

Hosted by the Diamond Edge Figure Skating Club And Sanctioned by U.S. Figure Skating

June 3, 2017 Arkansas Skatium Little Rock, AR

Beginner through Senior Adult Pre-Bronze through Gold

Chief Referee: Devon Beck Chief Accountant: Colleen Newman Competition Co-Chairs: Sandy Bowen and Sharon Sanders

ONLY ONLINE REGISGTRATION WILL BE ACCEPTED

Secure online registration and credit card payment will be available at diamondedgefsc.org Skater's and Coach's schedules will be posted on the web at diamondedgefsc.org Skaters will be able to choose their own practice ice sessions online after the schedule is posted. Additional practice ice will be available for sale online after those that pre-register for their sessions have chosen them.

DEADLINE FOR ENTRIES IS MIDNIGHT April 28, 2017

The Diamond State Open will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website. Any changes to the rules effective at the close of Governing Countil will apply.

This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules, and are currently registered member of a U.S. Figure Skating member club, a collegiate club or an individual member in accordance with the current rulebook. Please refer to the current rulebook for non-U.S. Citizens.

ELIGIBILITY/TEST LEVEL:

Test level: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event.

Age restrictions/requirements: Skaters entering juvenile free skate events (Well Balanced Program) must be under 14 years of age at the close of entries. Skaters entering open juvenile free skate events (Well Balanced Program), must be at least 14 years of age at the close of entries.

Skaters entering beginner through pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.

ENTRIES: Entry Fees

Learn to Skate USA: see Learn to Skate USA entry form

Singles (Championship, Well Balanced and Test Track Events must be entered as first event):

Introductory Levels through Pre-Juvenile, Adult Pre-Bronze through Gold (wellbalanced free skate only) \$95.00 IJS Juvenile/Open Juvenile Free Skate only: \$125 Championship Juvenile through Senior (combined short program and free skate) \$155.00

Each additional singles event: \$30

Ensembles: \$30 per team member (see separate entry form)

Duets: \$30.00 per skater in duet

Applications for ensembles must be done by one person. Two entries will be sufficient to hold an event.

GROUPS

A large number of entries in some events will be divided into groups as follows: Introductory Levels through Pre-Juvenile will be grouped by birth date. Male and Female entrants may be grouped together by level if there are insufficient numbers to separate genders. Juvenile/Open Juvenile through Senior Well Balanced events and Championship events will be grouped by level and gender.

SINGLE ENTRANTS

If only one eligible competitor enters an event, the entry fee will be refunded, and the event will be cancelled. If more than one competitor/team enters but, due to withdrawals, only one competitor/team is left, that competitor/team will have the option to compete or have the fee refunded. Events may be combined at the referee's discretion.

<u>REFUND POLICY:</u> Entry Fee Deadline Only online entry will be accepted. Online entry with secure credit card payment is available at diamondedgefsc.org. Online entry must be completed by midnight Central Daylight time on <u>April 28, 2017</u> Notification of competition and practice ice times will NOT be available by phone, mail, or email. Skater and Coach schedules will be available via the web at diamondedgefsc.org</u>. Any late entry, if accepted by the competition committee, must be accompanied by a \$25 late fee. Anything submitted after midnight April 28. 2017 will be considered a late entry. Full refunds including practice ice, minus the online processing fee, are available if withdrawal is prior to April 28, 2017. After April 28, 2017 entry refunds are only available if the competition is not held or there is a death in the competitor's immediate family. There will be NO medical refunds given. Refunds will be returned to your credit card as soon as the competition committee determines that a refund is due. When you register online, the processing fee is not refundable for any reason. There will be a \$25.00 change fee for change of each event or level after April 28, 2017 NON-SUFFICIENT FUNDS: Contested credit card charges will be assessed a \$25.00 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events.

When registering online, we will ask you to provide some additional information via a few questions before you check out and pay. This information is mandatory and you will only have one opportunity to enter the data. You will be asked to provide the following information for this competition: Please enter a 25 word description of your showcase program (if you are doing one). There may be some questions that are optional and you can choose to answer them or not at the end of the registration process. We would appreciate you taking the time to answer so that we may obtain feedback that will allow us to make this event even better in the future.

FACILITIES: The Arkansas Skatium is located at 1311 S. Bowman Road, Little Rock, AR 72211 (501) 227-4333. The ice surface measures 80' X 180'. The ice has rounded corners. There is an 8 inch rise to access the ice over which the skater must step.

<u>MUSIC:</u> Music for the competition must be emailed to Devon Beck at **devonbeck@aol.com** by <u>May 19, 2017.</u> CD's must be available as back up and be clearly marked with the skater's name, event, and time. No CD-RW discs will be accepted. <u>A separate CD must be available for practice ice and will be returned at the end of practice.</u>

**No skater may register without submitting their music.

LIABILITY: U.S. Figure Skating, Diamond Edge FSC and the Arkansas Skatium accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

JUDGING SYSTEM:

The International Judging System (IJS) will be used for the following events:

- Well Balanced Program free skate events, juvenile senior
- Short program events, juvenile senior

All competitors skating in these events need to submit the planned program content form online. This form is found in the Member's Only section at <u>www.usfigureskating.org</u>. The deadline to submit the form is <u>April 28</u>, <u>2017</u>

The 6.0 Majority Judging System will be used for all other events.

<u>REGISTRATION:</u> Registration will begin on <u>Saturday</u>, June 3, 2017 at 9:00 am. The registration table will be located In front of the skate counter in the ice rink lobby area. Please register promptly upon arrival. The

competition is tentatively scheduled to begin at 12:00 pm. Registration will close at 2:00 pm on Saturday.

All events are scheduled to be completed on June 3, 2017. <u>No skater may compete in any event without registering first.</u>

COACH REGISTRATION

Coaches must provide photo ID and validation of coach credentials at the registration desk to receive the competition credential. No coach may stand with skaters without proper credentials.

PRACTICE ICE: Skaters may reserve <u>up to two (2) sessions</u> in advance. Skaters will be able to pick practice ice sessions online but MUST indicate the number of sessions desired and MUST pay for the sessions with the entry fee when registering. An email will be sent with a PIN number in order to access practice ice records and select sessions. Practice ice will be \$20 per session when sessions are pre-ordered. Additional practice ice sales will be available online for \$25 per session after the schedule has been posted and those that have pre-registered have had time to select their sessions. Additional practice ice will be available for purchase at the competition and will cost \$30 at the registration table. Practice ice times will be posted on the website at the close of competition applications. Sessions will be limited to no more than 12 skaters per session. There will be a separate practice ice session for ensembles. All sessions will be 30 minutes in length. (Only the first 2 minutes of music will be played for each skater. Music will be played in order of check-in.)

