

**2017 Indiana State Figure Skating Championships — US Figure Skating
Sanction #26236
November 4-5, 2017
Hosted by Fishers Figure Skating Club, Indiana**

The Fishers Figure Skating Club invites you to participate in the 2017 Indiana State Figure Skating Championships on November 4-5, 2017 at the Fuel Tank at Fishers. The rink is located at 9022 E 126th St, Fishers, IN 46038

Eligibility and Rules: The competition is open to all registered US Figure Skating members in good standing who are residents of Indiana or current members of an Indiana Council member club. The competition will be conducted in accordance with the rules for the 2017-18 qualifying competition season, except as modified in this announcement. Skaters may compete at their test level as of October 4, 2017, or at one level higher, but not both. All Snowplow Sam and Basic Skills skaters must skate at the highest level passed and no official US Figure Skating tests may have been passed, including MIF or individual dances. Free skating events will include well-balanced free skating events and test track free skating events. Competitors may enter in one or the other, but not both. A minimum of two entries will be required for flights to be scheduled. Any event with a large number of entries will be divided into smaller groups divided by age. The 6.0 judging system will be used for all events.

US Figure Skating, Fishers Figure Skating Club, and the Fuel Tank at Fishers accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 3222 of the official US Figure Skating rulebook.

Entries and fees: All entries must be completed on EntryEeze by October 4, 2017. No refunds will be made unless the event is canceled due to lack of entries.

\$95 for first event Pre-Free Skate and higher

\$45 for each additional event

\$45 for Basic Skills program event, Snowplow Sam – Basic 6 (**half ice**)

\$25 for each additional Basic Skills event

Entry fees include a DVD of your skater's event and a competition program.

For more information, please contact Mary Kiray at skatecoachmary@gmail.com. The schedule will be posted at <http://www.indyfueltank.com> and also on [EntryEeze](#). No admission will be charged to spectators.

Facilities: The competition will be held at Fuel Tank at Fishers ice arena, which consists of two oval shaped sheets of ice, both measuring approximately 85' by 200' with slightly rounded corners. A snack bar and dressing rooms will be made available during the competition. There will be a registration desk located in the front lobby. Skaters should check in at registration at least one hour before their first event. Skaters should check in with the rinkside ice monitor at least 30 minutes before each event.

Music: Competitors must provide music for all events as appropriate. **The Fishers Figure Skating Club will provide music for all dance events and Snowplow Sam and Basic 1-6 program events. Contact Mary Kiray at skatecoachmary@gmail.com if you would like the music emailed to you.**

Competition music for all events that require music must be submitted electronically via the online registration system by the music deadline of **October 4, 2017 at 11:59 pm.**

After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the "competition" tab and then selecting "my music".

Your music must meet the following criteria. If you have questions about what format you have, please contact your coach and get a new version of your music that meets the criteria listed below.

Music Criteria:

1. File Format: MP3 (the online system will automatically check this)
2. Bit Rate: 192 kbps or higher (this will be checked by the music chairperson and they may request you upload a corrected file)
3. Sample Rate: 44,100 kHz (this will be checked by the music chairperson and they may request you upload a corrected file)
4. Leaders and trailers (the silence or "dead space" before and after the actual start and end of the program music) may not exceed two (2) seconds. We prefer that there be NO leaders or trailers at all. Excessive leaders and trailers may disrupt the playing of the music during competition.

Competitors must also bring a copy of their competition music on CD as a backup in case of technical difficulties and must be turned in at the registration desk at the time of check-in. Only CDs (standard CD-R format only) will be accepted. CDRWs will NOT be accepted due to compatibility issues. CDs must be clearly marked with the competitor's name, event, and running time. CDs must only have one piece of music per CD. The official competition CD turned in at the Registration Desk is reserved for use during

the event and may not be retrieved for Practice Ice use. Please keep additional copies of your music readily available for both practice ice and rink side during competition events. Music may be picked up at the registration desk following each event. Every reasonable care will be taken, but the hosting club cannot be responsible for music left at the end of the competition.

Awards: Medals will be awarded for 1st, 2nd and 3rd places for all events. All other skaters will be awarded ribbons. Awards will take place in the lobby after results are posted.

