



Event # 1 – Saturday February 4, 2023 Onyx-Suburban Basic Skills Challenge

2023 Michigan Compete with Us Series Competition Mission Statement

To give our skaters a chance to develop their Learn to Skate USA basic skills in a fun competitive environment. During the competition season skaters will have the chance to compete at different clubs and arenas earning points for a final standing. A skater may participate in either Freeskating and/or Compulsory/Element events in any of the Michigan Compete USA Series Competitions to be eligible for accumulating points. Awards will be presented to skaters with the highest point totals. These awards will take place on the ice at the Midland Competition - November 4, 2023.

Series Point System

Program with Music [Freeskate] and Compulsory/Element events in each of the Series Competitions will be eligible for accumulating points. Each event will have a maximum of 6 skaters. Scoring for the final award will be as follows:

1st Place - 6 points

4th Place - 3 points

2nd Place - 5 points

5th Place - 2 points

3rd Place - 4 points

6th Place - 1 point

Skaters must participate in at least 3 of the 15 series events to be eligible to win an award with an overall placement at the finale. Skaters receive bonus points for moving up a level during the course of the series season [bonus points only awarded once each season]. Events eligible for a series finale award are:

Element & Basic Programs w/Music Events - Learn to Skate Curriculum
[Snowplow Sam thru Pre-Free Skate, Beginner & High Beginner]

In the event of tied total points, all skaters tied for a place will be awarded a medal, no ties will be broken.

Points are accumulated for Compulsory and Program with Music [Freeskate] events separately.

Medals will be awarded [1-3 Place] in each level as highlighted in each announcement. Beyond the Basic will NOT be counted in the Program with Music [Freeskate] and Elements/Compulsory Program Series for this 2022 season.

Spins, Dance, Pairs, Theatre on Ice, Synchronized Teams, and Showcase Events will NOT be counted for this 2022 season. At the end of the 2022 Series Season any skaters who moved up a level will be awarded 6 bonus points [6 points only whether they move up one level or more]. All points follow the skater throughout the year.

Please Note: The Michigan Compete USA Series is sponsored equally by all the participating ice rinks and/or U.S. Figure Skating members clubs. Competition announcements will be available on www.sk8stuff.com. Each

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competition will have its own entry forms and specific rules. Please make sure to read the entire announcement for each competition.

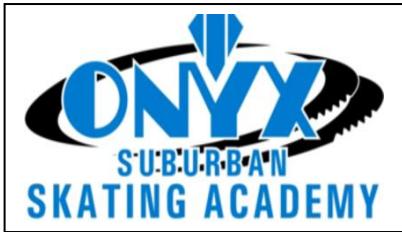
15th Michigan Compete USA Series [formerly Basic Skills Series] **– Hosted by the following:**

<p>Event 1 Onyx-Suburban B/S Challenge February 4, 2023 Entry Deadline – January 19, 2023 Suburban Ice Macomb Macomb, MI Contact : Jeanette Daskas Phone : 248-917-9544 jendaskas@aol.com</p>	<p>Event 2 Mountain Town Classic March 11, 2023 Entry Deadline – February 25, 2023 The I.C.E. Arena Mt Pleasant MI Contact: Ginni Phillips Phone: 989-560-3871 gpsk8r@gmail.com</p>	<p>Event 3 Tuxedo Invitational March 25, 2023 Entry Deadline – March 11, 2023 Slater Family Ice Arena Bowling Green, OH Contact: Merissa Rojas Phone: 419-345-0766 billmerrojas@gmail.com</p>
<p>Event 4 Arctic Basic Skills April 23, 2023 Entry Deadline – April 8, 2023 Arctic Edge Ice Arena Canton, MI Contact Stephen Scanio Phone: 248-635-4541 stephenscanio@hotmail.com</p>	<p>Event 5 Iceland Spring Fling May 7, 2023 Entry Deadline – April 22, 2023 Flint Iceland Arena Flint, MI Contact Cristy Bosley Phone: 810-814-1081 Chix44ever44@gmail.com</p>	<p>Event 6 TAFS Basic Skills Comp June 3, 2023 Entry Deadline – May 20, 2023 Troy Sports Center Troy MI Contact: Lindsey Vincent Phone: 248-709-2946 glinzlinz@yahoo.com</p>
<p>Event 7 Ann Arbor Skills>Showcase June 10, 2023 Entry Deadline - May 24, 2023 Ann Arbor Ice Cube Ann Arbor MI Contact: Craig Forsyth Phone: 734-213-6768 Aafsc.officemanager@gmail.com</p>	<p>Event 8 Summer Swizzle June 17, 2023 Entry Deadline – May 31, 2023 Farmington Hills Ice Arena Farmington Hills, MI Contact: Ilyssa Cimmino Phone: 248-891-9153 summerswizzle@fhfsc.org</p>	<p>Event 9 Skate the Shores July 15, 2022 Entry Deadline - June 30, 2023 St Clair Shores Civic Arena St Clair Shores, MI Contact Lindsay O'Donoghue Phone: 586-774-7530 odonoghuelindsay@gmail.com</p>
<p>Event 10 Summer Chill Basic Skills August 5, 2023 Entry Deadline – July 22, 2023 Novi Ice Arena Novi, MI Contact: Laura Paredes lamarlau@hotmail.com</p>	<p>Event 11 Skate the Zoo July 29, 2023 Entry Deadline – July 15, 2023 Wings West Kalamazoo MI Contact Cheryl Pickett Phone: 616-901-6607 cpickett@ghqkz.com</p>	<p>Event 12 Skate the Lakeshore August 19, 2023 Entry Deadline August 5, 2023 Griff's Ice House West Holland MI Contact: Jacqueline Alimpich Phone: 517-518-1210 skatethelakeshore@gmail.com</p>
<p>Event 13 Skate the Gate October 8, 2023 Entry Deadline – September 25, 2023 Southgate Civic Arena Southgate MI Contact: Jackie Timm Phone: 734-771-7247 ms.j.timm@gmail.com</p>	<p>Event 14 Skate Midland November 4, 2023 Entry Deadline – October 18, 2023 Midland Civic Arena Midland MI Contact Karen Boswell Phone: 989-751-6603 Kboswell99@gmail.com</p>	<p>SERIES AWARDS CEREMONY AT THE MIDLAND COMPETITION</p>

