

2017 Holiday Season Competition



December 16, 2017

The Ohio State University Ice Rink
390 Woody Hayes Drive
Columbus, Ohio 43210



Rules: This competition, hosted by the Columbus Figure Skating Club, will be conducted in accordance with the rules set forth in the 2018 edition of the U.S. Figure Skating Rulebook. The competition is open all persons as defined by the eligibility rules and who are currently registered with U.S. Figure Skating.

Skaters must be current members (for the 2017-2018 membership year) of U.S. Figure Skating, either through a member club, a registered Learn to Skate USA program or as an individual member. Current membership will be verified by the competition registrar prior to the competition.

Events: Events include Basic Program (with music), Basic Elements events, Pre-Free Skate through Free Skate 6 program; Free Skating for Beginner, High Beginner, No Test, Pre-Preliminary through Juvenile/Open Juvenile; Adult Pre-Bronze through Adult Gold; Compulsory Moves, Spins, Jumps, and Showcase. Skaters must skate at least at the **highest level passed by November 13, 2017**, but may skate up one level.

Age Restrictions: Skaters entering juvenile events must be under 14 years of age at the close of entries. Skaters entering Open Juvenile must be at least 14 years of age and less than 18 years of age. Skaters entering beginner through Pre-Juvenile events will be divided by age should the number of entries warrant more than one group.

Entries: Secure online registration and credit card payment (which includes a 3.5% convenience fee) will be available at www.columbusfsc.com/holiday-competition-news. **Entry deadline is 11:59pm EST on November 13, 2017.** Late entries may be accepted at the discretion of the competition committee. If accepted, a late fee of \$25 will be assessed.

REGISTRATION MAY CLOSE EARLY! The Columbus Figure Skating Club reserves the right to limit entries prior to the deadline by event based on entry date/timestamp if estimated skating time exceeds available ice time. This may result in registration closing prior to the stated deadline.

Entry Fees:

Event Type	Entry Fee
Non-Basic Skills: 1 st event	\$80
Non-Basic Skills: 2 nd event	\$30
Non-Basic Skills: 3 rd or more event(s)	\$20
Basic Skills: 1 st event	\$40
Basic Skills: 2 nd event	\$20

Refund Policy: Entry fees will **not be refunded** after November 13, 2017 unless no competition exists or an event is cancelled. There will be **no refunds** for medical withdrawals. The online processing fees are not refundable. Contested credit card charges and checks returned for non-sufficient funds will be assessed a \$25 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events.

Questions: Contact Terry Hamilton at cfscreg@gmail.com.

Scheduling of Events and Practice Ice: A tentative schedule of events and practice ice will be posted on www.columbusfsc.com/holiday-competition-news by early December. Practice ice will be sold online and at the competition. All practice ice sessions will be 20 minutes in length at a charge of \$6 per session. **Limit one practice session per skater.** Practice ice will be sold on a first come, first served basis. No program music will be played on practice ice.

Coaches: Coaches must be in compliance with Rules MR 5.12 and MR 5.13 in the current U.S. Figure Skating Rulebook or they will not be allowed at the venue. Coaches must be a current full member of U.S. Figure Skating. They must have completed the registration process through U.S. Figure Skating and paid the annual registration fee. If 18 years of age or older, they must have successfully passed the background screen. Coaches must have completed the appropriate CER courses depending on the highest level of skaters being coached. They must have submitted proof of current general liability insurance. For Basics Skills coaches ONLY, the coach must be 18 years and older and instructing in a Learn to Skate USA program. In addition, they must have successfully passed the annual background screen and be registered as a Learn to Skate USA instructor member.

The competition committee will check the list of compliant coaches that is published online by U.S. Figure Skating. A coach who does not have a government issued ID and is not on the list of compliant coaches will not be allowed to be in the coaching area during practice sessions and the competition.

Assumption of Liability: Per Rule 1600 in the current U.S. Figure Skating Rulebook, U.S. Figure Skating, the Columbus Figure Skating Club and organizers of this competition undertake no responsibility for damages or injuries suffered by the competitors. As a condition of and in consideration of the acceptance of their entries or participation in this competition, the competitor and his/her parents(s) agree to assume all risks of injury and loss of property resulting from, caused by or connected with, the conduct of management of this competition, and to waive and release any and all claims which they may have against any officials, U.S. Figure Skating, the Columbus Figure Skating Club and its Members and Officers; and their entries shall be accepted only on such condition.