Lupke Award: The Lupke Award will be presented to the top skater (intermediate level and higher) based on points earned in that skater's top three events. One of those events must be a free skate.

Bette Todd Team Challenge Trophy: The Bette Todd Team Challenge Trophy will be awarded to the club earning the highest accumulation of points based on the following point system:

1st place: 5 points, 2nd place: 4 points, 3rd place: 3 points, 4th place: 2 points, 5th place: 1 point

Practice Ice: Competitors can pre-purchase practice ice before the competition for \$10 per session. Sessions will be 20 minutes in length. Sessions can be purchased and selected online with EntryEeze. If any room is available, competitors can purchase additional ice at the competition for \$12 per session.

Photography/DVDs: Pro Event Photo will photograph and record the competition. Other taping must be done from the spectator's stands. DVDs are included with your entry fees and will be ready shortly after the event ends. Please remember to pick up your DVDs before you leave the competition.

Coaches: Coaches must complete the US Figure Skating Rule MR 5.11 Coach Registration.

In order to be granted access to work within US 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 US Figure Skating — either through a member club or as an individual member;
- B. Must complete the coach registration process through the US 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 US 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 US Figure Skating events without proper registration is an ethics violation which is reported to US Figure Skating and PSA.

For more information regarding coach compliance, please refer to:

<http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf>

Indiana Council Meeting: The meeting will take place at the rink during the competition weekend. The place and time of the meeting will be posted in the lobby at the competition.

Contact Info: If you have questions, please contact:

Mary Kiray, Fishers Figure Skating Club Competition Chair, skatecoachmary@gmail.com

Accommodations: Tourist information about Fishers, Indiana, including travel directions, hotel information, and attractions can be found at: www.fishers.in.us

Recommended Hotels:

Hampton Inn & Suites Indianapolis – Fishers
11575 Commercial Drive
Fishers, IN 46038

SpringHill Suites Indianapolis – Fishers
9698 Hague Rd
Indianapolis, IN 46256

Staybridge Suites Indianapolis – Fishers
9780 Crosspoint Blvd
Indianapolis, IN 46256

Event: Well-Balanced Singles Short Program and Free-Skating Events

- Free Skating requirements are according to the 2017–18 US Figure Skating Rulebook.
- Short program and Free Skating are separate events.
- Skaters may enter the event for which they have passed the required test or one level higher, but not both.
- Skaters may enter well-balanced or test track free skating events but not both.
- All events will be judged under the 6.0 system.

	JUMP ELEMENTS	SPINS	STEP SEQUENCES
2017-18			
NO TEST 1:40 maximum *means element is required	Max 5 Jump Elements <ul style="list-style-type: none"> • All single jumps allowed except for the single Axel o No single Axels, double, triple or quadruple jumps allowed o Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed o Jump sequences limited to a maximum of 3 single jumps 	Max 2 Spins <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence <ul style="list-style-type: none"> o Must use one-half the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence
PRE-PRELIMINARY 1:40 maximum *means element is required	Max 5 Jump Elements <ul style="list-style-type: none"> • All single jumps, including the single Axel, allowed o No double, triple or quadruple jumps allowed o Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels) o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed o Jump sequences limited to a maximum of 3 single jumps 	Max 2 Spins <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Max 1 Sequence <ul style="list-style-type: none"> • Step Sequence o Must use one-half the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence

<p>PRELIMINARY</p> <p>1:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump or a waltz jump* · All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop) <ul style="list-style-type: none"> o Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed o An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded · Max 2 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed o Jump sequences limited to a maximum of 3 single or double jumps 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> · Spins may change feet and/or position · Spins may start with a flying entry · Min 3 revs. <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · Step Sequence <ul style="list-style-type: none"> o Must use one-half the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence
<p>PRE-JUVENILE</p> <p>2:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · All single and double jumps allowed except for the double Axel <ul style="list-style-type: none"> o No double Axels, triple or quadruple jumps allowed o An Axel plus up to 3 different double jumps may be repeated once (but no more) as solo jumps or part of a jump sequence or jump combination o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded · Max 2 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is allowed o Jump sequences limited to a maximum of 3 single or double jumps 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> · 1 spin combination, with or without change of foot* o Min 6 revs · 1 spin with only 1 position* o No change of foot o Min 4 revs <p>Both spins may start with a flying entry These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · Step Sequence <ul style="list-style-type: none"> o Must fully utilize the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence

2017-18	JUMP ELEMENTS	SPINS	STEP SEQUENCES
<p>JUVENILE and OPEN JUVENILE</p> <p>2:20 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · All single and double jumps, including the double Axel, allowed o No triple or quadruple jumps allowed o No more than 3 different double jumps may be repeated and, if repeated, at least one attempt must be in a jump combination or a jump sequence o If both executions (of the double) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double jump can be included more than twice · Max 2 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination with a maximum of 2 double jumps and 1 single jump is allowed o Number of jumps in jump sequence is not limited 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* o Min 8 revs o Min 2 revs in each position · 1 spin with only 1 position; no change of foot* o Min 5 revs <p>Both spins may start with a flying entry</p> <p>Spins must be of a different character</p> <p>(For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · One choreographic step sequence* o Must fully utilize the ice surface
<p>INTERMEDIATE</p> <p>2:40 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · All single, double and triple jumps allowed. No quadruple jumps allowed. o No more than 2 different jumps with 2 1/2 or 3 revolutions may be repeated o If any double or triple jumps, including double Axel, are repeated, at least one attempt must be part of a jump combination or sequence § If both executions (of the double or triple) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double or triple jump can be included more than twice · Max 3 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in jump sequence is not limited 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> 1 spin combination; with or without change of foot* o Min 8 revs o Min 2 revs in each position · 1 spin with only 1 position; no change of foot* o Min 5 revs <p>Both spins may start with a flying entry</p> <p>Spins must be of a different character</p> <p>(For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · <u>One leveled step sequence*</u> · <u>Max Level</u> 2. <u>Only Minimum Variety (5 turns) & Simple Variety (7 turns) and rotation in each direction covering at least 1/3 of the pattern in each direction will be evaluated for the level.</u> o Must fully utilize the ice surface

<p>NOVICE LADIES</p> <p>3:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 6 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · All single, double and triple jumps are allowed. No quadruple jumps allowed. <ul style="list-style-type: none"> o No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least 1 attempt must be as part of a jump combination or sequence. § If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value <ul style="list-style-type: none"> o There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice · Max 3 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in jump sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o Min 2 revs in each position <ul style="list-style-type: none"> · 1 flying spin with no change of foot or position* o Min 6 revs <ul style="list-style-type: none"> · 3rd spin is option of skater <p>All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface
<p>NOVICE MEN</p> <p>3:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · All single, double and triple jumps are allowed. No quadruple jumps allowed. <ul style="list-style-type: none"> o No more than 1 double Axel and 2 different triple jumps may be repeated, and if repeated, at least one attempt must be part of a jump combination or sequence. § If both executions (of the double Axel or same triple) are as solo jumps, the second of these jumps will receive 70% of its original base value <ul style="list-style-type: none"> o There is no limit to the number of different double jumps that can be repeated, but no double or triple jump can be included more than twice · Max 3 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in jump sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o Min 2 revs in each position <ul style="list-style-type: none"> · 1 flying spin with no change of foot or position* o Min 6 revs <ul style="list-style-type: none"> · 3rd spin is option of skater <p>All spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface

2017-18	JUMP ELEMENTS	SPINS	STEP SEQUENCES
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<p>JUNIOR LADIES</p> <p>3:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · Jumps can contain any number of revolutions o Of all the triples or quads, only 2 can be executed twice o If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence · Max 3 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o All 3 basic positions with min 2 revs in each position for highest base value · 1 spin with a flying entry* o Min 6 revs · 1 spin with only 1 position* o Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface
<p>JUNIOR MEN</p> <p>4:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 8 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · Jumps can contain any number of revolutions o Of all the triples or quads, only 2 can be executed twice o If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence · Max 3 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o All 3 basic positions with min 2 revs in each position for highest base value · 1 spin with a flying entry* o Min 6 revs · 1 spin with only 1 position* o Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface

<p>SENIOR LADIES</p> <p>4:00 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 7 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · Jumps can contain any number of revolutions o Of all the triples or quads, only 2 can be executed twice o If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence · Max 3 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o All 3 basic positions with min 2 revs in each position for highest base value · 1 spin with a flying entry* o Min 6 revs · 1 spin with only 1 position* o Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 2 Sequences</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface · One choreographic sequence* o Must be clearly visible
<p>SENIOR MEN</p> <p>4:30 +/- 10 sec</p> <p>*means element is required</p>	<p>Max 8 Jump Elements</p> <ul style="list-style-type: none"> · 1 must be an Axel-type jump* · Jumps can contain any number of revolutions o Of all the triples or quads, only 2 can be executed twice o If both executions (of the same triple or quad) are as solo jumps, the second of these jumps will receive 70% of its original base value o No double jump, including double Axel, can be included more than twice in total as solo jump or part of a combination/sequence · Max 3 jump combinations or sequences o Jump combinations limited to 2 jumps except one 3-jump combination is allowed o Number of jumps in a sequence is not limited 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> · 1 spin combination; with or without change of foot* o Min 10 revs o All 3 basic positions with min 2 revs in each position for highest base value · 1 spin with a flying entry* o Min 6 revs · 1 spin with only 1 position* o Min 6 revs <p>All spins may change feet and start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p>Max 2 Sequences</p> <ul style="list-style-type: none"> · One leveled step sequence* o Must fully utilize the ice surface · One choreographic sequence* o Must be clearly visible

This chart highlights the elements in each program. It is not meant to replace the reading of the rules in the current version of the US Figure Skating Rulebook. Should this chart disagree with the current US Figure Skating Rulebook in any aspect, the rulebook takes precedence.

Event: Singles Short Programs

The short program events listed below will be skated. Athletes and coaches are responsible for going to the US Figure Skating rulebook for rules, program length, etc.

- A. Juvenile and Open Juvenile short program: Use Intermediate SP rules, Rule 4230.
- B. Intermediate short program — Rule 4230
- C. Novice short program — Rule 4220
- D. Junior short program — Rule 4210
- E. Senior short program — Rule 4200

Event: Test Track Free Skate: INTRODUCTORY – SENIOR

General event parameters:

1. Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
3. 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.
4. Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
5. The following deductions will be taken:
 - 0.1 from each mark for each technical element included that is not permitted in the event description.
 - 0.2 from the technical mark for each extra element included.
 - 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
BEGINNER 1:40 maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> · Jumps with no more than one-half rotation (front to back or back to front). · Max. 2 jump sequences · Max. 2 of any same jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> · Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests

<p>High Beginner</p> <p>1:40 maximum</p>	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> · Jumps with no more than one-half rotation (front to back or back to front including half-loop) · Single rotation jumps: Salchow and toe loop only. · Max. 2 jump combinations or sequences · Max. 2 of any same type jump. 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests</p>
<p>PRE-PRELIMINARY</p> <p>1:40 maximum</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> · Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) · Single rotation jumps: Salchow, toe loop and loop only. · Max. 2 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>

<p>PRELIMINARY</p> <p>1:30 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> · Jumps with not more than one rotation (no Axels). · Max. 2 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions) · One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than the preliminary free skate test</p>
<p>PRE-JUVENILE</p> <p>2:00 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> · Jumps with not more than one rotation (no Axels). · Max. 2 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · One spin in one position, no change of foot (Min. 3 revolutions) · One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly. 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test</p>

<p>JUVENILE</p> <p>2:20 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> · Any single jumps, including Axel, are permitted. · Max. 2 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · One solo spin in one position, no change of foot (Min. 4 revolutions). · One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) · Only solo spin may fly 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test</p>
<p>INTERMEDIATE</p> <p>2:40 +/- 10 sec.</p>	<p><i>Maximum of 6 jump elements:</i></p> <ul style="list-style-type: none"> · Any single jumps. · Double jumps permitted: double Salchow and double toe loop. · Maximum of 3 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> · One must be a flying spin (min 5 revolutions), · One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot). 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test</p>