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Onyx-Suburban Basic Skills Challenge

Onyx-Suburban Skating Academy

Suburban Ice – Macomb

54755 Broughton Rd ♦ Macomb, MI 48042

586-992-8600 / www.onyxskatingacademy.com

Saturday February 4, 2023

Entry Deadline: January 20, 2023

The Onyx-Suburban Basic Skills Challenge, sponsored by the Onyx-Suburban Skating Academy will be held at Suburban Ice - Macomb on Saturday February 4, 2023. The ice surface measures 85 x 200 feet. This is a United State Figure Skating approved Basic Skills Competition. The approvals will be posted on the official competition bulletin board. Questions regarding this competition should be direct to [Jen Daskas – jendaskas@aol.com](mailto:jendaskas@aol.com) or 248-917-9544. Email communications are preferred.

Mission Statement – The purpose of this competition is to promote a fun, introductory, competitive experience for the beginning skater.

Eligibility - The Competition **is** open to ALL skaters who are current eligible [ER 100] members of either the Basic Skills Program and/or full members of US Figure Skating. To be eligible skater must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club. Eligibility will be based on skill level as of closing date of entries. All Snowplow Sam and Basic 1-6 skaters must skate at highest level passed or one level higher. NO official US Figure Skating tests may have been passed including MIF or individual dances. For the Pre-Free Skate, Excel, Well Balanced, and Adult levels, eligibility will be based only upon highest free skate test level passed. Moves in the Field test level will not determine skater's competitive level. Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition

Rules – The competition will be conducted under the rules set forth by the US Figure Skating Learn to Skate USA “Compete USA Competition Manual” program.

Entry Fees – The first event is \$50; the second event is \$20 and each additional event after that is \$10. All entries must be postmarked no later than **January 20, 2023**. Late entries will be accepted at the discretion of the organizers, and are subject to a possible \$15 late fee. Entry fees are per person, U.S. dollars.

Entry forms must be filled out LEGIBLY and completely and mailed with a check made payable to:

OSA – Onyx Skating Academy

To:

**Jen Daskas
5717 Sovereign Drive, Oakland Township, MI 48306**

There will be a \$35 fee for returned checks. OR – REGISTER ONLINE @ www.sk8stuff.com (due date: January 20, 2023)

Awards – All competitors will receive a medal. All events are final rounds. ALL awards will be made at appropriate times throughout the competition. A podium will be available for group and individual photos.

Registration – The registration table will be open 1 hour before the competition begins. Skaters will not be allowed to compete until they have registered. **Please register at least one hour before your competition time.**

Schedule of Events - Schedule will be posted on the Internet at the Figure Skater's Website – www.sk8stuff.com

Music - The music for all free skating programs with music will be supplied by skater should be provided on CD. The CD is to be turned into registration. Competitors must have a spare CD at rink side to be used in case of technical difficulties.

Practice Ice – Practice ice will be available in 20 minutes sessions. Details will be provided either online or via email prior to the competition date. Sign-in and pay \$8 at the door.

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SNOWPLOW SAM – BASIC 6 ELEMENTS

- Each skater will perform each element when directed by a judge/referee. Judge/referee directed example: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
- No music
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

LEVEL	TIME	SKATING RULES/STANDARDS
SNOWPLOW SAM	1:00 max	<ul style="list-style-type: none">• March followed by a two-foot glide and dip• Forward swizzles, 2-3 in a row• Forward snowplow stop• Backward wiggles, 2-6 in a row
BASIC 1	1:00 max	<ul style="list-style-type: none">• Forward two-foot glide and dip• Forward swizzles, 6-8 in a row• Beginning snowplow stop on one or two feet• Backward wiggles, 6-8 in a row
BASIC 2	1:00 max	<ul style="list-style-type: none">• Forward one-foot glide (no variations), either foot• Scooter pushes, 2-3 each foot• Moving snowplow stop• Two-foot turn in place, forward to backward• Backward swizzles, 6-8 in a row
BASIC 3	1:00 max	<ul style="list-style-type: none">• Beginning forward stroking showing correct use of blade• Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive• Forward slalom• Moving forward to backward two-foot turn on a circle• Beginning backward one-foot glide, either foot
BASIC 4	1:00 max	<ul style="list-style-type: none">• Forward outside edge on a circle, clockwise or counterclockwise• Forward crossovers, clockwise and counterclockwise, 4-6 consecutive• Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive• Backward one-foot glides (no variations), right and left• Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:00 max	<ul style="list-style-type: none">• Backward outside edge on a circle, clockwise or counterclockwise• Backward crossovers, clockwise and counterclockwise, 4-6 consecutive• Forward outside three-turn, right and left• Advanced two-foot spin, minimum 4 revolutions• Hockey stop
BASIC 6	1:00 max	<ul style="list-style-type: none">• Forward inside three-turn, right and left• Mohawk, right to left and left to right• Bunny hop• Basic forward spiral on a straight line (no variations), right or left• Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position• T-stop, right or left

