

2014 Badger State Games Figure Skating Rules

Badger State Games is a qualifying event for the State Games of America Championship (SGoA)

Commissioner:	Melanie Bateman (715) 581-2741 batemanmel@gmail.com	Competition Chair:	Brad Ludwig (715) 574-0117 ludwigs1997@yahoo.com
Referee:	Lisa Landon Colorado Springs, CO	Accountant:	Jim Achtenberg Manchester, MI
Dates:	Friday, Saturday, and Sunday	January 31 – February 2, 2014	
Site:	Mosinee Recreation Center 709 – 11 th Street; Mosinee, WI 54455	Rink Size – 84' x 200'	

Times:

TENTATIVE COMPETITION TIMES:

8:00am – 9:00pm Friday
8:00am – 9:00pm Saturday
8:00am – 5:30pm Sunday

SKATER CHECK-IN:

6:00pm – 8:00pm Thursday (at rink)
Check-in opens 1 hour prior to event starts
Friday thru Sunday

NOTE: Competition and practice ice schedules may be adjusted at the rink to accommodate registrations. An updated schedule will be available approximately 1 week before the competition, but will NOT be mailed out to participants. Completed schedule will be posted online at www.BadgerStateGames.org. You may also obtain the schedule by e-mailing the Commissioner.

Registration Fees and Practice Ice: \$70 per skater for first solo event (\$75/paper); \$35 per skater for each additional solo event. \$50 per team (\$55/paper) plus \$15 per skater (\$17/paper) for any team events. \$8 per 20-minute session of solo practice ice. \$90 per 20-minute session for exclusive use of the ice at designated time (will be late evenings). Practice ice may be purchased at the time of registration and times may be selected on the web at www.BadgerStateGames.org after the Schedule of Events has been posted on that website.

Registration Form: Rules will be mailed upon request, or go to www.BadgerStateGames.org to obtain the necessary information.

Registration Deadline; Register online at www.BadgerStateGames.org **no later than Friday, January 3, 2014 at 5pm**. Registration via mail must be received no later than Thursday, January 2, 2014.

Entries may be limited at the discretion of Badger State Games. Entries will be prioritized in the order they are received.

Eligibility: This event is open to residents of Wisconsin, Illinois, and the Upper Peninsula of Michigan.

Open to all skaters including United States Figure Skating (USFS) and Ice Skating Institute (ISI) skaters. Skaters from USFS and ISI shall have passed any one or all of the required tests, but not higher tests. Skaters holding memberships in both USFS and ISI must skate at highest level attained. For example, a USFS Preliminary / ISI Free Skate 6 skater must skate at the ISI level. Skaters may skate up one level above their test level, but not down a level.

Level is determined as of the date of registration closing.

****NOTE** If, for any reason, the local organizing committee discovers that a skater has been placed in a category that is below their level, the Commissioner and/or Chief Referee have the option to move the skater to the proper division, even if this has to be done the day of the competition. This is to ensure that every event is as fair as possible to the competitors.**

General Rules:

Competition Format: Solo events will be subdivided by age if warranted. Adult events are for age 19 year and older. If there is only one registration in the adult category, the Commissioner and/or Chief Referee may place you with the oldest category in the same event at their own discretion. Placing 1st, 2nd, or 3rd will qualify the skater for State Games of America. Except where specifically allowed, participants may not enter more than once in the same division. Participants must be a resident of the State of Wisconsin, Illinois, or the Upper Peninsula of Michigan. Except where rules herein specifically differ, USFS rules, as set forth in the 2014 Official Rulebook, will preside.

Judging: US Figure Skating 6.0 ordinal scoring method will be used for all events. Judging will be by USFS judges for all events.

Music: All skaters must provide their own music at least 1 hour prior to the event. Vocal music is permitted. Only CDs with a single piece of music will be permitted. No more than a 3 second lead-in can be used on CDs. Programs are allowed a 10-second leeway from the designated times except where indicated otherwise. The Badger State Games will make every

effort to protect your music, but will not be responsible for CDs. Competitors should have duplicate music with them. Please pick up your music at the registration desk after your event.

Governing Body: This is a USFS sanctioned event, but membership in USFS is NOT required. Registered members of USFS and ISI must be in good standing.

Event Cancellations: Any scheduled event may be cancelled if fewer than two skaters are entered. Due to ice limitations, the Chief Referee reserves the right to eliminate events with suitable notification to the entrants and the entry fee will be refunded.

Awards: Medals will be presented to the top three places in each event.

