



*The North Jersey Figure Skating Club, Inc. announces:*

## 2018 Garden State Games

**Dates:** June 15 & 16, 2018 (subject to number of entries)

**Location:** Ice Vault Arena [www.icevault.com](http://www.icevault.com)  
10 Nevins Road  
Wayne, NJ 07470  
Phone: 973-628-1500

**Official Website:** [www.northjerseyfsc.org](http://www.northjerseyfsc.org)

**Chairperson:** Co-Chairs: Jill Mueller  
Dana Hordyszynski  
[gsgquestions@aol.com](mailto:gsgquestions@aol.com)

**General:** The Garden State Games Figure Skating Championship is the qualifying competition for the 2019 National State Games of America Championships (SGA). The 2019 National State Games of America will be held in Lynchburg, VA, July 31 – Aug 4, 2019. See [www.stategamesamerica.com](http://www.stategamesamerica.com) for information and registration.

**Rules:** The competition will be conducted according to the rules in the 2017-2018 Rule Book **except as stated herein**. The IJS judging system will be used for well-balanced programs Juvenile and above (including Open Juvenile), Adult Gold and all Adult Masters events. The 6.0 judging system will be used for all other events. **Rules marked as urgent at the 2018 Governing Council will apply to this competition.** You may enter the events for which you have passed the required USFS test, or one level higher (i.e., skaters may skate up one level) based on tests passed as of **May 12, 2018**. Short programs and free skates are separate events. All events are final round. You may skate at only one level per event category (e.g., Juvenile Free Skate and Intermediate Short Program, but not Juvenile Free Skate and Intermediate Free Skate).

**Eligibility:** All skaters must reside in New Jersey for more than 30 days **or** be a member of a New Jersey USFS Club or the reciprocity state of New York. All entrants must be members in good standing of clubs having membership in U.S. Figure Skating, be individual members of U.S. Figure Skating or Learn to Skate. Test requirements are as of **May 12, 2018**. Skaters may skate up one level from their highest test passed.

**Entries: Electronic Entry is the only method to enter:**

1. Secure Online Registration and credit card payment will be available at: <http://comp.entryeeze.com/Home.aspx?cid=299>. Waiver is included in electronic entry.
2. Skater schedules will be posted on the web at: [www.northjerseyfsc.org](http://www.northjerseyfsc.org) and <http://comp.entryeeze.com/Home.aspx?cid=299>.
3. Practice ice availability will be announced on Entryeeze after the close of entries.
4. Deadline for Entries: MUST BE ENTERED BY midnight **May 12, 2018**. ***There will be no late entries accepted.***
5. Both skaters and coaches must be registered in the Entryeeze system.
6. Planned program sheets must be filled out online on Entryeeze.com.

**Your coach must approve your event registration on the Entryeeze website.**

**Fees: ENTER ONLINE ONLY AT <http://comp.entryeeze.com/Home.aspx?cid=299>**

First IJS Event: \$120

Second IJS Event: \$100

Individual IJS protocol sheets are included and may be picked up at registration after your event.

First 6.0 Event: \$90

Second and Subsequent 6.0 Events: \$60

First Learn to Skate Event \$70

Second and Subsequent Learn to Skate Events \$35

**PAPER ENTRIES WILL NOT BE ACCEPTED**

**Practice Ice:** Practice ice, if available, will be announced after the close of entries. Practice ice purchased online at Entryeeze.com is \$20.00/20 min. Practice ice purchased at the rink is \$25.00/20 min.

**Refund Policy:** Full refunds, **minus the online processing fee**, are available if withdrawal is **prior to** May 12, 2018. **After May 12, 2018, entry refunds are only available if the competition event is not held (USFS# Rule 3048).** There will be **NO medical refunds** given. Please contact North Jersey FSC for refund information. **The processing fee is not refundable for any reason, including event cancellation.**

**Registration:** The registration desk will open one hour before the first event. Participants must be present **at least** one hour before their scheduled event time in case the competition is running early.

