SCOCO 2014 Buckeye Skate Competition





Saturday June 7, 2014

Hosted by: The Skating Club of Central Ohio

At the OhioHealth Chiller North Columbus, Ohio

Adult, Basic Skills, Beginner – Novice & IJS, Critiques for Juvenile and above, and Artistic/Showcase

Sanctioned by: **US Figure Skating** Chief Referee: Barbara Holland Chief Accountant: Shere Everett Sanction #: 11327

Visit our website at <u>www.scoco.org</u>

The 2014 Buckeye Skate Competition will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website.

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

ELIGIBILITY/TEST LEVEL:

Test level: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event. Skaters who placed in the top four in a final round of their last qualifying competition in their divisions must move up one level, except for novice and higher.

Age restrictions/requirements: Skaters entering juvenile free skate events must be under 14 years of age at the close of entries. Skaters entering open juvenile free skate events must be at least 14 years of age at the close of entries.

Skaters entering beginner-pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.

ENTRIES: Enter online at <u>http://comp.entryeeze.com/Home.aspx?cid=417</u> Deadline for online entries without late fee is no later than **11:59 PM EST May 5**, **2014**. Late entries may be accepted at the discretion of the competition committee with a \$20.00 late fee. Late entries may not appear in the program.

FACILITIES: The competition will be held at OhioHealth Chiller North, 8144 Highfield Drive, Lewis Center, OH 43035. Directions and maps will be available at <u>www.scoco.org</u>. The facility contains two ice surfaces measuring 200' x 85'. Dressing rooms and concessions will be available. Parking in non-designated areas is

free.

<u>REFUND POLICY</u>: Entry fees will not be refunded for any reason unless no competition exists or the event is canceled. The online processing fees are not refundable. Checks returned for non-sufficient funds and contested credit card charges will be issued a \$30 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be posted online at SCOCC web site at www.scoco.org.

MUSIC: The official competition music must be turned in at the registration table at the time of check-in. It should be on a CD clearly labeled with the skater's name, cell phone number, club name, and event name. CD must have only one track and CD-RWs cannot be accepted. A duplicate CD should be readily available. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but the SCOCO cannot be responsible for CDs left at the end of the competition. Basic Skills music will be available at <u>www.scoco.org</u>.

LIABILITY: U.S. Figure Skating, SCOCO, and OhioHealth Chiller accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

JUDGING SYSTEM:

The International Judging System (IJS) will be used for juvenile, open juvenile, intermediate and novice for Well Balanced Program and Short programs events where are 3 or more skaters in a group. All competitors skating in these events need to submit the planned program content form online. This form is found in the Member's only section at <u>www.usfigureskating.org</u>. The deadline to submit the form is 2 weeks prior to the competition. The 6.0 Majority Judging System will be used for all other events.

<u>REGISTRATION</u>: Registration will be open one to two hours before the first event and run through the last event of the day. The registration table will be located in the lobby of OhioHealth Chiller North. Please register promptly upon arrival.

PRACTICE ICE: Practice Ice sessions are scheduled for skaters Saturday morning at a fee of \$7 per 20 minutes if prepaid and \$10 per 20 minutes on a walk-on basis. Practice Ice session for Basic Skills skaters will be scheduled immediately before the Basic Skills events probably mid-day at a fee of \$7 per 20 minutes prepaid and \$10 per 20 minutes walk-on if available. Practice ice may need to be limited due to requests.

<u>AWARDS</u>: Medals will be given to the 1st, 2nd, 3rd, and 4th places and ribbons will be given to 5th & up. Awards presentations will take place off-ice as scheduled throughout the competition.

OFFICIAL NOTICES: An official bulletin board will be maintained at registration table. It is the responsibility of each competitor, parent and coach to check the bulletin board frequently for any schedule changes and/or additional information. Skaters are requested to arrive 45 minutes prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition.