RETURNING! Team Trophy Championship. Any club that registers at least one SOLO event skater will automatically be entered in the Team Trophy Championship at no extra cost. There will be awards for the top three clubs that accumulated the most points throughout the competition. Points will only be scored for solo events. Scoring – 1st place = 3 points; 2nd place = 2 points; 3rd place = 1 point. Tiebreaker will be handled as follows – 1) Club with the most 1st place finishes; and 2) Club with the most 1st and 2nd place finishes. No points will be awarded to a skater that does not affiliate themselves with a club when registering for their events. No skater will be added to a club after registration closes. Team trophies will be awarded to top three teams approximately 1 hour after the last solo event is skated for the competition. This will be in the late afternoon on Sunday! Be prepared for this.

A professional photographer will take group and individual award pictures immediately after the awards are presented.

Personal photography will *not* be allowed in the award presentation area.

Practice Ice: Skaters will be able to pick their own practice ice sessions online, but you MUST purchase the number of sessions desired when you register online. You will be able to access your practice ice records and select your sessions approximately 1 week prior to the competition by logging in to your account at Entryeeze through www.BadgerStateGames.org. Practice ice will be \$8 if you pre-purchase. Limit of 2 pre-purchased practice ice sessions. Available practice sessions can be purchased at the rink after competition starts for \$12 per session. No props are allowed on practice ice sessions except for exclusive sessions. Practice ice will be available at the Mosinee Rec Center every morning and evening starting Thursday evening, depending on the competition schedule. No music will be played during practice ice sessions except for exclusive sessions. **PRACTICE ICE SESSIONS ARE NOT REFUNDABLE AFTER REGISTRATION CLOSES.** We are a single sheet facility, so please be aware that practice ice sessions will be early morning before the competition starts and in the evening after competition has completed.

Refund Policy: Full refunds, including practice ice (minus a \$10 cancellation fee) are available if withdrawal is prior to January 3, 2014. After this date, entry refunds are only available if the event is not held due to lack of entries at the discretion of the Chief Referee and/or Commissioner. No refunds will be given because an entrant or team fails to participate. Best efforts will be made to hold the competition as described, however, if the competition is cancelled, no refunds will be issued. **There will be NO medical refunds given** after January 3, 2014. Pre-paid practice ice is not transferable. Payments made by credit card will be refunded to the credit card. Payments made by check will be refunded by check after the competition. The online convenience fee and the paper entry administrative fee are non-refundable for any reason.

NSF Policy: Persons using checks without sufficient funds will be charged an additional \$30 fee per check. All further payments must be made by cash, money order, or credit card. Skaters will not be allowed to practice or compete until all such debts are satisfied. Any contested credit card charge will incur a \$30 fee and will be handled as a non-payment and the skater will not be allowed to practice or compete until all such debts are paid in full via cash or money order.

ISI Program Members: If you are in an ISI program, please use the below conversion chart to determine your appropriate competition level.

If you have passed ISI level -	Enter the USFS level -
Tot or Pre-Alpha (age 7 and older) Alpha	Basic 1
Advanced Pre-Alpha	Basic 2
Advanced Pre-Alpha	Basic 3
Alpha/Gamma	Basic 4
Beta	Basic 5
Delta	Basic 6
Gamma	Basic 7
Delta-Freestyle 1	Basic 8
Freestyle 2 or 3 / Open Bronze	Pre-Preliminary
Freestyle 4 / Open Silver	Preliminary
Freestyle 5 / Open Silver	Pre-Juvenile
Freestyle 6 / Open Gold	Juvenile or Intermediate
Freestyle 7 / Open Platinum	Novice
Freestyle 8 / Open Platinum	Junior or Senior
Freestyle 9 / Open Platinum	Senior
Freestyle 10 / Open Platinum	Senior
Freestyle 2 / Open Bronze	Adult Pre-Bronze
Freestyle 3 / Open Bronze	Adult Bronze
Freestyle 4 / Open Silver	Adult Silver
Freestyle 5 / Open Gold	Adult Gold
Dance 3	Preliminary Dance
Dance 4	Pre-Bronze Dance
Dance 5	Bronze Dance
Dance 6	Pre-Silver Dance
Dance 7	Silver Dance
Dance 9	Pre-Gold Dance

SOLO EVENTS

BASIC PROGRAMS (Co-Ed Event)

- 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. Elements from previous levels ok.
- Program to be skated on full ice with music (vocals ok).
- If the description of a required move states the direction of the element or the placement of the free leg, then options are NOT allowed.
- A .2 deduction will be taken for each element performed from a higher level.
- Program to be 1 minute +/- 10 seconds