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SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC

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

- To be skated on full ice with music.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

LEVEL	TIME	SKATING RULES/STANDARDS
SNOWPLOW SAM	1:10 max	<ul style="list-style-type: none">• March followed by a two-foot glide and dip• Forward swizzles, 2-3 in a row• Forward snowplow stop• Backward wiggles, 2-6 in a row
BASIC 1	1:10 max	<ul style="list-style-type: none">• Forward two-foot glide and dip• Forward swizzles, 6-8 in a row• Beginning snowplow stop on one or two feet• Backward wiggles, 6-8 in a row
BASIC 2	1:10 max	<ul style="list-style-type: none">• Forward one-foot glide (no variations), either foot• Scooter pushes, right and left foot, 2-3 each foot• Moving snowplow stop• Two-foot turn in place, forward to backward• Backward swizzles, 6-8 in a row
BASIC 3	1:10 max	<ul style="list-style-type: none">• Beginning forward stroking showing correct use of blade• Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive• Forward slalom• Moving forward to backward two-foot turn on a circle• Beginning backward one-foot glide, either foot
BASIC 4	1:10 max	<ul style="list-style-type: none">• Forward outside edge on a circle, clockwise or counterclockwise• Forward crossovers, clockwise and counterclockwise, 4-6 consecutive• Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive• Backward one-foot glides (no variations), right and left• Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:10 max	<ul style="list-style-type: none">• Backward outside edge on a circle, clockwise or counterclockwise• Backward crossovers, clockwise and counterclockwise, 4-6 consecutive• Forward outside three-turn, right and left• Advanced two-foot spin, minimum 4 revolutions• Hockey stop
BASIC 6	1:10 max	<ul style="list-style-type: none">• Forward inside three-turn, right and left• Mohawk, right to left and left to right• Bunny hop• Basic forward spiral on a straight line (no variations), right or left• Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position• T-stop, right or left

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PRE-FREE SKATE COMPULSORY

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

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- **Bonus skills from the same level or below are allowed but will not be judged elements.**
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 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, one set each direction clockwise and counterclockwise• One-foot upright spin, optional entry and free foot position, minimum 3 revolutions• Mazurka – right or left• Waltz jump

PRE-FREE SKATE PROGRAM WITH MUSIC

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.
- **Bonus skills from the same level or below are allowed but will not be judged elements.**
- 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, one set each direction clockwise and counterclockwise• One-foot upright spin, optional entry and free, foot position, minimum 3 revolutions• Mazurka, right or left• Waltz jump• NOT ALLOWED – Waltz jump-side toe hop-waltz jump

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EXCEL COMPULSORY

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

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- *Skaters may have the option to skate one level higher in compulsories than free skate program.*

<u>Excel Beginner/High Beginner Compulsory Events are eligible for Michigan Compete with Us Series Points</u>		
Level	Time	Skating rules/standards
Excel Beginner	1:15 max.	<ul style="list-style-type: none">• Waltz jump• Salchow jump• One-foot upright spin - minimum 3 revolutions• Choreographic step sequence
Excel High Beginner	1:15 max.	<ul style="list-style-type: none">• Loop jump• Salchow/toe loop combination• Sit spin - minimum 3 revolutions• Choreographic step sequence

<u>Excel Pre-Preliminary/Preliminary Compulsory Events are NOT eligible for Michigan Compete with Us Series Points</u>		
Level	Time	Skating rules/standards
Excel Pre-Preliminary	1:15 max.	<ul style="list-style-type: none">• Skating rules/standards• Flip jump• Loop/loop jump combination• Camel spin – minimum 3 revolutions• Choreographic step sequence
Excel Preliminary	1:15 max.	<ul style="list-style-type: none">• Lutz jump• Flip/loop jump combination• Camel, sit combination spin – minimum 6 revolutions total• Choreographic step sequence

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EXCEL FREE SKATE

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or skate up one level higher.

Excel Beginner and Excel High Beginner Free Skate are eligible for Michigan Compete with Us Series Points

EXCEL BEGINNER – 1:40 MAX

Maximum 4 jump elements:
• Jumps with no more than one-half rotation (front to back or back to front)
• Single rotation jumps: Salchow, toe loop only
• Eulers (half loops) are not allowed
• Maximum 2 jump combinations or sequences. Combination jumps permitted
• Waltz jump/toe loop and/or
• Salchow/toe loop Sequence permitted
Waltz jump/ waltz jump (no turns or hops in between) Maximum 2 of any same jump

Maximum 2 spins:
• Two upright spins
• No change of foot
No flying entry Minimum 3 revolutions Max Level: Base

Maximum 1 Sequence:
• Choreographic step sequence* (ChSt)
◦ Must use one-half of the ice surface
◦ Moves in the field and spiral sequences are allowed but will not be counted as elements
Jumps may be included in the step sequence

EXCEL HIGH BEGINNER - 1:40 MAX

Maximum 5 jump elements:
• Jumps with no more than one-half rotation (front to back or back to front)
• Single rotation jumps: toe loop, Salchow, Euler (half loop), loop
• Flip, Lutz, and Axel NOT permitted
Maximum 2 jump combinations or sequences.
One 3-jump combination is allowed
• Jump sequence is any listed jump immediately followed by a waltz jump
Maximum 2 of any same jump