<p>NOVICE</p> <p>Ladies: 3:00 +/- 10 sec.</p> <p>Men: 3:30 +/- 10 sec.</p>	<p><i>Maximum of 7 jump elements for men and 6 for ladies:</i></p> <ul style="list-style-type: none"> · Any single jumps. · Double jumps permitted: double Salchow, double toe loop and double loop. · Maximum of 3 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 3 spins, of a different nature:</i></p> <ul style="list-style-type: none"> · One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot) · The other spins are the option of the skater (min 6 revolutions per foot) · <i>All spins may fly</i> 	<p>One step sequence or spiral sequence fully utilizing ice surface</p> <p>(see rule 4104 & 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test</p>
<p>JUNIOR</p> <p>Ladies: 3:30 +/- 10 sec.</p> <p>Men: 4:00 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> · Any single jumps. · Double jumps permitted: double Salchow, double toe loop, double loop and double flip · Maximum of 3 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> · One spin in one position (Min. 6 revolutions) · One flying spin (Min. 6 revolutions) · One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot) 	<p>One step sequence fully utilizing ice surface</p> <p>(See rule 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test</p>

<p>SENIOR</p> <p>Ladies: 4:00 +/- 10 sec.</p> <p>Men: 4:30 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> · Any single jumps. · Must include at least four different double jumps, one must be a double Lutz. · Triple jumps are not permitted · Maximum of 3 jump combinations or sequences · Max. 2 of any same type jump 	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> · One spin in one position (Min. 6 revolutions) · One flying spin (Min. 6 revolutions) · One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot) 	<p><i>Men:</i> Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks)</p> <p><i>Ladies:</i> One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)</p>	<p>Skaters must have passed at least the U.S. Figure Skating junior free skate test</p>
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EVENT: Adult 1-6 Program

General event parameters:

- The skating order of the required elements is optional.
- The elements are not restricted 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 (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements
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ADULT 1	1:40 MAX	<ul style="list-style-type: none"> · Forward Marching · Forward two-foot glide · Forward swizzle (4-6 in a row) · Forward snowplow stop – two feet or one foot
ADULT 2	1:40 MAX	<ul style="list-style-type: none"> · Forward skating across the width of the ice · Forward one-foot glides · Forward slalom · Backward skating · Backward swizzles, 4-6 in a row
ADULT 3	1:40 MAX	<ul style="list-style-type: none"> · Forward stroking using the blade properly · Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise · Backward skating to a long two-foot glide · Forward chasses on a circle, clockwise and counterclockwise · Backward snowplow stop, Right and Left
ADULT 4	1:40 MAX	<ul style="list-style-type: none"> · Forward outside edge on a circle, right and left · Forward inside edge on a circle, right and left · Forward crossovers, clockwise and counterclockwise · Backward one-foot glides, right and left · Hockey stop, both directions
ADULT 5	1:40 MAX	<ul style="list-style-type: none"> · Backward outside edge on a circle, right and left · Backward inside edge on a circle, right and left · Backward crossovers, clockwise and counterclockwise · Forward outside three-turn, right and left · Beginning two-foot spin

ADULT 6	1:40 MAX	<ul style="list-style-type: none"> · Forward stroking with crossover end patterns · Backward stroking with crossover end patterns · Forward inside three-turn, right and left · T-stop · Lunge · Two-foot spin into one-foot spin (min 2 revs on 1 foot)
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EVENT: Adult Free Skate Program

General event parameters:

- Skaters will skate to the music of their choice and vocal music is allowed
- To be skated on full ice
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
ADULT PRE- BRONZE 1:40 Maximum	Max 4 Jump Elements: <ul style="list-style-type: none"> · Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included · 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. · Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) · Only single and half-revolution jumps are allowed · No single Lutz, single Axel or double jumps are allowed 	Max 2 Spins: <ul style="list-style-type: none"> · Min 3 revs · Spins with a flying entry are not permitted 	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze Free Skate

