



Basic Skills Competition Manual

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Effective September 1, 2011

MISSION STATEMENT:

The purpose of the competition is to promote a FUN, introductory, competitive experience for the beginning skater.

U.S. Figure Skating Basic Skills competitions incorporate moves from the Basic Skills Program into a competition format that can be easily and successfully conducted by registered Basic Skills Programs or a member club. Basic Skills competitions are designed to promote a positive competition experience at the grassroots level and have been a very large success increasing skating participation and generating enthusiasm.

A successful competition can realize a profit for your club or program, provided that your competition is well-planned and well-organized. If the skaters have a favorable competition experience, chances are they will sign up for more lessons, which ultimately means more revenue for your club or program. It is also likely that they will enter future competitions.

The competition is open to all beginner skaters who are current members of a U.S. Figure Skating Basic Skills Program and/or are full members of U.S. Figure Skating. Non-members are eligible to compete but must become registered with the host Basic Skills Program/club or any other Basic Skills Program/club before eligible to participate.

The ideas presented in this manual are meant to assist you in designing and running your competition. Remember to keep the best interests of the skater in mind. Feel free to add additional events to enhance the success and enjoyment of your competition.

Several references in this manual will be made to the U.S. Figure Skating rules, which can be found in the official rulebook. Published annually in August, the rulebook may be purchased from headquarters or found on www.usfigureskating.org.

For further information on skating, skating programs, membership, events or any questions about the materials presented in this manual, please contact: U.S. Figure Skating, 20 First Street, Colorado Springs, CO 80906, (719) 635-5200 or www.usfigureskating.org

RULES FOR CONDUCTING A BASIC SKILLS COMPETITION

#1030 Basic Skills Competition – Rules of Sport, U.S. Figure Skating Rulebook

#1031 A U.S. Figure Skating sanction is not required for a Basic Skills Competition. However, an approval number must be obtained from the appointed Basic Skills representative.

#1032 Basic Skills Competitions may include events for skaters who have passed no higher than the preliminary free skating, preliminary dance or adult bronze free skating tests without applying for a U.S. Figure Skating sanction. However, an approval number is required from the appointed Basic Skills representative.

#1033 A sanction must be obtained from U.S. Figure Skating when a Basic Skills Competition is held in conjunction with a sanctioned non-qualifying competition. In addition, an approval number must be obtained from a Basic Skills representative.

OFFICIALS

#1241 For Basic Skills Competitions three judges, not related to the competitor, are required for each event. Judges may be any official U.S. Figure Skating or Skate Canada judge or any other qualified eligible or ineligible person in skating who is a U.S. Figure Skating member and/or Basic Skills member.

#1242 For Basic Skills Competitions, the Basic Skills Program or member club sponsoring and conducting the competition shall approve all judges and officials. All persons serving as judges and officials shall be at least 16 years of age.

ANNOUNCEMENT

#1531 For all Basic Skills Competitions, a copy of the announcement and an approval request shall be sent to the appointed Basic Skills representative for approval and issuance of a Basic Skills approval number, thirty (30) days prior to the release of the competition announcement to the public. The approval is to be publicly displayed during the competition.

#1532 Basic Skills Competitions will follow the event structure as outlined in the Basic Skills Manual. Any registered Basic Skills group may conduct a Basic Skills Competition.

#1533 When Basic Skills Competitions are held on the home ice of a U.S. Figure Skating Member Club, the Member Club shall be designated the sponsoring club.

#1534 Basic Skills Competitions may be:

- A. *“in house” - the competition is only available to those skaters who are members of the club or group conducting the competition, or*
- B. *“open” - the competition is available to any registered U.S. Figure Skating Basic Skills member or full U.S. Figure Skating member.*

NUMBER OF ENTRIES

#1465 If only one competitor/team appears at a singles, pairs, dance or synchronized skating event, the referee will give the skater the option to compete. If the competitor chooses to compete, judges shall award their marks according to the rules and the applicable scoring system used. The competitor will receive first place. If the competitor/team chooses not to skate, the entry fee will be refunded.

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/club or any other Basic Skills Program/club.

Eligibility will be based on skill level as of closing date of entries. All **Snowplow Sam and Basic Skills 1-8** skaters must skate at highest level passed or one level higher and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

For the **Free skate 1-6, Test Track and Well Balanced 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.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the Local Organizing Committee discovers that a skater has been placed in a category that is below their class level, the chairman and referee will have the option to move the skater into the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor's signature confirming the level of the skater.



APPROVAL PROCEDURE FOR HOSTING A BASIC SKILLS COMPETITION

To improve the quality and uniformity of the Basic Skills Competitions, the Basic Skills Sub-Committee **requires** all Basic Skills Competitions to follow the guidelines as set forth in the Basic Skills Competition Manual.

The **APPOINTED** Basic Skills representative for your region must approve these competitions before the announcement is made public.

Appointed Regional Basic Skills Competition Approval Reps:

Upper Great Lakes:	Brigitte Carlson Roquet	brig811@aol.com
Southwest:	Pam Nearhoof	bladenboot64@aol.com
Eastern Great Lakes:	Suzy Malloure	MalKidsx4@aol.com
New England:	Michael Masionis	IceXpo@aol.com
Northwest Pacific:	Leslie Albright	sk8inginstructor@msn.com
Central Pacific:	Katherine Moose	sk8tiemoose@yahoo.com
Southwest Pacific:	Julie Patterson	juliep@coyotesice.com
North Atlantic:	John Simon	skatejohnsimon@frontiernet.net
South Atlantic:	Kent Johnson	sk8johnson@hotmail.com

Steps to follow for approval:

1. Fill out the Basic Skills Competition approval request form.
2. Email a copy of your competition announcement, application and approval request form to the approval representative for your region at least 30 days prior to the distribution of competition materials.
3. Please do not distribute the announcement before obtaining approval.
4. U.S. Figure Skating Headquarters will issue your competition an official approval certificate and post your competition on the U.S. Figure Skating website.
5. Display the certificate throughout the duration of the competition.

Please contact U.S. Figure Skating headquarters if you have any questions about hosting a Basic Skills Competition at 719.635.5200 or www.usfigureskating.org.



U.S. FIGURE SKATING BASIC SKILLS COMPETITION APPROVAL REQUEST FORM

Please complete this form and send it with a copy of your competition announcement to your U.S. Figure Skating Regional Basic Skills Approval representatives for approval. Once approved, your competition information will be posted on the U.S. Figure Skating website.

Title of Competition:

Hosting Program/Club Name:

Hosting Program/Club U.S. Figure Skating Number: _____

Competition Dates: _____

Type of Competition (please circle one): Open In House

Competition Contact: _____

Mailing Address: _____

City: _____ State: _____ Zip: _____

Phone: () _____ E-mail: _____

FACILITY INFORMATION:

Name of Facility: _____

Address _____

City: _____ State: _____ Zip: _____

Signature

Date

BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8

Format: Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the order listed below (no excessive connecting steps). Referee driven format examples: 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
- No music
- **All elements must be skated in the order listed**
- Time: 1:00 or less

<p><u>Snowplow Sam:</u></p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles 2-6 in a row 	<p><u>Basic 5:</u></p> <ol style="list-style-type: none"> 1. Backward outside edge on a circle clockwise or counterclockwise 2. Backward crossovers 4-6 consecutive - both directions 3. Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions 4. Side toe hop -either direction 5. Hockey stop
<p><u>Basic 1</u></p> <ol style="list-style-type: none"> 1. Forward two foot glide and dip 2. Forward two foot swizzles 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles 6-8 in a row 	<p><u>Basic 6:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside three-turn - R & L 2. Bunny Hop 3. Forward spiral on a straight line - R or L 4. Lunge - R or L 5. T-stop - R or L
<p><u>Basic 2</u></p> <ol style="list-style-type: none"> 1. Forward one foot glide - either foot 2. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 3. Moving snowplow stop 4. Two foot turn in place- forward to backward 5. Backward two foot swizzles 6 - 8 in a row 	<p><u>Basic 7:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk - R to L and L to R 2. Ballet Jump - either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<p><u>Basic 3</u></p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive 3. Backward one foot glide - either foot 4. Forward slalom 5. Two foot spin – minimum three revolutions 	<p><u>Basic 8:</u></p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns R & L 2. Waltz jump 3. Mazurka - either direction 4. 1 Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -minimum three revolutions
<p><u>Basic 4</u></p> <ol style="list-style-type: none"> 1. Standstill forward outside three-turn - R & L 2. Forward outside edge on a circle clockwise or counter clockwise 3. Forward crossovers 4-6 consecutive both directions 4. Backward stroking - 4-6 strokes 5. Backward snowplow stop - R or L 	

BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8

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. Vocal music is allowed.