Maximum 2 spins:
• Both spins must be in a single position
• No change of foot
• No flying entry
• Permitted forward spins: upright, sit, camel
• Permitted back spins: upright

Minimum 3 revolutions
Max Level: Base
Both spins may be of the same character

Maximum 1 Sequence:
• Choreographic step sequence* (ChSt)
◦ Must use one-half of the ice surface
◦ Moves in the field and spiral sequences are allowed but will not be counted as elements
Jumps may be included in the step sequence

**EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR
MICHIGAN COMPETE WITH US SERIES POINTS**

EXCEL PRE-PRELIMINARY – 1:40 MAX

Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test

**means required element*

Learn to Skate USA membership OR full U.S. Figure Skating membership required

<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • Only single jumps allowed • No single Axels • Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded <p>Maximum 2 jump combinations or jump sequences</p> <ul style="list-style-type: none"> • Jump combinations limited to 2 jumps. One 3-jump combination is allowed <p>Jump sequence is any listed jump immediately followed by a waltz jump</p>	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be in a single position with no change of foot* • One spin may change feet or position, but not both • No flying entry Minimum 3 revolutions Spins must be of a different character <p style="text-align: center;">Max Level: 1</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic step sequence* (ChSt) <ul style="list-style-type: none"> ◦ Must use one-half of the ice surface ◦ Moves in the field and spiral sequences are allowed but will not be counted as elements <p>Jumps may be included in the step sequence</p>
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EXCEL PRELIMINARY – 2:00 +/- 10 SECONDS

Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test

**means required element*

Learn to Skate USA membership OR full U.S. Figure Skating membership required

<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • Only single jumps allowed • No single Axels • Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded <p>Maximum 2 jump combinations or jump sequences</p> <p>Jump combinations limited to 2 jumps. One 3-jump combination is allowed</p> <p>Jump sequence is any listed jump immediately followed by a waltz jump</p>	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be a camel or layback spin with no change of foot and no change of position* • One spin may change feet and/or position • No flying entry Minimum 3 revolutions Spins must be of a different character <p style="text-align: center;">• Max Level: 1</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> • Choreographic step sequence* (ChSt) <ul style="list-style-type: none"> ◦ Full ice ◦ Moves in the field and spiral sequences are allowed but will not be counted as elements <p>Jumps may be included in the step sequence</p>
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EXCEL PRELIMINARY PLUS – 2:00 +/- 10 SECONDS

Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test

**means required element*

Full U.S. Figure Skating membership required

Maximum 5 jump elements:

- All single jumps allowed, including single Axel
- No double or higher jumps allowed
- Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels)
- Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded

Maximum 2 jump combinations or jump sequences

All single jumps, including the single Axel, are allowed as part of a jump combination or sequence (no double jumps)

Jump combinations limited to 2 jumps. One 3-jump combination is allowed

Jump sequence is any listed jump immediately followed by an Axel-type jump.

Maximum 2 spins:

- One spin must be in a single position*
- No change of foot
- No flying entry
- One spin may change feet and/or position
- No flying entry Minimum 3 revolutions Spins must be of a different character

Max Level: 1

Maximum 1 Sequence:

- Choreographic step sequence* (ChSt)
 - Full ice
 - Moves in the field and spiral sequences are allowed but will not be counted as elements

Jumps may be included in the step sequence

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WELL BALANCED COMPULSORY

Format: To be skated on half-ice

- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level
- *Skaters may have the option to skate one level higher in compulsories than free skate program*

NO TEST	1:15 max	<ul style="list-style-type: none">• Loop jump• Jump combination to include a toe loop (may not use a loop or Axel)• Upright spin with change of foot, minimum 3 revolutions on each foot• Choreographic step sequence
PRE-PRELIMINARY	1:15 max	<ul style="list-style-type: none">• Lutz jump• Single jump-single jump (no Axel) combination• Spin with one change of position and no change of foot, minimum 6 revolutions total• Choreographic step sequence
PRELIMINARY	1:15 max	<ul style="list-style-type: none">• Axel jump• Single jump-single jump (may <u>not</u> include Axel) combination• Spin combination with one change of foot, minimum 3 revolutions on each foot• Choreographic step sequence

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EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS
WELL BALANCED FREE SKATE PROGRAM

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up one level higher.
- Skaters with physical disabilities may register for standard track or Skate United Track for events

NO TEST — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES
<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> • Only single jumps allowed except single Axel <ul style="list-style-type: none"> ◦ No single Axels ◦ 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 <ul style="list-style-type: none"> ◦ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed ◦ Jump sequence is any listed jump immediately followed by a waltz jump 	<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 6103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • Step sequence ◦ Must use one-half the ice surface ◦ Moves in the field and spiral sequences are allowed but will not be counted as elements ◦ Jumps may be included in the step sequence <p>If IJS is used, then ChSt</p>

PRE-PRELIMINARY — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES
<p>Max 5 Jump Elements</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed <ul style="list-style-type: none"> ◦ No double, triple or quadruple jumps allowed ◦ Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels) ◦ Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences <ul style="list-style-type: none"> ◦ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed ◦ Jump sequence is any listed jump immediately followed by an Axel-type jump 	<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 6103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • Step sequence ◦ Must use one-half the ice surface ◦ Moves in the field and spiral sequences are allowed but will not be counted as elements ◦ Jumps may be included in the step sequence <p>If IJS is used, then ChSt</p>