BASIC PROGRAMS (Co-Ed Event)		
LEVEL	REQUIREMENT	CODE
Basic 1	<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 	3071
Basic 2	<ol style="list-style-type: none"> 1. Forward one-foot glide – either foot (free foot to side of glide 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 	3073
Basic 3	<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. Backward one-foot glide – either foot 4. Forward slalom 5. Two-foot spin – minimum 3 revolutions 	3075
Basic 4	<ol style="list-style-type: none"> 1. Forward crossovers – 4-6 consecutively – both directions 2. Standstill forward outside three-turn – R and L 3. Backward stroking – 4-6 strokes 4. Backward snowplow stop – R or L 	3077
Basic 5	<ol style="list-style-type: none"> 1. Backward crossovers – 4-6 consecutively in both directions 2. Basic one-foot spin – free leg held to side of spinning leg – minimum 3 revolutions 3. Side toe hop – either direction 4. Hockey stop 	3079
Basic 6	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn – R and L 2. Bunny Hop 3. Forward arabesque spiral on a straight line – R or L 4. Lunge – R or L 5. T-Stop – R or L 	3081
Basic 7	<ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk – R to L and L to R 2. Ballet Jump – either direction 3. Back crossovers to a back outside edge landing position – clockwise and counter clockwise 4. Forward inside pivot 	3083
Basic 8	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns – R and L 2. Waltz jump 3. Mazurka in either direction 4. 1 Combination move – clockwise or counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one-back crossover and step to a forward inside edge 5. Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position – minimum 3 revolutions 	3085

SOLO FREE SKATE SHORT PROGRAM

- Skaters who placed first in their Short Program in the 2013 Badger State Games must move up one level from the level in which they placed first. This does not apply to the senior level or to skaters who skated without a competitor (i.e. skated against the book).

Skaters will perform specific maneuvers to music of their own choice. Skaters must enter at the same or any higher level than their solo Free Skate event (unless the skater is up one level in free skate due to placing first in that event in 2013), or if a solo event is not skated, at the same or higher level than they would have been required to skate had they entered a solo event. Skaters having passed the complete USFS Pre-Preliminary test and/or ISI Free Skate 3 MUST skate at their USFS or ISI test level or higher. Skaters may not repeat jumps or spins, or include any additional jumps or spins. Deductions will be made for added, missed, or incorrect elements. Connecting footwork and choreography are encouraged. **Skaters may skate less than the time allotment, but not more.**

SOLO FREE SKATE SHORT PROGRAM			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Beginner (ISI 2)	1 – Waltz Jump Toe-Loop Combination 2 – Salchow Jump 3 – One-Foot Spin 4 – Forward Spiral	1 minute	101
Pre-Preliminary (ISI 3) (Adult Pre-Bronze)	1 – Flip Jump 2 – Combination – Waltz jump with any single jump (note 1) 3 – Upright change foot spin 4 – Forward or backward spiral	1 minute	103
Preliminary (ISI 4) (Adult Bronze)	1 – Lutz Jump 2 – Combination – Loop jump plus any single jump except Lutz or Axel (note 1) 3 – Sit or Camel spin 4 – Balance move sequence (note 2)	1 minute 15 seconds	105
Pre-Juvenile (ISI 5) (Adult Silver)	1 – Axel 2 – Combination – Loop jump plus any single jump except Axel (note 1) 3 – Spin with change of position 4 – Balance move sequence (note 2)	1 minute 15 seconds	107
Juvenile (ISI 6) (Adult Gold)	1 – Double Salchow or Double Toe-Loop 2 – Combination of two single jumps (axel permitted) 3 – Spin with change of position & change of foot, may not be commenced with a jump 4 – Circular, straight line or serpentine step sequence	1 minute 30 seconds	109
Intermediate (ISI 7)	As set forth in the USFS competition standards 4230	2 minutes	111
Novice (ISI 8)	As set forth in the USFS competition standards 4220	2 minutes 30 seconds	113
Junior (ISI 9)	As set forth in the USFS competition standards 4210	2 minutes 50 seconds	115
Senior (ISI 10)	As set forth in the USFS competition standards 4200	2 minutes 50 seconds	117

NOTE 1 – The second jump of a jump combination must be made from the landing edge of the first jump. No turn or change of foot between jumps is permitted.

NOTE 2 – Balance move sequence must include a forward and backward spiral. Additional spirals and balance moves such as spread eagles, Ina Bauers, Shoot the Ducks, etc. may be included. Skater has the choice of a straight line, circular, or serpentine pattern.

SOLO FREE SKATE - RESTRICTED

- Skaters may enter either the Restricted Solo Free Skate or the Unrestricted Solo Free Skate event, but not both.
- Skaters who placed first in their solo event in the 2013 Badger State Games must move up one level from the level in which they placed first. This does not apply to the senior level or to skaters who skated without a competitor (i.e. skated against the book). Skating at the same level in the Unrestricted Division that was skated in the Restricted Division is NOT considered a move up.

Competitors will skate to music of their choice. Deductions WILL be made for skaters including elements not permitted in the event description. Connecting moves and steps should be demonstrated throughout the program at all levels. Jump rotation counts will be as set forth in the current USFS Rule Book List of Jumps.