- To be skated on full ice
- The skater may use elements from a previous level
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:00 +/- 10 seconds

<p><u>Snowplow Sam:</u></p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3-in a row 3. Backward wiggles 2-6 in a row 4. Forward snowplow stop 	<p><u>Basic 5:</u></p> <ol style="list-style-type: none"> 1. Backward crossovers 4-6 consecutive in both directions 2. Basic one-foot spin – free leg held to side of spinning leg - minimum three revolutions 3. Side toe hop -either direction 4. Hockey stop
<p><u>Basic 1</u></p> <ol style="list-style-type: none"> 1. Forward two foot glide and dip 2. Forward two foot swizzles 6 -8 in a row 3. Backward wiggles 6-8 in a row 4. Forward snowplow stop 	<p><u>Basic 6:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside three-turn - R & L 2. Bunny Hop 3. Forward arabesque spiral on a straight line R or L 4. Lunge - R or L 5. T-stop - R or L
<p><u>Basic 2</u></p> <ol style="list-style-type: none"> 1. Forward one foot glide - either foot 2. Two foot turn in place- forward to backward 3. Backward two foot swizzles 6 - 8 in a row 4. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 5. Moving snowplow stop 	<p><u>Basic 7:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk - R to L and L to R 2. Ballet Jump- either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<p><u>Basic 3</u></p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive 3. Backward one foot glide – either foot 4. Forward slalom 5. Two foot spin – minimum three revolutions 	<p><u>Basic 8:</u></p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns R & L 2. Waltz jump 3. Mazurka in either direction 4. 1 Combination move - clockwise or counter clockwise - two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin - free foot held to side of spinning leg or crossed position -minimum three revolutions
<p><u>Basic 4</u></p> <ol style="list-style-type: none"> 1. Forward crossovers 4-6 consecutive both directions 2. Standstill forward outside three- turn - R & L 3. Backward stroking - 4-6 strokes 4. Backward snowplow stop - R or L 	

FREE SKATE 1-6 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 ½ ice
- No music is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

<p><u>Free skate 1 Compulsory</u></p> <ol style="list-style-type: none"> 1. Advanced forward stroking - 4-6 consecutive 2. Basic forward outside edges and forward inside consecutive edges - 2-4 outside and 2-4 inside 3. One-foot upright scratch spin from backward crossovers-minimum three revolutions 4. Waltz jump from backward crossovers 5. Half flip jump 	<p><u>Free skate 4 Compulsory</u></p> <ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets-R or L 2. Sit spin- minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump
<p><u>Free skate 2 Compulsory</u></p> <ol style="list-style-type: none"> 1. Forward outside or inside spiral - R or L 2. Waltz Three's - R or L, 2-3 sets 3. Beginning back spin - entry optional 4. Waltz jump, side toe hop, waltz jump series 5. Toe loop jump 	<p><u>Free skate 5 Compulsory</u></p> <ol style="list-style-type: none"> 1. Camel spin- minimum three revolutions 2. Forward upright spin to back upright spin- minimum three revolutions, each foot 3. Loop/loop jump 4. Flip jump
<p><u>Free skate 3 Compulsory</u></p> <ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Advanced forward outside swing rolls 4 - 6 consecutive 3. Back spin- minimum three revolutions 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop 	<p><u>Free skate 6 Compulsory</u></p> <ol style="list-style-type: none"> 1. Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) 2. Camel, sit spin combination - minimum of four revolutions total 3. Split jump or stag jump 4. Waltz jump, ½ loop, Salchow combination 5. Lutz jump

FREE SKATE 1-6 PROGRAM EVENT

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program. Vocal music is allowed.

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Free skate 1 1. Advanced forward stroking 4-6 strokes 2. One-foot upright scratch spin from back crossovers- minimum three revolutions 3. Waltz jump from back crossovers 4. Half flip jump	Free skate 4 1. Forward power 3's, 2-3 consecutive R or L 2. Sit spin-minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump
Free skate 2 1. Forward outside spiral R or L 2. Beginning back spin 3. Waltz jump, side toe hop, waltz jump 4. Toe loop	Free skate 5 1. Camel spin-minimum three revolutions 2. Forward upright spin to back upright spin- minimum three revolutions each foot 3. Loop/loop combination jump 4. Flip jump
Free skate 3 1. Forward crossovers in a figure 8 2. Back spin-minimum three revolutions 3. Salchow 4. Waltz jump/Toe loop or Salchow/toe loop	Free skate 6 1. Camel/sit spin combination-minimum four revolutions total 2. Split or stag jump 3. Waltz jump/1/2 loop /Salchow combination 4. Lutz jump

Suggested Compulsory Event Test Track and Well Balanced Levels

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 is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less
- *Skaters may have the option to skate one level higher in compulsories than their free skate program*

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Limited Beginner Compulsory	<ol style="list-style-type: none"> 1. Waltz jump 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 	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skate badge tests	Time: 1:15
Beginner Compulsory	<ol style="list-style-type: none"> 1. Toe loop jump 2. Salchow jump 3. Forward scratch spin- minimum three revolutions 4. Forward or backward spiral 	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skate badge tests	Time:1:15
No Test Compulsory	<ol style="list-style-type: none"> 1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or Axel) 3. Solo spin- sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included. 	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skate badge tests, no official U.S. Figure Skating free skate tests passed	Time:1:15
Pre-Preliminary Compulsory	<ol style="list-style-type: none"> 1. Flip jump 2. Jump combination waltz jump/toe loop jump OR Salchow/toe loop jump 3. Solo spin- sit <u>or</u> camel spin - minimum three revolutions 4. Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included. 	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test	Time :1:15
Preliminary Compulsory	<ol style="list-style-type: none"> 1. Lutz jump 2. Single jump combination (may not use Lutz jump or Axel) 3. Camel spin- minimum three revolutions 4. Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included. 	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	Time :1:15

Test Track Program Event

Skaters may enter EITHER the new test track free skate program or the well-balanced track free skate program but **NOT** both during the same nonqualifying competition. Competitors will skate to music of their choice, vocal music permitted. The 6.0 judging system will be used for all Test Track events.

Deductions **WILL** be made for skaters including technical elements not permitted in the event description.

- 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 or lacking element.
- 0.1 for any spin with less than required revolutions.

LEVEL	JUMP ELEMENTS	SPINS	STEPS	QUALIFICATIONS
Limited Beginner Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one-half rotation (front to back or back to front). <i>Max 2 jump sequences</i> <i>Max 2 of any same jump</i>	<i>Max 2 spins:</i> Two upright spins, no change of foot, no flying entry (Min 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
Beginner Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow and toe loop only. <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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 Basic Skills free skating badge tests
Pre-Preliminary Test Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> 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. <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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 Test Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one rotation (no Axels). <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> One spin in one position, no change of foot, no flying entry (Min 3 revs) and One consisting of a front scratch to back scratch, exit on spinning foot not mandatory (Min 3 revs on each 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

Well-balanced Program Requirements (U.S. Figure Skating rulebook requirements)