PRELIMINARY — 2:00 +/- 10 SECONDS

JUMPS	SPINS	STEP SEQUENCES
<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 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"> ◦ Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed ◦ An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination ◦ 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"> ◦ 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 ◦ Jump sequence is any listed jump immediately followed by an Axel-type jump 	<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 6103 (E))</p>	<p>Max 1 Sequence</p> <ul style="list-style-type: none"> • Step sequence ◦ Choreographic step sequence full ice ◦ Moves in the field and spiral sequences are allowed but will not be counted as elements ◦ Jumps may be included in the step sequence <p>If IJS is used, then ChSt</p>

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ADULT 1-6, BEGINNER-BRONZE COMPULSORY

- The skating order of the elements is optional. Element may only be attempted once.
- To be skated in simple program format with limited connecting steps, $\frac{1}{2}$ ice.
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Elements
Adult 1 Time: 1:30 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 Time: 1:30 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. Time: 1:30 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 • Forward chasses on a circle, clockwise and counterclockwise • Backward skating to a long two-foot glide • Backward snowplow stop, Right and Left
Adult 4 Time: 1:30 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 • Hockey stop, both directions • Backward one-foot glides, right and left
Adult 5 Time: 1:30 Max.	<ul style="list-style-type: none"> • Backward outside edge and 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 (min 2 revs)
Adult 6 Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns – <u>utilizing only $\frac{1}{2}$ sheet of ice surface</u> • Backward stroking with crossover end patterns – <u>utilizing only $\frac{1}{2}$ sheet of ice surface</u> • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner Time: 1:30 Max.	<ul style="list-style-type: none"> • Waltz Jump • Mazurka • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult High Beginner Time: 1:30 Max.	<ul style="list-style-type: none"> • Waltz Jump • $\frac{1}{2}$ Flip • Forward upright spin – minimum 3 revolutions • Backward outside three- turn, right and left • Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult Pre-Bronze Time: 1:30 Max.	<ul style="list-style-type: none"> • Single Toe loop jump • Jump combination or sequence consisting of half revolution jumps ($\frac{1}{2}$ flip, $\frac{1}{2}$ Lutz, $\frac{1}{2}$ loop, waltz), toe loop, or Salchow – maximum of 2 jumps in combination and 3 jumps in a sequence • Forward upright spin - minimum 3 revolutions • Two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • Forward spiral (any edge)
Adult Bronze Time: 1:30 Max.	<ul style="list-style-type: none"> • Single Salchow jump • Jump combination or sequence consisting of $\frac{1}{2}$ revolution jumps and/or full revolution jumps (no Lutz or Axel) – maximum 2 jumps in combination and 3 jumps in a sequence • Solo spin with no change of foot (min. 3 revolutions) • Backward inside three-turn, right and left • Spiral sequence (Minimum 2 spirals)- must change edge or foot

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ADULT 1-6 FREE SKATE WITH MUSIC

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.
- 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
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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ADULT BEGINNER – BRONZE FREE SKATE PROGRAM WITH MUSIC

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 Beginner 1:40 Maximum	Max. 4 jump elements <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet and Waltz jump • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump 	Max. 2 spins <ul style="list-style-type: none"> • Two forward upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1
Adult High Beginner 1:40 Maximum	Max 4 jump elements: <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, $\frac{1}{2}$ loop, $\frac{1}{2}$ flip, $\frac{1}{2}$ Lutz, toe loop, salchow • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump. 	Max 2 spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed any U.S. Figure Skating Free Skate tests
Adult Pre-Bronze 1:40 Maximum	Max 4 Jump Elements: Max 2 combinations or sequences <ul style="list-style-type: none"> • 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps • Jump sequence is any listed jump immediately followed by an Axel-type jump • 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 permitted • No single Lutz, single Axel, double or triple jumps are permitted 	Max 2 Spins: <ul style="list-style-type: none"> • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E) 	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate
Adult Bronze 1:50 maximum	Max 4 Jump Elements: <ul style="list-style-type: none"> • Max 2 combinations or sequences [Jump sequence is any listed jump immediately followed by an Axel-type jump]; • 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 	Max 2 Spins: <ul style="list-style-type: none"> • Max Level 1 • 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 	Max 1 Sequence: 1 choreographic step sequence, fully utilizing at least $\frac{1}{2}$ of 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	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze or Preliminary Free Skate

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**SPECIAL OLYMPICS EVENTS ARE ELIGIBLE FOR
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SPECIAL OLYMPICS BADGE 1-12

Competition hosts can use the skills listed below to create either an elements event or program event for Special Olympics competitors. If doing a program, music can be used and will be 1:10 max.

Badge 1

- A. Stand unassisted for five seconds
- B. Sit on ice or fall and stand up unassisted
- C. Knee dip standing still unassisted
- D. March forward ten steps assisted

Badge 2

- A. March forward ten steps unassisted
- B. Swizzles, standing still: three repetitions
- C. Backward wiggle or march assisted
- D. Two foot glide forward for distance of at least length of body

Badge 3

- A. Backward wiggle or march
- B. Five forward swizzles covering at least ten feet
- C. Forward skating across the rink
- D. Forward gliding dip covering at least length of body: left and right

Badge 4

- A. Backward two-foot glide covering at least length of body
- B. Two foot jump in place
- C. One foot snowplow stop: left and right
- D. Forward one foot glide covering at least length of body: left and right

Badge 5

- A. Forward stroking across rink
- B. Five backward swizzles covering at least ten feet
- C. Forward two-foot curves left and right across rink
- D. Two-foot turn front to back, on the spot