SOLO FREE SKATE - RESTRICTED			
LEVEL	REQUIREMENT	PROGRAM TIME	CODE
Limited Beginner	Two upright spins – no change of foot – minimum of 3 revolutions Jumps with not more than one-half rotation (front to back or back to front) Jump sequences are allowed. Max of 5 jump elements. No complete test higher than USFS Basic Free Skate 3 or ISI 2	1 - 1 ½ minutes	203
Beginner	Two upright spins – change of foot optional – minimum of 3 revolutions Jumps with not more than one-half rotation (front to back or back to front) Salchows and toe loops only. Jump combos and sequences are allowed. Max of 5 jump elements. No complete test higher than USFS Basic Free Skate 4 or ISI 3	1 - 1 ½ minutes	205
Pre-Preliminary	Two solo spins of a different nature. No change of foot or position. Minimum of 3 revolutions and no flying spins. Single rotation jumps: salchow, toe loop and loop jump only. Jump combos or sequences using only the above listed jumps. Max of 5 jump elements. No complete test higher than Free Skate; USFS Pre-Preliminary, Adult Bronze, or ISI 3.	1 ½ minutes +/- 10 seconds	207
Preliminary	Two spins of a different nature. Combo spins are allowed. Minimum of 3 revolutions each and no flying spins. Jumps not more than one rotation (no Axels). Jump combos and sequences are allowed. Max of 5 jump elements. No complete test higher than Free Skate level; USFS Preliminary, Adult Bronze or ISI 4.	1 ½ minutes +/- 10 seconds	209
Pre-Juvenile	Three spins in any position (min 3 revolutions). One must be a combo spin with change of foot optional (min 3 revs on each foot OR 6 total revs) and no flying spins. Jumps with not more than one rotation (no Axels). Jump combos and sequences are allowed. Max of 5 jump elements. One step sequence straight line, circular, or serpentine fully utilizing ice surface No complete test higher than Free Skate level: USFS Pre-Juvenile, Adult Silver or ISI 5.	2 minutes +/- 10 seconds	211
Juvenile	Three spins in any position (minimum of 4 revolutions). One must be a combo spin with one change of foot (min 4 revs on each foot). May include flying spins Any single jumps and jump combos with not more than 1 ½ rotations (Axel permitted). Max of 6 jump elements. One step sequence straight line, circular, or serpentine fully utilizing ice surface No complete test higher than Free Skate level: USFS Juvenile, Adult Gold, or ISI 6.	2 minutes 15 seconds +/- 10 seconds	213
Intermediate	Three spins in any position (minimum of 4 revolutions). One must be a combo spin with at least one change of foot (min 4 revs on each foot). May include flying spins. Any single jumps. Double jumps may only be the double Salchow and the double toe loop. Jump combos/sequences allowed. Max of 6 jump elements. One step sequence straight line, circular, or serpentine fully utilizing ice surface No complete test higher than Free Skate level: USFS Intermediate or ISI 7	2 ½ minutes +/- 10 seconds	215

Novice	<p>Three spins in any position (min 6 revs). One must be a combo spin with at least one change of foot (min 5 revs on each foot). May include flying spins. Any single jumps. Double jumps may only be the double Salchow, double toe loop, and the double loop. Jump combos and sequences allowed. Max 7 jump elements.</p> <p>One step or spiral sequence (see Rule 3660 for description).</p> <p>No complete test higher than Free Skate level: USFS Novice or ISI 8</p>	3 - 3 ½ minutes	217
Junior	<p>Three spins – one must be a spin in one position, one a flying spin, (minimum of 6 revolutions each) and one a combo spin consisting of all three positions and one change of foot (minimum 2 revs in each position and minimum 5 revolutions on each foot).</p> <p>Any single jumps. Double jumps may only be the double Salchow, double toe loop, double loop, and the double flip. Jump combos and sequences allowed. Max of 8 jump elements for men and 7 for ladies.</p> <p>One step sequence of advanced difficulty covering the full ice surface (see Rule 3650 for description).</p> <p>No complete test higher than the Free Skate level: USFS Junior or ISI 9.</p>	3 ½ - 4 minutes	219
Senior	<p>Three spins – one must be a spin in one position, one a flying spin, (minimum of 6 revolutions each) and one a combo spin consisting of all three positions and one change of foot (minimum of 2 revolutions in each position and minimum of 5 revolutions on each foot).</p> <p>At least four different double jumps – one must be a double Lutz. Jump combos and sequences allowed. Max of 8 jump elements for men and 7 for ladies.</p> <p>Men – two different step sequences.</p> <p>Ladies: One step sequence and one spiral sequence.</p> <p>(See Rule 3640 for description.)</p>	4 – 4 ½ minutes	221

SOLO FREE SKATE - UNRESTRICTED

- Skaters may enter either the Restricted Solo Free Skate OR the Unrestricted Solo Free Skate event, but not both.
- Skaters who placed first in their solo event in the 2013 Badger State Games must move up one level from the level in which they placed first. This does not apply to the senior level or to skaters who skated without a competitor (i.e. skated against the book).
- Skating at the same level in the Unrestricted Division that was skated in the Restricted Division is not considered a move up.
- In this event, skaters are allowed more freedom to include higher moves than those in the Restricted event, but are still **required to comply with the “well balanced program” requirements** outlined in the 2014 Official USFS Rule Book.