CDs for Practice ice will be returned to the skater at the conclusion of the practice ice session.

VIDEOGRAPHY/PHOTOGRAPHY: No flash photography is permitted in the ice arena.

SOUVENIER T- SHIRTS A vendor will be available for purchase of t-shirts.

FLOWERS: Flowers are not allowed to be thrown on the ice at any time. Other items thrown on the ice should be in plastic covering.

CRITIQUES

Critiques may be available to skaters who compete in Championship events in Juvenile through Senior levels. There is no additional charge for the critique which will be by one qualified judge and/or technical panel member immediately following the event. <u>Critiques must be requested upon signing in at the registration table.</u> A sign up sheet will be available at registration.

AWARDS

Non-championship events will be divided into groups when necessary and medals will be presented to the top three places in each group. Limited beginner through senior competitors in well balanced programs will receive medals for the top three places. Awards will be presented off ice at the awards area immediately following completion of the event and posting of the results. Pictures will be taken at this time.

PROGRAM ADVERTISING: Wish your favorite skater good luck! Make your skater feel special with a Good Luck advertisement in the competition program. Put a smile on your skater's face with a personalized ad to show you care. Wording must be 10 words or less per advertisement. Use the portal through Entry Eeze to create your ad.

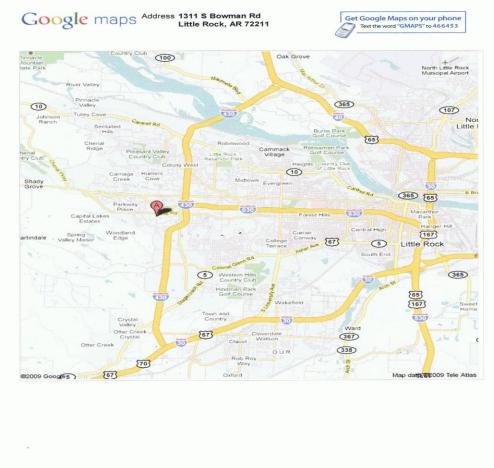
Additional Information

Events for the competition are subject to the number of entrants. The entry form is available at www.diamondedgefsc.org. Any changes to the rules that are in effect as of the end of Governing Council will be applied. Any additional information, changes, or corrections will be posted on the web site. For further information or questions regarding the competition, email us if possible. Calls accepted 9:00 am.-8:00 pm Co-chairs: Sandy Bowen E-mail: bowensk@att.net phone: 501-231-4375 Sharon Sanders E-mail: sharonsk8r@gmail.com phone: 402-669-1414

HOTEL ACCOMODATIONS: There are a variety of hotels in the area near the rink.					
Hilton Garden Inn	10914 Kanis Road,	Little Rock, AR 501-227-4800			
(Host Hotel)					
Hampton Inn and Suites	1301 S. Shackleford	Little Rock, AR 501-537-3000			
Wingate Inn Little Rock	1212 S. Shackleford	Little Rock, AR 501-227-6800			
Courtyard by Marriott West	10900 Financial Centre Pkway	Little Rock, AR 501-227-6000			
Embassy Suites	11301 Financial Centre Pkway	Little Rock, AR 501-312-9000			
Ramada Inn	8 S.Shackleford	Little Rock, AR 501-221-7666			
Holiday Inn West	10920 Financial Centre Pkway	Little Rock, AR 888-465-4329			
Crowne Plaza	201 S. Shackleford	Little Rock, AR 501-223-3000			
Towne Place Suites	12 Crossings Court	Little Rock, AR 501-225-6700			
Comfort Suites	11 Crossings Court	Little Rock, AR 800-230-4134			

DIRECTIONS: The Arkansas Skatium is located at 1311 S. Bowman Road in West Little Rock. Take the Shackleford Road Exit off of I 430. Turn right (north) onto Shackleford, then turn left (west) onto Kanis Road. Turn left (south) onto Bowman Road.

Or take I 630 West. Continue West and cross Shackleford Road. Then turn left (south) at Bowman Road. (Best Buy is on the right.) Go through two stoplights and the Arkansas Skatium will be on the left hand side of the street. 1311 S. Bowman Road, Little Rock, AR - Google Maps http://maps.google.com/maps?f=q&source=s_q&hl=en&geocode=&q=



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EVENT: Introductory Levels 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
- Skaters may have the option to skate one level higher in compulsories than their free skate program

Level	Time	Skating rules/standards
		1. Waltzjump
Beginner	1:15 max.	2. ½ jump of choice
		3. Forward two-foot or one-foot spin, minimum three revolutions
		(free leg position optional)
		4. Forward or backward spiral
		1. Toe loop jump
High	1:15 max.	2. Salchow jump
Beginner		3. Forward scratch spin - minimum three revolutions
		4. Forward or backward spiral

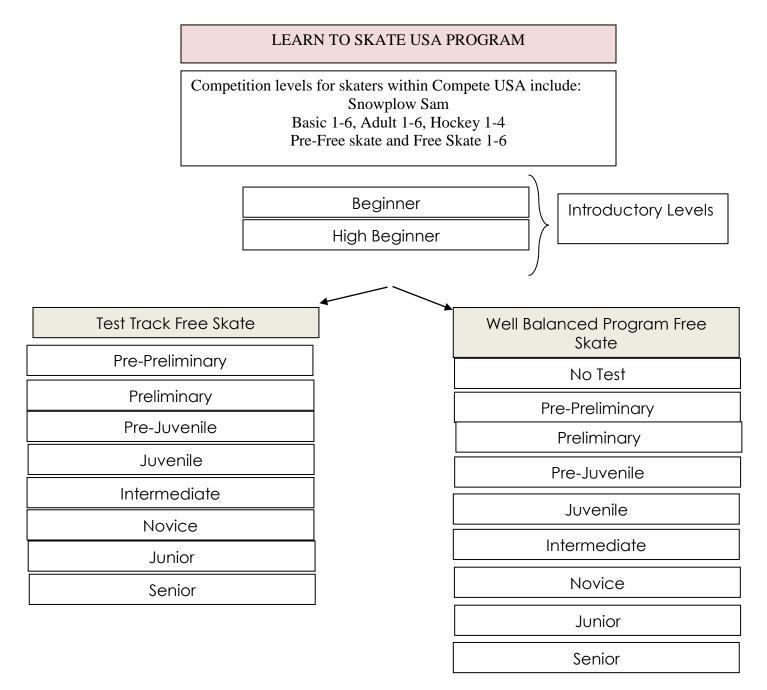


EVENT: COMPULSORY MOVES

- No Test, Pre-Preliminary Pre-Juvenile: Elements skated on 1/2 ice
- Juvenile Senior: Elements skated on full-ice
- Elements may be performed only once
- Music is not allowed
- Elements may be skated in any order