**Music:** For 2018 Garden State Games, ***online music submission is the ONLY acceptable method to submit program music.*** 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.” Please be sure you are uploading the correct music for the correct event segment. Be careful, for example, not to mix up your short program and your free skate! ***All music must be uploaded by May 12, 2018*** (deadline date, 11:59PM ET). ***Please confirm the exact date on EntryEeze.***

The uploaded program music MUST conform to the following specifications:

Programs per file: One (1) - Only one piece of competition program music (e.g. short program, free skate, short dance, free dance, etc.) per file is allowed.

File Format: mp3 - The uploaded file music must be an mp3 file (MPEG-1 or MPEG-2 Audio Layer III). Simply changing the file extension to “mp3” from another file format is not acceptable.

Bit Rate: 192 kbps is requested (bit rates between 128 and 320 kbps will be accepted).

Maximum file size: 10 MB

Maximum run time: Five (5 minutes)

ID3 Metadata (tags): None - The Chief Music Coordinator strongly requests that mp3 files NOT contain any ID3 metadata, commonly called tags. This is especially true of any embedded images such as album cover art, picture of the skater, etc. Please, **NO EMBEDDED IMAGES!**

Maximum leader: The Chief Music Coordinator requests that there be NO leader. The leader is the silence between the start of the track and the actual start of the program music.

Maximum trailer: The Chief Music Coordinator requests that there be NO trailer. The trailer is the silence between the end of the program music and the end of the actual track.

### **Backup Music at Event (CDs)**

In addition to submitting the music online, ***all competitors/teams must also have at least one (1) backup copy of their competition music on CD, AT RINKSIDE, during the actual competition event segment or official practice.*** CDs must meet the following requirements:

- In standard Audio CD format (Compact Disc Digital Audio). Other formats, including mp3 are NOT acceptable.
- Clearly marked with a permanent marker (e.g. Sharpie, do NOT use a label or tape) as follows: First Name, Last Name, (Club – Optional but requested), Event, Event Segment and Music Length (e.g. Jane Smith, Acme FSC, Novice Ladies, Free Skate, 3:10 or Synchro Team, Widget FSC, Preliminary, Free Skate, 1:59)
- Each CD may have only ONE (1) music track on it. In the case where a skater competes in both a short program/dance and a free skate/free dance, two (2) separate discs must be available. Any disc with more than one (1) track is NOT acceptable.
- Lead in time (time before the music begins) on CDs may not exceed two (2) seconds.

- Due to the compatibility and reliability reasons, music may NOT be submitted on re-recordable “CD-RW” discs. **PLEASE, no CD-RWs!!**

The Local Organizing Committee (“LOC”), competition officials, and volunteers exercise reasonable care when handling CDs. However, they are not responsible for damage to or loss of any CDs. The LOC is not responsible for CDs not picked up by the end of the competition. Those CDs will be destroyed.

### **Interruption in Music – U.S. Figure Skating Rule 1403**

If, after the competitor/team’s name has been called to compete, there is an issue with the downloaded music or CD provided at the event, the competitor will have up to 3 minutes to rectify the situation with a backup copy of the music on CD. After 3 minutes, the competitor/team will be considered withdrawn.

### **Administrative Fee for Incorrect Music or Failure to Upload Music**

The LOC may assess each competitor/team an additional charge, up to \$25.00 per event segment, to manually handle a competitor/team’s music, if the competitor/team: 1) fails to submit their music prior to the close of online music submission, 2) submits files that do not follow the specifications above, or 3) uploads the incorrect music for a given event segment (e.g. uploads short program music instead of the free skate). In the event the LOC decides to assess an administrative fee, the competitor/teams will not receive their credentials at registration until they pay the fee and turn in their music on CD, conforming to the requirements above.

**Coach Compliance:** 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. If 18 years of age or older, must submit the proper payment of \$30 through the U.S. Figure Skating Members Only website, and submit information for and successfully pass an annual background screen.
- C. Must complete the CER SafeSport training course and any additional courses as required in rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

For Learn to Skate USA ONLY coaches - Any person, 18 and older, instructing a Learn to Skate USA Program must have successfully passed the annual background screen and be registered as a Learn to Skate USA instructor.