Facilities: The Ohio State University Ice Rink is 200' by 85'. The rink is located off Lane Avenue, just east of St. John Arena and north of The Ohio State University Football Stadium. The rink's telephone number is 614-292-4154.

Parking: OSU charges to park in the ice rink parking lot. You may pay the required parking fees on the day of the competition at the automatic kiosks in the parking lot area. The kiosks accept coins and credit cards. You will need to input your license plate number when using the automatic kiosk. Parking without payment of parking fees may result in a parking violation and fine.

Registration: The official Holiday Season Competition Registration Desk will be located at the entrance of The Ohio State University Ice Rink. The registration desk will open prior to the first practice. Competitors must check in at the Registration Desk upon arrival.

Music: Music must be turned in at the time of registration. Every reasonable care will be taken, but the Columbus Figure Skating Club cannot be responsible for CDs left at the end of the competition. Music must be on CDs which are labeled clearly with the skater's name and event. CDs should contain only one music track per CD. Due to compatibility and reliability issues no music may be submitted on re-

recordable "CD-RW" discs. The music will be reproduced through the rink sound system from CDs furnished by each competitor. **Skaters should have a back-up copy of their music at rink side.**

Computation of Results: The 6.0 Majority closed system of judging will be used in all events.

Events/Awards: All events will be final rounds. Medals will be awarded for 1st, 2nd, and 3rd place. Ribbons will be awarded for 4th through 8th place. The skater is responsible for picking up award(s) during awards ceremonies. Awards will not be mailed to the skater.

Videography and Photos: Those interested in videotaping or taking photographs are required to do so from the bleachers. No individual will be allowed at rink side for these purposes. **Absolutely no flash photography is allowed during warm-up or competition.**

Notices: Skating orders and other official notices will be posted in the rink lobby. Information posted on Entryeze prior to the competition regarding events and practice ice sessions should always be considered preliminary and unofficial. Official starting orders and skater event assignments are posted at the rink. Skaters should arrive at the facility a minimum of one hour before their scheduled skate time and should check in with the ice monitor twenty minutes prior to their events.

Area Hotels

Homewood Suites

1576 West Lane Avenue
Columbus, OH 43221

Red Roof Inn

441 Ackerman Road
Columbus, OH 43202

Fairfield Inn & Suites

3031 Olentangy River Road
Columbus, OH 43202

SpringHill Suites

1421 Olentangy River Road
Columbus, OH 43211

Holiday Inn Express

3045 Olentangy River Road
Columbus OH 43202

Varsity Inn OSU South

1445 Olentangy River Road
Columbus, OH 43212

FREE SKATING

For the purpose of reference, the rules cited are taken from the 2018 U.S. Figure Skating Rulebook. Program requirements not specified below are defined in the US Figure Skating Rulebook rules 4000-4600. Skaters may enter the event for which they have passed the required test or one level higher (i.e. skaters may "skate up" one level) except as noted below. All programs include any rule changes adopted at the May 2017 meeting of Governing Council of U.S. Figure Skating.

Events: Introductory Levels Free Skate Programs

General event parameters:

1. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
2. 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.
3. Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
<p>Beginner</p> <p>1:40 max.</p>	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests</p>
<p>High Beginner</p> <p>1:40 max.</p>	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	<p>Connecting moves and steps should be demonstrated throughout the program</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests</p>

EVENTS: Test Track Free Skate Programs

Juvenile and Open Juvenile may skate in separate groups if there are sufficient entries. Juvenile skaters must be less than 14 years of age as of November 13, 2017. Open Juvenile skaters must be less than 18 years of age as of November 13, 2017.

General event parameters:

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

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary Test Track 1:40 Max.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) • Single rotation jumps: Salchow, toe loop and loop only • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 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 Track 1:30 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • One spin in one position; no change of foot, no flying entry. (Minimum 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 Test Track 2:00 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • One spin in one position, no change of foot (Min. 3 revolutions) • One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly. 	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 Test Track 2:20 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> Any single jumps, including Axel, are permitted. Max. 2 jump combinations or sequences Max. 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> One solo spin in one position, no change of foot Min. 4 revs 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
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EVENTS: Well Balanced Free Skate Programs

Juvenile and Open Juvenile may skate in separate groups if there are sufficient entries. Juvenile skaters must be less than 14 years of age as of November 13, 2017. Open Juvenile skaters must be less than 18 years of age as of November 13, 2017.

