



Sanctioned by:



The North Jersey Figure Skating Club, Inc. announces:

3rd Annual Staten Island Skating Pavilion Basic Skills Competition Part of the 2013-2014 New Jersey Basic Skills Series

Date: Sunday, February 23, 2014

Location: Staten Island Skating Pavilion www.thepavilion.org
3080 Arthur Kill Road
Staten Island, NY 10309
Phone: 718-948-4800

Official Website: www.northjerseyfsc.org

Chairperson: Richard F. Breitweiser, Chairperson, 78 Boulevard, Westwood, NJ 07675
(201) 358-6581, (201) 696-8046; rfskate@optonline.net. Please use e-mail.

General: All events will be held at Staten Island Skating Pavilion, 3080 Arthur Kill Road, Staten Island, NY 10309, (718) 948-4800. The facility has a restaurant and pro shop. **The facility does not allow any food or drink to be brought inside.** Dressing rooms are available.

Rules: The competition will be conducted according to the rules for the 2013-14 U.S. Figure Skating Basic Skills rulebook and shall be judged according to the Basic Skill rules.

New Jersey Basic Skills Series: **Mission:** Our purpose is to give skaters a chance to develop their USFS Basic Skills in a fun competitive environment. During the competition season the skaters will have the chance to compete at many different clubs and arenas and earn points for a final standing.

A skater may participate in either Freeskating Programs and/or Compulsory/Elements events (Snow Plow Sam-Basic 8, Freeskate 1 – 6, Beginner, Limited Beginner, and No Test) in any of the New Jersey Basic Skills Series Competitions to be eligible for accumulating points. Awards will be presented to skaters with the highest point totals. These awards will take place at the end of the season at the Mennen Arena in Morristown, NJ the date TBD, and will be hosted by the Skating Club of Morris.

Series Point System:

The Free Skating Program events and the Compulsory/Elements events in each of the series competitions will be eligible for accumulating points. Each event will have a maximum of 6 SKATERS. The system of scoring points for the final award will be as follows:

1 st Place	6 points
2 nd Place	5 points
3 rd Place	4 points
4 th Place	3 points
5 th Place	2 points
6 th Place	1 points

If an event has 2-6 skaters, the points will be awarded as if there were 6 skaters in the group. If there is only one skater in the group, they will be awarded 3 points. At the end of the Series, in the case of total points tied, all skaters tied for a place will be awarded a medal, no ties will be broken. **Points are accumulated for Elements/Compulsory and Free Skate Program events separately.** Medals will be awarded (1-4th place) in each level as highlighted in each announcement. Levels beyond the Basic Skills **will NOT** be counted in the Free Skate Program and Elements/Compulsory Program Series. Spins, Dance, Pairs, Theatre On Ice, Synchronized Teams and Showcase Events **will NOT** be counted. At the end of the Series Season, any skaters who moved up a level will be awarded 6 bonus points (6 points only, whether they move up one level or more). All points follow the skater throughout the year.

Please Note: The USFS New Jersey Basic Skills Series is sponsored equally by all the participating ice rinks and/or USFS member clubs. Competition announcements and packages will be available at the participating rinks and the club websites. Each competition will have its own entry forms and specific rules. Please make sure to read the entire announcement for each competition.

Eligibility:

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club.

Eligibility will be based on skill level as of closing date of entries. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition. NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

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

Entries: Electronic Entry:

1. Secure Online Registration and credit card payment is the only method of entry and is available at: <http://comp.entryeeze.com/Home.aspx?cid=267>.
2. Skater and Coach schedules will be posted on the web at: <http://comp.entryeeze.com/Home.aspx?cid=267>.
3. Practice ice sessions MAY BE AVAILABLE online after the schedule is posted (Dependent on entries). We will notify entrants of any practice ice availability.
4. Deadline for Entries: Midnight **January 27, 2014**.