Level	Time	Skating rules/standards
		1. Loop Jump
No-Test	1:15 Max	2. Jump combination to include a toe loop (may not use a loop
		or Axel)
		3. Solo spin - sit or camel spin - minimum three revolutions
		4. Spiral sequence, must include a forward and backward spiral.
		Additional spirals and balance moves may be included.
		1. Toe loop jump
Pre –	1:00 max.	2. Jump combination: single/single (no Axel)
Preliminary		3. Sit spin or camel spin - minimum three revolutions
		4. Spiral sequence with one forward spiral and one backward
		spiral (any edge)
	1.00	1. Lutzjump
Preliminary	1:00 max.	2. Jump combination: single/single (may include Axel)
		3. Back upright spin - minimum three revolutions
		4. Forward inside spiral
		1. Single jump (may include Axel)
Pre –	1:15 max.	2. Jump combination: single/single (may include Axel)
Juvenile		3. Layback spin or camel spin - minimum three revolutions
		4. Step sequence - circular
		1. Single Axel
Juvenile &	1:15 max.	2. Jump combination: single/single or double/single
Open Juv.		3. Layback spin or camel spin - minimum three revolutions
		4. Step sequence – circular
	1.00	1. Double Salchow or double toe loop
Intermediate	1:30 max.	2. Jump combination: single/single or double/single
		3. Flying spin, minimum five revolutions
		4. Step sequence – straight line
Naviac	1.20	1. Double loop
Novice	1:30 max.	2. Jump combination: double/single or double/double
		 Flying spin - minimum five revolutions Steps as a superconduction for the second second
		4. Step sequence – straight line
li uni nu	1.20	1. Double flip
Junior	1:30 max.	2. Jump combination: double/double or triple/double
		3. Combination spin - minimum 10 revolutions
		4. Step sequence – straight line
Conton	1.20	1. Double Lutz
Senior	1:30 max.	2. Jump combination: double/double or triple/double
		3. Combination spin - minimum 10 revolutions
		 Step sequence – straight line

U.S. Figure Skating Nonqualifying Competitions Illustration of the Progression Through the Levels of U.S. Figure Skating



SINGLES SHORT PROGRAM

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

A. Intermediate short program – Rule 4230

B. Novice short program – Rule 4220

C. Junior short program – Rule 4210

D. Senior short program – Rule 4200

Note: The Juvenile Short Program will be conducted in accordance with the rule for Intermediate short program.

EVENT: Introductory Levels Free Skate Program: Beginner, High Beginner and No Test

- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

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

EVENT: Well Balanced Program Free Skate

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
- Skaters will skate to the music of their choice.
- 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.
- Either IJS or the 6.0 judging system may be used for this event.
- Vocal music is permitted.
- All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on www.usfigureskating.org , under "Technical Information," then "Singles/Pairs"

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Max	 Max 5 jump elements: Single jumps, with the exception of the single Axel, are allowed No single Axels, double jumps or triple jumps Maximum of 2 jump combinations or sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	 Max 2 spins: Spins may change feet and/or position Spins may start with a fly Minimum 3 revs. Spins must be of a different character (For definition see rule 4103 E) 	Step Sequence. Must use one-half the ice surface
Pre-Preliminary	1:40 Max	 Maximum of 5 Jump elements: All single jumps, including Axel, allowed. No double, triple or quadruple jumps allowed Axel may be repeated once a a solo jump, as part of a jump combination or jump sequenc (maximum of 2 single Axels) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max. 2 jump combinations or sequences Jump combinations are limited to 2 jumps except that one 3-jump combination with a 	change feet and/or position • Spins may start with a fly • Min. of 3 e. revolutions These spins must be of a different character (For definition see rule 4103 E)	One step sequence that must use 1/2 of the ice surface. Moves in the field and spiral sequences are permitted, but will not count as elements Jumps may be included in the step sequence

		 maximum of 3 jumps is permitted Jump sequences limited to a maximum of 3 single jumps 1/2 loop is considered a listed jump with the value of a single loop when used in a sequence or combination 		
Preliminary	1:40 Max	 Maximum of 5 jump elements One must be an Axel or waltz- jump type jump All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Maximum 2 jump combinations or sequences Jump combinations are limited to 2 jumps except that one 3- jump combination with a maximum of 2 double jumps and1 single jump is permitted Jump sequences limited to a maximum of 3 single or double jumps 1/2 loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	 Maximum of 2 spins: Spins may change feet and/or position Spins may start with a fly Min. of 3 revolutions. These spins must be of a different character (For definition see Rule 4103 E) 	One step sequence that must use 1/2 of the ice surface. Moves in the field and spiral sequences are permitted, but will not count as elements Jumps may be included in the step sequence

Pre-Juvenile	2:00 +/- 10 sec.	 Maximum of 5 jump elements: One must be an Axel or waltz type-jump. All single and double jumps allowed except for the double Axel No triple or quadruple jumps allowed 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 Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded 	Maximum of 2 spins: • 1 spin combination, with or without change of foot • May start with a flying entry • Minimu m 6 revs • 1 spin with only 1 position • No change of foot • May start with a flying entry • Minimu m 6 revs • No change of foot • May start with a flying entry • Minimu m 6 revs • No change of foot • May start with a flying entry • Minimu m 6 revs • No change of foot • May start • With a flying entry • Minimu m 6 revs • No change of foot • May start • Minimu m 6 revs • No change of foot • May start • With a flying entry • Minimu m 6 revs • No change of foot • May start with a flying	Max 1 Sequence • Step Sequence • Must fully utilize the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements • Jumps may be included in the step sequence
		Max 2 jump combinations or sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted Jump sequences limited to a maximum of 3 single or double jumps	entry • Min. 4 revs	• If IJS is used, then Ch St
Juvenile (under 14 years) & Open Juvenile (14 years or older)	2:15 +/- 10 sec.	 Maximum of 5 jump elements: One must be an Axel-type jump. All single and double jumps, including the double Axel, allowed No triple or quadruple jumps allowed 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 If both executions (of the double) are as solo jumps, the second of these jumps will receive 70% of 	Maximum of 2 spins: • 1 spin combination, with/without change of foot. • Min. 8 revs • Min 2 revs in each position • <u>Must</u> have all <u>3 basic</u> <u>positions</u> <u>to</u> <u>receive</u> <u>full</u> value • 1 spin with only 1 position, no	Max 1 Sequence • One choreographic step sequence • Must fully utilize the ice surface