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>

**Schedules:** Schedules will be available 7-10 days prior to the start of the competition and will **ONLY** be posted on the North Jersey FSC website: [www.northjerseyfsc.org](http://www.northjerseyfsc.org) and <http://comp.entryeeze.com/Home.aspx?cid=299>. Please note that the schedule is prepared by the referee after the close of entries and is based strictly on the number of events and competitors and the availability of judges. No changes to the schedule will be allowed to accommodate personal or family conflicts. **NO SCHEDULES WILL BE MAILED – CHECK THE WEBSITES.**

**Liability:** U.S. Figure Skating, the North Jersey FSC, Inc., Ice Vault Arena and the Garden State Games Committee accept no responsibility for injury or damage sustained by any participant in these championships. **SKATE AT YOUR OWN RISK.**

**Limitations:** *We may not be able to accommodate all entries and the LOC reserves the right to cancel events due to lack of entries.* If limits must be placed on any event, entries will be based on the registration date. Anyone closed out of an event will be notified and the applicable portion of the fee returned. Under no other circumstances will a refund be given, including conflicting family activities, injuries, illness, etc. (USFS# 3048).

**Awards:** In all standard track events, medals will be awarded for First, Second, and Third place. For Learn to Skate events, medals will be awarded for First, Second, and Third place, with ribbons for Fourth, Fifth, and Sixth place. **EACH EVENT WILL BE A MEDAL EVENT, THERE IS NO ADVANCEMENT TO A FINAL ROUND.**

**Facility:** The ice surface at Ice Vault Arena measures 200' by 85'.

**Flowers/Gifts:** **You are not permitted to toss flowers or gifts and other objects onto the ice during this competition!**

**Vendors:** We plan to have video and other vendors at the competition. Check the North Jersey FSC website at [www.northjerseyfsc.org](http://www.northjerseyfsc.org) for more information. **Flash photography is NOT allowed during the competition.** For sweatshirts and T-shirts see: [www.northjerseyfsc.org](http://www.northjerseyfsc.org) or the merchandise tab in entryeeze.

**Save this announcement!** Check the website for schedules and updates:

[www.northjerseyfsc.org](http://www.northjerseyfsc.org)

[www.entryeeze.com](http://www.entryeeze.com)

***Directions to Ice Vault Arena:***

10 Nevins Road (Off Barbour Pond Road from Valley Road)

Wayne, NJ 07470

Phone:973-628-1500

Fax: 973-628-1555

Pro Shop: 973-628-1500 ext. 107

[www.icevault.com](http://www.icevault.com)

From Rt-23: Rt-23 to Alps Road exit (Wayne). (Rt-23 North exits directly onto Alps Road. From Rt-23 South proceed to stop sign and turn right on Alps Road.) Proceed approx. 2 miles to the traffic light at Alps and Ratzler Roads. Turn extreme right on Ratzler and proceed approx. 1 mile to the traffic light at Ratzler and Valley Roads. Turn left on Valley Road. Follow Valley Rd. for approx. 1 mile through first traffic light (Hamburg Turnpike). The next traffic light is Barbour Pond Drive, turn left. Rink is approx. 150 yards on right.

From Rt-46: Take route 46 West to the exit for Riverview Drive – Little Falls/Wayne. Take the exit and at the light, make a left and immediately get in the right lane where you will make the right turn to go onto Riverview Drive in Wayne. Go 5 lights on Riverview to Valley Road (golf course on right). Make a right onto Valley Road. Go 6 lights to Barbour Pond Road. Turn left onto Barbour Pond Road. Rink is approximately 150 yards on the right. Turn right onto Nevins Road.

From Garden State Parkway: Garden State Parkway South to exit 159, Rt-80 West. Proceed to Rt-23 North or Rt-46 West. \*See directions from Route 23 or Route 46.

From NYC (Washington Bridge/Lincoln Tunnel): Follow Rt-46 West, Rt-80 West, or Rt-3 West. Proceed to Rt-23 North or Route 46 West and follow direction above.

From Rt-208: Rt-208 to Ewing Ave./Franklin Lakes exit. (Rt-208 North proceed to stop sign, then left on Ewing. Rt-208 South proceed to stop sign, turn right on Ewing.) Proceed to end of Ewing Avenue. Turn left on High Mountain Road. Continue approx. 1 mile to fork. Take right fork on Belmont Ave. and proceed approx. 2 miles to 2nd traffic light. Turn right on Pompton Road. Proceed up hill to next light, turn right on the Hamburg Turnpike. Follow Hamburg Turnpike approx. 1.5 miles to Valley Road. Turn right on Valley Road. At the next traffic light turn left on Barbour Pond Road. Rink is approx. 150 yards on the right.