INFORMATION REGARDING COACHES:

U.S. Figure Skating Rule MR 5.11 Coach Compliance

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

A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;

B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.

C. Must complete the appropriate CER courses (A, B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.

D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

For 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 – <u>no exceptions</u>. We strongly urge *all* coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without compliance is an ethics violation which is reported to U.S. Figure Skating and PSA.

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

CONTACT INFO: Please call before 10:00 p.m. Eastern Time.

Competition Information: Pol Ratanapan (614) 805-3382, <u>ratanapk@gmail.com</u> Registration and Practice Ice Information: Andrea Giovanello (614) 264-4565, algio@columbus.rr.com

ADDITIONAL INFORMATION:

Directions:

From South, East or West: Take I-270 to the North Side, then take the US 23 exit heading North. Turn Right on Rte 750, then make an immediate Left on Green Meadows Drive North. Turn Left on Highfield Drive. Rink will be on your left hand side, after the Wal-Mart Plaza.

From North: Take 71 S to Gemini Place exit -Exit #121 toward OH-750/Polaris Pkwy. Turn Right onto Gemini Place, then turn Right onto Rte. 750/Polaris Pkwy. Continue on 750 Polaris turns into E Powell Rd, turn Right onto Green Meadows Drive North, then turn Left onto Highfield Drive. Rink will be on your left hand side, after the Wal-Mart Plaza.



EVENT: Well Balanced Program Free Skate

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted for pre-preliminary intermediate.
 Level will be determined by the highest free skate test passed. Skaters may compete at the highest level
- Level will be determined by the highest tree skate test passed. skaters may compete at the highest level they have passed, or skate up to one level higher.
- Either IJS or the 6.0 judging system may be used for this event.
- All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on <u>www.usfigureskating.org</u>, under "Technical Information," then "Singles/Pairs"

Level	Time	Jumps	Spins	Step Sequences
Pre- Preliminary	1:30 +/- 10 sec. Vocal music permitted	 Maximum of 5 jump elements: Any single jumps, including Axel, allowed. Max. 2 jump combinations or sequences Jump combinations are limited to 2 jumps. Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.) Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels. Double or triple jumps are not allowed. 	 Maximum of 2 spins: a) Spins must be of a different nature b) Spins may change feet and/or position. c) Spins may start with a fly. d) Min. of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Preliminary	1:30 +/- 10 sec. Vocal music permitted	 Maximum of 5 jump elements: a) One must be an Axel or waltz-jump. b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in a jump sequence is limited to a max. of 3 single jumps. e) Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop) f) Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences. g) Max. of 2 Axels or any double jump. h) Double flips, double Lutzes, double Axels or triple jumps are not allowed. 	 Maximum of 2 spins: a) Spins must be of a different nature b) Spins may change feet and/or position. c) Spins may start with a fly. d) Min. of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Pre-Juvenile	2:00 +/- 10 sec. Vocal music permitted	 Maximum of 5 jump elements: a) One must be an Axel or waltz –jump. b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is limited to a max. of 3 single or double jumps. (1½ loop is not considered a single jump at this level.) e) Number of different double jumps is not limited. f) Axel and no more than 3 different double jumps may be repeated as individual jumps, as part of jump combination or jump sequence. g) Maximum of 2 Axels or any double jump 	 Maximum of 2 spins: a) 1 spin combination; with or without change of foot*, may fly. b) 1 spin with only 1 position*, may fly, no change of foot c) Min. 4 revolutions.; 6 revolutions for combo d) Spins must be of a different nature 	One step sequence fully utilizing ice surface.