	its original base	change of foot.	
	 value No double jump can be included more than twice Max 2 jump combinations or sequences Jump combinations limited to 2 jumps except one may be a 3-jump combination with a max of 2 double jumps and 1 single jump Number of jumps in jump sequence is not limited 	 Min 5 revs Both spins may start with a flying entry. Spins must be of a different character (For definition see U.S. figure skating rule 4103 E). 	
Intermediate 2:40 +/- 10 sec.	 Maximum of 6 jump elements: 1 must be an Axel-type jump. All single, double and triple jumps allowed No more than 2 different jumps with 2 1/2 or 3 revolutions may be repeated 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 No double or triple jump combinations or sequences Max 3 jump combinations or sequences Combinations are limited to 2 jumps One 3-jump combination is permitted Number of jumps in jump sequence is not 	Maximum of 2 spins: • 1 spin combination, with/without change of foot. • Min.8 revs • Min 2 revs in each position • Must have all 3 basic positions to receive full value • 1 spin with only 1 position; no change of foot • Min. 5 revs Both spins may start with a flying entry Spins must be of a different character (For definition see U.S. Figure Skating rule 4103 E)	Max 1 Sequence • One leveled step sequence • Maximumo f Level 2 Only simple variety (seven turns) and rotation in each direction covering at least 1/3 of the pattern in total for each rotational direction will be evaluated for this level • Must fully utilize the ice surface
Novice Ladies 3:00 +/- 10 sec.	limited Maximum of 6 jump elements: • 1 must be an Axel-type jump • All single, double and triple jumps are allowed • No more than 1 double Axel and 2 different triple jumps may be	Maximum of 3 spins: 1 spin combination, with or without change of foot Min 10 revs	Max 1 Sequence • One leveled step sequence o Must fully utilize the ice surface

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		repeated, and if	• Min 2	
		repeated, at least 1	revs in	
		attempt must be as a	each	
		part of a jump	position	
		combination or	 Must 	
		sequence	have all	
		 If both 	3 basic	
		executions (of	positions	
		the double Axel	to	
		or same triple)	receive	
		are as solo	full	
		jumps, the	value	
		second of these	• 1 flying spin with	
		jumps will	no change of	
		receive 70% of	foot or position	
		its original base	• Min 6	
		value	revs	
			• 3rd spin is option	
		 There is no limit to the number of different 	 Sid spin is option of skater 	
		double jumps that can	All spins may start with a	
		be repeated, but no	flying entry	
		double or triple jump	Spins must be of a	
		can be included more	different character	
		than twice	(for definition see U.S.	
		 Max 3 jump combinations or 	Figure skating rule 4103	
		sequences	E.	
		 Combinations limited to 		
		2 jumps		
		o One 3-jump		
		combination is		
		permitted		
		 Number of jumps in 		
		jump sequence is not		
		limited		
Novice Men	3:30 +/- 10	Maximum of 7 jump elements:	Maximum of 3 spins:	Max 1 Sequence
	sec.	• 1 must be an Axel-type jump.	• 1 spin	One leveled step
		All single, double and triple	combination,	sequence
		jumps are allowed	with or without	 Must fully
		No more than 1 double	change of foot	utilize the
		Axel and 2 different	• Min. 10	ice surface
		triple jumps may be	revs	
		repeated, and if	• Min 2	
		repeated, at least one	• Milit 2 revs in	
1	1		1642111	
			aaah	
		attempt must be part of	each	
		attempt must be part of a jump combination or	position	
		attempt must be part of a jump combination or sequence.	position • Must	
		attempt must be part of a jump combination or sequence. • If both	position • Must have all	
		attempt must be part of a jump combination or sequence. • If both executions (of	position • Must have all 3 basic	
		attempt must be part of a jump combination or sequence. • If both executions (of the double Axel	position • Must have all 3 basic positions	
		attempt must be part of a jump combination or sequence. • If both executions (of the double Axel or same triple)	position • Must have all 3 basic positions to	
		attempt must be part of a jump combination or sequence. • If both executions (of the double Axel or same triple) are as solo	position • Must have all 3 basic positions to receive	
		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	position • Must have all 3 basic positions to receive full	
		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	position • Must have all 3 basic positions to receive full value	
		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	position • Must have all 3 basic positions to receive full value • 1 flying spin with	
		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	position • Must have all 3 basic positions to receive full value	
		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	position • Must have all 3 basic positions to receive full value • 1 flying spin with	
		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	 position Must have all 3 basic positions to receive full value 1 flying spin with no change of 	
		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	 position Must have all 3 basic positions to receive full value 1 flying spin with no change of foot or position 	
		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.	position • Must have all 3 basic positions to receive full value • 1 flying spin with no change of foot or position • Min 6	

	2-20 - (10	double jumps that can be repeated, but no double or triple jump can be included more than twice. • Max 3 jump combinations or sequences • Combinations limited to 2 jumps • One 3-jump combination is permitted • Number of jumps in jump sequence is not limited	of skater 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)	
Junior Ladies	3:30 +/- 10 sec.	 Maximum of 7 jump elements: 1 must be an Axel-type jump. Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice 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 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 Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited 	Maximum of 3 spins: • 1 spin combination, with or without change of foot • Min. 10 revs • Min 2 revs in each position • Must have all 3 basic positions to receive full value • 1 spin with a flying entry • Min. 6 revs • 1 spin with only 1 position • Min. 6 revs • 1 spin with only 1 position • Min. 6 revs 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)	Max 1 Sequence • One leveled step sequence • Must fully utilize the ice surface
Junior Men	4:00 +/- 10 sec.	 Maximum of 8 jump elements: 1must be an Axel-type jump. Jumps can contain any number of revolutions Of all the triples or quads only 2 can be executed twice If both executions (of the same triple or quad) are as solo jumps, the 	Maximum of 3 spins: • 1 spin combination, with or without change of foot • Min. 10 revs • Min 2 revs in each position • Must	Max 1 Sequence • One leveled step sequence • Must fully utilize the ice surface

