## 18<sup>th</sup> Annual Freeport Spring Challenge Sunday April 23<sup>RD</sup>, 2017 USFS LTS Approved Competition #24339

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 and No Official U.S. Figure Skating Tests may have been passed including MIF or Individual Dances.

Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition and may have passed Moves in the Field. If a skater competes at a non qualifying competition in a Beginner or No Test category, then that skater must compete at the equivalent or higher level in a Basic Skills approved competition.

**Rules:** This competition has been approved by US Figure Skating and will be conducted in association with U.S. Figure Skating rules governing non-qualifying and Basic Skills competitions as set forth in the **2015/16 Rulebook**. It is agreed that the competitor and family holds Freeport Skating Academy, Inc. Village of Freeport, and their respective owners and officers harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property. Non-US Figure Skating judges may be used to judge some events. The selection of officials will comply with the rules for competitions as set out in the U.S. Figure Skating Rulebook and in the criteria developed for U.S. Figure Skating Basic Skills competitions.

**Entry Fees:** \$55.00 for 1st event, \$25 for each additional event. There will be a \$20.00 fee for late entries, or incorrectly submitted applications.

**Deadline:** Applications must be postmarked by Friday March 31st, 2017.

**Schedule:** The schedule will be posted on our website: <a href="www.freeportskatingacademy.com">www.freeportskatingacademy.com</a> as soon as possible after the close of entries. Schedules will <a href="ONLY">ONLY</a> be mailed if you include a self addressed stamped envelope.

**Awards:** Trophies will be awarded for  $1^{st}$ ,  $2^{nd}$ , and  $3^{rd}$  places, medals awarded to  $4^{th}$ ,  $5^{th}$ ,  $6^{th}$  place. Awards ceremonies are done on the ice. We ask all competitors to have their skates on.

**Registration Check In:** All competitors must check in at the Registration Desk upon arrival at the rink. It is suggested that competitors arrive 1 hour prior to scheduled event.

**Music:** CD's will be only form accepted. Competitors must bring their program music (labeled with their name, address, and event) to the Registration Desk upon checking in. It is recommended that skaters have a back up CD in case of any problems.<sup>1</sup>

**Location:** Freeport Recreation Center <u>Direct all inquires to:</u>

130 E. Merrick Rd. Liz Eldredge Freeport NY 11520 516-771-4195

Or email-freeportskatingacademy@gmail.com

\*\*If a skater competes in a Beginner Category or higher, they may not go back and compete in any Free Skate category lower than Free Skate 3.

\*\*If a skater has passed the Pre-Juvenile MIF or higher, they may not compete in an approved Basic Skills competition.

# 2017 Freeport Spring Challenge -Entry Form (Please print clearly)

Skaters Name:			USFS#:		
Date of Birth:	Age:	Please	circle: Female	Male	
Address:			State:	ZipCode:	
Phone #:	E-mail address	:			
Home Club/Rink:	Tests Passed: Basic	Skills:	Freestyle:	Moves:	
Coaches Name:	Coaches Phone#	#	Coaches E-Mail:		
Basic Elements (No Music)  _Snowplow Sam  _Basic 1  _Basic 2  _Basic 3  _Basic 4  _Basic 5  _Basic 6   Basic Program (With music)  _Snowplow Sam  _Basic 1  _Basic 2  _Basic 3  _Basic 4  _Basic 5  _Basic 6	Freeskate Program (With music)  Pre Free Skate  Freeskate 1  Freeskate 2  Freeskate 3  Freeskate 4  Freeskate 5  Freeskate 6	Well Baland Well Baland (With muNo TestPre PrelPrelimin	iminary nary ced Program isic)	Showcase EventsShowcase Basic 1-8Showcase Freeskate 1-6Showcase No Test/Pre PreShowcase Preliminary	
rst Event dditional Events @ \$25.00 ea	1 @ \$55= \$55.0 ach x \$25.00=	00 			
Make check payable to <b>Fr</b> eentry fees are not refundable Certification of Competitor: Family holds the Freeport sl	rm, with fees, must be postneeport Skating Academy and after the entry deadline unless at The competitor is eligible to entacting Academy, Inc. Village of Frank from any and all liability for	d mail to: <b>F</b> 1  1  1  1  1  1  1  1  1  1  1  1  1	reeport Skating 30 E. Merrick Roncelled. Its checked. It is ag Inless from any and	Academy d. Freeport, NY 11520 greed that the competitor and d all liability either during	