The Local Organizing Committee (LOC) reserves the right to combine, divide, or cancel groups. **No changes may be made to a competitor's application once the deadline has passed. Double check your application with your coach.** Read and electronically agree to the waiver on the entryeeze registration portal. Late entries **MAY** be accepted at the discretion of the competition committee and will require **DOUBLE THE FEES**. Skaters may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition. **MAKE SURE YOU HAVE ENTERED THE CORRECT CATEGORY. YOUR COACH MUST VERIFY YOUR REGISTRATION. The coach will receive an email requiring them to verify the skater's category.**

Fees: ENTER ONLINE AT <http://comp.entryeeze.com/Home.aspx?cid=267>. Cash payments will not be accepted. MAKE IT A FULL DAY OF EVENTS; ENTER A PROGRAM WITH MUSIC, COMPULSORIES W/O MUSIC, AND SHOWCASE!

FIRST EVENT	\$75
SECOND EVENT	\$40
THIRD EVENT (<i>or more</i>)	\$20 EACH
INCORRECT/CHANGE EVENT/LEVEL FEE	\$25

Refund Policy: Full refunds, **minus the online processing fee**, are available if withdrawal is prior to January 27, 2014. After January 27, 2014, entry refunds are only available if the competition is not held or there is a death in the competitor's immediate family. **There will be NO medical refunds given.** Please contact North Jersey FSC for refund information. **The online processing fee is not refundable for any reason.**

Registration/Music: The registration desk will open one hour before the first event. Participants are advised to be present **at least** one hour before their event in case the competition is running early. CDs are required. **Only CDs are allowed. Music on cassette tapes or CDR-W's will NOT be accepted.** Music must be clearly marked with the skater's name, level, and length of program and submitted at least one (1) hour before the start of the skater's event. The North Jersey Figure Skating Club, Inc. assumes no responsibility or liability for damage or loss of CDs. All competitors **must** have a duplicate CD (back-up) with them at the rink.

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: <http://comp.entryeeze.com/Home.aspx?cid=267>. Please note that the schedule is prepared by the Referee and/or LOC 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 WEBSITE.**

- Liability:** U.S. Figure Skating, the North Jersey FSC, Inc., and the Staten Island Skating Pavilion 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.* If limits must be placed on any event, entries will be based on entry 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 (See USFSA Rule# 3235). Events with one entry ***will not*** be cancelled.
- Awards:** In all events, medals will be awarded to First through Fourth place winners. Ribbons are awarded for Fifth Place onward.
- Facility:** The ice surface at Staten Island Pavilion measures 200' by 85'.
- Practice Ice:** Practice ice may be available and will be announced at a later date.
- 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 for more information. ***Flash photography is NOT allowed during the competition.***

Check the website for schedules and updates:
<http://comp.entryeeze.com/Home.aspx?cid=267>

PLEASE DO NOT CALL ABOUT SCHEDULES

Competition questions? Email: rfbskate@optonline.net.
Or call (No Schedule Questions):

Rick Breitweiser, Chairperson
78 Boulevard; Westwood, NJ 07675

(201) 358-6581, (201) 696-8046

Please save this announcement for your reference.

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 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.

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

Level	Time	Skating rules / standards
Snowplow Sam 1-3	1:00 max.	<ul style="list-style-type: none"> • March followed by a two foot glide and dip • Forward two foot swizzles 2-3 in a row • Forward snowplow stop • Backward wiggles 2-6 in a row
Basic 1	1:00 max.	<ul style="list-style-type: none"> • Forward two foot glide and dip • Forward two foot swizzles 6-8 in a row • Forward snowplow stop • Backward wiggles 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot • Moving snowplow stop • Two foot turn in place- forward to backward • Backward two foot swizzles 6 - 8 in a row
Basic 3	1:00 max.	<ul style="list-style-type: none"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward outside edge on a circle clockwise or counter clockwise • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L
Basic 5	1:00 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle clockwise or counterclockwise • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions • Side toe hop -either direction • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L
Basic 7	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot
Basic 8	1:00 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • Mazurka - either direction • Combination move - clockwise <u>or</u> 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 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
Snowplow Sam 1-3	1:00 +/-10 max.	<ul style="list-style-type: none"> • March followed by a two foot glide and dip • Forward two foot swizzles 2-3 in a row • Forward snowplow stop • Backward wiggles 2-6 in a row
Basic 1	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward two foot glide and dip • Forward two foot swizzles 6-8 in a row • Forward snowplow stop • Backward wiggles 6-8 in a row
Basic 2	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot • Moving snowplow stop • Two foot turn in place- forward to backward • Backward two foot swizzles 6 - 8 in a row
Basic 3	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions
Basic 4	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L
Basic 5	1:00 +/-10 max.	<ul style="list-style-type: none"> • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions • Side toe hop -either direction • Hockey stop
Basic 6	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L
Basic 7	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot
Basic 8	1:00 +/-10 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • 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: 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 ½ ice
- No music is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • 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: 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Camel, sit spin combination - minimum of four revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Lutz jump