***Accommodations:***

Residence Inn  
30 Nevins Road  
Wayne, NJ 07470

Hilton Garden Inn  
15 Nevins Road  
Wayne, NJ 07470

Phone: 973-872-7100

973-878-1007

<http://marriott.com/property/propertypage/EWRWY>

## Well Balanced FS PROGRAM Events (USFS Rulebook Requirements)

Level	Time	All levels in accordance with USFS rule numbers	
No Test	1:40 Maximum	4280	6.0
Pre Preliminary	1:40 Maximum	4270	6.0
Preliminary	1:30 +/- 10 sec	4260	6.0
Pre Juvenile	2:00 +/- 10 sec	4250	6.0
Juvenile FS (age under 13)	2:20 +/- 10 sec	4240	IJS
Open Juvenile FS (age 13 and over effective 2/1/18)	2:20 +/- 10 sec	4240	IJS
Intermediate FS	2:40 +/- 10 sec	4230	IJS
Novice FS	3:00 +/- 10 sec Ladies 3:30 +/-10 sec Men	4220	IJS
Junior FS	3:30 +/- 10 sec Ladies 4:00 +/- 10 sec Men	4210	IJS
Senior FS	4:00 +/- 10 sec Ladies 4:30 +/- 10 sec Men	4200	IJS
Adult Pre-Bronze FS 21 +	1:40 Maximum	4600	6.0
Adult Bronze FS 21+	1:50 Maximum	4590	6.0
Adult Silver FS 21 +	2:10 Maximum	4580	6.0
Adult Gold FS 21 +	2:40 Maximum	4570	IJS
Masters Intermediate / Novice FS 21 +	3:10 Maximum	4540	IJS
Masters Junior/Senior FS 21 +	3:40 Maximum	4510	IJS

### Short Program Events

**\*Junior Short Program will follow the 2018-2019 rules.**

Level	Time – minutes	All levels in accordance With USFS rule numbers	
Intermediate SP	2:10 Maximum	4230	IJS
Novice SP	2:30 Maximum	4220	IJS
Junior SP*	2:40 +/- 10 sec	4210	IJS
Senior SP	2:40 +/- 10 sec	4200	IJS

**Planned program content forms MUST be completed in the Entryeeze website upon entry. NO paper planned program content forms will be accepted.**

<b>If you are interested in competing in a pair event or couples dance event, please contact the <u>competition chair(s) directly.</u></b>
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## TEST TRACK FREE SKATE

General Event Parameters:

1. Skaters may **not** enter both a Well-balanced Free Skate event and a Test Track free skate event at the same non-qualifying competition.
2. Competitors will skate to music of their choice, vocal music permitted.
3. Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
4. The minimum number of spin revolutions is in parentheses following the spin description. Revolutions must be in position.
5. The following deductions will be taken.
  - 0.1 from EACH mark for each technical element included that is not permitted in the event description.
  - 0.2 from the technical mark for each extra or lacking element.
  - 0.1 from the technical mark for any spin less than required revolutions

