



The North Jersey Figure Skating Club, Inc. announces:

8th Annual Ice Vault Basic Skills Competition

Part of the 2014-2015 New Jersey Basic Skills Series

Date: Sunday, May 3, 2015

Location: Ice Vault Arena www.icevault.com
10 Nevins Road
Wayne, NJ 07470
Phone: 973-628-1500
Fax: 973-628-1555

Official Website: www.northjerseyfsc.org

Chairperson: Rick Breitweiser, Chairperson, (201) 358-6581, (201) 696-8046;
rfskate@optonline.net; Jill Mueller, Co-Chairperson, thotdog2000@aol.com.

General: All events will be held at Ice Vault Arena, 10 Nevins Rd., Wayne, NJ 07470, 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 2014-15 U.S. Figure Skating Basic Skills rulebook and shall be judged according to the Basic Skill rules.

Part of 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 have the chance to compete at many different clubs and arenas and earn points for a final standing. You do not have to be a NJ resident to participate.

A skater may participate in either Freeskating Programs and/or Compulsory/Elements events (Snow Plow Sam-Basic 8, Freeskate 1 – 6) 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 Ice Vault Arena in Wayne, NJ, the date TBD, and will be hosted by the North Jersey Figure Skating Club.

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. Jumps, Spins, Dance, Pairs, Theatre on Ice, Synchronized Teams, Showcase Events, etc. **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 SNOWPLOW 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: MAKE IT A FULL DAY OF EVENTS!

1. Secure Online Registration and credit card payment will be available at: <http://comp.entryeeze.com/Home.aspx?cid=155>.
2. Skater and Coaches schedules will be posted on the web at: <http://comp.entryeeze.com/Home.aspx?cid=155>.
3. One (1) practice ice session MAY BE RESERVED ONLINE. We will notify entrants of any additional practice ice availability.
4. Deadline for Entries: Midnight **April 11, 2015**.

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.** **MAKE SURE YOU HAVE MARKED 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=155>. Cash payments will not be accepted. There will be a \$35 handling charge for returned checks. **MAKE IT A FULL DAY OF EVENTS; ENTER A PROGRAM WITH MUSIC, COMPULSORIES W/O MUSIC, JUMPS, SPINS, ADULTS AND SHOWCASE!**

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

Skaters may reserve and prepay ONE (1) **Practice ice slot (20 min/\$15.00) when entering. Additional practice ice may be available and will be announced at a later date. Practice ice purchased at the rink is \$20.00.**

Refund Policy:

Full refunds, **minus the online processing fee**, are available if withdrawal is prior to **April 11, 2015**. After **April 11, 2015**, 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 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 runS early. CDs are required. **Only CDs are allowed. Music on cassette tapes, CDR-W's, IPHONE, IPAD, ETC. 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=155>. 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 Ice Vault Arena 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 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. (USFSA# 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 Ice Vault Arena measures 200' by 85'.
- Practice Ice:** **Skaters may reserve and prepay ONE (1) Practice ice slot** when entering. Additional 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=155>

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 See the following pages for event names and descriptions.

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.

- 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 1-3	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. March followed by a two-foot glide and dip 2. Forward two-foot swizzles, 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles, 2-6 in a row
Basic 1	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward two-foot glide and dip 2. Forward two-foot swizzles, 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles, 6-8 in a row
Basic 2	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward one-foot glide, either foot 2. Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place, forward to backward 5. Backward two-foot swizzles, 6 - 8 in a row
Basic 3	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide, either foot 5. Two-foot spin, minimum three revolutions
Basic 4	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward outside three-turn, right and left 2. Forward crossovers, 4-6 consecutive both directions 3. Backward stroking, 4-6 strokes 4. Backward snowplow stop, right or left
Basic 5	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Backward crossovers, 4-6 consecutive, both directions 2. Basic one-foot spin, free leg held to side of spinning leg, minimum three revolutions 3. Side toe hop, either direction 4. Hockey stop
Basic 6	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn, right and left 2. Bunny Hop 3. Forward spiral on a straight line, right or left 4. Lunge, right or left 5. T-stop, right or left
Basic 7	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk, right to left and left to right 2. Ballet Jump, either direction 3. Back crossovers to a back outside edge landing position, clockwise and counter clockwise 4. Forward inside pivot
Basic 8	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump 3. Mazurka, either direction 4. 1 Combination move, clockwise <u>or</u> counter clockwise – two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position -minimum three revolutions