SOLO FREE SKATE - UNRESTRICTED			
LEVEL	REQUIREMENT	PROGRAM TIME DURATION	CODE
Beginner	No complete USFS test except Skate-With-Us FS 3 or less No higher than ISI Free Skate test 2	1 – 1 ½ minutes	301
Pre-Preliminary	Complete USFS Pre-Preliminary Free Skate test; ISI Free Skate test 3; Adult Pre-Bronze Free Skate test	1 – 1 ½ minutes	303
Preliminary	Complete USFS Preliminary Free Skate test; ISI Free Skate test 4, Adult Bronze Free Skate test	1 ½ minutes +/- 10 seconds	305
Pre-Juvenile	Complete USFS Pre-Juvenile Free Skate test; ISI Free Skate test 5; Adult Silver Free Skate test	2 minutes +/- 10 seconds	307
Juvenile	Complete USFS Juvenile Free Skate test; ISI Free Skate test 6; Adult Gold Free Skate test	2 min 15 sec +/- 10 seconds	309
Intermediate	Complete USFS Intermediate Free Skate test; ISI Free Skate test 7	2 ½ minutes +/- 10 seconds	311
Novice	Complete USFS Novice Free Skate test; ISI Free Skate test 8	3 - 3 ½ minutes	313
Junior	Complete USFS Junior Free Skate test; ISI Free Skate test 9	3 ½ - 4 minutes	315
Senior	Complete USFS Senior Free Skate test; ISI Free Skate test 10	4 - 4 ½ minutes	317

SOLO ARTISTIC (Co-Ed Event)

- Dramatic and Entertainment numbers will be mixed.
- Artistic feeling and presentation is emphasized over technical difficulty.
- No “props” are allowed except hats, boas, batons, flowers, etc are permitted as long as they remain in contact with the skater’s body during the entire program.
- Maximum of 3 jumps allowed (1/2 revolutions are not considered jumps).

SOLO ARTISTIC (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Bronze	No Free Skate tests passed higher than the Pre-Preliminary or ISI 3 or Adult Bronze. Single jumps only.	1 minute 30 seconds	401
Silver	No Free Skate test passed higher than Pre-Juvenile or ISI 5 or Adult Silver. Axels allowed, but no double jumps.	2 minutes	403
Gold	No Free Skate tests passed higher than Intermediate or ISI 7 or Adult Gold. No jumps higher than double jumps.	2 minutes	405
Platinum	No test restrictions. No jump restrictions.	2 minutes 30 seconds	407

SOLO FOOTWORK (Co-Ed Event)

- Skaters perform footwork sequences of their own design to music.
- Skaters who placed first in their solo event in the 2013 Badger State Games must move up one level from the level in which they placed first. This does not apply to the platinum level or to skaters who skated without a competitor (i.e. skated against the book).
- The program should contain a variety of turns and sequences and emphasize the skater’s controlled edges and turns in addition to speed and quickness of the routines.
- The program may contain ½ rotation jumps and spins with less than 3 revolutions.
- The program will be judged on both technical merit and presentation.
- USFS level restriction refers to Moves-In-The-Field or Free Skate, whichever is highest.

SOLO FOOTWORK (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME (+/- 10 secs)	CODE
Bronze	No tests higher than USFS Pre-Preliminary (Moves or FS) or IS FS3	1 minute	501
Silver	No tests higher than USFS Pre-Juvenile (Moves or FS) or ISI FS5	1 minute	503
Gold	No tests higher than USFS Intermediate (Moves or FS) or ISI FS7	1 minute	505
Platinum	USFS Novice or above (Moves or FS) or ISI FS8 and above	1 minute	507

BEGINNER ELEMENTS (Co-Ed Event)

- Each skater will perform each element when directed by a judge or the referee. Each move will be demonstrated by an older skater for levels Basic 1 – Basic 3 only.
- Each element will be skater on ½ ice with no music.