Badge 6

- A. Gliding forward to backward two-foot turn
- B. Five consecutive forward one-foot swizzles on circle: left and right
- C. Backward one foot glide length of body: left and right
- D. Forward pivot

Badge 7

- A. Backward stroking across the rink
- B. Gliding backward to forward two-foot turn
- C. T-stop left or right
- D. Forward two foot turn on a circle: left and right

Badge 8

- A. Five consecutive forward crossovers: left and right
- B. Forward outside edge: left and right
- C. Five consecutive backward $\frac{1}{2}$ swizzles on a circle: left and right
- D. Two-foot spin

Badge 9

- A. Forward outside 3 turn: left and right
- B. Forward inside edge: left and right
- C. Forward lunge or shoot the duck at any depth
- D. Bunny hop

Badge 10

- A. Forward inside three-turn: left and right
- B. Five consecutive backward crossovers: left and right
- C. Hockey stop
- D. Forward spiral three times length of body

Badge 11

- A. Consecutive forward outside edges: minimum of two on each foot
- B. Consecutive forward inside edges: minimum of two on each foot
- C. Forward inside Mohawk: left and right
- D. Consecutive backward outside edges: minimum of two on each foot
- E. Consecutive backward inside edges: minimum of two on each foot

Badge 12

- A. Waltz jump
- B. One foot spin: minimum of three revolutions
- C. Forward crossover, inside Mohawk, backward crossover, step forward: step sequence should be repeated clockwise and counter clockwise
- D. Combination of three moves chosen from badges 9-12

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Showcase Events

Showcase events are open to skaters in the Basic, Free Skate, limited beginner, preliminary and adult bronze levels. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skaters in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher.

Show costumes are permitted if they do not touch or drag on the ice. Costuming and make up for showcase programs should enhance the feeling created by the performance and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories or anything else that may fall to the ice and be hazardous to the skaters are allowed. (a 0.1 deduction will be taken). Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.1 deduction will be assessed by the referee against each judge's mark for every 10 seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious loss of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. The 6.0 judging system will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

For more information refer to the Compete USA Competition Manual [2022-2023] page 21.

LEVEL	ELEMENTS	QUALIFICATIONS	LENGTH
BASIC 1-6	Elements only from Basic 1-6 curriculum	Must not have passed any higher than Basic 6 level	Time: 1:00max
PRE-FREE SKATE – FREE SKATE 6/ BEGINNER/HIGH BEGINNER/ADULT 1-6/ ADULT BEGINNER/ADULT HIGH BEGINNER	3 jump maximum. Half-rotation jumps only, plus the following full rotation jumps: Salchow and toe loop	May not have passed any official U.S. Figure Skating free skate or free dance tests	Time: 1:20max
NO TEST	No prescribed or restricted elements	Must not have passed pre-preliminary free skate or any free dance tests	Time: 1:20max
PRE-PRELIMINARY	No prescribed or restricted elements	Must have passed no higher than U.S. Figure Skating pre-preliminary or any free dance test	Time: 1:20max
PRELIMINARY /	No prescribed or restricted elements.	Must have passed no higher than U.S. Figure Skating preliminary free skate or adult bronze free skate or free dance test; see National Showcase guidelines for more specific information regarding adults	Time: 1:30max
ADULT PRE-BRONZE	No prescribed or restricted elements	Must have passed no higher than adult pre-bronze free skate test; see National Showcase guidelines for more specific information regarding adults	Time: 1:40max

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Aspire Synchro

The Compete USA competition program is for Learn to Skate USA-level skaters who are interested in a first competition experience while taking the Synchro 1-4 badges to the next level.

To safely practice and compete, it is strongly recommended that skaters have mastered the elements of the Learn to Skate USA level in which they are skating.

SNOWPLOW SAM SYNCHRO — 2:10 MAX						
5 Elements Number of Required Holds: None Any type of holds permitted 5-20 skaters 13 years of age and younger	One Circle Element Forward and backward skating permitted Must contain a forward glide on an inside or outside edge on one or two feet Travel, change of configuration, and change of direction not permitted	One Line Element Must cover at least $\frac{1}{2}$ ice Forward skating only Pivoting and change of configuration not permitted	One Block Element Must cover at least $\frac{1}{2}$ ice Forward skating only Pivoting and change of configuration not permitted	One Wheel Element Forward skating only Travel, change of configuration, and change of direction not permitted	One Intersection Element Must be two lines facing each other One or two foot glide(s) only through the point of intersection	Additional Items for Snowplow Sam Synchro <u>Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.</u> Elements higher than Basic 6 not permitted Some common elements above Basic 6 are: mohawk, mazurka, half flip, waltz jump

ASPIRE BEGINNER — 2:10 MAX						
5 Elements Number of Required Holds: None Any type of holds permitted 5-20 skaters 16 years of age and younger	One Circle Element Forward and backward skating permitted Must contain a forward glide on an inside or outside edge on one foot Travel, change of configuration, and change of direction not permitted	One Line Element Must cover at least $\frac{1}{2}$ ice Forward and backward skating permitted Pivoting and change of configuration not permitted	One Block Element Must cover at least $\frac{1}{2}$ ice Forward and backward skating permitted Pivoting and change of configuration not permitted	One Wheel Element <u>Forward and backward skating permitted</u> Travel, change of configuration, and change of direction not permitted	One Intersection Element Must be two lines facing each other One or two foot glide(s) only through the point of intersection	Additional Items for Aspire Beginner <u>Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.</u> Elements higher than Basic 6 not permitted Some common elements above Basic 6 are: mohawk, mazurka, half flip, waltz jump

