

2017 Winter Blizzard

USFS Learn to Skate USA



January 14 & 15, 2017

(Competition on Saturday, January 14 will begin at 4pm)

Skatium Ice Arena

9300 Weber Park Place

Skokie, IL 60077

847-674-1510

**Compulsory, Freestyle, Interpretive, Jumps, Spins, Adults,
Solo and Group Showcase, Duets, Stroking, Dance,
Test Track, Well Balanced Program Events**

Registration can be completed through EntryEeze at

<http://comp.entryeeze.com/Home.aspx?cid=513>

Entry Deadline: December 20



Inquiries: Please contact Kerry Murphy

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Winter Blizzard Skate USA Competition January 14 & 15, 2017

The 2017 Winter Blizzard Learn to Skate USA Competition is sponsored by the Figure Skating School of Skokie. This Learn to Skate USA Competition is approved by the USFS and conducted in accordance with the USFS rulebook.

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the USFS 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 the host Learn to Skate USA Program/Club or any other Learn to Skate USA Program/Club.

Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW SAM and LEARN TO SKATE USA SKATERS THROUGH BASIC 6 or one level higher must skate at highest level passed and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

SKATERS, PLEASE NOTE - For the Free Skate 1- Free Skate 6, Test Track and Well Balanced levels, eligibility will be based only upon highest free skate test level passed (moves in the field test level will not determine skater's competitive level). Skaters may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

ENTRIES AND FEES - All entries must be submitted no later than **December 20, 2016**. The initial event is \$65.00 and each additional event is \$15.00. Entry Fees are nonrefundable after the closing date. Registration is through Entryeze @ <http://comp.entryeze.com/Home.aspx?cid=513>

AWARDS - Everyone will receive an award immediately following the completion of the event and posting of the results.

SCHEDULE OF EVENTS - Schedules will be available online at www.skokieparks.org approximately 1 week prior to the competition. Just follow the link to Skatium Ice Arena.

MUSIC – No tapes or iPODS allowed! CDs should be clearly labeled with the skater's name and event information. CDs must be in the CD-R format. Time duration is always +/- 10 seconds. Competition music is turned in at the time of registration. Please remember to bring an extra copy of the CD. Do not forget to pick up your music following your music event.

Compulsory Snowplow Sam – Basic 6

Format choice of the host: Skaters will perform one element at a time in the order listed below (no excessive connecting steps).

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- To be skated on 1/3 to 1/2 ice
- No music
- **Elements must be skated in the order listed**

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

Solo 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. Vocal music is allowed.

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- To be skated on full ice
- The skater may use elements from a previous level
- A .2 deduction will be taken for each element performed from a higher level

Level	Time	Skating rules / standards
Snowplow Sam 1-4	1:00 +/-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	1:00 +/-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	1:00 +/-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	1:00 +/-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	1:00 +/-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	1:00 +/-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	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop - R or L

Compulsory Intro to Free Skate – Free Skate 6

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 .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Intro to Free Skate	1:15 max.	<ul style="list-style-type: none"> • One outside and one inside moving three turn • Lunge rising up to forward stroking position • Tap toe • Stand still waltz jump
<p>Skaters wishing to compete in the Intro to Free Skate level should select Basic 7 when registering on EntryEeze as a new skater. You will then be able to select the Intro to Free Skate level on our competition entry form.</p>		
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 (Right and Left) • 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 jump • 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 -R or L • 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 • Split jump or stag jump • Camel, sit spin combination-minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

Solo Intro to Free Skate – Free Skate 6

Format: The skating order of the required elements is optional. The elements are not restricted as 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 levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Level	Time	Skating rules / standards
Intro to Free Skate	1:30+/-10 sec	<ul style="list-style-type: none"> • One outside and one inside moving three turn • Lunge rising up to forward stroking position • Tap toe • Stand still waltz jump
<p>Skaters wishing to compete in the Intro to Free Skate level should select Basic 7 when registering on Entry Eeze as a new skater. You will then be able to select the Intro to Free Skate level on our competition entry form.</p>		
Pre-Free Skate	1:30+/-10 sec	<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 (Right and Left) • Waltz jump
Free Skate 1	1:30+/-10 sec	<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	1:30+/-10 sec	<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	1:30+/-10 sec	<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	1:30+/-10 sec	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets -R or L • Sit spin- minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:30+/-10 sec	<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	1:30+/-10 sec	<ul style="list-style-type: none"> • Split jump or stag jump • Camel, sit spin combination-minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

Compulsory (Test Track and Well Balanced)

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 .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
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



Solo (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:
 - 0.1 from each mark for each technical element included that is not permitted in the event description.
 - 0.2 from the technical mark for each extra element included.
 - 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30 +/- 10 sec.	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: <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner 1:30 +/- 10 sec.	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: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
Pre-Preliminary 1:30 +/- 10 sec.	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.