\_Date:\_\_\_\_\_

Parent/Guardian Signature\_\_\_\_\_

# Freeport Skating Academy Spring Challenge Waiver and Release of Liability, Assumption of Risk and Indemnity Agreement

In consideration of participating in Freeport Skating Academy activities, I represent that I understand the nature of figure skating activities (activity) and that I am qualified, in good health and in proper physical condition to participate in such "activity". I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participation in the "activity".

I fully understand that this "activity" involves risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by own actions, or inactions, those of others participating in the "activity", the conditions in which the activity takes place, or the negligence of the "releasees" named below; that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my participation.

I hereby release, discharge, and covenant not to sue the Freeport Skating Academy, United States Figure Skating, it's directors, administrators, sponsors, volunteers, agents, employees, staff, instructors, trainers, other participants, if applicable, owners, lessors of premises on which "activity" takes place (each considered one of the Releasees herein) from all liability, claims, demands, losses, the damages on my account caused or alleged to be caused in whole or in part by the negligence of the "releasees" or otherwise including negligent rescue operation; and I further agree that if, despite this release, waiver of liability, and assumption of risk, I, or anyone on my behalf, makes a claim against any of the Releasees, that I will indemnify, save hold harmless each of the releasees from any loss, liability, damage, or cost which any may incur as the result of such claim.

The Freeport Skating Academy has the right, but not the obligation, to provide rules, regulations and/or ice monitors for this event. We hereby acknowledge that the Freeport Skating Academy shall not be responsible for the supervision of the participants at this event.

I have read this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, understand that I have given up substantial rights by signing it and have freely and without inducement or assurance of any nature and intend it to be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid, the balance, not withstanding, shall continue in full force and effect.

Print Name of Participant

Phone:

Date:

Signature of Participant (Age 18 or older)

Address

#### PARENTAL CONSENT AND INDEMNIFICATION AGREEMENT

I, the minor's parent and or legal guardian, understand the nature of the above referenced activities and the minor's experience and capabilities and believe the minor to be qualified to participate in such "activity". I hereby release, discharge, covenant not to sue and AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS each of the Releasees from all liability, claims, demands, losses or damages on the minor's account caused or alleged to have been caused in whole or in part by the negligence of the Releasees or otherwise, including negligent rescue operations, and further agree that if, despite this release, I the minor, or anyone on the minor's behalf makes a claim against any of the above Releasees, I WILL INDEMNIFY, SAVE AND HOLD HARMLESS each of the Releasees from any litigation expenses, attorney fees, loss and liability, damage, or cost any Releasees may incur as the result of any such claim.

	Printed Name of Parent/Guardian
	Date:
Signature of Parent/Guardian	

#### 18th Annual Freeport Spring Challenge

The 4th event in our

6th Annual Long Island Grand Prix Series

The Cantiague FSC, Freeport Skating Academy, Great Neck FSC, Newbridge Arena, Iceworks Skating Academy, and Iceland Arena & Met FSC would like to welcome all skaters to our 4th event of our Grand Prix Series for this season! All information regarding participation is as follow...

#### Who:

Group 1: Skaters from Snowplow Sam to Free Skate 6, including Limited Beginner and Beginner Test Track.

Group 2: Skaters from No Test to Preliminary, including Pre-Preliminary and Preliminary Test Track.