General event parameters:

6. Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event.
7. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
8. 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.
9. Minimum number of spin revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
No Test 1:40 Max.	Maximum of 5 jump elements: <ul style="list-style-type: none"> 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 Jump sequences limited to a maximum of 3 single jumps Half loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	Maximum of 2 spins: <ul style="list-style-type: none"> Spins may change feet and/or position Spins may start with a fly Minimum 3 revs. <p>Spins must be of a different character (For definition see rule 4103E)</p>	<p>Must use one-half the ice surface</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests.

<p>Limited Pre-Preliminary Free Skate Non-standard Event</p> <p>1:40 Max.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • Single Jumps only (no Axels permitted) • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Sequences limited to maximum of 3 jumps • half loop is considered a single jump • No double or triple jumps allowed • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Two spins of a different character • Min. 3 revolutions • May change feet and or position • May start with a fly 	<p>One step sequence that utilizes ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted but not counted as elements.</p> <p>Jumps may be included in the step sequence.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>
<p>Pre-Preliminary Free Skate</p> <p>1:40 Max.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (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 maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps • Half loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequence that utilizes ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted but not counted as elements.</p> <p>Jumps may be included in the step sequence.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>

<p>Limited Preliminary Free Skate Non-standard Event</p> <p>1:30 +/- 10 sec.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • No double jumps • One must be an Axel/Waltz type jump • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Sequences limited to maximum of 3 jumps • Half loop is considered a single jump • Maximum of 2 Axels • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • May change feet • May start with a fly • Min. 3 revolutions 	<p>One step sequence that utilizes ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted but not counted as elements.</p> <p>Jumps may be included in the step sequence.</p>	<p>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</p>
<p>Preliminary Free Skate</p> <p>1:30 +/- 10 sec.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • 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 and 1 single jump is permitted. • Jump sequences limited to a maximum of 3 single or double jumps • Half loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequence that utilizes ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted but not counted as elements.</p> <p>Jumps may be included in the step sequence.</p>	<p>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</p>

<p>Pre-Juvenile 2:00 +/- 10 sec.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel/Waltz type jump • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Sequences limited to maximum of 3 jumps • Half loop is considered a single jump in a sequence or combination • Axel and no more than three double jumps may be repeated as individual jumps or in combinations or sequences • No Axel or double jump may be repeated more than once. • <i>All double jumps except the double Axel are permitted.</i> • <i>No triple jumps are permitted.</i> • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Must be of different character • One spin combination with or without change of foot (Min. 6 revolutions) • One spin in only one position, may start with a fly but not change of foot (Min. 3 revolutions) 	<p>One step sequence fully utilizing ice surface. Jumps may be included in the step sequences.</p>	<p>Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test</p>
<p>Juvenile/Open Juvenile 2:20 +/- 10 sec.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel type jump. • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Sequences limited to maximum of 3 jumps • Half loop is considered a single jump in a sequence or combination • No more than three double jumps may be repeated and if repeated must be part of jump combination or sequence • Max. 2 of any same type jump • No triple jumps permitted 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • One solo spin in one position, no change of foot (Min. 4 revolutions). • One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) • Only solo spin may fly 	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test</p>

EVENTS: Adult Free Skate Programs

General event parameters:

1. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
2. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
3. Minimum number of spin revolutions must be in position.
4. 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
Adult Pre-Bronze 1:40 Max.	Maximum of 4 jump elements: <ul style="list-style-type: none"> • No Lutz, Axel, or double jumps are permitted. • Jump combinations and sequences are optional, but no more than 2 are allowed • Only one jump combination or sequence may have 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.) 	Maximum of 2 spins: <ul style="list-style-type: none"> • Min. 3 revolutions • No flying spins permitted 	Connecting moves and steps throughout are required.	Skaters must be at least 18 years of age. No test requirement but cannot have passed more than the Adult Pre-Bronze Free Skating Test or Pre-Preliminary Free Skating test.
Adult Bronze 1:50 Max.	Maximum of 4 jump elements: <ul style="list-style-type: none"> • Max. 2 combinations or sequences; • One combination or 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) • All single jumps are permitted (except Axel) • No Axel, double or triple jumps are permitted. 	Maximum of 2 spins: <ul style="list-style-type: none"> • Spins must be of different character • 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 one step or spiral sequence of any pattern must use at least one-half of 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.	Skaters must be at least 18 years of age. Must have passed Adult Pre-Bronze Free Skating Test or Pre-Preliminary Free Skating test but no higher than Bronze Free Skating Test or Preliminary Free Skating test.