<p>ADULT BRONZE</p> <p>1:50 maximum</p>	<p>Max 4 Jump Elements:</p> <ul style="list-style-type: none"> Max 2 combinations or sequences; 1 combination/sequence may consist of three jumps, and the other may have only two jumps Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps are permitted (except single Axel) No single Axel, double or triple jumps are permitted 	<p>Max 2 Spins:</p> <ul style="list-style-type: none"> Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position No flying spins are permitted 	<p>Max 1 Sequence:</p> <ul style="list-style-type: none"> Choreographic Step Sequence <p>Must use at least 1/2 ice surface</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze Free Skate</p>
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	JUMP ELEMENTS	SPINS	STEP/SPIRAL SEQUENCES
<p>2017-18</p> <p>ADULT SILVER</p> <p>2:10 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> Max 2 combinations or sequences 1 combination/sequence may contain 3 jumps, and the other may contain only 2 jumps Additional jump sequences which contain non-listed jumps of not more than 1 revolution performed as part of connecting footwork preceding single jumps are permitted Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps, including single Axel, are permitted No double or triple jumps are permitted 	<p>Max 2 Spins</p> <ul style="list-style-type: none"> Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position 	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> <u>1 choreographic step sequence, fully utilizing at least 1/2 of the ice surface (may include moves in the field and spirals)</u> Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

<p>ADULT GOLD</p> <p>2:40 maximum</p>	<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> • Max 3 combinations or sequences • 1 jump combination/sequence may contain 3 jumps; the remaining jump combinations/sequences are limited to 2 jumps • Each jump combination or sequence may include only 1 double jump • Each jump may be repeated only once, and only as part of a combination or sequence <ul style="list-style-type: none"> • If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value • All single jumps, including the single Axel, and the following double jumps are permitted: double toe loop, double Salchow. • Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted 	<p>Max 3 Spins</p> <ul style="list-style-type: none"> • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 4 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position 	<p>Max 1 Step Sequence</p> <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
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EVENT: Pre-Free Skate Compulsory Event

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

- To be skated on 1/2 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

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> ● 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

EVENT: Compulsory Moves

General event parameters:

1. Elements skated on 1/2 ice.
2. The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
3. A 0.2 deduction will be taken for each element performed from a higher level.
4. Music is not allowed.
5. Skaters may compete at their test level or one level higher.

Level	Time	Skating rules/standards
BEGINNER	1:15 max.	<ul style="list-style-type: none"> · Waltz jump · 1/2 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.	<ul style="list-style-type: none"> · Toe loop jump · Salchow jump · Forward scratch spin - minimum three revolutions · Forward or backward spiral

NO-TEST	1:15 max.	<ol style="list-style-type: none"> 1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.
PRE- PRELIMINAR Y	1:15 max.	<ol style="list-style-type: none"> 1. Toe Loop jump 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
PRELIMINAR Y	1:15 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral
PRE - JUVENILE	1:15 max.	<ol style="list-style-type: none"> 1. Single jump (may include Axel) 2. Jump combination: single/single (may include Axel) 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence - circular
JUVENILE & OPEN JUV.	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Jump combination: single/single or double/single 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence - circular

EVENT: Spins Challenge

General event parameters:

1. 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.
2. All events are skated on 1/2 ice.
3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
BEGINNER	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
HIGH BEGINNER	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
NO-TEST	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
PRE – PRELIMINARY	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3) 2. Upright back scratch spin (3) 3. Sit spin (3)
PRELIMINARY	1:30 max.	<ol style="list-style-type: none"> 1. Forward scratch to back scratch spin (3) 2. Combination spin with no change of foot (4) 3. Sit spin (3)
PRE – JUVENILE	1:30 max.	<ol style="list-style-type: none"> 1. Camel spin (3) 2. Combination spin – camel to sit spin; no change of foot (6) 3. Forward to backward scratch spin (3 per foot)