Solo Well Balanced 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 non qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is 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 <p>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</p>	<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. <p>Spins must be of a different character (For definition see rule 4103E)</p>	<p>Step sequence*</p> <p>Must use one-half 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 Vocal music permitted	<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>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>

<p>Preliminary</p>	<p>1:40 Maximum Vocal music permitted</p>	<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 • 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 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are</p> <p>permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
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Solo and Compulsory ADULT 1-4 Free Skate, Pre-Bronze & Bronze

Solo

The skating order of the required elements is optional. The elements are not restricted as 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.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec unless otherwise noted

Compulsory

Format choice of the host: Each skater will perform one element at a time in the order listed below (no excessive connecting steps).

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher
- To be skated on 1/3 to 1/2 ice
- No music
- **Elements must be skated in the order listed**

<p>Adult 1</p> <ul style="list-style-type: none"> • Falling and Recovery • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops 	<p>Adult 4</p> <ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
<p>Adult 2</p> <ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4 to 6 in a row, clockwise and counterclockwise) 	<p>Adult 5</p> <ul style="list-style-type: none"> • Forward and Backward Crossovers in a Figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, R & L • Beginning one foot spin
<p>Adult 3</p> <ul style="list-style-type: none"> • Forward outside and inside edges on a circle, (clockwise and counterclockwise) • Forward crossovers, (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4 to 6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin 	<p>Adult 6</p> <ul style="list-style-type: none"> • Forward Perimeter Stroking with crossover end patterns • Backward crossovers to a backward outside edge glide (landing position) • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)
<p>Adult Pre-Bronze: Must have passed no higher than adult pre-bronze free skate test or pre-pre free skate test. Time: 1:40 max Refer to the current U.S. Figure Skating Rulebook #4600 for specific requirements</p>	<p>Adult Bronze: Must have passed no higher than adult bronze free skate test or the preliminary free skate test. Time: 1:50 max Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements</p>

Spins, Jumps and Interpretive

Spin Event

This event will be skated on ½ ice with no music. Spins should be skated exactly as stated and in this order. Skaters will perform one spin at a time (no excessive connecting steps). Skaters will be given one opportunity to perform each spin. Groups will be divided according to Basic/Free Skate test level. Spins should be a minimum of three revolutions each. Time limit: one minute or less.

Intro to Free Skate, Pre Free Skate, Free Skate 1, Free Skate 2 & Free Skate 3 Spins - Forward Pivot-either foot, Two foot spin, Forward one foot spin – optional free leg position (minimum 3 revolutions each)

Free Skate 4 – Two Foot spin, Forward one foot spin-optional free leg position, Sit Spin (minimum 3 revolutions each)

Free Skate 5 & Free Skate 6 – Forward Scratch spin, Backward one foot spin (crossed leg position, Camel spin (minimum 3 revolutions each)

Basic Skills Spins

Forward pivot- either foot, Two foot spin, Forward one foot spin – optional free leg position (minimum 3 revolutions each)

Beginner

Upright one foot spin, Upright two foot spin, sit spin (minimum 3 revolutions each)

High Beginner

Two foot spin, Forward one foot spin – optional free leg position, Sit Spin (minimum 3 revolutions each)

Pre-Preliminary

Forward Scratch spin, Backward one foot spin (crossed leg position), Camel spin (minimum 3 revolutions each)

Preliminary

Forward Scratch spin, Backward one foot spin, Combination spin of choice – minimum two changes of position on foot (minimum 3 revolutions each)

JUMP EVENT

Entrants will qualify according to their free skate level, but may 'skate up' one level. All levels will be skated on ½ ice. Jumps should be performed exactly as stated. Skaters will be given two opportunities to perform each jump and will be judged on the best one. Repeated jumps must be the same as the original. Maximum time is 1 minute.