<p>Adult Silver</p> <p>2:10 Max.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • Max. 2 combinations or sequences • One combination or sequence may consist of three jumps, and <u>the other</u> may have only two jumps • Additional jump sequences which contain non-listed jumps of not more than one revolution (i.e. mazurkas, half-loops, etc.) performed as part of connecting footwork preceding single jumps are permitted • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps are permitted, including an Axel-type jump. • No double or triple jumps are permitted. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins must be of different character • Min. 3 revolutions total if no change of foot • Min. 3 revolutions each foot if change of foot • Min. 2 revolutions in position. 	<p>Max one step or spiral sequence of any pattern. Must use at least one-half of ice surface.</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p>	<p>Skaters must be at least 18 years of age. Must have passed Adult Bronze Free Skating Test or Preliminary Free Skating test but no higher than Silver Free Skating Test or Pre-Juvenile Free Skating test.</p>
<p>Adult Gold</p> <p>2:40 Max.</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • Max. 3 combinations or sequences • Two combinations or sequences are limited to two jumps, and one three-jump combination/sequence is permitted • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps, including an Axel-type jump, 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. 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins must be of different character • Min. 4 revolutions total if no change of foot • Min. 4 revolutions each foot if change of foot • Min. 2 revolutions in position 	<p>Max one choreographic step sequence or choreographic sequence must use full ice surface.</p> <p>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</p>	<p>Skaters must be at least 18 years of age. Must have passed Adult Silver Free Skating Test or Pre-Juvenile Free Skating test but no higher than the Adult Gold Free Skating Test or Juvenile Free Skating test.</p>

COMPULSORY MOVES

Test requirements are the same as listed under Single Free Skating Events. Boys and girls may compete together. All events shall be skated without music using half the ice surface. **If a program exceeds the time limit, that portion of the program will not be judged.** Skaters may skate one level higher in compulsory moves events than their free skate program event. Combination jumps are to have no change of foot or turns in between. Axels are considered a single jump. Additional jumps, spins or footwork are not permitted. Failed maneuvers may not be re-skated. Moves must be skated as listed, but may be skated in any order. All moves in all levels are to be connected in a free flowing presentation. Excessive footwork and added elements will be penalized.

Beginner	1:15 Max.	<ul style="list-style-type: none"> • Waltz jump • ½ jump of choice • Forward two-foot or one-foot spin, free leg position optional (minimum 3 revolutions) • Forward or backward spiral
High Beginner	1:15 Max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin (minimum 3 revolutions) • Forward or backward spiral
Pre-Preliminary	1:15 Max.	<ul style="list-style-type: none"> • Toe loop jump • Jump Combination: single / single (no Axel) • Sit Spin or camel spin (minimum 3 revolutions) • Spiral sequence with 1 forward spiral and one backward spiral (any edge)
Limited Preliminary Non-standard Event	1:15 Max.	<ul style="list-style-type: none"> • Single Lutz • Jump combination: single/single (no Axel) • Back upright spin (minimum 3 revolutions) • Forward inside spiral
Preliminary	1:15 Max.	<ul style="list-style-type: none"> • Single Lutz • Jump combination: single / single (Axel allowed) • Back upright spin (minimum 3 revolutions) • Forward inside spiral
Pre-Juvenile	1:15 Max.	<ul style="list-style-type: none"> • Single jump (may include Axel) • Jump combination: single / single (may include Axel) • Layback spin or camel spin (minimum 3 revolutions) • Step sequence - Circular
Adult Pre-Bronze	1:30 Max.	<ul style="list-style-type: none"> • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in combination and 3 jumps in sequence • Forward upright spin (minimum 3 revolutions) • Forward spiral (any edge)
Adult Bronze	1:30 Max.	<ul style="list-style-type: none"> • Single Salchow • Waltz jump – toe loop combination jump • Backward upright spin – entry optional (minimum 3 revolutions) • Spiral sequence (minimum 2 spirals)
Adult Silver	1:30 Max.	<ul style="list-style-type: none"> • Single loop • Single/single jump combination • Sit spin (minimum 3 revolutions) • Straight line step sequence
Adult Gold	1:30 Max.	<ul style="list-style-type: none"> • Single Lutz or Axel • Single-Single or Single-Double jump combination • Camel spin (minimum 4 revolutions) • Straight line step sequence

SPINS

Test requirements are the same as listed under Free Skating Events. Boys and girls may compete together. All events shall be skated without music in a program using half the ice surface. **If a program exceeds the time limit, that portion of the program will not be judged.** No jumps allowed. Two marks will be awarded. The technical merit mark will include quality of spins such as centering, speed of rotations, positions, revolutions, and difficulty of footwork. The presentation mark will include ice utilization, flow, quality of field elements and creativity. 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 spin elements may be included – **no jumps**. Minimum number of revolutions **in position** are noted in parentheses.