#### Dates:

December 4<sup>th</sup>, 2016-Cantiague FSC Holiday Classic

February 11, 2017 - Northwell Health Ice Center "Love To Skate" - E. Meadow, NY

March 11<sup>th</sup>, 2017-Newbridge Arena "Clover Classic"-Bellmore NY

April 23<sup>rd</sup>, 2017-Freeport Skating Academy's "Spring Challenge"-Freeport Recreation Center, Freeport NY

May 7th, 2017 Gold Coast Classic-Great Neck FSC-Great Neck, NY

May 19th 2017-Cantiague Figure Skating Club "Trophy Cup"-Cantiague Park, Hicksville NY

June 2017- Iceland's Summer Twizzle-New Hyde Park, NY

#### How it Works:

Each skater will receive points for their placements at each competition in all Compulsory, Showcase, and Program events. Skaters will receive 5 additional points if they "move up" a level during the Series (This will only be awarded 1 time). Skater is only awarded the 5 additional points if the "move up" in the regular program events (not showcase or compulsories). If a skater competes in any Test Track Events they may not compete at No Test or below in any other event or competition. Freeskate 6 competitors will only be awarded points for moving up if they compete in Pre Preliminary or higher in the program event. Skaters will forfeit their points if they skate down a level in any event in the series. If there is only 1 skater in the group, he or she will be awarded 3 points for 1st place. Skaters will be placed in finals depending on last level they competed at. Remember you can enter 3 different disciplines in each competition to accumulate more points! See chart below for point values. After all 7 competitions, points will be totaled to determine the 1st, 2nd, and 3rd place winners. Finals will be conducted if needed. We will hold a special awards ceremony and exhibition for the winners at the end of the season!

Placement	Points
1 <sup>st</sup>	5
2 <sup>nd</sup>	4
3 <sup>rd</sup>	3
4 <sup>th</sup>	2
5 <sup>th</sup>	1
6 <sup>th</sup>	1

Please fill out registration form if you wish to participate in the Grand Prix Series. Forms will be available at the registration desk when you check in at any of the competitions listed above.

THE MORE EVENTS YOU ENTER, THE MORE POINTS YOU EARN!

## Basic Elements Event: Snowplow Sam - Basic 8

Format choice of 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: a;; 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
- Elements must be skated in order listed

Level	Time	Skating rules / standards
Snowplow	1:00	1. March followed by a 2 foot glide and dip
Sam	max.	2. Forward 2 foot swizzles, 2-3 in a row
		3. Backward wiggles, 2-6 in a row
		4. Forward snowplow stop
Basic 1	1:00	1. Forward 2 foot glide and dip
	max.	2. Forward two foot swizzles 6-8 in a row
		3. Beginning snowplow stop on 2 feet or 1 foot
		4. Back wiggles 6-8 in a row
Basic 2	1:00	1. Forward one foot glide-either foot
	max.	2. Scooter pushes, right and left, 2-3 each foot
		1. Moving snowplow stop
		2. Two foot turn in place-forward to backward
		3. Backward two foot swizzles 6-8 in a row
Basic 3	1:00	1. Beginning forward stroking showing correct use of the blade
	max.	2. Forward ½ swizzle pumps on a circle, either direction, 4-6 consecutive
		3. Forward slalom
		4. Beginning backward one foot glide-either foot
		5. Moving forward to backward 2 foot turn on a circle
Basic 4	1:00	1. Backward 1 foot glides, right & left
	max.	2. Forward outside edge on a circle clockwise or counter clockwise
		3. Forward crossovers 4-6 consecutive both directions
		4. Beginning 2 foot spin 2-4 revolutions
	1	5. Backward ½ swizzle pumps on a circle, either direction
Basic 5	1:00	Backward outside edge on a circle, clockwise and counter clockwise
	max.	2. Backward crossovers 4-6 consecutive – both directions
		3. Advanced 2 foot spin , 4-6 revolutions
		4. Forward outside three turn, right and left
	1.00	5. Hockey stop
Basic 6	1:00	1. Forward inside three-turn – Right and Left
	max.	2. Bunny hop
		3. Forward spiral on a straight line – right or left
		4. Beginning 1 foot spin, 2-4 revolutions
		5. T-Stop – right or left