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 an element is executed, 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 0.2 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	<ol style="list-style-type: none"> 1. Advanced forward stroking, 4-6 consecutive 2. One-foot upright scratch spin from backward crossovers, minimum three revolutions 3. Waltz jump from backward crossovers 4. Half flip jump
Free Skate 2	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Forward outside spiral, right or left 2. Beginning back spin – entry optional, minimum two revolutions 3. Waltz jump, side toe hop, waltz jump sequence 4. Toe loop jump
Free Skate 3	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Back spin, minimum three revolutions 3. Salchow jump 4. Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets, right or left 2. Sit spin, minimum three revolutions 3. Loop jump 4. Waltz jump-loop jump combination
Free Skate 5	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Camel spin, minimum three revolutions 2. Forward upright spin to back upright spin, minimum three revolutions each foot 3. Loop-loop jump combination 4. Flip jump
Free Skate 6	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Camel, sit spin combination, minimum of four revolutions total 2. Split jump or stag jump 3. Waltz jump, ½ loop, Salchow jump sequence 4. Lutz jump

EVENT: Introductory Level Free Skate Program

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 spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30+/-10 sec	Maximum 5 Jump Elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max 2 jump sequences • Max 2 of any same jump 	Maximum 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 1:30+/-10 sec	Maximum 5 Jump Elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half loop). • Single rotation jumps: Salchow and toe loop only. • Maximum of 2 jump combinations or sequences. • Max. 2 of any same type jump. 	Maximum 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.

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
Pre-Preliminary 1:30 +/- 10 sec.	<p><i>Maximum of 5 jump elements:</i></p> <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 • Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <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.	<p><i>Maximum of 5 jump elements:</i></p> <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 	<p><i>Maximum of 2 spins:</i></p> <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 Free Skate 2014-15 Singles Skating Requirements

2014-15	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>NO TEST 1:40 Maximum</p> <p>*means element is required</p>	<p style="text-align: right;">Max 5</p> <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Jump sequences limited to a maximum of 3 single jumps (half-loop is not considered a single jump at this level and may be performed without counting toward jump limit) • No single Axels, double jumps or triple jumps 	<p style="text-align: right;">Max 2</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. • Spins must be of a different character (For definition see rule 4103E) 	<p style="text-align: right;">Max 1</p> <ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. • Jumps may be included in the step sequence
<p>PRE-PRELIMINARY 1:40 Maximum</p> <p>*means element is required</p>	<p style="text-align: right;">Max 5</p> <ul style="list-style-type: none"> • Single jumps, including the single Axel, are allowed • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Jump sequences limited to a maximum of 3 single jumps (half-loop is not considered a single jump at this level and may be performed without counting toward jump limit) • Axel may be repeated as individual jump or as part of jump combination or sequence; Maximum of 2 Axels • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. • No double or triple jumps 	<p style="text-align: right;">Max 2</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. • Spins must be of a different character (For definition see rule 4103E) 	<p style="text-align: right;">Max 1</p> <ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. • Jumps may be included in the step sequence
<p>PRELIMINARY 1:40 Maximum</p> <p>*means element is required</p>	<p style="text-align: right;">Max 5</p> <ul style="list-style-type: none"> • 1 must be an Axel/waltz jump-type jump* • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Jump sequences limited to a maximum of 3 single or double jumps (half-loop is not considered a single jump at this level and may be performed without counting toward jump limit) • Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop, and double loop only) • Axel and chosen double jumps may be repeated as individual jumps or as part of jump combination or sequence, but no Axel or double jump may be repeated more than once • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. • No double flips, double Lutzes, double Axels or triple jumps 	<p style="text-align: right;">Max 2</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. • Spins must be of a different character (For definition see rule 4103E) 	<p style="text-align: right;">Max 1</p> <ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. • Jumps may be included in the step sequence

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.