Free Skate 1 – Waltz Jump, ½ flip, Ballet Jump

Free Skate 2 - Waltz jump –side toe hop- waltz jump, Toe loop, ½ flip

Free Skate 3 – Waltz jump – Toe loop, salchow, half lutz

Free Skate 4 – Salchow – Toe loop, Loop jump, Waltz jump – loop jump

Free Skate 5 – Loop – Loop combination, Flip jump, Waltz jump – falling leaf – toe loop

Free Skate 6 – Split jump, Waltz jump – half loop – salchow, Lutz jump

Beginner: Waltz jump; ½ flip or ½ lutz; Salchow

High Beginner: Waltz jump; Salchow; jump combination – waltz jump-toe loop

No Test: Toe loop; loop; combination of any two ½ or single revolution jumps (no Axels)

Pre-Preliminary: Toe loop; flip; combination of any two ½ or single revolution jumps (no Axels)

Preliminary: Flip; Lutz; jump combination any single jump + single loop (may be Axel)

INTERPRETIVE EVENT

Competition Format:

During warm-up skaters will hear selection of music twice. Following the warm-up all skaters except for the first skater will be escorted to a holding area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Platinum - Basic 6 through Free Skate 1, Beginner - ½ revolution jumps

Bronze - Free Skate 2 through Free Skate 5, Test Track High Beginner and Test Track No Test and Well Balanced No Test – full revolutions jumps (no Axel)

Silver - Test Track No Test, Test Track Pre Preliminary and Test Track Preliminary - full revolutions jumps (no Axel)

Gold - Well Balanced Pre Preliminary and Well Balanced Preliminary: Axel and higher

Stroking & Crossovers



Basic 3-Free Skate 1

This event is open to Basic 3 through Free Skate 1 skaters. Skaters will need to perform alternating stroking and forward crossovers in both directions. Skaters will compete while music of different tempos selected by the host rink is played. Skaters will be assigned numbered pinnies to be worn for this event.

Duet Event

Duet is for skaters who would like to compete with their ice show programs from last year or create a new program. Skaters should sign for one of the four categories listed below:

Duet Level A – Skills Pre Free Skate and below

Duet Level B - Single jumps (no axel), any upright spin without a change of foot.

Duet Level C - Single jumps and axel is permitted, sit spin or camel.

Duet Level D - Axel and double jumps are permitted, any spin choice.

Duets must compete at the highest level of the two competitors.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-Pre FS	Individual Level A	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 1 & 2	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 3 & 4	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 5 & 6	Individual Level C	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
No Test/Pre Prelim.	Individual Level C	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to exceed 2:00
Preliminary	Individual Level D	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to Exceed 2:00

New ICE SHOW/INDIVIDUAL SHOWCASE SOLOIST EVENT New

(Skaters wishing to compete in light or dramatic entertainment can compete in this event)

Compete with your ice show solo program from last year or create a new program

Individual Showcase is for individual skaters who would like to compete with their ice show programs from last year or create a new program. Skaters should sign for one of the four categories listed below:

Individual Level A – Skills Basic 6 and below

Individual Level B - Single jumps (no axel), any upright spin without a change of foot.

Individual Level C - Single jumps and axel is permitted, sit spin or camel.

Individual Level D - Axel and double jumps are permitted, any spin choice.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Individual Level A	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Intro to Free Skate & Pre Free Skate	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 1 & 2	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 3 & 4	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 5 & 6	Individual Level C	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
No Test/Pre Prelim.	Individual Level C	Open to all No Test and Pre Preliminary Skaters	Not to exceed 2:00
Preliminary	Individual Level D	Open to all Preliminary Skaters	Not to Exceed 2:00

GROUP SHOWCASE EVENT

Compete with your ice show group number from last year or create your own with four or more skaters – props are optional!

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 3 - 5	Group Level A	Majority of skaters must be between Basic 3 – 5.	Not to exceed 2:45
Basic 6 – Pre F.S.	Group Level A	Majority of skaters must be between Basic 6 – Pre F.S.	Not to exceed 2:45
F.S. 1 - F.S. 6	Group Level B	Majority of skaters must be between Intro – F.S. 6	Not to exceed 2:45
Adult 1 – Adult Pre-Bronze	Group Level A	Majority of skaters must be between Adult 1 – Adult Pre-Bronze	Not to exceed 2:45

Groups will be judged on: energy, interpretation, eye contact, choreography, style, originality, costume and use of ice.