LEVEL	Jump Elements	Spins	Steps	Qualifications
<p>No Test</p> <p>Times Vary 1:00-1:30 +/-10</p> <p>Refer to announcement</p>	<p style="text-align: right;">Max 5</p> <p>Single Jumps (no Axel) Max 2 combos or sequences. Combos limited to 2 jumps Number of jumps in sequence is not limited.</p>	<p style="text-align: right;">Max 2</p> <p>Spins must be a different nature. Minimum three revolutions each. Spins may change feet, position and start with a fly.</p>	<p style="text-align: right;">Max 1</p> <p>Straight line, circular or serpentine Must use one half the ice surface</p>	<p>May <u>not</u> have passed any official U.S. Figure Skating free skate tests.</p>
<p>Pre-preliminary</p> <p>Time: 1:30 +/- 10</p>	<p style="text-align: right;">Max 5</p> <p>Single Jumps (Axel permitted) Max 2 combos or sequences. Combos limited to 2 jumps Number of jumps in sequence is not limited. Axel may be repeated as individual jump, combo, or sequence. Max 2 Axels.</p>	<p style="text-align: right;">Max 2</p> <p>Spins must be a different nature. Minimum three revolutions each. Spins may change feet, position and start with a fly.</p>	<p style="text-align: right;">Max 1</p> <p>Straight line, circular or serpentine Must use one half the ice surface</p>	<p>Must have passed no higher than U.S. Figure Skating Pre-preliminary free skate test.</p>
<p>Preliminary</p> <p>Time: 1:30 +/- 10</p>	<p style="text-align: right;">Max 5</p> <p>1 Axel or Waltz jump type jump Max 2 combos or sequences. Combos limited to 2 jumps Number of jumps in sequence is not limited. Only 2 different double jumps may be attempted (double Salchow, toe or loop only) Axel and no more than 2 different double jumps may be repeated as individual jumps, combos, or in sequences. Max of 2 Axels or any double jump.</p>	<p style="text-align: right;">Max 2</p> <p>Spins must be a different nature. Minimum three revolutions each. Spins may change feet, position and start with a fly.</p>	<p style="text-align: right;">Max 1</p> <p>Straight line, circular or serpentine Must use one half the ice surface</p>	<p>Must have passed no higher than U.S. Figure Skating Preliminary free skate test.</p>

Suggested Additional Events

ADULT EVENTS: Adult 1-4, Pre-Bronze and Bronze:

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

Connecting moves and steps should be demonstrated throughout the program.

- Vocal music is allowed.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec unless otherwise noted

<p>Adult 1</p> <p>A. Backward swizzles</p> <p>B. Forward one-foot glides, one time skater's height: R & L</p> <p>C. Two-foot turns</p> <p>D. Snowplow stops: R or L</p> <p>E. Forward curves on two feet</p>	<p>Adult 2</p> <p>A. Forward stroking</p> <p>B. Forward crossovers, clockwise and counter clockwise</p> <p>C. Backward one-foot glide: R or L</p> <p>D. Forward pivot</p> <p>E. Forward Chasses on a circle</p>
<p>Adult 3</p> <p>A. Backward crossovers, clockwise and counter clockwise</p> <p>B. Inside Mohawk, either direction</p> <p>C. Backward snowplow stops: R and L</p> <p>D. Forward progressives</p> <p>E. Beginning two-foot spin</p>	<p>Adult 4</p> <p>A. Forward three turns, outside or inside: R & L</p> <p>B. Alternate backward crossovers with two-foot transition</p> <p>C. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle</p> <p>D. Power three turns: one direction only</p> <p>E. Backward Chasses on a circle</p>
<p>Adult Pre-Bronze: Must have passed no higher than adult pre-bronze free skate test or pre-pre free skate test. Time: 1:40 max Refer to the current U.S. Figure Skating Rulebook #3806 for specific requirements</p>	<p>Adult Bronze: Must have passed no higher than adult bronze free skate test or the preliminary free skate test. Time: 1:50 max Refer to the current U.S. Figure Skating Rulebook #3801 for specific requirements</p>

HOCKEY EVENTS: Hockey 1-4 Elements and Skills Competition

Invite the Hockey 1-4 participants plus members of the local hockey association by creating fun and challenging skills competition. Ages should be divided by 8 & under, 10 & under, 12 & under, 14 & under, 16 & under, 18 & under, and adult. These age groups may be combined based upon number of entries.

Hockey 1-4 Elements: Each skater will perform each element when directed by a judge or referee. Format choice: 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
- All elements must be skated in the order listed
- Time: 1:00 or less

<p>Hockey 1</p> <ul style="list-style-type: none"> A. Moving dip or squat B. Skating forward – width of ice C. Forward swizzles- 4 to 6 in a row D. Snowplow stop E. Backward skating 	<p>Hockey 2</p> <ul style="list-style-type: none"> A. Skating forward using full strides B. Forward one-foot glides- Right and left C. Backward swizzles- 4 to 6 in a row D. Glide turns, both directions E. Moving snowplow stops
<p>Hockey 3</p> <ul style="list-style-type: none"> A. Forward C-Cuts (1/2 swizzle pumps) on a circle- R & L B. Hockey turns, R & L, with speed in and out of turn C. Forward slalom D. Forward stop and starts- 3 times E. Backward V-stop 	<p>Hockey 4</p> <ul style="list-style-type: none"> A. Forward crossovers -clockwise and counter clockwise B. Backward C-Cuts in a line (alternating 1/2 swizzle pumps) C. Backward one foot glide, R & L, one time skater’s height D. Mohawk – R to L and L to R E. Hockey stop

Hockey Skills Challenge: Have skaters complete each of the five following skills competitions. Set up each station according to the descriptions below. Skaters earn points upon placement in each station (First place- 5 points, second place – 4 points, third place – 3 points, fourth place – 2 points, fifth place – 1 point). Highest combined total wins.

1. Shooting: Using a ‘shooter tutor’, give each skater 10 pucks to shoot into the five holes. Alternate each shot into the different holes in the tutor. Most number of hits wins.
2. Fastest Skater: Starting at the center red line, have skaters complete one lap around all of the dots and behind the nets. Set up cones on each red dot to outline to course. 2-4 skaters can race at a time at different sides of the red line. Use stop watch. Fastest skater wins.
3. Stick Handling: Place two rows of staggered cones down the length of ice. Have skaters stick handle through the cones down one length and back again. Shortest time wins. A missed cone is a 5-second penalty.
4. Agility: Set up an obstacle course with cones for forward and backward skating, turns and stops. Fastest skater wins.
5. Passing: Set up stationary targets (i.e.-cones, bucket, mini-net) 25 feet away from starting line. Give each skater 10 pucks to try to hit each target. Highest number of hits wins.

ARTISTIC/SHOWCASE EVENTS:

Artistic/Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. 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 skater’s 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. Vocal music is permitted.

Skaters will be judged on musical interpretation and feeling, expression, and how the skating relates to the music. 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 and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal.

6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description. A .2 deduction will be assessed by the referee against each judges’ mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Categories may include:

- Light entertainment
- Dramatic entertainment
- Duets
- Small Ensembles (3-7 skaters)
- Group Production (8-30 skaters)

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6/ Limited Beginner/ Beginner/ Adult 1-4	3 jump maximum. ½ 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 tests.	Time: 1:30 Max
No Test/ Pre- preliminary/ Adult Pre- Bronze	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 Max
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 Max

BEGINNER SPINS: No music on half-ice. Spins should be skated exactly as stated and in this order. Skaters will perform one spin at a time (no excessive connecting steps). Skaters will be given one opportunity to perform each spin. Groups will be divided according to Basic/Free Skate test level. Spins should be a minimum of three revolutions each.

Basic Skills

Forward pivot- either foot, Two foot spin, Forward one foot spin

Free skate 1-6, Beginner, No-Test

Two foot spin, Forward one foot spin, Sit Spin

Pre-Preliminary

Forward Scratch spin, Backward one foot spin, Camel spin

Preliminary

Forward Scratch Spin, Backward one foot spin, Combination spin of choice- minimum two changes of position or foot

DANCE- Solo or Couple

1. Preliminary: Dutch Waltz
Canasta Tango
Rhythm Blues
2. Pre-Bronze: Swing Dance
Cha Cha
Fiesta Tango

TEAM COMPULSORIES:

1. Divide into levels according to BASIC/FREE SKATE levels
2. A minimum of three skaters on a team, each skater will do one required element
3. Judging done with one mark for each element (skater) for total team points

INTERPRETIVE PROGRAM:

Competition Format

The Organizing Committee must pre-select and edit musical choices appropriate for these events. During warm-up skaters will hear selection of music twice. Following the warm-up all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Levels:

Levels should be broken by ability with ages divided appropriately.

Judging Rules:

Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression.

Spins and jumps performed must be appropriate to competition level.

Time:

Music Duration Free Skate 1-6 - No Test: 1:15

Pre-preliminary- Preliminary: 1:30

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.

SPEED SKATING “So you think you’re fast?”

Challenge your skaters to get out on the ice and go faster than their friends. People of all ages can participate. Any type of ice skates can be used: hockey, figure or speed. Use US Speedskating’s promotional tools to generate interest in the event. Challenge everyone that walks into the facility to a race.