JUVENILE & OPEN JUV.	1:30 max.	<ol style="list-style-type: none"> 1. Sit spin (4) 2. Combination spin – with change of foot; optional change of position (4 per foot) 3. Girls – layback spin (4); Boys – camel spin (4)
INTERMEDIATE	1:30 max.	<ol style="list-style-type: none"> 1. Flying camel spin (5) 2. Sit spin to backward sit spin (4 per foot) 3. Combination spin – change of foot & change of position (4 per foot)
NOVICE	1:30 max.	<ol style="list-style-type: none"> 1. Choice of camel, sit or layback spin (6) 2. Camel spin to backward camel spin (4 per foot in position) 3. Combination spin – change of foot & two changes of position (2 per position & 5 per foot)
JUNIOR	1:30 max.	<ol style="list-style-type: none"> 1. Flying sit spin or flying reverse sit spin (6) 2. Solo spin of choice (6) – may not fly 3. Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)
SENIOR	1:30 max.	<ol style="list-style-type: none"> 1. Flying spin of choice (6) 2. Solo spin of choice (6) – may not fly 3. Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)

EVENT: Jumps Challenge

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Pre-juvenile and lower will be skated $\frac{1}{2}$ ice; Juvenile – senior will be skated on full ice
3. Jumps with an “*” must be preceded with connecting steps (intermediate – senior)

Level	Time	Skating rules / standards
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BEGINNER	1:15 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. 1/2 flip or 1/2 Lutz 3. Single Salchow
HIGH BEGINNER	1:15 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – waltz jump-toe loop
NO-TEST	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single loop 3. Jump combination – Any two 1/2 or single revolution jumps (no Axel)
PRE – PRELIMINARY	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single flip 3. Jump combination – Any two 1/2 or single revolution jumps (no Axel)
PRELIMINARY	1:15 max.	<ol style="list-style-type: none"> 1. Single flip 2. Single Lutz 3. Jump combination – Any single jump + single loop (may be Axel)
PRE – JUVENILE	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Single or double jump 3. Jump combination – single/single (no Axel)
JUVENILE & OPEN JUV.	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Double Salchow 3. Jump combination – single/single or double/single (no Axel)
INTERMEDIATE	1:30 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Double loop* 3. Jump combination – double/single (no Axel)

NOVICE	1:30 max.	<ol style="list-style-type: none"> 1. Double loop 2. Double flip* 3. Jump combination – double/double (may be double Axel)
JUNIOR	1:30 max.	<ol style="list-style-type: none"> 1. Choice of double or triple jump 2. Double or triple flip* 3. Jump combination – double/double (may be double Axel)
SENIOR	1:30 max.	<ol style="list-style-type: none"> 1. Choice of double or triple jump 2. Double or triple Lutz* 3. Jump combination – double/double or triple/double (may be double Axel)

EVENT: Basic Elements: SNOWPLOW SAM – BASIC 6

Each skater will perform each element when directed by a judge or referee.

- To be skated on 1/3 to 1/2 ice.
- No music.
- All elements must be skated in the order listed.

Level	Skating rules/standards
SNOWPLOW SAM	<ul style="list-style-type: none"> · March followed by a two-foot glide and dip · Forward two-foot swizzles, 2-3 in a row · Forward snowplow stop · Backward wiggles, 2-6 in a row
BASIC 1	<ul style="list-style-type: none"> · 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

<p>BASIC 2</p>	<ul style="list-style-type: none"> · 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
<p>BASIC 3</p>	<ul style="list-style-type: none"> · Beginning forward stroking showing correct use of blade · Forward 1/2 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
<p>BASIC 4</p>	<ul style="list-style-type: none"> · 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 1/2 swizzle pumps on a circle, one direction only
<p>BASIC 5</p>	<ul style="list-style-type: none"> · 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
<p>BASIC 6</p>	<ul style="list-style-type: none"> · 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 Event: SNOWPLOW SAM – BASIC 6

Format: The skating order of the required elements is optional. Music for the Basic Program Event will be provided by the Fishers Figure Skating Club. 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 half ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Skating rules/standards
SNOWPLOW SAM	<ul style="list-style-type: none"> · March followed by a two-foot glide and dip · Forward two-foot swizzles, 2-3 in a row · Forward snowplow stop · Backward wiggles, 2-6 in a row
BASIC 1	<ul style="list-style-type: none"> · 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	<ul style="list-style-type: none"> · 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	<ul style="list-style-type: none"> · Beginning forward stroking showing correct use of blade · Forward 1/2 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	<ul style="list-style-type: none"> · Backward one-foot glides, right and left · Forward outside edge on a circle, clockwise or counterclockwise · Forward crossovers, 4-6 consecutive, both directions · Beginning two-foot spin, 2-4 revolutions · Backward 1/2 swizzle pumps on a circle, one direction only
BASIC 5	<ul style="list-style-type: none"> · 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	<ul style="list-style-type: none"> · 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 Program Event

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> · 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

EVENT: Solo Pattern Dance

General event parameters:

1. Levels are based upon the skaters' highest pattern dance test passed.
2. A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
3. The skater will perform two patterns per dance
4. 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.