		second of these jumps will receive 70% of its original base value • 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 • Combinations limited to 2 jumps • One 3-jump combination is permitted • Number of jumps in a	have all 3 basic positions to receive full value 1 spin with a flying entry Min. 6 revs 1 spin with only 1 position Min. 6 revs All spins may change feet and start with a flying entry Spins must be of a	
		sequence is not limited	different character (For definition see U.S. Figure Skating rule 4103 E)	
Senior Ladies	4:00 +/- 10 sec. 4:30 +/- 10	 Maximum of 7 jump elements: I must be an Axel-type jump. Jumps can contain any number of revolutions Of all the triples or quads, only 2 can be executed twice 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 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 Combinations limited to 2 jumps One 3-jump combination is permitted Number of jumps in a sequence is not limited 	Maximum of 3 spins: • 1 spin combination, with or without change of foot • Min. 10 revs • Min 2 revs in each position • Must have all 3 basic positions to receive full value • 1 spin with a flying entry • Min. 6 revs • 1 spin with only 1 position • Min. 6 revs • 1 spin with only 1 position • Min. 6 revs • 1 spin smay 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). Maximum of 3 spins:	Max 2 Sequences • One leveled step sequence Must fully utilize the ice surface • One choreographic sequence • Must be clearly visible Max 2 Sequences
Senior Men	4:30 +7- 10 sec.	 I must be an Axel-type jump. Jumps can contain any number of revolutions 	1 spin combination, with or without	One leveled step sequence o Must fully

Of all the triples or	change of feet	utilize the
	change of foot • Min. 10	ice surface
quads, only 2 can be		
executed twice	revs	
• If both	• Min 2	• One
executions (of	revs in	choreographic
the same triple	each	sequence
or quad) are as	position	o Must be
solo jumps, the	 Must 	clearly
second of these	have all	visible
jumps will	3 basic	
receive 70% of	positions	
its original base	to	
value	receive	
 No double jump, 	full	
including double Axel,	value	
can be included more	 1 spin with a 	
than twice in total as	flying entry	
solo jump or part of a	• Min. 6	
combination/sequence	revs	
Max 3 jump combinations or	 1 spin with only 1 	
sequences	position	
Combinations limited to	• Min. 6	
2 jumps	revs	
One 3-jump	All spins may change	
combination is	feet and start with a	
permitted	flying entry	
Number of jumps in a sequence	Spins must be of a	
is not limited	different character	
	(For definition see U.S.	
	Figure Skating rule 41403	
	E).	
	- <i>j</i> .	<u>ــــــــــــــــــــــــــــــــــــ</u>



EVENT: Test Track Free Skate

- Skaters may <u>not</u> enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- The following deductions will be taken:
- 0.1 from each mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra element included.
- 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 Max	 Maximum of 5 jump elements: Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only. Max. 2 jump combinations or sequences Max. 2 of any same type jump 	Maximum of 2 spins: • Two spins of a different nature, one position only. No change of foot, no flying entry. (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 pre-preliminary free skate test
Preliminary 1:30 +/- 10 sec.	 Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump 	 Maximum of 2 spins: 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) 	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre- preliminary free skate test but may not have passed tests higher than the preliminary free skate test

				[]
Pre-Juvenile 2:00 +/- 10 sec.	 Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump 	 Maximum of 2 spins: 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. 	One step sequence fully utilizing ice surface	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
Juvenile 2:15 +/- 10 sec.	 Maximum of 5 jump elements: Any single jumps, including Axel, are permitted. Max. 2 jump combinations or sequences Max. 2 of any same type jump 	 Maximum of 2 spins: 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 	One step sequence fully utilizing ice surface	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
Intermediate 2:40 +/- 10 sec.	 Maximum of 6 jump elements: 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 	 Maximum of 2 spins: 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). 	One step sequence fully utilizing ice surface	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
Novice Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.	 Maximum of 7 jump elements for men and 6 for ladies: 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 	Maximum of 3 spins, of a different nature: • 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	One step sequence or spiral sequence fully utilizing ice surface (see rule 4104 & 4105 for remarks)	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

	type jump	revolutions per foot)All spins may fly		test
Junior Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.	 Maximum of 8 jump elements for men and 7 for ladies: 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 	 Maximum of 3 spins of a different nature: 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 (min. 2 revs. per position, min. 5) revolutions per foot) 	One step sequence fully utilizing ice surface (See rule 4105 for remarks)	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
Senior Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.	 Maximum of 8 jump elements for men and 7 for ladies: 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 	 Maximum of 3 spins of a different nature: 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 (min. 2 revs per position, min. 5 revolutions per foot) 	Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks) Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)	Skaters must have passed at least the U.S. Figure Skating junior free skate test



EVENT: Spins Challenge

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring.
- Spins may not be repeated. Only required elements may be included.
- All events are skated on $\frac{1}{2}$ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
		1. Upright one-foot spin (3)
Beginner	1:30 max.	2. Upright two-foot spin (3)
		3. Sit spin (3)
		1. Upright one-foot spin (3)
High	1:30 max.	2. Upright two-foot spin (3)
Beginner		3. Sit spin (3)
		1. Upright one-foot spin (3)
No-Test	1:30 max.	2. Upright two-foot spin (3)
		3. Sit spin (3)
		1. Upright one-foot spin (3)
Pre –	1:30 max.	2. Upright back scratch spin (3)
Preliminary		3. Sit spin (3)
		 Forward scratch to back scratch spin (3) per foot
Preliminary	1:30 max.	2. Combination spin with no change of foot (4)
		3. Sit spin (3)
_		1. Camel spin (3)
Pre –	1:30 max.	2. Combination spin – camel to sit spin; no change of foot (6)
Juvenile		3. Forward to backward scratch spin (3 per foot)
		1. Sit spin (4)
Juvenile &	1:30 max.	2. Combination spin – change of foot; optional change of position (4
Open Juv.		per foot)
		3. Girls – layback spin (4); Boys – camel spin (4)
1.1	1.00	1. Flying camel spin (5)
Intermediate	1:30 max.	2. Sit spin to backward sit spin (4 per foot)
		3. Combination spin – change of foot & change of position (4 per foot)
N	1.20	1. Choice of camel, sit or layback spin (6)
Novice	1:30 max.	2. Camel spin to backward camel spin (4 per foot in position)
		 Combination spin – change of foot & two changes of position (2 per position % 5 per feet)
		position & 5 per foot) 1. Flying sit spin or flying reverse sit spin (6)
Junior	1:30 max.	 Prying sit spin of hying reverse sit spin (6) Ladies – layback spin (6); men – cross-foot spin (6)
	1.30 Max.	 Ladies – layback spin (6); men – cross-root spin (6) Combination spin – with change of foot & utilizing all three positions (2
		per position & 5 per foot)
		1. Flying spin of choice (6)
Senior	1:30 max.	 Solo spin of choice (6) – may not fly
301101	1.00 max.	 Combination spin – with change of foot & utilizing all three positions (2
		per position & 5 per foot)