Set up the rink:

Four cones set up on each of the corner face-off circles will serve as the track.

Designate a side and use the red line as the start/finish line. Skaters will zoom around the cones in a counterclockwise direction.

Two attendees will serve as starter and referee. The starter will use a whistle to begin the race. The referee will skate on the inside of the track making sure there’s no pushing and no short cuts being taken.

Races can be any length. US Speedskating recommends 1-5 laps with every skater getting a chance to skate 3-4 races of varying length.

FUN EVENT- Be creative!

Add any additional event to boost enthusiasm and adds FUN to your Basic Skills Competition.

Suggestions:

Longest spiral

Longest spin



BEGINNER SYNCHRONIZED SKATING

The beginner competition program is also part of the U.S. Figure Skating Basic Skills program. The beginner competition program is for Basic Skills level skaters who are interested in a first competition or “team” experience, taking the Synchro 1-4 badges a step further. Beginner teams compete at Basic Skills competitions and nonqualifying synchronized skating competitions around the country.

Levels

- Beginner 1: 8 – 16 skaters, the majority of the team under 9 years old
- Beginner 2: 8 – 16 skaters, the majority of the team 9 – 11 years old
- Beginner 3: 8 – 16 skaters, the majority of the team at least 12 years old

Required elements – Each level has specific required elements that must be completed:

LEVEL	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
BEGINNER 1 Majority under 9; 1 ½ - 2 minutes	Must contain a two foot turn. Must contain a forward inside and/or forward outside edge glide.	Must cover the ice and must have only forward skating.	Must cover the ice, and must have only 1 configuration.	4-spoke or “S” wheel with backward pumps.	Two lines facing each other, 2-foot glide at point of intersection.
BEGINNER 2 Majority 9 – 11; 1 ½ - 2 minutes	Must include the combination move from Basic 8. (1 direction only, don’t need to repeat)	Must cover the ice and may include forward and backward skating.	Must cover the ice and must have 1 or 2 configurations.	Wheel of choice with backward pumps.	Two lines facing each other, 1-foot glide at point of intersection.
BEGINNER 3 Majority 12+; 2 – 2 ½ minutes	Must include the combination move from Basic 8. (1 direction only, don’t need to repeat)	Must cover the ice and must include forward and backward skating.	Must cover the ice and must have 2 or 3 configurations.	Wheel of choice with backward pumps, chasses, or crossovers.	Two lines facing each other, 1-foot glide or forward lunge at point of intersection.

The emphasis of the Beginner competition is on mastering the “basic skills” of synchronized skating:

- Control of rotation in wheels and circles.
- Straight lines in lines, blocks and intersections.
- Unison and use of skills such as guiding and shadowing.
- Incorporating skills from the Basic 1-8 levels to strengthen skating skills.
- Learning how to do transitions and skate to music.
- Learning skills that will be the foundation for higher levels.

Beginner Restrictions

All of the synchronized skating “illegal elements” found in Rule 4669 of the U.S. Figure Skating rulebook apply to Beginner 1, 2 and 3. *(These are the basic rules, such as no jumps, no highlighting, no lying on the ice, etc.)*

Restrictions in Beginner 1 & 2:

- Additional elements are not allowed (the team must do only their required elements).
- Teams may only use hand-to-hand and shoulder-to-shoulder holds.
- Wheels and circles may not travel or change rotational direction.
- Beginner 1 teams may not do steps higher than Basic 5
- Beginner 2 teams may not do steps higher than Free Skate 1

Restrictions in Beginner 3:

- Wheels and circles may not travel or change rotational direction.



BASIC SKILLS THEATRE ON ICE 1 – 4

In order to safely practice and compete at the various levels, it is strongly recommended that skaters have mastered the elements of the Basic Skills level at which they are skating. (See program requirements.) Props, Scenery and theatrical make up are not allowed.

Eligibility Rules: All skaters on the team must either be full U.S. Figure Skating members or members of the U.S. Figure Skating Basic Skills program. It is strongly suggested teams register with U.S. Figure Skating, but this is not required.

Members of other organizations are eligible to compete, but must be registered with a Basic Skills Program or as full members of U.S. Figure Skating.

In order for the team to be eligible for this event, no skaters on the team may have passed higher than the pre-preliminary moves in the field or adult pre-bronze test in any discipline.

Age/Number of Skaters: Skaters may not have reached 18 years of age as of September 1 of the current skating season. Teams should be comprised of 8 – 16 skaters.

Program Duration: Teams will skate a program to music of their choice (vocals are allowed) 1 ½ min. +/-10 sec. There are no restrictions or requirements on music choice but each level has a different THEME, CHOREOGRAPHIC PROCESS and MOVEMENT or GESTURE (See program requirements).

Judging Notes: The main emphasis of each level is mastering the basic skills of Theatre on Ice and showing control in the skating skills from the badge levels required. The focus is not difficulty, but the performance and expression of the three required elements.

When possible, judges should be selected from those who have participated in a U.S. Figure Skating or PSA seminar where Theatre on Ice has been discussed, or have some familiarity with the discipline of Theatre on Ice.

BASIC SKILLS THEATRE ON ICE

Program Format: The competitive programs shall create a story based on the theme while demonstrating the choreographic process and gesture or movement. Programs should contain skating skills from the Basic Skills program levels listed. Elements from higher levels are not allowed. Elements from lower levels are encouraged. Coaches should refer to the US Figure Skating Basic Skills Instructor's Manual for further details on the elements.

Props, Scenery and Theatrical makeup are not allowed.

TOI/CE 1

- **THEME: JOY**
- **CHOREOGRAPHIC PROCESS - REPETITION**
- **MOVEMENT OR GESTURE - RAPID MOVEMENT**

Program length is 1 ½ mi. +/- 10 sec.

Skaters should demonstrate elements from the Basic Skills Program levels 1 through 4.

Elements from higher levels are not allowed.

TOI/CE 2

- **THEME - FEAR**
- **CHOREOGRAPHIC PROCESS - CASCADE**
- **MOVEMENT OR GESTURE - ROUND MOVEMENT**

Program length is 1 ½ min. +/- 10 sec.

Skaters should demonstrate elements from the Basic Skills Program levels 5 through 8.

Elements from higher levels are not allowed.

TOI/CE 3

- **THEME: ANGER**
- **CHOREOGRAPHIC PROCESS - MIRROR**
- **MOVEMENT OR GESTURE - SHARP MOVEMENT**

Program length is 1 ½ min. +/- 10 sec.

Skaters should demonstrate elements from the Basic Skills Free Skate 1 through 3.

Elements from higher levels are not allowed.

TOI/CE 4

- **THEME: GROWTH**
- **CHOREOGRAPHIC PROCESS - CANON**
- **MOVEMENT OR GESTURE – SLOW MOVEMENT**

Program length is 1 ½ min. +/- 10 sec.

Skaters should demonstrate elements from the Basic Skills Free Skate 4 through 6.

Elements from higher levels are not allowed.

Please refer to the Basic Skills Instructor's Manual for more detailed information on TOI 1-4.

U. S. Figure Skating Basic Skills Program
SPECIAL OLYMPICS BADGE PROGRAM

The Special Olympics Sports Skills Program is designed for people with mental handicaps who may exhibit any number of physical impairments. The Special Olympics Figure Skating Badge Program allows athletes to learn skills in a progressive order and earn badges at each level. Athletes who complete the Special Olympics Badge Program will be prepared to move into the existing badge program at local rinks.

Badge 1

- A. Stand unassisted for five seconds
- B. 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: L & R

Badge 4

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

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 curves left and right across rink

Badge 6

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

Badge 7

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

Badge 8

- A. Five consecutive forward crossovers: L & R
- B. Forward outside edge: L & R
- C. Five consecutive backward ½ swizzles on a circle: L & R

Badge 9

- A. Forward outside three turn: L & R
- B. Forward inside edge: L & R
- C. Forward lunge or shoot the duck at any depth
- D. Bunny hop

Badge 10

- A. Forward inside three turn: L & R
- B. Five consecutive backward crossovers: L & R
- 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: L & R
- 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

GUIDELINES FOR JUDGING

This section on judging can be copied and shared with judges prior to the competition. Additional educational materials about “Judging Basic Skills Competitions” is available on www.usfigureskating.org click “Programs” then “Basic Skills” and go to the Basic Skills Competitions webpage. It is helpful if each judge has a copy of these guidelines prior to the competition and on their clipboard as a reference. Within the Resources section, you will find two excel workbooks of judging sheets.