PRELIMINARY	Rhythm Blues Dutch Waltz	May have completed preliminary dance test, but not pre bronze.
PRE-BRONZE	Swing Cha-Cha	May have completed pre bronze dance test, but not bronze.
BRONZE	Hickory Hoedown Willow Waltz	May have completed bronze dance test, but not pre silver.
PRE-SILVER	14 Step European Waltz	May have completed pre silver dance test, but not silver.
SILVER	American Waltz Silver Tango	May have completed silver dance test, but not pre gold.
PRE-GOLD	Paso Doble Starlight Waltz	May have completed pre gold dance test, but not gold.
GOLD	Westminster Waltz Quickstep	May have completed gold dance test.
INTERNATIONAL	Rhumba Yankee Polka	May have completed International dance test

Event: Showcase – Light Entertainment and Dramatic Entertainment

All showcase events will follow the National Showcase guidelines, which can be found at www.usfsa.org/Programs.asp?id=308. These events are offered, but DO NOT QUALIFY for the 2018 National Showcase Competition

BASIC SKILLS SHOWCASE	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
PRE-FREE SKATE/ BEGINNER/ HIGH BEGINNER SHOWCASE	3 jump maximum. 1/2-rotation jumps only, plus the following full-rotation jumps: Salchow and toe loop	May not have passed any official US Figure Skating free skate tests.	Time: 1:30 max
NO TEST/ PRE- PRELIMINARY SHOWCASE	3 jump maximum. No Axels or double jumps permitted	Must have passed no higher than US Figure Skating pre-preliminary or adult pre-bronze free skate test	Time: 1:30 max.

These events are offered in both Light Entertainment and Dramatic Entertainment Events. These DO QUALIFY for 2018 National Showcase Competition.

Event	Must have passed (dance tests refer to solo or partnered standard track)	Must not have passed (dance tests refer to solo or partnered standard track)	Age	Time
PRELIMINARY	Preliminary free skate	Pre-juvenile free skate or juvenile free dance	No minimum (max. age 20)	1:40 max
PRE-JUVENILE	Pre-Juvenile free skate	Juvenile free skate or juvenile free dance	No minimum (max. age 20)	1:40 max
JUVENILE	Juvenile free skate or juvenile dance	Intermediate free skate or intermediate free dance	13 and under	2:10 max
TEEN	Juvenile free	Intermediate	14-17	2:10 max

	skate or juvenile free dance	free skate or intermediate free dance		
INTERMEDIATE	Intermediate free skate or Intermediate free dance	Novice free skate or novice free dance	17 and under	2:10 max
YOUNG ADULT	Juvenile free skate or juvenile free dance	Junior free skate or junior free dance	18-20	2:10 max
NOVICE	Novice free skate or novice free dance	Junior free skate or junior free dance	No age restriction	2:10 max
JUNIOR	Junior free skate or junior free dance	Senior free skate or senior free dance		2:40 max
SENIOR	Senior free skate or senior free dance			2:40 max
ADULT BRONZE	Adult bronze free skate or pairs events or have passed the complete pre-bronze dance test	Any pre-silver dance test	21 and older	1:40 max
ADULT SILVER	Adult silver free skate or pairs events or have passed one pre-silver dance test	Any pre-gold dance test	21 and older	1:40 max
ADULT GOLD	Adult gold free skate or any masters pairs event or passed one pre-gold dance test	Complete pre-gold dance test	21 and older	1:40 max
MASTERS	At least the masters intermediate or any masters pairs event or have passed the complete pre-gold dance test		21 and older	1:40 max