EVENT: Jumps Challenge

- Each jump may be attempted twice; the best attempt will be counted.
- Pre-juvenile and lower will be skated ½ ice; Juvenile senior will be skated on full ice
- Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Skating rules / standards	
		1. Waltz jump (from backward crossovers)	
Beginner	1:15 max.	2. ½ flip or ½ Lutz	
_		3. Single Salchow	
		1. Waltz jump (from backward crossovers)	
High	1:15 max.	2. Single Salchow	
Beginner		3. Jump combination – waltz jump-toe loop	
		1. Single toe loop	
No-Test	1:15 max.	2. Single loop	
		3. Jump combination – Any two ½ or single revolution jumps (no Axel)	
		1. Single toe loop	
Pre –	1:15 max.	2. Single flip	
Preliminary		3. Jump combination - Any two $\frac{1}{2}$ or single revolution jumps (no Axel)	
		1. Single flip	
Preliminary	1:15 max.	2. Single Lutz	
		3. Jump combination – Any single jump + single loop (may be Axel)	
		1. Single Axel	
Pre –	1:15 max.	2. Single or double jump	
Juvenile		3. Jump combination – single/single (no Axel)	
		1. Single Axel	
Juvenile &	1:15 max.	2. Double Salchow	
Open Juv.		3. Jump combination – single/single or double/single (no Axel)	
		1. Single Axel	
Intermediate	1:15 max.	2. Double loop*	
		3. Jump combination – double/single (no Axel)	
		1. Double loop	
Novice	1:15 max.	2. Double flip*	
		3. Jump combination – double/double (may be double Axel)	
		1. Choice of double or triple jump	
Junior	1:15 max.	2. Double or triple flip*	
		3. Jump combination – double/double (may be double Axel)	
		1. Choice of double or triple jump	
Senior	1:15 max.	2. Double or triple Lutz*	
		3. Jump combination – double/double or triple/double (may be double	
		Axel)	



EVENT: Step Sequences

- Levels are based on the skaters' highest Moves in the Field test passed.
- Music of skater's choice, including vocal music, not to exceed the maximum (less time is fine).
- Skates perform two different step sequences of their choice; any shape or pattern is permitted; however, skaters must make it clear when their first step sequence ends, and their second begins.
- Each of the step sequences must include the required steps and/or turns listed for each level.
- Each step sequence may, and is encouraged to, include additional steps or turns.
- Each step sequence must utilize the full ice surface.
- Skaters are encouraged to focus on edge quality, clarity of turns, multi-directional and one-foot skating.

Level	Time	Required elements
		Each of the two step sequences must include:
Pre-	1:00 max.	1. Forward outside 3-turn
Preliminary		2. Inside mohawk
		3. Demonstration of forward outside & forward inside edges
		Each of the two step sequences must include:
Preliminary	1:00 max.	1. At least two consecutive forward outside power 3-turns
,		2. Forward inside 3-turn
		3. At least one set of alternating 3-turns (outside or inside)
		Each of the two step sequences must include:
Pre-Juvenile	1:00 max.	1. Backward inside 3-turns on each foot
		2. Backward outside 3-turns on each foot
		3. At least 2 consecutive power pulls (backward or forward)
		Each of the two step sequences must include:
Juvenile &	1:30 max.	1. Forward outside double 3 (either foot)
Open Juv.		2. Forward inside double 3 (either foot)
		3. At least 2 consecutive cross strokes (backward or forward)
		Each of the two step sequences must include:
		1. Choice of backward double 3
Intermediate	1:30 max.	2. At least 2 different brackets with clear entry & exit edges
		3. Forward inside 1 ½ twizzle
		4. Forward outside 1 ½ twizzle
		Each of the two step sequences must include:
Novice	2:00 max.	1. At least 2 different counters with clear entry & exit edges
		2. Forward outside & forward inside loop (either foot)
		3. Backward outside double twizzle
		4. Backward inside double twizzle
		Each of the two step sequences must include:
Junior	2:00 max.	1. At least 2 different rockers with clear entry & exit edges
		2. At least 2 different choctaws
		3. Backward outside & backward inside loop (either foot)
		4. A combination of at least 3 different turns done on one foot
		Each of the two step sequences must include:
		1. At least 1 of each of the following turns: 3-turn, bracket, rocker, counter,
Senior	2:00 max.	choctaw, loop, and twizzle.
		2. A combination of at least 3 different turns, to be selected from counter, rocker,
		bracket, twizzle and loop, done on one foot.
		3. An upper body movement. (Any movements of the arms, head and torso that have
		an effect on the balance of the main body core.)
		Note: If necessary, skaters may combine items 1 & 2. For example, performing 3 different
		consecutive turns on one foot may also count towards the requirement of demonstrating
		all seven of the listed turns/steps.



EVENT: Adult Compulsory Moves

- Elements may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring.
- Elements may not be repeated. Only required elements may be included.
- All events are skated on $\frac{1}{2}$ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Elements
		1. Forward crossovers (Min. 5 consecutive)
Adult Beginner	1:15	2. Waltz jump
-		3. Two foot upright spin
		4. Forward spiral (any edge)
		1. Backward crossovers (Min. 5 consecutive)
Adult Pre-Bronze	1:15	2. Waltz jump
		3. Forward upright spin (Min. 3 revolutions)
		4. Forward outside spiral
		1. Single Salchow
Adult Bronze	1:15	2. Waltz jump – toe loop combination jump
		3. Sit spin (Min. 3 revolutions)
		4. Spiral sequence (Min. 2 spirals)
		1. Single loop
Adult Silver	1:30	2. Single/single jump combination
		3. Sit spin (Min. 3 revolutions)
		4. Straight line step sequence
		1. Single Lutz or Axel
Adult Gold	1:30	2. Single/single or single/double jump combination
		3. Camel spin (Min. 4 revolutions)
		4. Straight line step sequence
		1. Axel, double Salchow , double toe loop or double loop
Masters	2:00	2. Jump combination (double/double, single/double or
Intermediate/Novice		double/single) that may include double Salchow , double toe
		loop or double loop and any single jump including Axel
		3. Solo spin of skater's choice (Min. 6 revolutions)
		4. Straight line step sequence
		1. Choice of any double jump
Masters Junior/Senior	2:00	2. Jump combination that may include any double jump
		3. Solo spin of skater's choice (Min. 8 revolutions)
		4. Straight line step sequence