		h) No double Axels or triple jumps		
Juvenile (under 14 years) & Open Juvenile (14 years or older)	2:15 +/- 10 sec.	 i) Maximum of 5 jump elements: a) One must be an Axel-type jump* b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is not limited e) No more than 3 double jumps may be repeated (1 each), but only as part of combination or sequence. Max 2 of same double jump. f) No triple jumps 	 Maximum of 2 spins: a) 1 spin combination; with/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min. 5 revolutions; 8 revolutions. for combination e) Min. 2 revolutions in position f) Spins must be of a different nature 	One choreographic step sequence fully utilizing ice surface.
Intermediate	2:30 +/- 10 sec.	 Maximum of 6 jump elements: a) 1 must be an Axel-type jump* b) Max 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 3 double/triple jumps may be repeated; only 1 repeat may be a triple. Double or triple jump repeated only in combo or sequence. Max. 2 of the same double or triple. 	 Maximum of 2 spins: a) 1 spin combination; w/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min. 5 revolutions; 8 revolutions. for combo e) Min. 2 revolutions. in position f) Spins must be of a different nature 	One choreographic step sequence fully utilizing ice surface.
Novice Ladies	3:00 +/- 10 sec.	 Maximum of 6 jump elements: a) One must be an Axel-type jump* b) Max. 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 3 double/triple jumps may be repeated; only 1 repeat may be a triple. Double or triple jump repeated only in combo or seq. Max. 2 same double or triple. 	 Maximum of 3 spins: a) Spins must be of a different nature b) 1 flying entry with no change of foot or position* c) 1 spin combination; w/without change of foot* d) 3rd spin is option of skater e) Min. 6 revolutions; 10 revolutions. for combo f) Min. 2 revolutions. in position g) Spins may change feet and start with a fly, except h) For the flying spin with no change of foot or position 	One leveled step sequence Fully utilizing the ice surface
Novice Men	3:30 +/- 10 sec.	 Maximum of 7 jump elements: a) One must be an Axel-type jump* b) Max. 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) One double Axel and two different triple jumps may be repeated. f) If double Axel or triple jumps repeated, must be in combo or sequence. g) No more than two of the same type of double or triple may be attempted. 	 Maximum of 3 spins: a) Spins must be of a different nature b) 1 flying entry with no change of foot or position* c) 1 spin combination; with or without change of foot* d) 3rd spin is option of skater e) Min. 6 revolutions; 10 revolutions for combo f) Min. 2 revolutions in position g) Spins may change feet and start with a fly, except for the flying spin with no change of foot or position 	One leveled step sequence Fully utilizing the ice surface.



EVENT: Short Program

The short program events listed below will be skated. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for rules, program length, etc.

- A. Juvenile (under 14 years) short program use the same requirement as Intermediate Rule 4230
- B. Open Juvenile (14 years or older) short program use the same requirement as Intermediate Rule 4230
- C. Intermediate short program Rule 4230
- D. Novice short program Rule 4220

EVENT: Compulsory Moves

- Pre-Preliminary Juvenile: Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules/standards
Pre – Preliminary	1:00 max.	 Single flip 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	1:00 max.	 Single Lutz Jump combination: single/single (may include Axel) Back upright spin - minimum three revolutions Forward inside spiral
Pre – Juvenile	1:15 max.	 Single jump (may include Axel) Jump combination: single/single (may include Axel) Layback spin or camel spin - minimum three revolutions Step sequence - circular



EVENT: Adult Free Skate

General event parameters:

•

- 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 parentheses 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	Time	Jumps	Spins	Step Sequences
ADULT GOLD * means element is required	2:40 max	 Max. 5 Min. 1*, max. 3 combinations or sequences Two combinations/sequences are limited to two jumps, and one three-jump combination/sequence is permitted Each jump may be repeated only once, and only as part of combination or sequence All single jumps, including an Axel-type jump, are permitted, as are the following double jumps: double toe loop, double Salchow. No double-double jump combinations or sequences are permitted Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	Max. 3 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) • Min. 4 revolutions total if no change of foot • Min. 4 revolutions each foot if change of foot • Min. 2 revolutions in position	Max. 1 To be chosen from: • Choreographic step sequence or • Choreographic sequence Must fully utilize the ice surface 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.
ADULT SILVER * means element is required	2:10 max	 Max. 5 Min. 1*, max. 2 combinations or sequences One combination/sequence may consist of three jumps, and <u>the other</u> may have only two jumps Additional jump sequences which contain non-listed jumps of not more than one revolution (i.e. mazurkas, half-loops, etc.) performed as part of connecting footwork preceding single jumps are permitted Each jump may be repeated only once, and only as part of combination or sequence All single jumps are permitted, including an Axel-type jump. No double or triple jumps are permitted 	Max. <u>2</u> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) • Min. 3 revolutions total if no change of foot • Min. 3 revolutions each foot if change of foot • Min. 2 revolutions in position	Max. 1 To be chosen from: • Step sequence or • Spiral sequence (any pattern) Must use at least ½ ice surface 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.
ADULT BRONZE * means element is required	1:50 max	 Max. 4 Min. 1*, max. 2 combinations or sequences; One combination/sequence may consist of three jumps, and the other may have only two jumps Each jump may be repeated only once, and only as part of combination or sequence (maximum of 2 of any jump) All single jumps are permitted (except Axel) No Axel, double or triple jumps are permitted 	Max. 2 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) • Min. 3 revolutions total if no change of foot • Min. 3 revolutions each foot if change of foot • Min. 2 revolutions in position • No flying spins are permitted	Max. 1 To be chosen from: • Step sequence or • Spiral sequence (any pattern) Must use at least ½ ice surface 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.
ADULT PRE BRONZE * means element is required	1:40 max	 Max. 4 Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included One jump combination/sequence may consist of three jumps, and the other may have only two jumps. Each jump may be repeated only once and only as part of combination or sequence (maximum of 2 of any jump) Only single and half-revolution jumps are allowed No Lutz, Axel or double jumps are allowed 	Max. 2 • Min. 3 revolutions • No flying spins are permitted	Max. 1 • Connecting steps throughout the program are required

EVENT: Adult Compulsory Moves

- 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. On required elements may be included.
- All events are skated on $\frac{1}{2}$ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Elements
		1. Forward crossovers (Min. 5 consecutive)
Adult Beginner	1:15	2. Waltz jump
		3. Two foot upright spin
		4. Forward spiral (any edge)
		1. Backward crossovers (Min. 5 consecutive)
Adult Pre-Bronze	1:15	2. Waltz jump
		3. Forward upright spin (Min. 3 revolutions)
		4. Forward outside spiral
		1. Single Salchow
Adult Bronze	1:15	Waltz jump – toe loop combination jump
		3. Sit spin (Min. 3 revolutions)
		4. Spiral sequence (Min. 2 spirals)
		1. Single loop
Adult Silver	1:30	2. Single/single jump combination
		3. Sit spin (Min. 3 revolutions)
		4. Straight line step sequence
		1. Single Lutz or Axel
Adult Gold	1:30	2. Single/single or single/double jump combination
		3. Camel spin (Min. 4 revolutions)
		4. Straight line step sequence



EVENT: Introductory Levels Free Skate Program

- 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 parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30 +/- 10 sec.	 Max. 5 jump elements: Jumps with no more than one-half rotation (front to back or back to front). Max. 2 jump sequences Max. 2 of any same jump 	Max. 2 spins: • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
High Beginner 1:30 +/- 10 sec.	 Max. 5 jump elements: Jumps with no more than one-half rotation (front to back or back to front including halfloop) Single rotation jumps: Salchow and toe loop only. Max. 2 jump combinations or sequences Max. 2 of any same type jump. 	Max. 2 spins: • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
No-Test 1:30 +/- 10 sec.	 Max. 5 jump elements: Up to 2 may be jump combos or sequences Jump combos are limited to 2 jumps Jump sequences are limited to 3 single jumps (half-loop is not considered a single jump at this level) No Axels or double jumps are permitted 	 Max. 2 spins: Spins must be of different character. Each spin much have a Minimum of 3 revolutions. Spins may change feet, position and start with a fly. 	One step sequence that utilizes ½ of the ice surface	



EVENT: Introductory Levels Compulsory Event

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

- To be skated on $\frac{1}{2}$ ice
- No music is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A 0.2 deduction will be taken for each element performed from a higher level
- Skaters may have the option to skate one level higher in compulsories than their free skate program

Level	Time	Skating rules/standards
Beginner	1:15 max.	 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.	 Toe loop jump Salchow jump Forward scratch spin - minimum three revolutions Forward or backward spiral
No-Test	1:15 max.	 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.



