19	JUMP ELEMENTS	SPINS	STEP SEQUENCE
CHAMPIONSHIP MASTERS JUNIOR-SENIOR & MASTERS JUNIOR-SENIOR 3:40 maximum * means element is required	Max 7 Jump Elements <ul style="list-style-type: none"> • 1 must be an Axel-type jump or a waltz jump* • Max 3 combinations or sequences o 1 jump combination may contain 3 jumps; the remaining jump combinations are limited to 2 jumps o Jump sequence is any listed jump immediately followed by an Axel-type jump • No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence o If both 	Max 3 Spins <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 5 revs total if no change of foot • Min 4 revs each foot if change 	Max 1 Step Sequence <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

	<p>executions (of the same Axel or multi-rotation jump) are as solo jumps, the second of these jumps will receive 70% of its original base value</p>	<p>of foot</p> <ul style="list-style-type: none"> Min 2 revs in each position 	
<p>CHAMPIONSHIP MASTERS INTERMEDIATE-NOVICE & MASTERS INTERMEDIATE-NOVICE</p> <p>3:10 maximum</p> <p>* means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> 1 must be an Axel-type jump or a waltz jump* Max 3 combinations or sequences <p>o 1 jump combination may contain 3 jumps; the remaining jump combinations are limited to 2 jumps</p> <p>o Only 1 jump combination may include 2 double jumps</p> <p>o Jump sequence is any listed jump immediately followed by an Axel-type jump</p> <ul style="list-style-type: none"> Each jump may be repeated only once, and only as part of a combination or sequence <ul style="list-style-type: none"> If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop Double flip, double Lutz, double Axel and triple jumps are not permitted 	<p>Max 3 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 5 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
<p>CHAMPIONSHIP ADULT GOLD & ADULT GOLD</p> <p>2:40 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> Max 3 combinations or sequences <p>o 1 jump combination may contain 3 jumps; the remaining jump combinations are limited to 2 jumps</p> <p>o Each jump combination may include only 1 double jump</p> <p>o Jump sequence is any listed jump immediately followed by an Axel-type jump</p> <ul style="list-style-type: none"> Each jump may be repeated only once, and only as part of a combination or sequence <ul style="list-style-type: none"> If both executions of the same 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> Max Level 3 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 4 revs total if no change of foot Min 4 revs each 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

	<p>jump are as solo jumps, the second of these jumps will receive 70% of its original base value</p> <ul style="list-style-type: none"> All single jumps, including the single Axel, and the following double jumps are permitted: double toe loop, double Salchow. Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	<p>foot if change of foot</p> <ul style="list-style-type: none"> Min 2 revs in each position 	
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2018-19	JUMP ELEMENTS	SPINS	STEP/SPIRAL SEQUENCES
<p>CHAMPIONSHIP ADULT SILVER AND ADULT SILVER</p> <p>2:10 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> Max 2 combinations or sequences o 1 combination may contain 3 jumps, and the other may contain only 2 jumps o Jump sequence is any listed jump immediately followed by an Axel-type jump Non-listed jumps of not more than 1 revolution performed as part of connecting footwork preceding single jumps are permitted 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, including single Axel, are permitted No double or triple jumps are permitted 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Max Level 2 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 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> 1 choreographic step sequence, fully utilizing at least 1/2 of the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
<p>ADULT BRONZE 1:50 maximum</p>	<p>Max 4 Jump Elements</p> <ul style="list-style-type: none"> Max 2 combinations or sequences o 1 combination may contain 3 jumps, and the other may contain only 2 jumps o Jump sequence is any listed jump immediately followed by an Axel-type jump Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Max Level 1 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> 1 choreographic step sequence, fully utilizing at least 1/2 of the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be

	<ul style="list-style-type: none"> All single jumps are permitted (except single Axel) No single Axel, double or triple jumps are permitted 	<p>foot</p> <ul style="list-style-type: none"> Min 3 revs each foot if change of foot Min 2 revs in each position Spins with a flying entry are not permitted 	<p>counted as elements but will be counted as transitions and marked as such.</p>
<p>ADULT PRE BRONZE 1:40 maximum</p>	<p>Max 4 Jump Elements</p> <ul style="list-style-type: none"> Max 2 combinations or sequences <ul style="list-style-type: none"> 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps Jump sequence is any listed jump immediately followed by an Axel-type jump 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 permitted No single Lutz, single Axel or double or triple jumps are permitted 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Max Level 1 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs Spins with a flying entry are not permitted 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> Connecting steps throughout the program are required

EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase program that should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Props and scenery are permitted.

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.

EVENT: Showcase Events – Dramatic Entertainment Events

Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness.
- Props and scenery ARE permitted.

General event parameters:

3. Level will be determined by the highest free skate or dance (solo or partnered) test passed, as listed in the table below. Skaters may compete at the highest level they have passed, or skate up to one level higher.
4. The determination of level will be based upon test requirement at the entry deadline.

EVENT: Showcase Events – Duet Events

Format:

- Duets are theatrical or artistic performances by any competitors.
- Props and scenery ARE permitted.

General event parameters:

5. 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.
6. The determination of level will be based upon test requirement at the entry deadline

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

National Showcase handbook can be found at handbook at <http://usfsa.org/content/17-18%20Showcase%20Guidelines.pdf>

Showcase levels for Light Entertainment, Dramatic and Duets:

Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Free Skate or Dance (solo or partnered) Test or higher	Age	Time
No Test (does not qualify for National)	No Free Skate test passed	Pre-Preliminary Free Skate Any Free Dance	No minimum (max age 20)	1:30 max
Pre-Preliminary (does not qualify for National)	Pre-Preliminary Free Skate	Preliminary Free Skate Any Free Dance	No minimum (max age 20)	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	Under 13	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13-17	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		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:30 max
Senior	Senior Free Skate OR Senior Free Dance			2:30 max