EVENT: Adult Free Skate

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.
- The following deductions will be taken:
 - -0.1 from each mark for each technical element included that is not permitted in the event description.
 - - 0.2 from the technical mark for each extra element included.
 - -0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Time	Jumps	Spins	Step Sequences
CHAMPIONSHIP MASTERS JUNIOR/SENIOR & MASTERS JUNIOR & MASTERS SENIOR * means element is required	3:40 Max	 Max 7 jump elements 1 must be an Axel-type jump* Max 3 combinations or sequences 1 jump combination may contain three jumps; the remaining jump combinations are limited to two jumps Number of jumps in sequence is unlimited, but only the two highest value jumps in a jump sequence with be counted No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence 	 Max 3 spins Spins must be of different character (for definition, see U.S. Figure Skating rule 4103E) Min 5 revolutions total if no change of foot Min. 4 revolutions each foot if change of foot Min. 2 revolutions in position 	 Max 1 Step Sequence 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
CHAMPIONSHIP MASTERS INTERMEDIATE/NOVICE & MASTERS INTERMEDIATE & MASTERS NOVICE *means element is required	3:10 max	 Max 6 jump elements 1 must be an Axel-type jump* Max 3 combinations or sequences 1 jump combination may contain three jumps; the remaining jump combinations are limited to two jumps Each jump may be repeated only once, and only as part of combination or sequence All single jumps and the following double jumps are permitted: Double toe loop, double Salchow, double loop Only one double-double jump combination or sequence is permitted Double flip, double Lutz, double Axel and triple jumps are not permitted 	 Max 3 spins Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E) Min. 5 revolutions total if no change of foot Min. 4 revolutions each foot if change of foot Min. 2 revolutions in position 	 Max. 1 Step Sequence 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

CHAMPIONSHIP GOLD & ADULT GOLD	2:40 max	 Max 5 jump Elements Max 3 combinations or sequences 1 jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps Each jump may be repeated only once, and only as part of combination or sequence All single jumps, including the single Axel, are permitted, as are the following double jumps: double toe loop, double Salchow No double-double jump combinations or sequences are permitted Double loop double flip, double Lutz, double Axel and Triple jumps are not permitted 	 Max. 3 spins Spins must be of different character (for definitions, 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 	 Max. 1 Step Sequence 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
ADULT SILVER	2:10 max	 Max. 5 jump elements Max 2 combinations or sequences 1 combination/sequence may consist of three jumps, and the other may have only two jumps Additional jump sequences which contain non-listed jumps of not more than one 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 are permitted, including single Axel No double or triple jumps are permitted 	 Max 2 spins 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 	 Max. 1 Sequence To be chosen from: Step sequence or Spiral sequence (any pattern) Must use at least 1/2 ice surface 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 If IJS is used, then ChSt

ADULT BRONZE	1:50 max	 Max. 4 jumps 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 	 Max. 2 spins Spins must be of different character (for definition, see U.S.Figure Skating rule 4103 E) Min. 3 revolutions total if no change of foot Min. 3 revolutions each foot if change of foot Min. 2 revolutions in position No flying spins are permitted 	 Max. 1 Sequence To be chosen from : Step sequence or Spiral sequences (any pattern) Must use at least 1/2 ice surface 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 If IJS is used, then ChSt
ADULT PRE-BRONZE	1:50 max	 Max. 4 jumps 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 combination or sequence (maximum of 2 of any jump) Only single and half- revolution jumps are allowed No Lutz, Axel, double jumps are allowed 	 Max. 2 spins Min. 3 revolutions Spins with a flying entry are not permitted 	Max. 1 Sequence Connecting steps throughout the program are required



EVENT: Adult Jumps Challenge

- Each jump may be attempted twice; the best attempt will be counted.
- Adult silver and lower will be skated on 1/2 ice; adult gold masters junior/senior will be skated on full ice
- Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Elements
Adult Beginner	1:00	1. Bunny Hop 2. Mazurka or ballet jump
Adult Pre-Bronze	1:00	 Waltz or toe loop jump ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:00	 Single Salchow Single toe loop Any single jump + single toe loop combination (No Axels allowed)
Adult Silver	1:15	 Single flip Single loop Single/single combination (Axel is permitted)
Adult Gold	1:15	 Single Axel Single Lutz Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow)
Masters Intermediate/Novice	1:30	 Axel Double Salchow , double toe loop or double loop Jump combination (double/double, single/double or double/single) that may include double Salchow , double toe loop or double loop and any single jump including Axel
Masters Junior/Senior	1:30	 Double loop or double flip Double Lutz Jump combination that may include any double jump



EVENT: Adult Spins Challenge

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
- All events are skated on $\frac{1}{2}$ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Adult Beginner	1:15	1. Pivot 2. Two-foot upright spin (2)
Adult Pre-Bronze	1:15	 One-foot upright spin (3) Two-foot upright spin (3)
Adult Bronze	1:00	 One-foot upright spin (4) One-foot back spin (3) Sit spin (3)
Adult Silver	1:30	 Camel spin (3) Layback, sideways leaning or sit spin (4) Combination spin with at least one change of position, no change of foot (3 in each position)
Adult Gold	1:30	 Solo spin, no change of foot (4) Second solo spin, different from the first; change of foot optional (4) Combination spin with only one change of foot and at least one change of position (4 each foot)
Masters Intermediate/Novice	1:30	 Solo spin of skater's choice (Min. 6 revolutions) Second solo spin, different from the first; change of foot optional (4) May have a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot)
Masters Junior/Senior	1:30	 Solo spin of skater's choice (Min. 8 revolutions) Solo spin with a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot). May have a flying entry



EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Props and Scenery are permitted. Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance. Note: There is an 8 inch rise over which props must be lifted to reach the ice surface.

General event parameters:

- 1. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 2. The determination of level will be based upon test requirement at the entry deadline
- 3. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Light Entertainment Levels

	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
	Limted Beginner, Beginner, No Test* Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Singles	Pre Juvenile Pre Juvenile Free Sk 2 Preliminary Dan Singles		Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	14-17	2:10 max

Intermediate	Intermediate Free Skate or Complete Bronze Dance	Novice Free Skate or Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate or Complete Preliminary Dance	Novice Free Skate or Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate or One Silver Dance	Junior Free Skate or Any Gold Dance		2:10 max
Junior	Junior Free Skate or Two Pre-Gold Dances	Senior Free Skateor Completed Gold Dance	No age restriction	2:40 max
Senior	Senior Free Skate or Complete Gold Dance			2:40 max
Event	Must meet requirements for*	Must not have passed	Age	Time
Adult Pre-Bronze	Adult Pre-Bronze Free Skate or Pairs Events or have passed the complete Preliminary Dance Test	Any Pre-Bronze Dance Test	21 and Older	1:40 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 Skateor 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 have 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

*The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart.