SCORING

The events will be judged using the 6.0 judging system. **For most competitions, you should keep your marks within a 1-point range, such as marks between 1.0 and 1.9 or 2.0 and 2.9.** Accountants prefer that you do not use numbers less than 1.0. For the Basic Elements and Compulsory events, you will give one mark per skater. For the Freeskate events, you will give 2 marks – a Technical mark in the first column and a Presentation mark in the 2nd column. The total of these 2 marks is what places the skater. Add your marks together to make sure that you don’t inadvertently tie two skaters. When the total of the 2 marks are the same for 2 skaters, the skater with the higher Presentation mark will place higher.

There will be no more than 6 skaters in any event. As you watch each skater perform, think about the skills involved at this level and decide if this skater is

A= proficient or advanced, strong skating skills and ready to move on to the next level

B= average skating skills, middle of the class

C= weak skating skills, clearly needs more practice before moving on to the next level.

Now assign the skater a mark(s) based on how you evaluated their skating skills. Here is an example:

A= 2.7, 2.8, 2.9

B= 2.3, 2.4, 2.5, 2.6

C= 2.0, 2.1, 2.2

As each skater in the group performs, think first about what category you will see their skating A, B, or C. Then compare them to the other skaters in the group that you have placed in that same category. Decide which one is better and give that skater the higher mark. This method will help you make comparisons between skaters more quickly.

TAKING NOTES

There is space provided after each skater's name to write any notes or comments that would help you. **Use any method you like that helps you remember what you saw.** Each element that is required is listed at the top of every column. You will see that the worksheet has a column for each element that they are expected to do. You can use the notes area in any way you want to help you evaluate the skaters. Some examples are:

- 1) Write notes like “+” or “-“, or “A”, “B”, ‘C”, for each required element.
- 2) Write short text notes about what was good/bad about the element.
- 3) Use a simple “1-10” evaluation of how well the element was executed.

Judges all use shorthand and abbreviations so they can write quickly and keep their eyes on the skater. You can use any technique you want, but here are some common examples:

W = waltz jump
S = salchow
T = toe loop
Lo = loop jump
F = flip jump
Lz = lutz jump
A = axel

U = upright spin
S = sit spin
C = camel spin
L = layback spin

Falls – Judges may circle or underline the jump, spin or footwork on which the fall occurred or write an arrow pointing down.

You can also add + or – after a jump, spin or footwork to help you remember if you thought it was well done or not.

DEDUCTIONS

Deductions for Snowplow Sam, Basic 1-8 and Freeskate 1-6 events:

- 0.2 for each element included from a higher level
- 0.1 omission of a required element
- 0.1- 0.2 Not according to requirements/rules

Deductions for Test track and Well Balanced events:

- 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 or lacking element.
- 0.1 for any spin with less than required revolutions.

Keep the quality of the skater's overall performance in mind when taking deductions. There should be a penalty, but keep it in perspective. For example, if a skater includes elements in their program from a higher level, a .2 deduction is taken from the 1st mark. When assigning marks to that skater, think first about how you would rate their overall skating, category A, B, or C – choose your mark - then take the deduction as in the example below:

Skater #1 B	2.4 (-.2)	2.2	2.3	Total 4.5
Skater #2 B	2.5		2.5	Total 5.0
Skater #3 C	2.1		2.2	Total 4.3
Skater #4 A	2.7		2.8	Total 5.5
Skater #5 A	2.8 (-.2)	2.6	2.7	Total 5.3
Skater #6 C	2.0		2.0	Total 4.0

In this example, Skater #5 has dropped down to 2nd place, but skater #1 remained in 4th place.

CONDUCT

JR 1.02 Judges shall not stand or sit together nor converse with each other or with spectators or contestants while judging. They shall not compare notes with one another and must judge independently.

Please be aware that talking with other judges during the events can create the perception of bias. Parents, coaches and skaters do pay attention to the judges' behavior. Bring any questions you have during the events to the attention of the referee in charge.

The Referee should have a Basic Skills Instructor Manual, a Rulebook, a copy of the Competition Announcement and a copy of the Competition Manual with them during the competition.

JUDGING BEGINNER SYNCHRONIZED

Judging:

The primary focus for this level is mastering the “basic skills” of synchronized skating, not for difficulty. If teams have a choice of performing a skill, they should NOT be rewarded for selecting the harder element. The criteria for each element should be:

- Control of rotation in circles and wheels.
- Straight lines in lines, blocks and intersections.
- Unison and use of guiding and shadowing.
- Incorporating appropriate use of skills from Basic 2-8 to strengthen skating skills.
- Good posture, extension and knee bend. Power where appropriate.
- Transitions and skating to the music.

Scoring:

The 6.0 system will be employed. Please encourage judges to keep marks at 1.0 or higher, as marks below 1.0 are difficult for the accounting software. A range of 1.0 – 3.0 works well for this level.

Judging Sheets:

The required elements should be in columns at the top of the judging sheets. Notes should be made about the specific restrictions for these levels.

Officials:

Basic Skills competition rules do not require that judges have judging or competition appointments. Judges must be current U.S. Figure Skating members at least 16 years old.

Coaches, athletes and trial or perspective judges are allowed, and often do a great job. This is a good opportunity for coaches to try “being on the other side”, and it is also a great way to get athletes interested in judging.

LOC's are encouraged to include non-judges on the judging panel, if possible. (Of course, they can't have conflicts). If you have skaters competing in a higher level event, such as senior, collegiate or adult, and they have expressed interest in becoming a judge, invite them to try. Same as coaches. It is also a good experience for a trial judge to get to sit on the panel.

A recommendation would be to have a minority of the panel non-judges. The referee or a designated judge should have a meeting with these individuals in advance to explain their responsibilities and give them tips on how to do it.

Illegal Moves/Deductions:

“Illegal moves or elements” are anything that is listed in the restrictions above. It is important that teams are penalized if they do additional elements. Teams should receive a .1 deduction from the technical elements score if they include an illegal element.

There are two ways to handle the deductions:

1. The judges must know all of the illegal elements and take their own deductions.
2. The judges ignore the illegal elements, and the event referee looks for them. At the end of the program (or event), the referee instructs the judges to take the appropriate deduction from their mark.

Common illegal moves to look for:

The most common thing that teams will do is add in moves from a higher level. Here is a “cheat sheet” of what to look for:

Beginner 1: Cannot do moves / elements from Basic 6 or higher:

- Forward inside 3 turns (BS 6)
- Backward to forward 2 foot turns (BS 6)
- T-stops (BS 6)
- Bunny hop (BS 6)
- Forward lunge (BS 6)
- Spirals (BS 6)
- Forward inside Mohawks (BS 7)
- Forward inside pivots (BS 7)
- Moving forward outside 3 turns (BS 8)
- Backward 3 turns (FS 1)
- General: Any spins or jumps

Beginner 2: Cannot do moves / elements from Free Skate 2 or higher:

- Spirals on an edge (FS 2) – you would likely see this in the circle
- Advanced consecutive swing rolls (FS 3)
- Continuous progressive chasse sequence (FS 2 & 3) – you would see this on a circle.
- Backward inside 3-turn (FS 3)
- Any higher level turns such as brackets, Choctaws, double 3’s, etc., that would be beyond the scope of the basic skills program

Deductions for elements not according to description:

- If the team does not perform the required skill within the element, they should receive a deduction of .1. (For example leaving out the combination move in the Beginner 2 & 3 circle).
- If they attempt it, and it is recognizable, but not done well, that’s just taken into consideration in the mark.

Group Divisions:

Basic Skills rules allow a maximum of 6 teams per group. This makes a better experience for the skaters, and it makes it easier for your “new” judges. If more than 6 teams enter a level, please split that level into Group A & B. Divide the groups randomly and award separate medals. There is no need to have a “final round”.

If there is a level with only 1 entry, the referee can decide to combine levels. As a courtesy, please contact the coach(es) and ask for their permission. In general, it is okay to move a team up, but may be difficult to move one “down”. Decide how you will handle the differing requirements and inform your judging panel

ORGANIZATION OF THE COMPETITION

The Organizing Committee

The Organizing Committee is the group of people who will be responsible for organizing and running the competition. This committee should include a Chair, a Co-Chair, and a Treasurer. If the competition will be large, it is advisable to have a Co-Chair to share the primary responsibilities. The Co-Chair should be the next person in charge in the event that the chair cannot fulfill his/her duties.