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



## TEST TRACK, CONTINUED

LEVEL	JUMP ELEMENTS	SPINS	STEPS	QUALIFICATION
<b>Intermediate</b>  Time: 2:40 +/-10 sec	<i>Maximum of 6 jump elements:</i> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: Double Salchow and double toe loop.</li> <li>Max 3 jump combinations or sequences</li> <li>Max 2 of any same type jump</li> </ul>	<i>Maximum of 2 spins</i> <ul style="list-style-type: none"> <li>One must be a flying spin (Min 5 revolutions)</li> <li>One must be a combination spin with at least one change of foot and at least one change of position (Min 4 revolutions per foot).</li> </ul>	One step sequence fully utilizing ice surface.	Skaters must have passed at least the U.S. Figure Skating Juvenile free skate test, but may not have passed tests higher than Intermediate free skate test
<b>Novice</b>  Time: Ladies 3:00 +/-10 sec  Men 3:30 +/-10 sec	<i>Maximum of 7 jump elements for men and 6 for ladies:</i> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop and double loop.</li> <li>Max of 3 jump combinations or sequences</li> <li>Max 2 of any same type jump</li> </ul>	<i>Maximum of 3 spins of a different nature:</i> <ul style="list-style-type: none"> <li>One must be a combination spin with at least one change of foot and at least one change of position (Min 5 revolutions per foot).</li> <li>The other spins are the option of the skater (Min 6 revolutions per foot)</li> <li><i>All spins may fly</i></li> </ul>	One step sequence or spiral sequence fully utilizing ice surface.  (See rule 4104 & 4105 for remarks).	Skaters must have passed at least the U.S. Figure Skating Intermediate free skate test, but may not have passed tests higher than Novice free skate test
<b>Junior</b>  Time: Ladies 3:30 +/-10 sec  Men 4:00 +/- 10 sec	<i>Maximum of 8 jump elements for men and 7 for ladies:</i> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop, double loop and double flip.</li> <li>Max of 3 jump combinations or sequences</li> <li>Max 2 of any same type jump</li> </ul>	<i>Maximum of 3 spins of a different nature:</i> <ul style="list-style-type: none"> <li>One spin in one position (min 6 revs),</li> <li>One flying spin (min 6 revs)</li> <li>One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min 5 revolutions per foot)</li> </ul>	One step sequence fully utilizing ice surface.  (See rule 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating Novice free skate test, but may not have passed tests higher than Junior free skate test
<b>Senior</b>  Time: Ladies 4:00 +/-10 sec  Men 4:30 +/-10 sec	<i>Maximum 8 jump elements for men and 7 for ladies</i> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Must include at least four different double jumps, one must be a double Lutz.</li> <li>Triple jumps are not permitted</li> <li>Max of 3 jump combinations or sequences</li> <li>Max 2 of any same type jump</li> </ul>	<i>Maximum of 3 spins of a different nature:</i> <ul style="list-style-type: none"> <li>One spin in one position (min 6 revolutions),</li> <li>One flying spin (min 6 revolutions)</li> <li>One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min 5 revolutions on each foot).</li> </ul>	<i>Men:</i> Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks)  <i>Ladies:</i> One step sequence of advanced difficulty, covering the full ice surface and either one spiral sequence or choreographic sequence. (See rule 4104 & 4105 for remarks).	Skaters must have passed at least the U.S. Figure Skating Junior free skate test

## ARTISTIC

Music is chosen by the skater and may include vocal music. Costume is the skater's choice (hats and capes are permitted but must remain on and cannot touch the ice). Skaters will be judged solely on the use and quality of edges, footwork, spirals, etc. as well as flow and expressing the rhythm and character of music. The skater may include jumps and spins to enhance the interpretation of the music. No jump higher than a double Lutz is permitted. Jumps and spins are judged on the quality, not the difficulty. Props are NOT permitted. Male and female skaters may be combined in any level.

<b>No Test/Pre Preliminary:</b> Max 1:40 – No higher than Pre Preliminary FS
<b>Preliminary/ Pre Juvenile:</b> Max 1:40 – minimum Preliminary and no higher than Pre Juvenile FS
<b>Juvenile/Intermediate/Novice:</b> Max 1:40 – minimum Juvenile FS and no higher than Novice FS
<b>Junior/Senior:</b> Max 1:40 minutes – minimum Junior FS
<b>Adult:</b> Max 1:40 minutes – must be at least 21 years old

### Ruth Caley Memorial Trophy



*As a long time figure skating judge,  
Ruth (1945-2013) had a great passion for Artistic skating.  
In her memory each year,  
this trophy will be awarded to the first place skater  
in the highest level of standard track Artistic event  
offered at the Garden State Games Competition.*

## SHOWCASE EVENTS

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

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each 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 [www.usfigureskating.org](http://www.usfigureskating.org).

Showcase categories may be combined but do 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.

## EVENT LEVELS, AGES, TEST REQUIREMENTS AND PERFORMANCE TIMING FOR SHOWCASE

Except for Adult events, skaters must compete at the highest level for which they qualify.