EVENT: Test Track and Well Balanced Compulsory Moves

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

- To be skated on ½ ice
- No music is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- *Skaters may have the option to skate one level higher in compulsories than their free skate program*

Level	Time	Skating rules / standards
Beginner (formally Limited Beginner)	1:15 max.	<ul style="list-style-type: none"> • Waltz jump • ½ jump of choice • Forward two foot or one foot spin, minimum three revolutions (free leg position optional) • Forward or backward spiral
High Beginner (formally Beginner)	1:15 max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin- minimum three revolutions • Forward or backward spiral
No Test	1:15 max.	<ul style="list-style-type: none"> • Loop jump • Jump combination to include a toe loop (may not use a loop or Axel) • Solo spin- sit <u>or</u> camel spin - minimum three revolutions • Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre – Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single flip • Jump combination: single / single (no Axel) • Sit spin or camel spin; min. 3 revolutions • Spiral sequence with 1 forward spiral and 1 backward spiral (any edge)
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single Lutz • Jump combination: single / single (may include Axel) • Back upright spin; min., 3 revolutions • Forward inside spiral

EVENT: Test Track Free Skate

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner <i>(formally Limited Beginner)</i> 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (front to back or back to front). • Max 2 jump sequences • Max 2 of any same jump 	Max 2 spins: <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (Min 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
High Beginner <i>(formally Beginner)</i> 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Max 2 jump combinations or sequences • Max 2 of any same type jump. 	Max 2 spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
Pre-Preliminary 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) • Single rotation jumps: Salchow, toe-loop and loop only. • Max. 2 jump combinations or sequences (using above jumps only) • Max. 2 of any same type jump 	Max of 2 spins: <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry. (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 pre-preliminary free skate test
Preliminary 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	Max of 2 spins: <ul style="list-style-type: none"> • One spin in one position; no change of foot, no flying entry. (Min 3 revolutions) • One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min 3 revolutions per foot) 	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test

EVENT: Well Balanced Program Free Skate

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or “skate up” to one level higher.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:30 +/- 10 sec.	<p>Max 5 jump elements:</p> <ul style="list-style-type: none"> • Single Jumps (no Axel) • Max 2 combos or sequences. • Combos limited to 2 jumps • Number of jumps in sequence is limited to a max of 3 single jumps (half-loop is not considered a single jump). 	<p>Max 2 spins:</p> <p>Spins must be a different nature. Minimum three revolutions each. Spins may change feet, position and start with a fly.</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>
Pre-Preliminary	1:30 +/- 10 sec.	<p>Max 5 jump elements:</p> <ul style="list-style-type: none"> • 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. 	<p>Max 2 spins:</p> <ol style="list-style-type: none"> Spins must be of a different nature Spins may change feet and/or position. Spins may start with a fly. Minimum of 3 revolutions 	<p>One step sequenced that must use ½ of the ice surface.</p>
Preliminary	1:30 +/- 10 sec.	<p>Max 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel or waltz-jump. • Max. 2 jump combinations or sequences • Jump combinations 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.) • Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop) • Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences. • Maximum of 2 Axels or any double jump. • Double flips, double Lutzes, double Axels or triple jumps are not allowed. 	<p>Max 2 spins:</p> <ul style="list-style-type: none"> • Spins must be of a different nature • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions 	<p>One step sequenced that must use ½ of the ice surface.</p>

ADULT EVENTS: Compulsories, Adult 1-4 Free Skate, Pre-Bronze and Bronze:

The skating order of the required elements is optional. The elements are not restricted as to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program.

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

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

SHOWCASE EVENTS:

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

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A .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.

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.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles): Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6/ Beginner/High Beginner/ Adult 1-4	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 Max
No Test/ Pre-preliminary/ Adult Pre-Bronze	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 Max
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 Max

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