****2017 SKATE CINCINNATI

COMPETE USA COMPETITION

April 22, 2017

**Hosted By: The Figure Skating Club of Cincinnati**

**Sanctioned By:** US Figure Skating # 24917

**Event Location:** Indian Hill Winter Club

10005 Fletcher Road, Camp Dennison OH 45111

(513) 576-9444

**Competition Chairs:** Dori Murray (513) 521-2000 [CoachDoriMurray@gmail.com](mailto:CoachDoriMurray@gmail.com)

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ELIGIBILITY/TEST LEVEL: 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 1-6 skaters must skate at highest level passed or one level higher and no official U.S. Figure Skating tests may have been passed including moves in the field 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.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the local organizing committee discovers that a skater has been placed in a category that is below his/her class level, the chairman and referee will have the option to move the skater into the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor’s signature confirming the level of the skater.

**Entries and Fees:** A secure, online registration is available until **11:59pm March 22, 2017** at [http://skatecincinnati.org/tests-and-competitions/segl/](http://skatecincinnati.org/tests-and-competitions/skate-cincinnati/). Skaters may mail a paper entry form instead, but forms must be **RECEIVED BY March 22, 2017.** The entry fee must be included with the completed application. Late entries may be accepted at the discretion of the competition committee and referee, and will be subject to a $20 late fee. Skaters wishing to change their events after the close of entries may be assessed a $20 charge.

###### **General Entry Fees**

First Event $55.00

First Duet Event $30.00 each person

Additional Events $25.00 each

**REFUNDS: No refunds for events will be made after the closing date (March 22, 2017) unless the event is canceled by the referee**. Refunds will not be issued if a skater has personal conflicts with the referee’s schedule. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Refunds will not be given for missed practice sessions; however, a skater is allowed to change his/her practice ice time before the session occurs. Checks returned for non-sufficient funds and contested credit card charges will be issued a $20 service fee.

**FACILITIES:** All events will be held at Indian Hill Winter Club, which has dressing rooms, a full-service snack bar, and free parking. The ice surface measures 200’ by 85’. Admission to Skate Cincinnati is free.

**MUSIC**: The skater must provide their own music for all Free Skate and Showcase events. The official competition music must be turned in at the registration table at the time of check-in. All music must be on CD's only. Due to compatibility and reliability reasons, no music may be submitted on re-recorded "CD-RW" discs. CDs should be clearly marked with the name of the skater, event entered and length of music (not skating time). Skaters should also have a backup CD readily available rink side during their event. Music can be picked up at the registration desk after their event. The organizing committee will not accept responsibility for damage or loss of music but will take every precaution to ensure their safety.

**Basic Skills Programs 1-6**: Skaters may provide their own music for these events. Please make sure that the music does not exceed the time limit. If skaters or coaches prefer, they may use the designated Basic Skills CD for the 2017 season. Music may be downloaded from the following link: <https://drive.google.com/drive/folders/0B1jRokOYBDn7ejRwN3hWcHZxWVk>

LIABILITY: U.S. Figure Skating, The Figure Skating Club of Cincinnati, and The Indian Hill Winter Club accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with rule 1600 of the official US figure skating rulebook.

**Judging System:** The 6.0 majority judging system will be used for all events.

**REGISTRATION**: The official registration desk will be located in the rink lobby area at the Indian Hill Winter Club. It will open approximately 30 minutes prior to the first practice ice session on Saturday morning and remain open throughout the scheduled competition events. **Competitors must check in at least one (1) hour prior to their event,** and should be prepared to skate earlier than scheduled, should the competition be running ahead.

**PRACTICE ICE:** There will be practice ice available beginning Saturday, April 22, 2017. Skaters may purchase practice ice online or with their paper entry form at the time of registration. Practice ice is $12.00 per 20 minute session if purchased by March 22, 2017. Skaters may also purchase practice ice at a walk-on rate of $15 per 20 minutes if space is still available. Practice ice may be cancelled if an insufficient number of reservations are received. No music will be played during practice ice

**Skaters who pre-register will receive an email approximately 1-2 weeks before the competition informing them to select their desired practice ice time online.** The practice ice selection is first-come, first-served, and those who pre-register will be allowed to select times first. All skaters registered for the competition will receive a confirmation message from the EntryEeze Online Registration system with a PIN. Use your PIN and US Figure Skating number to select practice ice time.After skaters who have pre-registered have an opportunity to select their practice ice times, all other skaters will have the opportunity to purchase and select practice ice at the "walk-on" rate. Phone or email reservations will not be accepted.