#### PRE FREE SKATE -FREESKATE 6 COMPULSORY EVENT

Format: In a 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 allowed
- \* The skater must demonstrate the required elements and may use any additional elements from previous levels
- \* A .2 deduction will be taken <u>for each</u> element performed from a higher level.
- \* Time 1:15 or less

	ime 1:15 or le	
Level	Time	Skating rules / standards
Pre-Free	1:15 max.	Forward inside open Mohawk from a standstill position
Skate		(R to L and L to R)
		2. Two forward crossovers into a forward inside Mohawk, step down and
		cross behind, step into 1 backward crossover and step to a forward
		inside edge, clockwise and counter clockwise
		3. One foot upright spin, optional entry and free foot position (minimum 3 Revolutions)
		4. Mazurka
		5. Waltz jump
		1. Forward power stroking 4-6 consecutive strokes
Free Skate 1	1:15 max.	2. Backward outside three turns R & L
		3. Upright spin, entry from back crossovers-minimum 4-6 revolutions
		4. Toe loop
		5. Half flip jump
		1. Alternating forward outside and inside spirals on a continuous axis (2
Free Skate 2	1:15 max.	sets)
		2. Backward inside 3-turns right and left
		3. Beginning back spin-up to 2 revolutions
		4. Half lutz
		5. Salchow jump
		1. Alternating Mohawk/crossover sequence right to left and left to right
Free Skate 3	1:15 max.	2. Waltz 3-turns, clockwise and counter clockwise
		3. Advanced Back spin with free foot in crossed leg position-minimum 3
		revolutions
		4. Loop jump
		5. Waltz jump/toe loop or salchow/toe loop combination
Free Skate 4	1:15 max.	1. Forward power 3's, 2-3 consecutive sets, R or L
rree Skate 4	1:15 Illax.	<ul><li>2. Sit spin – minimum three revolutions</li><li>3. ½ Loop jump</li></ul>
		4. Flip jump
		1. Backward outside 3-turn, Mohawk (backward power 3-turn), both
Free Skate 5	1:15 max.	directions
		2. Camel spin-minimum 3 revolutions
		3. Waltz jump/loop jump combination
		4. Lutz jump
n 01 - 6	4.45	1. Forward power pulls, right and left
Free Skate 6	1:15 max.	2. Camel sit spin combination- minimum 4 revolutions total
		3. Split jump or stag jump
		4. Waltz jump ½ loop salchow jump sequence
		5. Axel jump

# **No Test thru Preliminary Compulsory Moves Event**

Format: In a 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 allowed

<sup>\*</sup>A .2 deduction will be taken <u>for each</u> element performed from a higher level.

LEVEL	PROGRAM LENGTH	ELEMENTS
No Test	1:15 max.	<ol> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or axel)</li> <li>Solo spin-sit spin<u>or</u> camel spin-minimum 3 revolutions</li> <li>Spiral sequence-must include a forward and backward spiral.         Additional spirals and balance moves may be included.     </li> </ol>
Pre- Preliminary	1:15 max.	<ol> <li>Toe loop jump</li> <li>Jump combination: single/single (no axel)</li> <li>Sit spin or camel spin-minimum 3 revolutions</li> <li>Spiral sequence with 1 forward spiral and 1 backward spiral (any edge)</li> </ol>
Preliminary	1:15 max.	<ol> <li>Lutz jump</li> <li>Jump combination: single/single (may include axel)</li> <li>Backward upright spin-minimum 3 revolutions</li> <li>Forward inside spiral</li> </ol>

<sup>\*</sup>Elements may be performed only once

# Basic Program Event: 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 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 previous levels.
- A .2 deduction will be taken <u>for each</u> element performed from a higher level.