Solo, Shadow & Partnered Pattern Dance

General event parameters:

- Levels are based upon the skaters' highest completed pattern dance test. Badge levels 1-6 are for skaters who have not taken any USFS dance tests. When two skaters of different levels skate together in the partnered and shadow events, the skater with the highest completed dance test will define the starting level. Skaters may compete one level higher than their test level.
- A solo pattern dance competition will consist of a single skater performing two pattern dances.
- A shadow pattern dance competition will consist of two skaters performing a single pattern dance side by side.
- A partnered pattern dance competition will consist of two skaters performing two pattern dances in the prescribed hold.
- Introductory steps must not exceed the first eight (8) measures of music.
- Skaters will perform two patterns of each prescribed dance with the first pattern starting on the judges' side.
- Dances will be scheduled at the discretion of the Chief Referee for each competition and may warm up consecutively, with events of the same level or with a break in-between pattern dance groupings.

Badge Level Solo	Dance	Badge Level Solo	Dance
Dance 1	Dutch Waltz	Dance 4	Cha Cha
Dance 2	Canasta Tango	Dance 5	Swing Dance
Dance 3	Rhythm Blues	Dance 6	Fiesta

Solo/Partnered Dance Level	Dances	Shadow Dance Level	Dance
Preliminary	1. Dutch Waltz 2. Canasta Tango	Preliminary	Dutch Waltz
Pre-Bronze	1. Swing Dance 2. Cha Cha	Pre-Bronze	Swing Dance
Bronze	1. Hickory Hoedown 2. Willow Waltz	Bronze	Hickory Hoedown

WINTER BLIZZARD 2017

School Recognition Letter

The Chicagoland Skate USA Committee would like to recognize your child's hard work and accomplishment at the Winter Blizzard 2017 Learn to Skate USA Competition with a letter of participation to their school's principal.

Please complete the following form:

Child's Name: _____

School's Name: _____

School's Address: _____ City: _____ Zip: _____

Principal's Name: _____



2017 Winter Blizzard Registration
 January 14 & 15, 2017
 Entry must be postmarked no later than December 20, 2016

Last Name	First	Birthdate	Age
Address	City	State	Zip
Home Phone	Cell Phone	Home Club or Rink	
Parent's E-Mail Address			
Coach's Name		Coach's Email	

PROGRAM INFORMATION (Please check all the events in the box to the left of the event)

Basic and Free Skate Solo (Program)	Basic and Free Skate Compulsory	Basic 3 - 6 Stroking	Intro to FS - Free Skate 6 Interpretative	Intro to FS - Free Skate Spins	Free Skate 1 - 6 Jumps
Snowplow Sam	Snowplow Sam				
Basic 1	Basic 1				
Basic 2	Basic 2				
Basic 3	Basic 3	Basic 3			
Basic 4	Basic 4	Basic 4			
Basic 5	Basic 5	Basic 5			
Basic 6	Basic 6	Basic 6			
Intro to F.S.	Intro to F.S.	Intro to F.S.	Intro to F.S.	Intro to F.S.	
Pre Free Skate	Pre Free Skate	Pre Free Skate	Pre Free Skate	Pre Free Skate	
Free Skate 1	Free Skate 1	Free Skate 1	Free Skate 1	Free Skate 1	Free Skate 1
Free Skate 2	Free Skate 2		Free Skate 2	Free Skate 2	Free Skate 2
Free Skate 3	Free Skate 3		Free Skate 3	Free Skate 3	Free Skate 3
Free Skate 4	Free Skate 4		Free Skate 4	Free Skate 4	Free Skate 4
Free Skate 5	Free Skate 5		Free Skate 5	Free Skate 5	Free Skate 5
Free Skate 6	Free Skate 6		Free Skate 6	Free Skate 6	Free Skate 6