**EVENT VIDEO AND PHOTOGRAPHY:** Photography and/or video services may be available for purchase. Flash photography is not allowed in the arena during the warm-up or during the competition, as it is a safety hazard to the skaters.

**AWARDS:** Medals will be presented to 1st through 4th places. All other places will receive ribbons. Awards will be presented off the ice to all participants after final results have been tabulated. An awards schedule will be posted near the results area.

**SCHEDULES:** A final competition and practice ice schedule will be posted at <http://skatecincinnati.org/tests-and-competitions> approximately 10 days prior to the competition. The competition schedule is set by the referee, and no changes will be made to the schedule once it is announced unless an error has been made by the referee.

**EVENT PROGRAM**: An official Skate Cincinnati 2017 program will be available for a nominal fee. You may also place a personal or "Good Luck" ad in the program for $6. If desired, you may choose one of the graphics below to accompany your message.

 B-small   

#### A

## E

## D

## C

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F-small G-small H-small I-small 

#### I

#### F

# G

## H

## J

To place a “Good Luck” ad, please use the enclosed form on the last page of this announcement, or through the "merchandise" tab on the online registration system. Please note that late entries may not appear in the official program.

INFORMATION REGARDING COACHES: U.S. Figure Skating Rule MR 5.11 Coach Compliance

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

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

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

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

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

**For Basic Skills ONLY coaches** - Any person, 18 and older, instructing in a U.S. Figure Skating Basic Skills Program must have successfully passed the annual background screen and be registered as a Basic Skills instructor member.

The local organizing committee/club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential. If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential – 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 compliance 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>

**LODGING:** Please visit the competition webpage for more information about lodging, special rates, and host hotels: [Click here for Skate Cincinnati hotels](http://skatecincinnati.org/tests-and-competitions/skate-cincinnati/)

**EVENT**: **Basic Elements: SNOWPLOW SAM – BASIC 6**

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.**

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| Level | Time | Skating rules/standards |
| Snowplow Sam | 1:00 max. | * 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. | * Forward two-foot glide and dip * Forward two-foot swizzles, 6-8 in a row * Beginning snowplow stop on two-feet or one-foot * Backward wiggles, 6-8 in a row |
| Basic 2 | 1:00 max. | * Forward one-foot glide, either foot * Scooter pushes, right and left foot, 2-3 each foot * Moving snowplow stop * Two-foot turn in place, forward to backward * Backward two-foot swizzles, 6-8 in a row |
| Basic 3 | 1:00 max. | * Beginning forward stroking showing correct use of blade * Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive * Forward slalom * Beginning backward one-foot glide, either foot * Moving forward to backward two-foot turn on a circle |
| Basic 4 | 1:00 max. | * Backward one-foot glides, right and left * Forward outside edge on a circle, clockwise or counter clockwise * Forward crossovers, 4-6 consecutive, both directions * Beginning two-foot spin, 2-4 revolutions * Backward ½ swizzle pumps on a circle, one direction only |
| Basic 5 | 1:00 max. | * Backward outside edge on a circle, clockwise or counterclockwise * Backward crossovers, 4-6 consecutive, both directions * Advanced two-foot spin, 4-6 revolutions * Forward outside three-turn, right and left * Hockey stop |
| Basic 6 | 1:00 max. | * Forward inside three-turn, right and left * Bunny Hop * Forward spiral on a straight line, right or left * Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry * T-stop, right or left |

**EVENT**: **Basic Program: SNOWPLOW SAM – BASIC 6**

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

* 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.