	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
Singles or Duets (Duets must compete at the highest test level of the two skaters and both members of a duet must meet at least the minimum test pre-requisite.)	Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age <b>(max age 20)</b>	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age <b>(max age 20)</b>	1:40 max
	Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
	Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
	Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
	Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
	Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
	Senior	Senior Free Skate OR Senior Free Dance			2:40 max
	Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Complete Pre-Bronze Dance Test**	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77) OR Any Pre-Silver Dance**	21 and older	1:40 max

	<b>Event</b>	<b>Must meet requirements*</b> Must have passed Free Skating or Dance test (solo or partnered standard track)	<b>Must not have passed</b> Free Skate or Dance (solo or partnered) Test or higher	<b>Age</b>	<b>Time</b>
Singles or Duets (Duets must compete at the highest test level of the two skaters and both members of a duet must meet at least the minimum test pre-requisite.)	Adult Silver	Adult Silver Free Skate Juvenile FS (prior to 10/1/94) Pre Juvenile FS Adult Silver Free Dance Intermediate Free Dance Preliminary FD (prior to 9/2/2000) 3 <sup>rd</sup> Figure (prior to 10/1/77) OR One Pre-Silver Dance**	Adult Gold Free Skate Juvenile FS (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze FD (prior to 9/2/2000) 4 <sup>th</sup> Figure (prior to 10/1/77) OR Any Pre-Gold Dance**	21 and older	1:40 max
	Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance 3 <sup>rd</sup> Figure (prior to 10/1/77) OR One Pre-Gold Dance**	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver FD (Prior to 9/2/2000) 5 <sup>th</sup> Figure Test (prior to 10/1/77) OR Complete Pre-Gold Dance Test**	21 and older	1:40 max
	Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver FD (Prior to 9/2/2000) 3 <sup>rd</sup> Figure Test (prior to 10/1/77) 8 <sup>th</sup> Figure Test (10/1/77-9/30/79) OR Complete Pre-Gold Dance Test**		21 and older	1:40 max
Mini Production	Open			Open	3:10 max
Production	Open			Open	6:15 max

## Compulsory Spins

Compulsory spin eligibility is the same as for the free skate events. Skaters may skate up one level from the highest FS level passed. No music will be played. Only the spins listed will be judged. Spins must be skated in program format and may be skated in any order. Minimum connecting footwork allowed. Additional jumps and spins are not permitted and will result in a deduction. All levels will use half-ice. Genders may be combined.

<b>No Test</b> – 45 seconds max 1. Two-foot spin – min 2 revs 2. One-foot spin – optional free leg – min 2 revs	<b>Intermediate/Novice</b> – 1:30 minutes max 1. Flying spin – min 5 revs in position 2. Combo spin with only 3 different positions and only one change of foot – min 5 revs each foot 3. Layback – Ladies – cross foot – Men – 5 revs in position
<b>Pre Preliminary</b> – 1:00 minute max 1. Two-foot spin – min 3 revs 2. Forward one-foot spin – optional free leg position – min 3 revs 3. Sit spin – min 3 revs	<b>Junior/Senior</b> – 1:30 minutes max 1. Flying spin – min 8 revs in position 2. Layback – Ladies – cross foot – Men – 8 revs in position 3. Spin combo with only 3 different positions and only one change of foot – min 6 revs each foot
<b>Preliminary</b> – 1:30 minutes max 1. Camel - one-foot forward scratch spin combo – min 4 revs each position 2. Sit change back sit spin – min 4 revs in each position/foot 3. One-foot upright back spin – min 4 revs	<b>Adult Bronze/Silver</b> – 1:30 minutes max 1. One foot forward upright spin – min 4 revs 2. Sit spin – min 3 revs in position 3. Camel spin – min 3 revs in position
<b>Pre Juvenile/Juvenile</b> – 1:30 minutes max 1. Camel spin – min 4 revs in position 2. Combo spin with only 1 change of foot – min 4 revs each foot 3. Layback – Ladies or cross-foot Men – min 4 revs in position	<b>Adult Gold/Masters</b> – 1:30 minutes max 1. One foot back spin – min 4 revs 2. Combo spin with only one change of foot – min 3 revs each foot 3. Layback – Ladies or Camel change back sit combo Men – min 4 revs in position

## Solo Dance Pattern Events

Genders and ages may be combined. Open to Adult dancers (Standard Track). Patterns are per USFS Rule. Total ordinals will break ties. If still tied, second dance will break the tie.