EVENT: Spins Challenge

- 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. On required elements may be included.
- All events are skated on $\frac{1}{2}$ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
High Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
No-Test	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
Pre – Preliminary	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3)
Preliminary	1:30 max.	 Backward upright spin (3) Combination spin with no of foot (4) Sit spin (3)
Pre – Juvenile	1:30 max.	 Camel spin (3) Combination spin – camel to sit spin; no change of foot (6) Forward to backward scratch spin (3 per foot)
Juvenile & Open Juv.	1:30 max.	 Sit spin (4) Combination spin – change of foot; optional change of position (4 per foot) Girls – layback spin (4); Boys – camel spin (4)
Intermediate	1:30 max.	 Flying camel spin (5) Sit spin to backward sit spin (4 per foot) Combination spin – change of foot & change of position (4 per foot)
Novice	1:30 max.	 Choice of camel, sit or layback spin (6) Camel spin to backward camel spin (4 per foot in position) Combination spin – change of foot & two changes of position (2 per position & 5 per foot)



EVENT: Adult Spins Challenge

- 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
- Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Skating rules / standards
Adult Beginner	1:15	1. Pivot 2. Two-foot upright spin (2)
Adult Pre-Bronze	1:15	 One-foot upright spin (3) Two-foot upright spin (3)
Adult Bronze	1:00	 One-foot upright spin (4) One-foot back spin (3) Sit spin (3)
Adult Silver	1:30	 Camel spin (3) Layback, sideways leaning or sit spin (4) Combination spin with at least one change of position, no change of foot (3 in each position)
Adult Gold	1:30	 Solo spin, no change of foot (4) Second solo spin, different from the first; change of foot optional (4) Combination spin with only one change of foot and at least one change of position (4 each foot)
Masters Intermediate/Novice	1:30	 Solo spin of skater's choice (Min. 6 revolutions) Second solo spin, different from the first; change of foot optional (4) May have a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot)



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.
- Props and scenery are permitted

- 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

- Duet Events

Format:

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

- 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.
- 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 <u>www.usfigureskating.org</u>, under "Programs" on the National Showcase page.

Event	Must have passed(dance tests refer to solo or partnered standard track)	Must not have passed(dance tests refer to solo or partnered standard track)	Age	Time
Beginner/No-test	-	Pre-preliminary Free Skate	No Age restriction for duets Max age 20 for Single	1:30 max
Pre-preliminary	-	Preliminary Free Skate	No Age restriction for duets Max age 20 for Single	1:30 max
Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	13 and under	2:10 max

Teen	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate Complete Bronze Dance	Novice Free Skate Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate Complete Preliminary Dance	Novice Free Skate Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate One Silver Dance	Junior Free Skate Any Gold Dance	No age restriction	2:10 max
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze Dance Test	Any Pre-Silver Dance Test	21 and older	1:40 max
Adult Silver	Adult Silver Free Skateor Pairs Events or have passed one Pre-Silver Dance Test	Any Pre-Gold Dance Test	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate or any Masters Pairs event or have passed one Pre-Gold Dance Test	Complete Pre- Gold Dance Test	21 and older	1:40 max
Masters	At least the Masters Intermediate or any Masters Pairs Event or have passed the complete Pre-Gold Dance Test		21 and older	1:40 max

*The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart.