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| Level | Time | Skating rules/standards |
| Snowplow Sam | 1:10 max. | * 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 | 1:10 max. | * Forward two-foot glide and dip * Forward two-foot swizzles, 6-8 in a row * Beginning snowplow stop on two-feet or one-foot * Backward wiggles, 6-8 in a row |
| Basic 2 | 1:10 max. | * Forward one-foot glide, either foot * Scooter pushes, right and left foot, 2-3 each foot * Moving snowplow stop * Two-foot turn in place, forward to backward * Backward two-foot swizzles, 6-8 in a row |
| Basic 3 | 1:10 max. | * Beginning forward stroking showing correct use of blade * Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive * Forward slalom * Beginning backward one-foot glide, either foot * Moving forward to backward two-foot turn on a circle |
| Basic 4 | 1:10 max. | * Backward one-foot glides, right and left * Forward outside edge on a circle, clockwise or counter clockwise * Forward crossovers, 4-6 consecutive, both directions * Beginning two-foot spin, 2-4 revolutions * Backward ½ swizzle pumps on a circle, one direction only |
| Basic 5 | 1:10 max. | * Backward outside edge on a circle, clockwise or counterclockwise * Backward crossovers, 4-6 consecutive, both directions * Advanced two-foot spin, 4-6 revolutions * Forward outside three-turn, right and left * Hockey stop |
| Basic 6 | 1:10 max. | * Forward inside three-turn, right and left * Bunny Hop * Forward spiral on a straight line, right or left * Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry * T-stop, right or left |

**EVENT**: **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

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| Level | Time | Skating rules/standards |
| Pre-Free Skate | 1:15 max | * Forward inside open Mohawk from a standstill position (R to L and L to R) * Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise * One-foot upright spin, optional entry and free-foot position (minimum three revolutions * Mazurka * Waltz jump |
| Free Skate 1 | 1:15 max. | * Forward power stroking, 4-6 consecutive strokes * Backward outside three-turns, right and left * Upright spin, entry from backward crossovers - minimum 4-6 revolutions * Toe loop * Half flip jump |
| Free Skate 2 | 1:15 max. | * Alternating forward outside and inside spirals on a continuous axis (2 sets) * Backward inside three-turns, right and left * Beginning back spin, up to two revolutions * Half Lutz * Salchow jump |
| Free Skate 3 | 1:15 max. | * Alternating Mohawk/crossover sequence, right to left and left to right * Waltz three-turns, clockwise and counterclockwise * Advanced back spin with free foot in crossed leg position, min 3 revs * Loop jump * Waltz jump/toe loop or Salchow/toe loop jump combination |
| Free Skate 4 | 1:15 max. | * Forward power 3's, 2-3 consecutive sets, right or left * Sit spin - minimum three revolutions * Half loop jump * Flip jump |
| Free Skate 5 | 1:15 max. | * Backward outside three-turn, Mohawk (backward power three-turn), both directions * Camel spin - minimum three revolutions * Waltz jump-loop jump combination * Lutz jump |
| Free Skate 6 | 1:15 max. | * Forward power pulls, right and left * Split jump or stag jump * Camel, sit spin combination - minimum of four revolutions total * Waltz jump, ½ loop, Salchow jump sequence * Axel jump |

**EVENT**: **Pre-Free Skate – Free Skate 6 Program**

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.

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| Level | Time | Skating rules/standards |
| Pre-Free Skate | 1:40 max | * Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise * One-foot upright spin, optional entry and free-foot position (minimum three revolutions * Mazurka * Waltz jump |
| Free Skate 1 | 1:40 max | * Forward power stroking, 4-6 consecutive strokes * Upright spin, entry from backward crossovers - minimum 4-6 revolutions * Toe loop jump * Half flip jump |
| Free Skate 2 | 1:40 max. | * Alternating forward outside and inside spirals on a continuous axis (2 sets) * Beginning back spin, up to two revolutions * Half Lutz * Salchow jump |
| Free Skate 3 | 1:40 max | * Alternating Mohawk/crossover sequence, right to left and left to right * Advanced back spin with free foot in crossed leg position, min 3 revs * Loop jump * Waltz jump-toe loop or Salchow-toe loop jump combination |
| Free Skate 4 | 1:40 max. | * Forward power 3's, 2-3 consecutive sets, right or left * Sit spin - minimum three revolutions * Half Loop jump * Flip jump |
| Free Skate 5 | 1:40 max. | * Backward outside three-turn, Mohawk (backward power three-turn), both directions * Camel spin - minimum three revolutions * Waltz-loop jump combination * Lutz jump |
| Free Skate 6 | 1:40 max. | * Split jump or stag jump * Camel, sit spin combination - minimum of four revolutions total * Waltz jump, ½ loop, Salchow jump sequence * Axel jump |