Level	Time	Skating rules / standards
Snowplow	1:00 +/-	1. March followed by a 2 foot glide and dip
Sam	10 max.	2. Forward 2 foot swizzles, 2-3 in a row
		3. Backward wiggles, 2-6 in a row
		4. Snowplow Stop
Basic 1	1:00 +/-	1. Forward two foot glide and dip
	10 max.	2. Forward two foot swizzles 6-8 in a row
		3. Forward snowplow stop
		4. Back wiggles 6-8 in a row
Basic 2	1:00 +/-	1. Forward one foot glide-either foot
	10 max.	2. Scooter pushes, right and left, 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 +/-	1. Beginning forward stroking showing correct use of the blade
	10 max.	2. Forward ½ swizzle pumps on a circle, either direction, 4-6 consecutive
		3. Forward slalom
		4. Beginning backward one foot glide-either foot
		5. Moving forward to backward 2 foot turn on a circle
Basic 4	1:00 +/-	1. Backward 1 foot glides, right & left
	10 max.	2. Forward outside edge on a circle clockwise or counter clockwise
		3. Forward crossovers 4-6 consecutive both directions
		4. Beginning 2 foot spin 2-4 revolutions
		5. Backward ½ swizzle pumps on a circle, either direction
Basic 5	1:00 +/-	1. Backward outside edge on a circle, clockwise and counter clockwise
	10 max.	2. Backward crossovers 4-6 consecutive – both directions
		3. Advanced 2 foot spin, 4-6 revolutions
		4. Forward outside three turn, right and left
		5. Hockey stop
Basic 6	1:00 +/-	1. Forward inside three-turn – Right and Left
	10 max.	2. Bunny hop
		3. Forward spiral on a straight line – right or left
		4. Beginning 1 foot spin, 2-4 revolutions
		T-Stop – right or left

## Pre Free Skate thru Free Skate 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 <u>for each</u> element performed from a higher level.
- \* Time 1:30+/-10 sec

Level	Time	Skating rules / standards	
Pre-Free Skate	1:30 +/- 10 sec	1. Two forward crossovers into a forward inside Mohawk,	
	·	step down and cross behind, step into 1 backward	
		crossover and step to a forward inside edge, clockwise and	
		counter clockwise	
		2. One foot upright spin, optional entry and free foot position	
		(minimum 3 revolutions)	
		3. Mazurka	
		4. Waltz jump	
		<ol> <li>Forward power stroking 4-6 consecutive strokes</li> </ol>	
Free Skate 1	1:30 +/- 10 sec	2. Upright spin, entry from back crossovers-minimum 4-6	
		revolutions	
		3. Toe loop	
		Half flip jump	
		1. Alternating forward outside and forward inside spirals on a	
Free Skate 2	1:30 +/- 10 sec	continuous axis (2 sets)	
		2. Beginning back spin(up to 2 Revolutions)	
		3. Half lutz	
		4. Salchow	
		1. Alternating Mohawk/crossover sequence right to left and	
Free Skate 3	1:30 +/- 10 sec	left to right	
		2. Advanced Back spin with free foot in crossed leg position-	
		minimum 3 revolutions	
		3. Loop jump	
		Waltz jump/toe loop or salchow/toe loop combination	
Free Skate 4		<ol> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> <li>Sit spin-minimum 3 rev's</li> </ol>	
riee Skate 4	1:30 +/- 10 sec	<ul><li>2. Sit spin-minimum 3 rev's</li><li>3. Half loop</li></ul>	
	1.30 +/- 10 sec	4. Flip	
		1. Backward outside 3-turn, Mohawk (backward power 3-	
Free Skate 5		turn), both directions	
Tree brate b	1:30 +/- 10 sec	2. Waltz jump-loop jump combination	
	1.00 . 7 10 500	3. Lutz jump	
		4. Camel spin-minimum 3 rev's	
		Split jump or stag jump	
Free Skate 6		2. Camel sit spin combination- minimum 4 revolutions total	
	1:30 +/- 10 sec	3. Waltz jump ½ loop salchow jump sequence	
	,	4. Axel jump	
		*	

General event parameters:

- \*Skaters may <u>not</u> 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, vocals permitted.
- \*Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level the have passed, or "skate up" to one higher level.