EVENT: Free Skate 1-6 Program Event

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		
Free Skate 1	1:30+/-10 sec	 Advanced forward stroking - 4-6 consecutive One-foot upright scratch spin from backward crossovers-minimum three revolutions Waltz jump from backward crossovers Half flip jump 		
Free Skate 2	1:30+/-10 sec	 Forward outside spiral - R or L Beginning back spin - entry optional – minimum two revolutions Waltz jump, side toe hop, waltz jump sequence Toe loop jump 		
Free Skate 3	1:30+/-10 sec	 Forward crossovers in a figure 8 Back spin- minimum three revolutions Salchow jump Waltz jump/toe loop or Salchow/toe loop jump combination 		
Free Skate 4	1:30+/-10 sec	 Forward power 3's, 2-3 consecutive sets -R or L Sit spin- minimum three revolutions Loop jump Waltz jump/loop jump combination 		
Free Skate 5	1:30+/-10 sec	 Camel spin- minimum three revolutions Forward upright spin to back upright spin- minimum three revolutions, each foot Loop/loop jump combination Flip jump 		
Free Skate 6	1:30+/-10 sec	 Camel, sit spin combination - minimum of four revolutions total Split jump or stag jump Waltz jump, ½ loop, Salchow jump sequence Lutz jump 		



EVENT: Free Skate 1-6 Compulsory Event

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

- To be skated on $\frac{1}{2}$ 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 <u>for each</u> element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	 Advanced forward stroking - 4-6 consecutive Backward outside three-turns R & L One-foot upright scratch spin from backward crossovers-minimum three revolutions Waltz jump from backward crossovers Half flip jump
Free Skate 2	1:15 max.	 Forward outside or inside spiral - R or L Waltz Three's - R or L, 2-3 sets Beginning back spin - entry optional – minimum two revolutions Waltz jump, side toe hop, waltz jump sequence Toe loop jump
Free Skate 3	1:15 max.	 Forward crossovers in a figure 8 Backward inside three-turns, R & L Back spin- minimum three revolutions Salchow jump Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	 Forward power 3's, 2-3 consecutive sets-R or L Sit spin- minimum three revolutions Loop jump Waltz jump/loop jump combination
Free Skate 5	1:15 max.	 Camel spin- minimum three revolutions Forward upright spin to back upright spin- minimum three revolutions, each foot Loop/loop jump combination Flip jump
Free Skate 6	1:15 max.	 Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) Camel, sit spin combination - minimum of four revolutions total Split jump or stag jump Waltz jump, ½ loop, Salchow jump sequence Lutz jump



EVENT: BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8

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			
	March followed by a two foot glide and dip				
Snowplow	1:00 +/-10	 Forward two foot swizzles 2-3 in a row 			
Sam 1-3	max.	Forward snowplow stop			
		Backward wiggles 2-6 in a row			
		Forward two foot glide and dip			
Basic 1	1:00 +/-10	 Forward two foot swizzles 6-8 in a row 			
	max.	Forward snowplow stop			
		Backward wiggles 6-8 in a row			
		Forward one foot glide - either foot			
Basic 2 1:00 +/-10		 Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 			
	max.	Moving snowplow stop			
		 Two foot turn in place- forward to backward 			
		Backward two foot swizzles 6 - 8 in a row			
		Forward stroking			
Basic 3	1:00 +/-10	 Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 			
	max.	consecutive			
		Forward slalom			
		Backward one foot glide - either foot			
		 Two foot spin – minimum three revolutions 			
/		Standstill forward outside three-turn - R & L			
Basic 4	1:00 +/-10	Forward crossovers 4-6 consecutive both directions			
	max.	Backward stroking - 4-6 strokes			
		Backward snowplow stop - R or L			
	1.00 . (10	Backward crossovers 4-6 consecutive - both directions			
Devie 5	1:00 +/-10	 Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions 			
Basic 5	max.				
		 Side toe hop -either direction Hockey stop 			
Basic 6	1:00 +/-10	 Standstill forward inside three-turn - R & L Bunny Hop 			
DUSIC 0	max.	 Forward spiral on a straight line - R or L 			
	max.	 Lunge - R or L 			
		• T-stop - R or L			
		Standstill forward inside open Mohawk - R to L and L to R			
Basic 7	1:00 +/-10	 Ballet Jump - either direction 			
Dasie /	max.	 Back crossovers to a back outside edge landing position clockwise and counter 			
	indx.	clockwise			
		 Forward inside pivot 			
		 Moving forward outside or forward inside three-turns R & L 			
Basic 8	1:00 +/-10	 Waltz jump 			
20000	max.	Mazurka - either direction			
		 Combination move - clockwise or counter clockwise – two forward crossovers 			
		into FI Mohawk, step down, cross behind, step into one back crossover and step			
		to a forward inside edge			
		 Beginning one-foot upright spin – free foot held to side of spinning leg or 			
		crossed position -minimum three revolutions			



EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 8

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

- 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
	 March followed by a two foot glide and dip 	
Snowplow	1:00	 Forward two foot swizzles 2-3 in a row
Sam 1-3	max.	Forward snowplow stop
		Backward wiggles 2-6 in a row
		 Forward two foot glide and dip
Basic 1	1:00	 Forward two foot swizzles 6-8 in a row
	max.	Forward snowplow stop
		Backward wiggles 6-8 in a row
		Forward one foot glide - either foot
Basic 2	1:00	 Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot
	max.	Moving snowplow stop
		 Two foot turn in place- forward to backward
		Backward two foot swizzles 6 - 8 in a row
		Forward stroking
Basic 3	1:00	• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6
	max.	consecutive
		Forward slalom
		 Backward one foot glide - either foot
		 Two foot spin – minimum three revolutions
		 Standstill forward outside three-turn - R & L
Basic 4	1:00	Forward outside edge on a circle clockwise or counter clockwise
	max.	Forward crossovers 4-6 consecutive both directions
		Backward stroking - 4-6 strokes
		Backward snowplow stop - R or L
		 Backward outside edge on a circle clockwise or counterclockwise
	1:00	Backward crossovers 4-6 consecutive - both directions
Basic 5	max.	 Basic one foot spin – free leg held to side of spinning leg - minimum three
		revolutions
		Side toe hop -either direction
		Hockey stop
		 Standstill forward inside three-turn - R & L
Basic 6	1:00	Bunny Hop
	max.	Forward spiral on a straight line - R or L
		Lunge - R or L
		T-stop - R or L
		 Standstill forward inside open Mohawk - R to L and L to R
Basic 7	1:00	Ballet Jump - either direction
	max.	Back crossovers to a back outside edge landing position clockwise and
		counter clockwise
		Forward inside pivot
T		 Moving forward outside or forward inside three-turns R & L
Basic 8	1:00	Waltz jump
	max.	Mazurka - either direction
		 Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers
		into Fl Mohawk, step down, cross behind, step into one back crossover and
		step to a forward inside edge
		 Beginning one-foot upright spin – free foot held to side of spinning leg or
		crossed position -minimum three revolutions



BEGINNER SPINS:

No music on half-ice. 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.

Basic Skills: Forward pivot- either foot, Two foot spin, Forward one foot spin- optional free leg position

Free skate 1-6, Beginner: Two foot spin, Forward one foot spin – optional free leg position, Sit Spin



U.S. Figure Skating Basic Skills Competitions

SHOWCASE EVENTS:

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

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A .2 deduction will be assessed by the referee against each judges' mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

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

6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

* For specific guidelines regarding the conduct of Showcase or Artistic competitions, refer to the Nonqualifying Showcase Guidelines posted on <u>www.usfigureskating.org</u>. Showcase categories include:

- **Dramatic entertainment**: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Duets are theatrical or artistic performances by any competitors.

LEVEL	ELEMENTS	QUALIFICATIONS	TIME
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
		May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 Max