- 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 1-3	1:00 max.	<ol style="list-style-type: none"> 1. March followed by a two-foot glide and dip 2. Forward two-foot swizzles, 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ol style="list-style-type: none"> 1. Forward two-foot glide and dip 2. Forward two-foot swizzles, 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ol style="list-style-type: none"> 1. Forward one-foot glide, either foot 2. Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place, forward to backward 5. Backward two-foot swizzles, 6 - 8 in a row
Basic 3	1:00 max.	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide, either foot 5. Two-foot spin – minimum three revolutions
Basic 4	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward outside three-turn, right and left 2. Forward outside edge on a circle, clockwise or counter clockwise 3. Forward crossovers, 4-6 consecutive, both directions 4. Backward stroking, 4-6 strokes 5. Backward snowplow stop, right or left
Basic 5	1:00 max.	<ol style="list-style-type: none"> 1. Backward outside edge on a circle, clockwise or counterclockwise 2. Backward crossovers, 4-6 consecutive, both directions 3. Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions 4. Side toe hop, either direction 5. Hockey stop
Basic 6	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn, right and left 2. Bunny Hop 3. Forward spiral on a straight line, right or left 4. Lunge, right or left 5. T-stop, right or left
Basic 7	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside open mohawk, right to left and left to right 2. Ballet jump, either direction 3. Back crossovers to a back outside edge landing position, clockwise and counter clockwise 4. Forward inside pivot
Basic 8	1:00 max.	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump 3. Mazurka, either direction 4. 1 Combination move, clockwise <u>or</u> counter clockwise, two forward crossovers into forward inside mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. 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 0.2 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.	<ol style="list-style-type: none"> 1. Advanced forward stroking, 4-6 consecutive 2. Backward outside three-turns, right and left 3. One-foot upright scratch spin from backward crossovers - minimum three revolutions 4. Waltz jump from backward crossovers 5. Half flip jump
Free Skate 2	1:15 max.	<ol style="list-style-type: none"> 1. Forward outside or inside spiral, right or left 2. Waltz three's, right or left, 2-3 sets 3. Beginning back spin, entry optional – minimum two revolutions 4. Waltz jump, side toe hop, waltz jump sequence 5. Toe loop jump
Free Skate 3	1:15 max.	<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Backward inside three-turns, right and left 3. Back spin - minimum three revolutions 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets, right or left 2. Sit spin - minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump combination
Free Skate 5	1:15 max.	<ol style="list-style-type: none"> 1. Camel spin - minimum three revolutions 2. Forward upright spin to back upright spin - minimum three revolutions each foot 3. Loop/loop jump combination 4. Flip jump
Free Skate 6	1:15 max.	<ol style="list-style-type: none"> 1. Five step mohawk sequence - one set alternating pattern (refer to Basic Skills Curriculum Free skate 6) 2. Camel, sit spin combination - minimum of four revolutions total 3. Split jump or stag jump 4. Waltz jump, ½ loop, Salchow jump sequence 5. Lutz jump

EVENT: Introductory Level 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 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.	<ol style="list-style-type: none">1. Waltz jump2. ½ jump of choice3. Forward two-foot or one-foot spin – minimum three revolutions (free leg position optional)4. Forward or backward spiral
High Beginner	1:15 max.	<ol style="list-style-type: none">1. Toe loop jump2. Salchow jump3. Forward scratch spin – minimum three revolutions4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.

EVENT: 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 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*
- *Elements may be performed only once*

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ol style="list-style-type: none"> 1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre – Preliminary	1:00 max.	<ol style="list-style-type: none"> 1. Single flip 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:00 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral

EVENT: Jump Challenge

General event parameters:

- Each jump may be attempted **ONCE** in any order. Connecting steps are allowed but will not be taken into consideration for scoring.
- Skated ½ ice.

Level	Time	Skating rules / standards
Beginner	1:15 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. ½ flip or ½ Lutz 3. Single Salchow
High Beginner	1:15 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – waltz jump-toe loop
No-Test	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single loop 3. Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single flip 3. Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single flip 2. Single Lutz 3. Jump combination – Any single jump + single loop (may be Axel)

EVENT: Spin Challenge

General event parameters:

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may NOT be repeated. ONLY required elements may be included.
- Skated ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
High Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
No-Test	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright back-scratch spin (3) 3. Sit spin (3)
Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Forward Scratch to back scratch spin (4) 2. Combination spin with no change of foot (4) 3. Sit Spin (4)

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 0.2 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 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.

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.

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

REGISTER ONLINE FOR THE 8th ANNUAL ICE VAULT BASIC SKILLS COMPETITION

!!!!

MAKE IT A FULL DAY OF EVENTS!

**Payment via a secured credit card
transaction**

(processing fee applies)

<http://comp.entryeeze.com/Home.aspx?cid=155>

Simply follow the links for competition information and then follow the link for competition registration and pay with a credit card.

Please save this application for your easy reference.