ASPIRE PRE-PRELIMINARY — 2:10 MAX						
5 Elements Number of Required Holds: 2 different holds shown by the whole team for any length of time Any type of holds permitted 5-20 skaters 17 years of age and younger	One Circle Element Forward and backward skating permitted Must contain a backward glide on an inside or outside edge on one foot <u>May contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationTravel	One Line Element Forward and backward skating permitted Must cover full ice <u>May contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configuration Pivoting not permitted	One Block Element Forward and backward skating permitted Must cover full ice <u>May contain two features</u> Choice of: <ul style="list-style-type: none">PivotingChange of configuration	One Wheel Element Forward and backward skating permitted <u>May contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationTravel	One Intersection Element Must be two lines facing each other Forward skating through the point of intersection Choice of: <ul style="list-style-type: none">Upright two foot glideUpright one foot glideForward lunge	Additional Items for Aspire Pre-Preliminary <u>Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.</u> Elements higher than Free Skate 2 not permitted Common elements above Free Skate 2 are: <ul style="list-style-type: none">Alternating backward crossovers to back outside edgesWaltz three-turnsAlternating mohawk/cross-over sequenceForward power three-turns Split, stag, falling leaf permitted.

ASPIRE PRELIMINARY — 2:10 MAX						
5 Elements Number of Required Holds: 2 different holds shown by the whole team for any length of time Any type of holds permitted 5-20 skaters 17 years of age and younger	One Circle Element Forward and backward skating permitted <u>Must contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationTravel	One Line Element Must include forward and backward skating Must cover full ice <u>Must contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationPivoting	One Block Element Forward and backward skating permitted Must cover full ice <u>Must contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationPivoting	One Wheel Element Backward skating only <u>Must contain one feature</u> Choice of: <ul style="list-style-type: none">Change of directionChange of configurationTravel	One Intersection Element	Additional Items for Aspire Preliminary <u>Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.</u>

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JUDGES' DEDUCTIONS
(APPLIES TO ALL SYNCHRO SKILLS LEVELS)

DESCRIPTION	PENALTY
Costume/prop violation (see costume guidelines)	0.1 from the component mark
Costume failure	0.1 from the component mark
Program time violation every 5 seconds lacking or in excess	0.1 from both marks for every 5 seconds lacking or in excess
Fall, 1 skater (each time)	0.1 from technical mark
Fall, more than 1 skater at one time (fall multiple skaters at the same time)	0.2 from technical mark
Maximum fall deduction per element	0.3 maximum fall deduction per element from technical mark
Element not according to requirements	0.2 from technical mark
Omission of an element (not attempted)	0.6 from technical mark
Illegal element (see U.S. Figure Skating rulebook)	1.0 deduction from both marks
Non-permitted element (see U.S. Figure Skating rulebook)	0.5 deduction from both marks
Holds (incorrect number and not shown by whole team)	0.2 from technical mark per missing hold

ELIGIBILITY RULES:

- All skaters on the team must be either full U.S. Figure Skating members or members of the Learn to Skate USA program. All Learn to Skate USA synchronized skating teams must be registered with U.S. Figure Skating and have a team number.
- Skaters at the Snowplow Sam Synchro through Aspire pre-preliminary levels may have passed the pre-preliminary moves in the field, freestyle and/or dance* test, but no higher.
- Skaters at the Aspire preliminary level may have passed the preliminary moves in the field, freestyle and/or dance* test, but no higher.
- The skater's test level is as of the nonqualifying or Compete USA competition entry deadline.
- No skater may compete on multiple Learn to Skate USA synchronized skating teams and/or cross skate to any of the U.S. Figure Skating competitive divisions.

**Skaters may pass two of the three required dance tests for the pre-bronze level and still be eligible to compete in Aspire Synchro. Once a skater has passed all three of the required pre-bronze dance tests, the skater is ineligible to compete in Aspire Synchro.*

AGE/NUMBER OF SKATERS:

- The ages for Learn to Skate USA synchronized skating teams are as of the preceding July 1st.
- Each team must have between 5-20 skaters. Teams may have a maximum of 4 alternates listed on their roster, in addition to the maximum number permitted on the ice for their respective level.

COSTUME RULES/ILLEGAL ELEMENTS:

- Learn to Skate USA synchronized skating teams should follow the synchronized skating costume guidelines.
- Illegal elements and non-permitted elements apply to all Aspire Synchro levels (see rulebook).

COMPLIANCE FOR INSTRUCTORS/COACHES:

To be credentialed as a coach at a Compete USA event, individuals coaching a synchronized skating team are required to be:

- Learn to Skate USA instructor compliant
- **OR**
- U.S. Figure Skating coach compliant

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MOVES IN THE FIELD TO MUSIC

- Each level will skate a program consisting of specified moves in the field elements skated to music of the skater's choice.
- Each program must contain the specified moves within the required time duration.
 - o Note: **The time duration is maximum time** – no deduction will be given for being under the specified time.
- The moves may be skated in any order.
- Music may be vocal or instrumental.
- **Skaters must wear all black skating attire or costume**
- This will be judged on the 6.0 system. Skaters receive two marks.
 - o the technical mark will be based on the focuses of the specified moves. Difficulty of transitional elements will not be rewarded in the technical mark.
 - o the presentation mark will be based on carriage, projection, style, ice coverage, phrasing of movements to music and creativity of transitional elements.