EVENT: Showcase Events – Dramatic Entertainment Events

Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions.
- Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance. Note: There is an 8 inch rise over which props must be lifted to reach the ice surface.

General event parameters:

- 4. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 5. The determination of level will be based upon test requirement at the entry deadline
- Current guidelines and procedures for nonqualifying showcase competitions can be found at 6. www.usfigureskating.org, under "Programs" on the National Showcase page.

Dramatic Entertainment Levels:

	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
	Limted Beginner, Beginner, No Test* Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Singles	Pre Juvenile	Pre Juvenile Free Skate or 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	14-17	2:10 max

Intermediate	Intermediate Free Skate or Complete Bronze Dance	Novice Free Skate or Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate or Complete Preliminary Dance	Novice Free Skate or Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate or One Silver Dance	Junior Free Skate or Any Gold Dance		2:10 max
Junior	Junior Free Skate or Two Pre-Gold Dances	Senior Free Skate or Completed Gold Dance	No age restriction	2:40 max
Senior	Senior Free Skate Complete Gold Dance			2:40 max
Event	Must meet requirements for*	Must not have passed	Age	Time
Adult Pre-Bronze	Adult Pre-Bronze Free Skate or Pairs Events or have passed the complete Preliminary Dance Test	Any Pre-Bronze Dance Test	21 and Older	1:40 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 Skateor 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 have 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

*The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart.



EVENT: Showcase Events – Duet Events

Format:

- Duets are theatrical or artistic performances by any competitors.
- Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance. Note: There is an 8 inch rise over which props must be lifted to reach the ice surface.

General event parameters:

- Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- The determination of level will be based upon test requirement at the entry deadline

Current guidelines and procecures for nonqualifying showcase competitions can be found at <u>www.usfigureskating.org</u>, under "Programs" on the National Showcase page.

nder "Programs" on	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
	Limted Beginner, Beginner, No Test* Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Duets	Pre Juvenile	Pre Juvenile Free Skate or 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
(Duets must compete at the highest test	Juvenile	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	13 and under	2:10 max
level of the two skaters)	Teen	Juvenile Free Skate or Complete Preliminary Dance	Intermediate Free Skate or Any Silver Dance	14-17	2:10 max
	Intermediate	Intermediate Free Skate or Complete Bronze Dance	Novice Free Skate or Any Gold Dance	17 and under	2:10 max
	Young Adult	Juvenile Free Skate or Complete Preliminary Dance	Novice Free Skate or Any Gold Dance	18-20	2:10 max
	Novice	Novice Free Skate or One Silver Dance	Junior Free Skate or Any Gold Dance	No age restriction	2:10 max
	Junior	Junior Free Skate or Two Pre-Gold Dances	Senior Free Skate or Completed Gold Dance	No age restriction	2:40 max
	Senior	Senior Free Skate or Complete Gold Dance		No age restriction	2:40 max

Event	Must meet requirements Event for*		Age	Time
Adult Pre-Bronze	Adult Pre-Bronze Free Skate or Pairs Events or have passed the complete Preliminary Dance Test	Any Pre-Bronze Dance Test	21 and Older	1:40 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 have 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

Test The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart



EVENT: Showcase Events – Production Ensemble Events

Formats:

- Mini production ensemble events are theatrical perforamnces by three to seven competitiors. Props and scenery are permitted. Programs are performed under full arena lighting
- **Production ensemble** events are theatrical perforamances by eight or more competitors. Theatre On Ice teams are eligible as production ensembles. Props and scenery are allowed. Programs are performed under full arena lighting

General event parameters:

- Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- The determination of level will be based upon test requirement at the entry deadline.

Current guidelines and procedures for nonqualifying showcase competitions can be found at <u>www.usfigureskating.org</u>, under "Programs" on the National Showcase page.

Production Ensemble Events

Event	Program Duration	Must have passed free skating or dance test (solo or partnered standard track)	Must not have passed free skate or dance (solo or partnered) test	Age
Mini Production	3:10 maximum	Open	Open	No age restriction
Production Ensemble	6:15 max	Open	Open	No age restriction



USFIGURE SKATING U.S. Figure Skating Nonqualifying Competitions

EVENT: Showcase Events – Interpretative Events

Format: Interpretive is a performance choreographed by the competitor, unaccompanied and unassisted, to music supplied by the competition committee / LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements.

- The music will be played twice during an on-ice warm-up prior to the performance.
- Skaters after the warm up will go back to a room, with no music being played.
- Skaters will be brought to the ice when the previous skater finishes.
- All competitors in an event will interpret the same music.
- No props allowed except for costume or hand held.

Current guidelines and procedures for nonqualifying showcase competitions can be found at <u>www.usfigureskating.org</u>, under "Programs" on the National Showcase page.

Interpretative Events and Levels

Level	Program Duration	Test Requirements
Pre-juvenile and below	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline
Juvenile - novice	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline
Junior and senior	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline
Teen and young adult	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline
All adult events	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline

2017 Diamond State Open Check Lists

Before completing the application:

- 1. I listed my name, address, phone number, email and USFS number correctly.
- 2. I listed my coach's name, address, phone number, and email correctly.
- 3. I signed up for the events that I want to enter and the appropriate level:
 - Championship Well-balanced Test Track Jumps Spins Compulsory Moves Showcase/ Light Entertainment Showcase/ Dramatic Duets Interpretive
- 4. I am the team captain and I signed up everyone on my Ensemble team
- 5. I have registered for practice ice.
- 6. I double checked that the correct fees are entered for my events
- 7. I have entered my planned program content. (IJS)

Bring the following with you to the competition

At least 1 back up CD for each event clearly marked with your name and event. One music track per CD.



Diamond State Open 2017

June 3, 2017 us figure skating sanctioned event hosted by the diamond edge figure skating club

COMPETITION PROGRAM ADVERTISMENT REQUEST FORM DEADLINE April 28, 2017

Name:		Telephone ()	
Address:	City:	State:	Zip:
Amt Enclosed \$			

Skater's Name_____ Supporter's Name_____ Message_____

Please submit one form per ad.

Ad Size	Cost
Quarter Page	\$20
Half Page	\$30
Full Page	\$40
Inside Front Cover	\$45
Inside Back Cover	\$35
Outside Back Cover	\$55