	passed, or "skate up" to one higher level.						
LEVEL	Jump Elements	Spins	Steps				
No Test Time: 1:40 maximum	*Max 5 jump elements:  *Single jumps , with the exception of the single axel, are allowed  *Max 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 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  *Spins must be of a different character(For for definition see rule 4103E)	*One step sequence that utilizes ½ the ice surface.  *Moves in the field and spiral sequences are permitted but will not be counted as elements  *Jumps may be included in step sequence				
Pre-Preliminary Time: 1:40 maximum	Max 5 jump elements:  *No double, triple, or quad 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)  *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  *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  *Spins must be of a different character(For for definition see rule 4103E)	*One step sequence that utilizes ½ the ice surface.  *Moves in the field and spiral sequences are permitted but will not be counted as elements  *Jumps may be included in step sequence				
Preliminary Time: 1:40 maximum	Max 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, or double loop)  *Double flip, double lutz, double axel, or quad jumps are not allowed  *An axel plus up to 2 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 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  *1/2 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  *Spins must be of a different character(For for definition see rule 4103E)	*One step sequence that utilizes ½ the ice surface. *Moves in the field and spiral sequences are permitted but will not be counted as elements *Jumps may be included in step sequence				

# Test Track Free Skate Program Event

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track event at the same non qualifying competition.
- Skaters will skate to the music of their choice, vocals permitted
- Level will be determined by the highest Free skate tests passed. Skaters may compete at a highest level they have passed, or "skate up" to one level higher
- \* 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 less than the required minimum revolutions

LEVEL	JUMP ELEMENTS	SPINS	STEPS	QUALIFICATIONS
Pre-	Max 5 jumps elements:	Max 2 spins:	Connecting	Skaters may not
Preliminary	*Jumps with not more than	*Two spins of a different	moves and	have passed tests
	one half rotation (front to	nature, one position only,	steps should be	higher than US
Time: 1:40	back or back to front	no change of foot, no flying	demonstrated	Figure Skating pre
max	including ½ loop).	entry (minimum 3	throughout the	preliminary free
	*Single rotation jumps:	revolutions)	program	skate test
	salchow and toe loop and			
	loop only.			
	Max 2 jump combinations or			
	sequences using above jumps			
	only)			
	*Max 2 of any same type			
	jump			
Preliminary	Max 5 jump elements:	Max 2 spins:	Connecting	Skaters must have
	*Jumps not more than one	*One spin in one position,	moves and	passed at least the
Time: 1:40	rotation (no axels).	no change of foot, no flying	steps should be	US Figure Skating
max	*Max 2 jump combinations	entry (Min 3 revs)	demonstrated	pre-preliminary
	or sequences	*One consisting of a front	throughout the	free skate test but
	*Max 2 of any same type	scratch to back scratch	program	may not have
	jump	exit on spinning foot not		passed tests
		mandatory (minimum 3		higher than the
		revolutions on each foot)		preliminary free
				skate test

## **Showcase Events**

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

Show costumes are permitted, as long as they do not touch or drag on the ice. Props must be placed and removed by unaided singles competitors within 1 minute. A .2 deduction will be assessed by the referee against each judges mark for each 5 seconds in excess of the time allowed for the performance or for handling props. Props may not be flame oriented or alive. Nothing can be thrown or placed near the judges.

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 sufficient quality to support the selected 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 Non qualifying Showcase Guidelines posted on <a href="https://www.usfigureskating.org">www.usfigureskating.org</a>.

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	1:00 max
Pre Free Skate thru Free Skate 6/ Beginner and High Beginner	3 jump maximum. No axels or double jumps permitted	May not have passed any official US Figure Skating free skate tests.	1:30 max
No Test thru Pre Preliminary	3 jump maximum. No axels or double jumps permitted	Must have passed no higher than US Figure Skating Pre Preliminary	1:30 max
Preliminary	3 jump maximum. Axels are permitted, but no double jumps allowed	Must have passed no higher than US Figure Skating Preliminary free skate	1:40 max