Test Track Solo (Program)	Test Track Compulsory	Well Balanced Solo (Program)	Well Balanced Compulsory	Test Track and Well Balanced Spins	Test Track and Well Balanced Jumps
Beginner	Beginner	No Test	Beginner	Basic	Beginner
High Beginner	High Beginner	Pre-Preliminary	High Beginner	Beginner	High Beginner
Pre-Preliminary	No Test	Preliminary	No Test	High Beginner	No Test
Preliminary	Pre-Preliminary		Pre-Preliminary	Pre-Preliminary	Pre-Preliminary
	Preliminary		Preliminary	Preliminary	Preliminary

Ice Show Solo & Light/Dramatic Ent.	Duet Event	Partner's Name:	Solo Dance	Shadow Dance	Partnered Dance
Level A Basic 1-6	Level A Basic 1-Pre FS		Dance 1	Preliminary	Preliminary
Level B Intro & Pre FS	Level B FS 1 & 2		Dance 2	Pre-Bronze	Pre-Bronze
Level B FS 1 & 2	Level B FS 3 & 4		Dance 3	Bronze	Bronze
Level B FS 3 & 4	Level C FS 5 & 6		Dance 4		
Level C FS 5 & 6	Level C No Test/ Pre-Prelim.		Dance 5		
Level C No Test/ Pre-Prelim.	Level D Preliminary		Dance 6		
Level D Preliminary			Preliminary	Adult Solo	Adult Compulsory
			Pre-Bronze	Adult 1	Adult 1
			Bronze	Adult 2	Adult 2
				Adult 3	Adult 3
				Adult 4	Adult 4
				Adult Pre-Bronze	Adult Pre-Bronze
				Adult Bronze	Adult Bronze

Group Showcase Event	Test Track and Well Balanced Interpretive
Basic 3-5 Basic 6-Pre F.S. F.S. 1 - F.S. 6 Adults 1 - Adult Pre Bronze	Platinum Bronze Silver Gold
<i>Please see separate entry form for team event.</i>	

Dance Partner's Name:

ENTRY FEE	Cost per Event	# of Events	Cost
First Event	\$65.00	1	\$65.00
Additional Events	\$15.00		\$
		Total	\$

Registration can be completed through EntryEeze at
<http://comp.entryeeze.com/Home.aspx?cid=513>

SIGNATURES ARE MANDATORY

I have reviewed the above entry form. I hereby certify that the above skater is an amateur member and is eligible to enter the event(s) specified.

Learn to Skate USA Director Signature

Date

Coach Signature

Date

Only Pre-Preliminary and Preliminary skaters need to get a club officers signature. All other skaters just need their Skating Director's signature

To the best of my knowledge, the information on this form is true and correct. This competitor is a member of our club in good standing.

Club Officer/President/VP/Secretary Signature (see your coach if you are a pre-preliminary or preliminary skater)

Date

I am enclosing an additional \$15 for the Skokie Skatium to register my child into the Learn to Skate USA Program.

The completed Registration and Certification Forms must be postmarked no later than December 20, 2016.

Mail: Skatium Ice Arena
9300 Weber Park Place, Skokie, IL 60077
Fax: (847) 674-1518
E-mail: kmmurphy@skokieparks.org

For more information, contact Kerry Murphy, at (847) 674-1510

Easy ways to register and pay:

Checks should be made payable to the Skokie Park District and mailed to:

Skokie Park District
Skatium Ice Arena
9300 Weber Park Place
Skokie, IL 70077

Or

Faxed to 847-674-1518 with complete credit card information

Or

Email to islevin@skokieparks.org

We recommend that when emailing or faxing a registration, that you contact the Skatium office 847-674-1510 to confirm that we have received your registration.

Practice ice will be available for competitors the day of competition. Ice time fee is \$6 per half hour. Practice times will be posted once the final schedule is complete. At which time skaters may select the most convenient time slot for themselves. Space will be limited to a first come, first serve. Practice ice can be scheduled over the phone at 847-674-1510. Remember, practice ice times will be given after the schedule is completed.

2017 GROUP SHOWCASE SKATING COMPETITION

January 14 & 15, 2017

TEAM FEE: \$65 per team, plus \$15 per skater

ENTRY FORM : Team Entry Form

Rink Name:	
Team Name:	Level:
Coaches' Name:	Phone Number:
Coaches' Email:	

SKATER NAMES IN ALPHABETICAL ORDER Last name, first name
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.
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20.