Level	Time	Required Elements
Pre – Preliminary	2:10 max	1. Forward perimeter stroking – Clockwise direction only 2. Backward inside consecutive edges 3. Forward left foot spiral 4. Waltz Eight
Preliminary	2:20 max.	1. Forward and Backward Crossovers 2. Consecutive inside spirals 3. Forward power three-turns – Right foot only 4. Forward circle eight

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Event #1 – Onyx-Suburban Basic Skills Challenge

Entry Form [PLEASE PRINT CLEARLY]

Name _____ Age _____ Birth Date _____
 Last First
E-Mail Address _____
 Address _____ City _____
 State _____ Zip _____ Area Code/Phone # _____
Home Club _____ **Member USFS#** _____ **Highest Level Passed** _____
 Male _____ Female _____ Name of Parent/Guardian _____

\$50 for First Event; \$20 for Second Event; \$10 for Each Additional Event

Basic Compulsory	Compulsory	SPEC.OLYMPICS	Adult Compulsory	Adult Prog w/Music
Snowplow Sam*	Pre-Free Skate*	Badge 1*	Adult 1	Adult 1
Basic 1*	Excel Beginner*	Badge 2*	Adult 2	Adult 2
Basic 2*	Excel High Beg*	Badge 3*	Adult 3	Adult 3
Basic 3*	Excel Pre-Prelim	Badge 4*	Adult 4	Adult 4
Basic 4*	Excel Preliminary	Badge 5*	Adult 5	Adult 5
Basic 5*	Free Skate	Badge 6*	Adult 6	Adult 6
Basic 6*	Pre-Free Skate*	Badge 7*	Adult Beginner	Adult Beginner
Basic Prog w/Music	Excel Beginner*	Badge 8*	Adult High Beg	Adult High Beg
Snowplow Sam*	Excel High Beg*	Badge 9*	Adult Pre-Bronze	Adult Pre-Bronze
Basic 1*	Excel Pre-Prelim	Badge 10*	Adult Bronze	Adult Bronze
Basic 2*	Excel Preliminary	Badge 11*		
Basic 3*	Excel Prelim Plus	Badge 12*		
Basic 4*	Well-Balanced Comp			
Basic 5*	No Test	Basic 1-6		
Basic 6*	Pre-Preliminary	Pre-Free Skate		
	Preliminary	Beginner		
	Well-Balanced FS	High Beginner		
	No Test	No Test		
	Pre-Preliminary	Pre-Preliminary		
	Preliminary			
		SHOWCASE EVENTS		
		Preliminary		
		Adult 1-6		
		Adult Beginner		
		Adult High Beg		
		Adult Pre-Bronze		
		MIF to MUSIC		
		Pre-Preliminary		
		Preliminary		

CLEARLY HIGHLIGHT or CIRCLE YOUR EVENT SELECTION ABOVE

Events listed above with an * after them will be eligible for Michigan Compete with Us Series Points

Entry Fees are not refundable after the entry deadline unless an event is cancelled.

If you are not a U.S. Figure Skating member add \$15 to fee / enter through our Basic Skills Program

First Event \$ _____
 Additional Event \$ _____
 Additional Event \$ _____
 Additional Event \$ _____
Join USFS \$ _____
TOTAL: \$ _____

ENTRIES MUST BE POST MARKED BY JAN 20, 2023

Mail form and fees to: Jen Daskas

5717 Sovereign Dr, Oakland Township, MI 48306

Make check or money order payable to **OSA**

INTERESTED IN PAYING BY CREDIT CARD?

CONTACT: jendaskas@aol.com

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Certification of Competitor

Competitor Name: _____

1. The competitor is eligible to enter the events checked. It is agreed that the competitor and family hold the ONYX-SUBURBAN SKATING ACADEMY AND SUBURBAN ICE – MACOMB harmless from any and all liability either during practice or the competition, from any and all liability for damages to or loss of property.
2. As a participant, or parent/guardian of a minor participant, in the **Onyx-Suburban Basic Skills Challenge**/Basic Skills Series, I understand that the **Onyx-Suburban Basic Skills Challenge** /Basic Skills Series, or its agents, may take photographs, video and/or film of my, my minor's and/or my family's involvement, participation, viewing or interaction at **Onyx-Suburban Basic Skills Challenge** /Basic Skills Series scheduled ice time, activities, classes or events. I hereby authorize the taking and use of such photographs, video, film or likeness of myself, my minor child (or children), and/or my family in all forms and media and in all manners, including composite or other representations, for any lawful and legitimate **Onyx-Suburban Basic Skills Challenge**/Basic Skills Series purpose, including dissemination and distribution of the same; and further waive any right to approve or object to any finished, modified or derivative product or media
3. I have read the Concussion Awareness Information located on www.sk8stuff.com and by signing below, I am agreeing to the terms and conditions.

Parent/Guardian Signature _____ Date _____

Club Officer/Program Director _____

Title _____ Date _____

COMPETITOR SIGNATURE _____ Date _____

Coach Signature: _____ Print Name: _____ Please print clearly

Registered on U.S. Figure Skating Coaches Registry for the current season? Yes # _____If you are not registered, go to www.usfigureskating.org , click on the Coaches Registration button and follow the instruction for registration.**COACHES WILL BE REQUIRED TO CHECK IN AT REGISTRATION AT EACH EVENT**

Phone _____ E-mail Address: _____ Please print clearly

CHECKLIST [please be sure the following is included]:

____ Entry form with USFS Number

____ Club Officer/Program Director Signature

____ Check payable to **OSA**

____ Events to be entered checked properly

Approval Code: _____

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