Beginner Elements (Co-Ed Event)		
LEVEL	REQUIREMENT	CODE
Basic 1	<ol style="list-style-type: none"> 1. March followed by a two-foot glide 2. Dip 3. Forward two-foot swizzles – 2-3 in a row 4. Forward snowplow stop 5. Backward wiggles – 2-6 in a row 	3001
Basic 2	<ol style="list-style-type: none"> 1. Forward one-foot glide – either foot (free foot to side of glide 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 	3003
Basic 3	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either direction – 4-6 consecutive 3. Backward one-foot glide – either foot 4. Forward slalom 5. Two-foot spin – minimum 3 revolutions 	3005
Basic 4	<ol style="list-style-type: none"> 1. Forward outside 3-turn – R and L from a standstill 2. Forward outside edge on a circle – either direction 3. Forward crossovers – 4-6 consecutive – both directions 4. Backward stroking – 4-6 strokes 5. Backward snowplow stop – R or L 	3007
Basic 5	<ol style="list-style-type: none"> 1. Backward crossovers – 4-6 consecutive – both directions 2. Backward outside edge on a circle – either direction 3. One-foot upright spin – free leg held to side of a spinning leg – minimum 3 revolutions 4. Hockey stop 5. Side top hop – either direction 	3009
Basic 6	<ol style="list-style-type: none"> 1. Bunny hop 2. Forward arabesque spiral on a straight line – R or L 3. Forward lunge – R or L 4. T-Stop – R or L 5. Forward inside 3-turn – R and L from a standstill 	3011
Basic 7	<ol style="list-style-type: none"> 1. Forward inside open Mohawk – R to L and L to R – from a standstill 2. Ballet jump – either direction 3. Backward crossovers to a backward outside edge landing position – BOTH directions 4. Forward inside pivot 	3013
Basic 8	<ol style="list-style-type: none"> 1. <u>Moving</u> forward outside or forward inside three-turns – R and L 2. Waltz jump 3. Mazurka – either direction 4. Combination move – 1 pattern – either direction – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, <u>free foot held to side of spinning leg or crossed position</u> – minimum 3 revolutions 	3015

SOLO COMPULSORIES (Co-Ed Event)

- Skaters will perform specific maneuvers as indicated in the requirements below. Moves may be done in any order, but each listed move must be attempted, but attempted only once. Deductions WILL be made for added, repeated, or omitted elements. Connecting footwork and choreography are encouraged, but excessive footwork and added elements will be penalized.
- Compulsories are skated in a routine without music on half of the ice surface except for Juvenile and higher which will skate on a full sheet.
- Programs may be shorter than time shown, but may not exceed it. *NOTE* Timing for program will start with any kind of movement of the body.
- No music.

SOLO COMPULSORIES (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Beginner (No Test)	1 – Jump: Waltz, Salchow or Toe Loop 2 – Jump: Half-flip or Split 3 – One foot upright or one foot back spin (min 3 revs) 4 – Forward spiral 5 – Bunny hop	1 minute	709
Pre-Preliminary	1 – Jump: Top loop or loop 2 – Jump: Salchow 3 – Forward spiral 4 – Spin: Sit spin (min 3 revs)	1 minute	711
Preliminary	1 – Jump: Lutz 2 – Combination Jump: Loop jump plus any single jump except Lutz or Axel (note 1) 3 – Sit or Camel Spin (min 3 revs) 4 – Balance Move Sequence (note 2)	1 minute 15 seconds	713
Pre-Juvenile	1 – Jump: Single (Axel accepted) 2 – Combination Jump: Loop jump plus any single jump except Axel (note 1) 3 – Spin: Combination with one change of foot (min 6 revs total) 4 – Balance Move Sequence (note 2)	1 minute 15 seconds	715
Juvenile	1 – Jump: Axel 2 – Combination Jump: Single/single, double/single, single/double, or double/double (Axel permitted) 3 – Spin: Combination with one change of foot and one change of position (min 3 revs each foot). May not be commenced with a jump. 4 – Circular, straight line, or serpentine footwork sequence	1 minute 30 seconds (Full Sheet)	717

NOTE 1 – The second jump of a jump combination must be made from the landing edge of the first jump. No turn or change of foot between jumps is permitted.

NOTE 2 - The Balance Move Sequence must include a Forward and a Backward Spiral. Additional spirals and balance moves, such as spread eagles, Ina Bauers, Shoot the Ducks, etc. may be included. Skater has the choice of a straight-line, circular, or serpentine pattern.

SOLO JUMPS (Co-Ed Event)

- Beginner through Pre-Juvenile levels will be skated on half-ice. All other levels will be skated on full ice.
- Jumps must be skated exactly as stated.
- Solo jump required may not be repeated in combination.
- Skaters will be given two attempts to perform each jump, however, the 2nd attempt is optional. If the skater does attempt the jump a second time, the second attempt will be the only one judged.
- No music.