Remember, if you want to plan a competition and do not have a lot of volunteers, it is possible to handle all aspects of a Basic Skills competition with two to five people. Additional help of up to ten people will be needed the day before the competition and the day of the competition. However, it is advisable to have some reliable committees to relieve the Chair/Co-Chair of some responsibilities.

Competition Chair: This person is responsible for delegating responsibilities to ensure that the competition runs smoothly, efficiently and successfully, from the planning stages to completing the post-competition reports. The Chair selects committee members who are reliable, qualified and committed to the sport. The Chair is also responsible for setting up the competition dates through the rink, preparing the facilities, obtaining judges, and establishing the judging schedule.

It is imperative that the Chair and/or Co-Chair be available at the competition at all times.

Competition Co-Chair: This person should be knowledgeable about all aspects of the competition and available to assume any or all responsibilities of the competition should the need arise. The competition Co-Chair must also be able to assist the various committees whenever necessary.

The Chair and Co-Chair should undertake responsibility for the following:

- **Selecting Events**

You may choose which events to offer (i.e. Elements, Compulsory Programs, Basic Programs, Free Skating events with music) for your competition taking into consideration the needs and levels of the skaters in your program and/or surrounding area. However, the events that you choose must follow the “Required Elements for Basic Skills Competitions” listed under event categories. Please refer to the section on required elements listed in this manual.

- **Setting Dates**

Take into consideration other competitions and community activities going on in tandem with or around the dates you have chosen. You will want to attract as many competitors as possible. Try to pick several dates that will work and then contact the arena personnel to tentatively book ice. You may have to negotiate here, both for time and a better price. Keep in mind that many competitions and other activities are arranged as much as a year in advance.

12. Total Entrant Numbers: The actual number of entrants may be restricted due to time constraints and late entry policy.
13. Contact Person: List this contact person and phone numbers
14. Entry Form: Design this form to be as clear and concise as possible. Remember this may be a “first” experience in filling out such a form. Forms should include the following information:
 - A. Skater’s name (printed for easy reading)
 - B. Address including zip code
 - C. Daytime/evening phone number
 - D. E-mail address
 - E. Basic Skills membership # or full membership #
 - F. Birth date (Very Important!)
 - G. Gender
 - H. Last skating level passed
 - I. Name of partner (if applicable)
 - J. Name of home club/or rink
 - K. Name/phone number of instructor
 - L. Event categories listed (space for checking off which events competitor is entering).
 - M. Event fees and space for computation of fees
 - N. Liability Waiver - most competitions now include a waiver to be signed by skater/parent on the entry form. This is necessary for your records (refer to CR 10.12 rulebook).
 - O. Signatures are **MANDATORY**
 1. Skating director must be a registered Basic Skills Director or authorized club/group person to verify test level & membership status
 2. Current class instructor must be registered Basic Skills Instructors
 3. Parent/competitor
 4. Liability signature; parent or guardian

By asking for the instructors and an authorized group/club person’s signature on the entry form, you can help ensure that the skater has entered the appropriate event. It is strongly recommended that the instructor and authorized club/group member only sign AFTER the parents have filled out the form to ensure correctness.

15. Map/Lodging: Provide a map and available lodging. Also include directions to the skating facility being used.
16. General Information: Skaters at Basic Skills levels and/or skating parents are often very unfamiliar with different levels of competition. Level titles included in the next several pages will be required at all competitions in an effort to standardize competitions throughout the U.S.

A copy of the announcement must be forwarded to the Basic Skills Committee representative for approval and issuance of a Basic Skills Approval number. This needs to be accomplished 30 days before distribution of the announcement to the public.

Again, it is very important to the success of the competition that skaters are placed in the correct levels. If, for whatever reason, the Competition Organizing Committee discovers that a skater has been placed in an incorrect level, the Chair and Referee will have the option to move the skater into the proper level, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors.

Skaters are required and restricted to competing at the levels prescribed in the Eligibility Rules on page 4. It is wise to state these limitations in your announcement.

If it comes to your attention that a skater has signed up for the wrong level, and the schedule has already been finalized, you will have to make some re-arrangements to place that skater in the proper level even if the realization is made on the day of the competition.

Judges/Officials

It is recommended, but not required, that you have at least one official U.S. Figure Skating judge on each panel of three judges. The Basic Skills Competition may use qualified skaters and/or instructors who are 16 years of age or older and/or persons who are trial judging for appointments. The competition chair may wish to enlist a referee who may assist in the selection of the additional judges and officials and to serve as liaison between the judges, accountants, and skaters. Contact your Regional Vice Chair of Judges for a list of prospective judges or trial judges in your area.

The chief referee may also be expected to create the judges' schedule for the events and handle any concerns that may occur over such issues as a skater's group placement, results or judges' conduct. Invite judges and officials (i.e., referee, accountant etc.) as soon as announcement is complete and has been approved. Make sure that the panel of selected judges has familiarity with the Basic Skills curriculum and event structure.

Schedule judges panels in 45-60 minute blocks. Provide judges with at least a 15 minute break between assignments and 45-60 minutes for meals. Each panel of judges should designate a referee or spokesperson for that panel. Make sure the judges are well informed as to what you expect of the competitors (taken from your exact requirements listed in the announcements) so that they are able to make deductions as needed. Instruct the judges to do their best to avoid ties but plan your medal needs based on several ties.

Schedule a judges meeting prior to the beginning of the competition to familiarize them with the logistics and events of your competition. Make sure to discuss deductions for moves that are not permitted within the event descriptions. This might be a good time to go over their schedule for the day so that they will know what to expect. If you are unable to meet with the judges before the competition, please send them their schedule in the mail or via email.

Budget:

Set up a tentative budget of income and expenses i.e.

- Revenue:** Entries
Late entries
Sale of practice ice
Sale of souvenirs
Sale of flowers
Video and/or photographers
Sale of results
Sale of additional programs
Vendor fees/commissions (check policy about outside vendors)
- Expenses:** Ice Time
Reimbursement for officials travel expenses
Room Rental
Printing:
- Announcement
- Program
- Signs
Postage
Hospitality - food/other
Competitor packet contents
Awards (medals & ribbons)
Officials gifts
Possible refunds
Purchase costs of flowers to sell

Treasurer

This person is responsible for maintaining the competition budget, accounts receivable and accounts payable. He/she should complete a financial statement at the conclusion of the competition that will be submitted to the competition chairman. It may be necessary to open a special bank account for this competition for which there should be two signatures on file. Sometimes it is possible to run this competition through a club or group account thus saving the expense of opening a special account.

Committees:

Depending on the size of the competition, many of the committees and/or responsibilities can be combined. The following should be covered by committees:

- **Accounting:** This committee is responsible for setting up the accounting area and providing the necessary supplies as requested by the selected accountants. It is strongly recommended that the services of an official accountant be acquired. Accounting may be done manually or by computer as needed. The accountant will generate a skating order for each event that should be posted and distributed as

indicated before the competition begins. A recommended list of deductions can be found after the “Events” section of this manual. The accountant will direct the judges as to how they wish the score sheets to be filled out, will tabulate the judges’ score sheets and generate a results sheet that can be used for awards.