Level	Dance	Qualification
Preliminary	1. Rhythm Blues 2. Canasta Tango	No test or passed Preliminary
Pre- Bronze	1. Fiesta Tango 2. Cha-Cha	Passed Preliminary or Pre-Bronze
Bronze	1. Ten Fox 2. Willow Waltz	Passed Pre-Bronze or Bronze
Pre-Silver	1. Fourteenstep 2. Foxtrot	Passed Bronze or Pre- Silver
Silver	1. Rocker Foxtrot 2. Silver Tango	Passed Pre-Silver or Silver
Pre-Gold	1. Starlight 2. Paso Doble	Passed Silver or Pre- Gold
Gold	1. Quickstep 2. Westminster Waltz	Passed Pre-Gold or Gold
International	1. Tango Romantica 2. Silver Samba	Passed Gold or International

## SNOWPLOW SAM – BASIC 6 ELEMENTS

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 order listed below (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.

- To be skated on 1/3 to 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**

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

## SNOWPLOW SAM – BASIC 6 BASIC 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 full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

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

## PRE-FREE SKATE – FREE SKATE 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 is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 max

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



### PRE-FREE SKATE – FREE SKATE 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 full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

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

### INTRODUCTORY LEVELS 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 is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- *Skaters may have the option to skate one level higher in compulsories than their free skate program.*

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

### INTRODUCTORY LEVELS FREE SKATE PROGRAM WITH MUSIC

General event parameters:

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- The minimum number of spin revolutions is in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front).</li> <li>• Max. 2 jump sequences</li> <li>• Max. 2 of any same jump</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</li> </ul>	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>• Single rotation jumps: Salchow and toe loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump.</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</li> </ul>	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

### WELL BALANCED LEVELS COMPULSORY

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>• Solo spin - sit <u>or</u> camel spin - minimum three revolutions</li> <li>• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Toe Loop jump</li> <li>• Jump combination: single/single (no Axel)</li> <li>• Sit spin or camel spin - minimum three revolutions</li> <li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Jump combination: single/single (may include Axel)</li> <li>• Back upright spin - minimum three revolutions</li> <li>• Forward inside spiral</li> </ul>

## Important information!

Time Frame	What Needs to be Done	Who's Responsible?
Entry deadline May 12 <sup>th</sup> , 11:59 PM	Complete online entry using EntryEeze at <a href="http://comp.entryeeze.com/Home.aspx?cid=299">http://comp.entryeeze.com/Home.aspx?cid=299</a> . <b>Please make sure you enter your coach's correct email as he/she will be receiving a list of his/her competitors and is required to verify that the skaters are entered in the correct level/event.</b>	Parent or skater (if over 18 years old)
May 13 <sup>th</sup> – May 17 <sup>th</sup> , 11:59 PM	Check the 2018 Garden State Games competition link on EntryEeze to verify that your skaters are entered in the correct event/level. If there are any corrections that need to be made, email <a href="mailto:gsgquestions@aol.com">gsgquestions@aol.com</a> by the May 17th deadline.	Coach
May 18 <sup>th</sup>	<b>NO CHANGES ALLOWED AS OF THIS DATE FORWARD</b>	
Week of June 10th	Tentative schedule will be posted on EntryEeze website: <a href="http://comp.entryeeze.com/Home.aspx?cid=299">http://comp.entryeeze.com/Home.aspx?cid=299</a> . You will receive an email regarding the date and time of your event(s). Check the 2018 Garden State Games link on the North Jersey FSC website: <a href="http://www.northjerseyfsc.org">www.northjerseyfsc.org</a> for updates or changes to the schedule.	Parent/skater/coach responsible for checking the website for updates.

## REGISTER ONLINE FOR THE 2018 GARDEN STATE GAMES COMPETITION!

**Payment via a secured credit card transaction  
(*processing fee applies*)**

**<http://comp.entryeeze.com/Home.aspx?cid=299>**

**Simply follow the links for competition information and then follow the link for competition registration and pay with a credit card (VISA, MASTERCARD, and DISCOVER only)**