SOLO JUMPS (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Beginner / Pre-Preliminary	1 – Toe Loop 3 – Single/Single combination (no Axel)	1 minute	801
Preliminary	1 – Flip or Lutz 2 – Combination jump of any Single Jump + Loop Jump	1 minute	803
Pre-Juvenile	1 – Axel 2 – Any double jump	1 minute	805
Juvenile	1 – Axel 2 – Double/Single combination 3 – Connecting steps into any double jump	1 minute 15 seconds	807
Intermediate	1 – Axel 2 – Double Loop 3 – Combination of any two double jumps (cannot repeat required jumps)	1 minute 15 seconds	809
Novice	1 – Double Loop 2 – Double Flip 3 – Combination of any two double jumps (cannot repeat required jumps)	1 ½ minutes	811
Junior	1 – Double Loop 2 – Double Lutz 3 – Combination any two double jumps OR triple jumps (double jumps cannot repeat required jumps)	1 ½ minutes	813
Senior	1 – Double Lutz OR Double Axel jump 2 – Combination: Any two double jumps or triple/double (cannot repeat required jump)	1 ½ minutes	815

SOLO SPINS (Co-Ed Event)

- All levels will skate on ½ of the ice surface.
- Spins must be skated exactly as stated, but may be skated in any order.
- Counting of revolutions will begin when skater is in a recognizable spin position.
- Connecting steps may be used, but will have no effect on your score.
- This event will be judged on control, speed, position, and centering of each spin.
- No music.

SOLO SPINS (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Pre-Preliminary	1 – One-foot upright spin (min 3 revs) 2 – Two-foot spin (min 3 revs) 3 – Forward sit spin (min 3 revs)	1 minute	1001
Preliminary	1 – Forward sit spin (min 3 revs) 2 – Forward camel spin (min 3 revs) 3 – Forward scratch spin (min 5 revs)	1 minute	1003
Pre-Juvenile	1 – Camel spin (min 4 revs) 2 – Change foot sit spin (min 4 revs each foot) 3 – Front scratch to back scratch spin (min 4 revs per foot)	1 minute 15 seconds	1005
Juvenile	1 – Flying camel spin (min 5 revs) 2 – Change foot sit spin (min 5 revs each foot) 3 – Combination spin with no change of foot and one change of position (min 5 revs each position)	1 minute 15 seconds	1007
Intermediate	1 – Camel spin to back camel spin (min 5 revs each foot) 2 – Combination spin consisting of only one change of foot and at least one change of position (min 5 revs each foot) 3 – Layback (ladies) or Flaying camel (men) – (min 5 revs)	1 minute 30 seconds	1009
Novice	1 – Flying spin of choice (min 6 revs) 2 – Combination spin consisting of one change of foot and two changes of position (min 5 revolutions per foot) 3 – Layback (ladies) or Crossfoot spin (men) – (min 6 revs)	1 minute 30 seconds	1011
Junior	1 – Flying sit spin (min 8 revs) 2 – Combination consisting of two changes of foot and two changes of position (min 6 revs each foot) 3 – Layback (ladies) or Crossfoot (men) – (min 8 revs)	1 minute 30 seconds	1013
Senior	1 – Flying spin of choice (min 8 revs) 2 – Combination consisting of at least one change of foot and three changes of position (min 6 revs each foot) 3 – Forward sit to backward sit to forward sit (total of 15 revs)	1 minute 30 seconds	1015

SOLO DANCE

- Skaters may compete at their current dance test level or one above their test level. Due to time constraints, some lower dance groups may be flighted.
- Dance music will be chosen from the standard dance selections.
- The Chief Referee and Competition Committee may elect to combine mens and ladies events due to limited entries as well as youth and adult competitors. Events will be grouped by age if entries warrants.
- Number of patterns is based on test requirements.

SOLO DANCE			
LEVEL	REQUIREMENT	DANCE	CODE
Preliminary	No more than 1 pre-bronze passed	Rhythm Blues	1031
Pre-Bronze	No more than 1 bronze passed	Fiesta Tango	1033
Bronze	No more than 1 pre-silver passed	Willow Waltz	1035
Pre-Silver	No more than 1 silver passed	Fourteenstep	1037
Silver	No more than 1 pre-gold passed	American Waltz	1039
Pre-Gold	No more than 1 gold passed	Blues	1041
Gold	Not limited	Argentine Tango	1043

TEAM EVENTS

TEAM ENTERTAINMENT (Co-Ed Event)

- Two or more skaters perform a routine for audience enjoyment.
- Judging is performed USFS judges. Emphasis is placed on crowd appeal, costume design, and style.
- Skaters may enter as many Entertainment numbers as they wish as long as there is a change in the size or combination of skaters in the group. Costume changes must be accomplished in one minute or less (if necessary).
- Props, if used, are limited to those the skaters can hand-carry or push onto the ice themselves in one trip. Skaters may not be assisted during the set-up time. Setup should not take more than 30 seconds. Skaters may not be given off-ice assistance during setup or performance. No residue may remain on the ice after the program