- **Announcing:** It is important that the announcer(s) selected keep the events moving as scheduled and even make up a little time where necessary. He/she should be organized, articulate and should have a reasonable knowledge of the sport. Announcers should not be required to work in shifts of more than two hours at a time. It is suggested that a “script” be prepared ahead of time. The announcer(s) should be provided with a “skating order” for each event (generated in Accounting) and an up-to-date time schedule of the events on a clipboard with pencils.
- **Music:** This committee organizes and plays the music used during the competition. The music coordinator should see that a complete set of proper labels for your competition is given to the registration people. This committee is also responsible for ensuring that the music equipment including proper hookup to arena speaker system is available along with microphones for announcing. There should be back up equipment in case of emergency.
- **Ice Monitors:** These individuals will be located at the entrance to the ice surface and will inform the skaters and coaches of the skating order during the competition. They help keep the competition running on schedule by announcing and finding the competitors, with the help of a runner, for warm-up groups. The ice monitors will need some kind of communication with the announcer, referee and music personnel so that any changes can be communicated quickly. For the Elements and Compulsory Events, when there are multiple groups competing on the ice at the same time, work out the traffic pattern prior to the start of the event and keep it consistent during these events.
- **Runners:** The runner’s main function is to help the ice monitors locate missing skaters and to deliver the judges’ papers to the accounting room as quickly as possible. They may also be expected to post results and run errands as needed for the officials.
- **Ushers/Security:** If it is expected that your event will draw a large audience, you may wish to have several people perform usher/security duties. These volunteers have two duties: (1) Assist skaters and spectators in finding dressing rooms, spectator seating, etc. and minimize traffic in the stands and in skater, official and accounting areas. (2) Assist with making informational signage to be posted throughout various competition areas in the arena. This information includes: award time schedules, location of the area where the awards will be given, location of the rest rooms, reminder signs i.e., “pick up music at registration after competition” and any other information that will facilitate getting around your rink more comfortably.
- **Arena:** A designated person will be responsible for coordinating with the arena personnel, schedule times, special use of space, locker rooms, rest room maintenance, music equipment, judging areas, benches, floor mats, allocation of rooms, etc. If

possible make a written checklist for the personnel and also, if possible, allow a little time for your group to clean up and clear out of the facilities following the competition.

- **Awards:** This committee is responsible for obtaining competition awards, making sure an award presentation area is available, and scheduling the presentation of awards. This is a good area to make use of your photographer for photo opportunities. Suggested Awards: Medals for 1st, 2nd, and 3rd place. Ribbons may be used for all remaining competitors in each group. These can usually be purchased locally at a modest price. Scheduling of awards should be posted around the rink. There is less confusion if the awards are done for each group as soon as the results are posted. Some competitions do them for several groups during the ice resurfaces. However, do whatever meets your needs the best.
- **Promotion and Publicity:** This committee is responsible for publicizing the competition via local media i.e., television, radio, local newspapers. A detailed media release may be prepared and sent out several weeks prior to the competition and follow-up contact should be made about a week before the competition. After the competition, results may be reported to those who have received the media releases. The committee members and the instructors are instrumental in promoting the competition at your skating facility to in-house skaters and within the local skating community. Arena management may also be contacted for assistance.
- **Sponsors:** Corporate/business sponsorship is difficult to obtain. If you plan to solicit sponsors take the time to prepare a professional, well-planned kit. Sponsorship is a lot more than just having a business donate money, a product or service to your group. You must sell your event to the sponsor in a way indicating how the sponsor will benefit. If you know someone to contact inside a company who allocates the sponsorship funds, services or products, use those sources to make initial contact with the company.
- **Program:** If a program will be published, this committee arranges all aspects of program creation, including typesetting, layout and printing of the program, and soliciting advertising if desired. The program will include the skating schedule and the individual events with the names of the entrants in each group. If compulsories are being offered, designate the exact end of the rink for each event. There should be an acknowledgment of the competition officials and judges. A letter from the competition chairman is also appropriate. Program costs can be covered by selling advertisements. A simple program can be created by someone on the committee, put on a computer word processing program and printed at a local printing company at a modest expense to the competition. It can be assembled and stapled by your committee people very efficiently. Determine whether the programs will be complimentary or whether they will be sold at the competition. If they are to be sold, decide on a modest price as well as deciding if any complimentary copies will be available to skaters and officials.

- **Souvenir Sales:** If souvenirs or skater services are to be available, this committee can determine the items or services plus the prices.

These may include the sale of the following items with your competition logo:

- Sweatshirts
- T-shirts
- Mugs
- Cups
- Water bottles
- Hats

Fresh flowers may be sold properly wrapped for presentation.

An engraver may be provided to engrave medals before people leave the competition. A photographer/videographer should be made available.

You may wish to contact clothing, jewelry, miscellaneous vendors to come to your competition if you have space available. A one-time space charge could be made. Remember, you are making friends for the future, perhaps larger competitions, so it might be wise to keep charges modest.

Caution: Be sure to check with your arena management regarding any contractual agreements they may have with their pro shop before inviting vendors.

- **Medical:** While it is hoped that no medical problems arise, plans must be formulated for medical emergencies. If you have a club/group member who is a physician or nurse, perhaps that person will be willing to be responsible for this area. He/she can determine what type of medical assistance is necessary for the event. It may be advisable to send advance notice of the competition to your local police and medical services team in case of a serious emergency situation.
- **Registration:** This committee has a broad range of responsibilities. The Registration committee can be your greatest asset when it comes to accommodating the new competitor and the parents. This is the first contact of the day and can make or break attitudes towards your competition. The committee's responsibilities include receiving entries, receiving income, reviewing skater eligibility, setting up each event and determining the entrants in each event. They are also responsible for disseminating information on the skating events and the approximate time of each individual's event through some form of communication i.e., the posting of skating times on the official bulletin board, if this is a closed competition, or by mail to each entrant if this is an open competition. Remember to inform all skaters to be at the rink and checked in at least 45 minutes prior to their event as they will be scratched from that event if they are not on time. All of the above information should be given to the accountant along with a copy of the official announcement and the judge's schedule.

- **Event Time Scheduling:** To determine the amount of ice time needed for the entire competition, take the entry forms and separate them by level, age, and gender. Boys and girls may be grouped together, but wherever it is possible it is advised to keep family members separate. Groups should be made up of six skaters. When more than one group is needed, divide the competitors by age. Add the times together from all of the events for the total amount of ice time required. Remember to note multiple events if a skater will be competing in more than one event. Since your competition will likely be run in one day, try to space entrants doing several events in a manner so that they will have time to get a breather or change clothing as needed.

Depending on the ice surface size, the ice can be divided into sections so that multiple events can occur at the same time. If possible keep these events to one on each end of the ice surface. Consider this factor when scheduling the events and when acquiring judges. Inform the skaters which end of the ice they will be skating on.

From the total events you have and from the number of skaters skating in more than one event, design a schedule that will make running the competition as convenient as possible for all involved. Don't forget warm-ups and ice resurfacing when setting up a schedule. After all the events have been entered in a time table, thoroughly review the sheets to make sure all events and all skaters are included. This cuts down on any last minute crisis. Write the time next to each event.

Registration people are also responsible for the competitor's registration table that should be set up in a highly visible, convenient location in the rink. The table is manned according to an announced schedule by persons who are fully knowledgeable with the competition.

- **Music:** Music for the events should be turned in at the time of registration. CDs must be labeled with the skater's name and event. A full set of proper labels furnished by the music coordination group should be made up ahead of time. Music will be categorized by event and delivered to the person playing music several events before needed. All music must be returned from the music committee to the registration desk for pick up by the skater after the event is finished.

When the competitors arrive at the rink, they should be instructed to check in at the registration table immediately. The registration person will provide the competitor with the skating schedules, usually in the program, and other pertinent competition information. If skater packets are to be prepared, this committee can be responsible for assembling them prior to registration and then distributing the packets to the skaters. It is wise to have someone sign for the packets as you can afford to give the packets to competitors **only**.

- **Hospitality:** These volunteers will be responsible for providing hospitality for skaters, judges, volunteers, and coaches. For the officials, volunteers and coaches, refreshments should be readily available throughout the competition. You may want to provide snacks and, depending on the length of the competition, also provide a

light meal or two. This committee is also responsible for planning any judges' and officials' receptions, competitor parties, etc.

Volunteers are the backbone of every organization. Express your appreciation for their efforts by providing a comfortable hospitality area with a variety of refreshments. Don't forget the coaches; they too will welcome a cup of coffee and a place to sit for a few minutes.

A little extra effort in this area will go a long way in making your competition a success and your volunteers willing to do it again.

TIME LINE FOR COMPETITION ORGANIZATION

Four months prior to event:

- Select Chair/ Co Chair/ Treasurer
- Determine dates
- Contact rink manager
- Create announcement
- Apply for approval of Basic Skills competition and Basic Skills approval number
- Apply for a sanction if offering events Pre-Juvenile and beyond
- Formulate initial budget - particularly the source of funding for printing and mailing (needed up front)

Three months prior to event:

- Check on respective approvals if not already received
- Invite judges and officials if sanctions have been received
- Estimate number of medals/ribbons needed
- Contact vendors regarding availability and lead time necessary for ordering
- Make contacts with vendors and inform them of competition dates and schedules, and inquire if they wish to commit for your event

Two months prior to event:

- Send announcement and entry forms out to competitors
- Host a meeting with committee people
- Make all banking arrangements
- "Sell" the competition through members and instructors at your rink
- Solicit any competition sponsors/free gifts

Four to five weeks prior to event:

- Entry Deadline

Four weeks prior to event:

- At closing date of entries work quickly to set up groups and schedule which will include ice makes and warm-up times
- Gather together program materials
- Order medals and ribbons
- Gather supplies for competitor goodie bags such as local souvenirs, discount coupons from community restaurants, candy, toys, etc...