**EVENT**: **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.*

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| Level | Time | Skating rules/standards |
| Beginner | 1:15 max. | * Waltz jump * ½ jump of choice * Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional) * Forward or backward spiral |
| High Beginner | 1:15 max. | * Toe loop jump * Salchow jump * Forward scratch spin - minimum three revolutions * Forward or backward spiral |

**EVENT**: **COMPULSORY MOVES**

General event parameters:

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

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| Level | Time | Skating rules/standards |
| No-Test | 1:15 max. | * Loop jump * Jump combination to include a toe loop (may not use a loop or Axel) * Solo spin - sit or 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. | * Toe Loop jump * Jump combination: single/single (no Axel) * Sit spin or camel spin - minimum three revolutions * Spiral sequence with one forward spiral and one backward spiral (any edge) |
| Preliminary | 1:15 max. | * Lutz jump * Jump combination: single/single (may include Axel) * Back upright spin - minimum three revolutions * Forward inside spiral |

**EVENT**: **Introductory Levels Free Skate Program**

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.
* Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in   
   position.

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| Level | Jumps | Spins | Step Sequences | Qualifications |
| Beginner  1:40 Maximum | Max. 5 jump elements:   * Jumps with no more than one-half rotation (front to back or back to front). * Max. 2 jump sequences * Max. 2 of any same jump | Max. 2 spins:   * Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests |
| High Beginner  1:40 Maximum | Max. 5 jump elements:   * Jumps with no more than one-half rotation (front to back or back to front including half-loop) * Single rotation jumps: Salchow and toe loop only. * Max. 2 jump combinations or sequences * Max. 2 of any same type jump. | Max. 2 spins:   * Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests |

**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 nonqualifying competition.
* 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.

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| Level | Time | Jumps | Spins | Step Sequences |
| No-Test | 1:40 Maximum | Max. 5 jump elements:   * Single jumps, with the exception of the single Axel, are allowed * No single Axels, double jumps or triple jumps * Maximum of 2 jump combinations or sequences * Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted * Jump sequences limited to a maximum of 3 single jumps   Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination | Max. 2 spins:   * 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) | 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 |
| Pre-Preliminary | 1:40 Maximum  Vocal music permitted | Maximum of 5 jump elements:   * All single jumps, including single Axel, allowed * No double, triple or quadruple jumps allowed * Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) * Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded * Max. 2 jump combinations or sequences * Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. * Jump sequences limited to a maximum of 3 single jumps * ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination | Maximum of 2 spins:   * Spins may change feet and/or position. * Spins may start with a fly. * Minimum of 3 revolutions   These spins must be of a different character (For definition see Rule 4103 (E) | One step sequenced that must use ½ of the ice surface.  Moves in the field and spiral sequences are permitted, but will not count as elements  Jumps may be included in the step sequence |
| Preliminary | 1:40 Maximum  Vocal music permitted | Maximum of 5 jump elements:   * One must be an Axel or Waltz-jump type jump * All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) * Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed * An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences * Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded * Maximum 2 jump combinations or sequences * Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted. * Jump sequences limited to a maximum of 3 single or double jumps * ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination | Maximum of 2 spins:   * Spins may change feet and/or position. * Spins may start with a fly. * Minimum of 3 revolutions   These spins must be of a different character (For definition see Rule 4103 (E) | One step sequenced that must use ½ of the ice surface.  Moves in the field and spiral sequences are  permitted, but will not count as elements  Jumps may be included in the step sequence |