TEAM ENTERTAINMENT (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME NOT TO EXCEED	CODE
Bronze	No Free Skate, pair, couples or free dance tests passed higher than USFS Pre-Preliminary, Adult Bronze, or ISI 3. Jumps with not more than ½ rotation and upright spins only.	1 minute 30 seconds	901
Silver	No free skate, pair, couples, or free dance tests passed higher than USFS Pre-Juvenile, Adult Silver, or ISI 5. Jumps with no more than one rotation (no axels). No flying spins.	2 minutes	903
Gold	No free skate, pair, couples, or free dance tests passed higher than USFS Intermediate, Adult Gold, or ISI 7. No double jumps.	2 minutes 30 seconds	905
Platinum	No test restrictions.	2 minutes 30 seconds.	907

TEAM SYNCHRONIZED SKATING (Co-Ed Event)

- Rules for each synchronized team level as per the U.S. Figure Skating Rulebook Rules 7000-7920.
- All ages are as of July 1 preceding the competitive season.
- No team may be comprised of more than 50% of athletes that are also on any other team.
- Skaters on beginner teams are not permitted to have passed higher than preliminary, and the majority of the team must be no-test.
- If there are not enough entries, Beginner 1 and Beginner 2 may be combined, at the discretion of the Chief Referee
- All times are +/- 10 seconds

TEAM SYNCHRONIZED SKATING (Co-Ed Event)			
LEVEL	REQUIREMENT	PROGRAM TIME	CODE
Beginner 1	A team of 8-16 skaters. Majority under 9	1 ½ - 2 minutes	4001
Beginner 2	A team of 8-16 skaters. Majority 9-11	1 ½ - 2 minutes	4003
Beginner 3	A team of 8-16 skaters. Majority 12+	2 – 2 ½ minutes	4005
Preliminary	A team of 8-16 skaters. Skaters must be under age 12, with the majority of the team under age 10.	2 minutes	4007
Pre-Juvenile	A team of 8-16 skaters. The majority of the team must be under age 12.	2 minutes	4009
Open Juvenile	A team of 8-16 skaters. The majority of the team must be under age 19. All skaters must have passed the pre-preliminary moves in the field test.	2 ½ minutes	4011
Juvenile	A team of 12-20 skaters. Skaters must be under 13 and have passed the preliminary moves in the field test.	3 minutes	4013

****NOTE TO TEAMS**** Minimum moves in the field test levels are NOT being required for this competition.

BEGINNER 1

A team of 8-16 skaters. The majority of the team must be under age 9 on the preceding July 1.

Program duration: 1 ½ - 2 minutes +/- 10 seconds.

Required Elements:

- a. **Circle** – 1 circle, include a 2-foot turn and a forward inside and/or forward outside edge glide.
- b. **Line** – Cover the ice and include only forward skating skills.
- c. **Block** – Cover the ice and include only one configuration.
- d. **Wheel** – A 4-spoke wheel with backward pumps.
- e. **Intersection** – 2 lines facing each other, forward 2-foot glide at the point of intersection.

Restrictions:

- No additional elements allowed.
- Holds may only include shoulder-to-shoulder and hand-to-hand.
- No changes of direction and traveling within elements.
- No steps or moves in Basic 6 or higher.

BEGINNER 2

A team of 8-16 skaters. The majority of the team must be 9-11 years old on the preceding July 1.

Program duration: 1 ½ - 2 minutes +/- 10 seconds

Required Elements:

- a. **Circle** – 1 circle, include the combination move* from Basic 8
- b. **Line** – Cover the ice may include both forward and backward skating skills.
- c. **Block** – Cover the ice and include 1 or 2 configurations.
- d. **Wheel** – Wheel of choice with backward pumps.
- e. **Intersection** – 2 lines facing each other, forward 2-foot or 1-foot glide at the point of intersection.

Restrictions:

- No additional elements allowed.
- Holds may only include shoulder-to-shoulder and hand-to-hand.
- No changes or direction and traveling within elements.
- No steps of moves in Free Skate 2 or higher.

BEGINNER 3

A team of 8-16 skaters. The majority of the team must be at least 12 years old on the preceding July 1.

Program duration: 2 – 2 ½ minutes +/- 10 seconds

Required Elements:

- a. **Circle** – 1 circle, include the combination move* from Basic 8
- b. **Line** – Cover the ice must include both forward and backward skating skills.
- c. **Block** – Cover the ice and include 2 or 3 configurations.
- d. **Wheel** – Wheel of choice.
- e. **Intersection** – 2 lines facing each other, forward 1-foot glide or forward lunge at the point of intersection.

Restrictions:

- No changes of direction and traveling within elements.

- The combination move is element C in Basic 8. Two forward crossovers into a forward inside Mohawk, step down or cross behind, step into a backward crossover, step forward onto a forward inside edge glide. It does not need to be repeated, and does not need to be done in both directions.