Two weeks prior to event:

- Order sale flowers
- Coordinate food/beverage needs
- Contact vendors - collect information regarding their needs
- Mail individual skating times with practice schedule to competitors
- Add information regarding general competition protocol
- Send judges' commitment confirmation along with judges' schedules
- Send accounting: (a) announcement, (b) listing of groups, (c) judges' schedule

One week prior to event:

- Update rink manager on needs for competition - do a "walk-thru" if possible
- Send media release out
- Be sure all competitor packet materials have arrived - begin filling packets
- Finish program contents and send to printer - if doing "in house" this can wait until day before competition

One day prior to event:

- Set up all areas at the arena
- Finish filling competitor packets
- Finish assembling programs if done "in house" or see that they have been delivered from the printer
- Sort out awards and decide how they will be handled

Day of event

- **See that you have good ice, music, announcers, skaters, and start on time!**

Good luck – make it a fun day for all!

SUGGESTED SAMPLE ANNOUNCEMENT

LOGO/ NAME OF EVENT
SPONSOR
ADDRESS
DATE

The “Tenth” annual Basic Skills Competition (title) sponsored by (name of club and street, city, state and zip code) will be held at (location where competition is to be held) on (day, date, and year).

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club.

Eligibility will be based on skill level as of closing date of entries. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including MIF or Individual Dances. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

ENTRIES AND FEES -All entries must be postmarked no later than (deadline date) and are limited to the first 150 applications received. (If limitations on number of entries are needed) Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers. Entry fees are per person, U.S. dollars. The first event is \$____ (entry fees determined by organizing group) and each additional event is \$____. NO refunds after closing date unless event is canceled by (organizing committee name). **ENTRY FORMS MUST BE FILLED OUT COMPLETELY** and returned with fee check made payable to (appropriate club or group). There will be a fee for returned checks.

AWARDS – Everyone will receive an award. All events will be final rounds. Medals will be awarded to first, second, and third places. ALL other places will receive ribbons. ALL awards will be made at appropriate times throughout the competition.

SCHEDULE OF EVENTS - Will be posted on the Official Bulletin Board no later than (this can be approximately four to five days prior to competition). Information regarding groups and skating times will be mailed out prior to the beginning of competition (unless you choose to do this some other way).

PRACTICE ICE - (Availability of practice ice needs to be decided by the organizing group) Practice ice will be available on (dates, days, specific increments of time, exact practice times). Sign in and pay \$5.00 at the door. A maximum of (number of skaters) will be allowed on the ice during any one session. You may sign up for **NO MORE THAN TWO SESSIONS** on a first come first served basis.

MUSIC - The music for all free skating programs and showcase must be provided on CD's by the skater. CD's should be clearly marked with the name of the skater, event entered and length of music (not skating time). Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds.

VIDEO TAPING AND PHOTOGRAPHS - This will be available through (name of company) and can be arranged for at the rink. You may furnish your own tape or purchase same. Photographs will be taken of all individual children and award pictures will also be taken. (This section is at the discretion of your organizing committee).

At this point specify your events offered as described in this Basic Skills Competition manual.

You may insert your local information here

BASIC SKILLS COMPETITION ENTRY FORM (SAMPLE FORM)

Name _____ Age _____ Sex _____
Last First

Address _____ City _____

State _____ Zip _____ Email Address _____

Area Code/Phone # _____ Birth date _____

U.S. Figure Skating number _____ Highest Level Passed _____

Program/Club Affiliation _____

Director's/Instructor's Name _____

Please check the event(s) you are entering:

Basic Elements:

_____ Snowplow Sam
 _____ Basic 1 _____ Basic 5
 _____ Basic 2 _____ Basic 6
 _____ Basic 3 _____ Basic 7
 _____ Basic 4 _____ Basic 8

Basic Free Skate Program:

_____ Snowplow Sam
 _____ Basic 1 _____ Basic 5
 _____ Basic 2 _____ Basic 6
 _____ Basic 3 _____ Basic 7
 _____ Basic 4 _____ Basic 8

Free Skate Elements/Compulsories:

_____ Free Skate 1 _____ Limited Beginner
 _____ Free Skate 2 _____ Beginner
 _____ Free Skate 3 _____ No Test
 _____ Free Skate 4 _____ Pre-preliminary
 _____ Free Skate 5 _____ Preliminary
 _____ Free Skate 6

Test Track Free Skate Program:

_____ Limited Beginner
 _____ Beginner
 _____ Pre-preliminary test
 _____ Preliminary Test

Well Balanced Free Skate Program:

_____ No Test Free skate
 _____ Pre-preliminary Free skate
 _____ Preliminary Free skate

Additional Events:

*Include any additional events here.
 Specify levels and age groups.*

ENTRY FEE IS \$ _____ PER EVENT, \$ _____ PER EACH ADDITIONAL EVENT

First Event \$ _____

Additional Event \$ _____

Additional Event \$ _____

If not a current U.S. Figure Skating Basic Skills Member – add \$12

Total: \$ _____

The completed entry form, with fees, must be postmarked no later than DATE.

Make check or money order payable to **Program Name/Club** and mail to: **CONTACT PERSON**. For additional information call: **CONTACT PERSON**

ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS AN EVENT IS CANCELED.

Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the (NAME OF PROGRAM/ CLUB/ARENA) harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property.

Parent/Guardian Signature _____	Date _____
Competitor Signature _____	Date _____
Instructor/Coach Signature _____	Date _____
Program Director/Club Officer _____	Date _____

BEGINNER SYNCHRONIZED SKATING / ENTRY FORM p. 1

Date of Competition

ENTRY FORM 1: Team Information

Team name:		U.S. Figure Skating #:	
Club: (if applicable)			
Team contact person:			
Daytime phone number:		E-mail:	
Address:		City	State / ZIP
Primary coach:		U.S. Figure Skating #	
Daytime phone number:		E-mail:	
Number of skaters:		Number of alternates:	

Please check the level and/or event (s) entered:

- BS Beginner 1
 BS Beginner 2
 BS Beginner 3

Entry Fee: Enclosed is

\$ ____ for ____ beginner events \$ 50 per team / beginner event

\$ ____ for ____ competitors \$ 5 per skater / beginner event

Checks should be made payable to:

Your event or skating club

Please send all forms and fees to:

Competition address

All fees and entry forms must be
Received by:

Entry Deadline

Beginner teams may choose to represent either a full member club or a U.S. Figure Skating Basic Skills school / program.

BEGINNER SYNCHRONIZED SKATING / ENTRY FORM p. 2

Name of the team:
Name of the club of program represented:

TEAM ROSTER (Please list skaters in alphabetical order. It is not necessary to indicate who is an alternate).

Skater's name	Membership #	Age	Signature of skater / parent if under 18

ENTRY FORM 3: Liability Waiver / Certification by Club Officer

Team Name:	Level:
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U.S. Figure Skating and the clubs or organizers of competitions undertake no responsibility for damages or injuries suffered by the skaters or officials. As a condition of and in consideration of the acceptance of their entries or participation therein, all entrants, their parents and guardians and officials shall be deemed to agree to assume all risks of injury to their person and property resulting from, caused by or connected with, the conduct and management of the competition, and to waive and release any and all claims which they may have against any officials, U.S. Figure Skating, the club hosting the competition, and against its officers, and their entries shall be accepted only on such condition.

Skater's name in alphabetical order	Skater signature or parent / guardian (if skater is under 18)
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	
13.	
14.	
15.	
16.	
Alt. 1	
Alt. 2	
Alt. 3	
Alt. 4	

Club officer or skating school director: *All of the skaters listed on the team entry form are to the best of my knowledge, eligible members in good standing and eligible to compete under U.S. Figure Skating or Skate Canada rules.*

Print Name:	Signature
Title:	
Club or Basic Skills program name:	