**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.

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| Level | Jumps | Spins | Step Sequences | Qualifications |
| Pre-Preliminary  1:40 max. | Maximum of 5 jump elements:   * Jumps with not more than one-half rotation *(front to back or back to front including half-loop)* * Single rotation jumps: Salchow, toe loop and loop only * Maximum 2 jump combinations or sequences * Maximum 2 of any same type jump | Maximum of 2 spins:   * Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program. | Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test. |
| Preliminary  1:40 max.. | Maximum of 5 jump elements:   * Jumps with not more than one rotation (no Axels) * Maximum 2 jump combinations or sequences * Maximum 2 of any same type jump | Maximum of 2 spins:   * One spin in one position; no change of foot, no flying entry. (Minimum 3 revolutions) * One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot) | Connecting moves and steps should be demonstrated throughout the program. | Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test, but may not have passed tests higher than the preliminary free skate test. |

**EVENT**: **Spins 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.
* All events are skated on ½ ice.
* Minimum number of revolutions are noted in parentheses.

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| Level | Time | Skating rules / standards |
| Beginner | 1:30 max. | * Upright one-foot spin (3) * Upright two-foot spin (3) * Sit spin (3) |
| High Beginner | 1:30 max. | * Upright one-foot spin (3) * Upright two-foot spin (3) * Sit spin (3) |
| No Test | 1:30 max. | * Upright one-foot spin (3) * Upright two-foot spin (3) * Sit spin (3) |
| Pre – Preliminary | 1:30 max. | * Upright one-foot spin (3) * Upright back-scratch spin (3) * Sit spin (3) |
| Preliminary | 1:30 max. | * Forward scratch to back scratch spin (3) * Combination spin with no change of foot (4) * Sit spin (3) |

**EVENT**: **Jumps Challenge**

General event parameters:

* Each jump may be attempted twice; the best attempt will be counted.
* To be skated on ½ ice

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| Level | Time | Skating rules / standards |
| Beginner | 1:15 max. | 1. Waltz jump (from backward crossovers) 2. ½ flip or ½ Lutz 3. Single Salchow |
| High Beginner | 1:15 max. | 1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – Waltz jump-toe loop |
| No Test | 1:15 max. | 1. Single toe loop 2. Single loop 3. Jump combination – Any two ½ or single revolution jumps (no Axel) |
| Pre – Preliminary | 1:15 max. | 1. Single toe loop 2. Single flip 3. Jump combination - Any two ½ or single revolution jumps (no Axel) |
| Preliminary | 1:15 max. | 1. Single flip 2. Single Lutz 3. Jump combination – Any single jump + single loop (may be Axel) |

**EVENT**: **Solo Pattern Dance**

General event parameters:

* Levels are based upon the skaters’ highest pattern dance test passed.
* A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
* The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30th – July 2nd), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2nd quarter).
* Skaters will complete both of the dances at each level. Dances will be scheduled at the discretion of the Chief Referee for each competition and may be competed consecutively or with a break in-between pattern dances groupings.

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| **Level** | **January 1st –**  **March 31st** | **April 1st –**  **June 30th** | **July 1st –**  **September 30th** | **October 1st – December 31st** |
| Preliminary | 1. Dutch Waltz 2. Canasta Tango | 1. Rhythm Blues 2. Dutch Waltz | 1. Canasta Tango 2. Rhythm Blues | 1. Rhythm Blues 2. Dutch Waltz |
| Pre-Bronze | 1. Swing Dance 2. Cha-Cha | 1. Fiesta Tango 2. Swing Dance | 1. Cha-Cha 2. Fiesta Tango | 1. Swing Dance 2. Cha-Cha |

**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 judge’s 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 competitions, refer to the Nonqualifying Showcase Guidelines posted on [www.usfigureskating.org](http://www.usfigureskating.org).

Showcase categories may include:

* Levels can be subdivided, if necessary, depending on entry numbers and event set up
* 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.

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| **LEVEL** | **ELEMENTS** | **QUALIFICATIONS** | **PROGRAM LENGTH** |
| Basic 1-6 | Elements only from Basic 1-6 curriculum | May not have passed any higher than Basic 6 level. | Time: 1:00 max. |
| Pre-Free Skate-Free Skate 6/ Beginner/High Beginner | 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 | 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 | 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. |