Beginner/No Test	1:30 Max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
Pre-Preliminary	1:30 Max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright back scratch spin (3) • Sit spin (3)
Preliminary	1:30 Max.	<ul style="list-style-type: none"> • Forward to back scratch spin (3) • Combination spin with no change of foot (4) • Sit spin (3)
Pre-Juvenile	1:30 Max.	<ul style="list-style-type: none"> • Camel spin (3) • Combination spin – camel to sit spin; no change of foot (6) • Forward to backward scratch spin (3 per foot)

JUMPS CHALLENGE

Test requirements are the same as listed under Single Free Skating Events. Boys and Girls may compete together. Each jump may be attempted twice; the best attempt will be counted. Events will be skated on ½ ice.

Beginner	1:15 Max.	<ul style="list-style-type: none"> • Waltz jump (from backward crossovers) • ½ flip or ½ Lutz • Single Salchow
High Beginner	1:15 Max.	<ul style="list-style-type: none"> • Waltz jump (from backward crossovers) • Single Salchow • Jump combination – waltz jump-toe loop
No Test	1:15 Max.	<ul style="list-style-type: none"> • Single toe-loop • Single loop • Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre-Preliminary	1:15 Max.	<ul style="list-style-type: none"> • Single toe-loop • Single flip • Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 Max.	<ul style="list-style-type: none"> • Single flip • Single Lutz • Jump combination – Any single jump + single loop (may be Axel)
Pre-Juvenile	1:15 Max.	<ul style="list-style-type: none"> • Single Axel • Single or double jump • Jump combination – single / single (no Axel)
Juvenile/ Open Juvenile	1:15 Max.	<ul style="list-style-type: none"> • Single Axel • Double Salchow • Jump combination – single / single or double / single (no Axel)

SHOWCASE

General Event Parameters

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. A 0.2 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.

Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. Skaters placing fourth and higher in Preliminary and higher Showcase solo events including adult events, may be qualified to enter the next National Showcase. For more information, contact Melissa Bowman, National Vice-Chair for National Showcase, at patinage.tx@gmail.com.

Specific Events Offered

Light Entertainment - programs emphasizing such choreographic expressive qualities such as comedy, love, and mime while incorporating skating skills.

And/Or

Dramatic Entertainment - programs utilizing intense emotional skating quality to depict a choreographic theme while incorporating skating skills.

Depending on the number of entrants, the Light Entertainment and Dramatic Entertainment events may be combined by level or maximum event time. 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. Events that do not specify jump content are open, but remember poorly executed elements will reduce the overall impression and score.

Basic 1-6	1:00 Max.	Elements only from Basic 1-6 curriculum. May not have passed higher than Basic 6 level.
Pre-Free Skate - Free Skate 6	1:30 Max.	3 jump maximum, ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop. May not have passed higher than Free Skate 6 level.
Ltd-Beginner/ Beginner/No Test	1:30 Max.	3 jump maximum, ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop. May not have passed any official USFS free skate tests.
Pre-Preliminary	1:30 Max.	3 jump maximum. No axels or double jumps permitted. May not have passed higher than USFS Preliminary free skate test.
Preliminary	1:40 Max.	3 jump maximum. No axels or double jumps permitted. May not have passed higher than USFS Preliminary free skate test.
Pre-Juvenile	1:40 Max.	May not have passed higher than Pre-Juvenile free skate test.
Juvenile/Open Juvenile	2:10 Max.	May not have passed higher than Juvenile free skate test.
Adult 1-6	1:40 Max.	Elements only from Basic 1-6 curriculum. May not have passed higher than Adult 6 level.
Adult Pre-Bronze - Gold	1:40 Max.	May not have passed higher than Adult Gold free skate test.

BASIC SKILLS COMPETITION

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn to Skate USA 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 Learn to Skate USA program/club or any other Learn to Skate USA program/club.

Eligibility will be based on skill level as of closing date of entries, November 13, 2017. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 6 must skate at the highest level passed and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances. For Pre-Free Skate through Free Skate 6, 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.

PRE-FREE SKATE - FREE SKATE 6 PROGRAMS With music

Program is to be skated on **full ice** with music. Vocal music is permitted. Skaters must submit a copy of the music they intend to use one hour before their event.

Skaters may use any elements from previous levels. **A 0.2 deduction will be taken for each element performed from a higher level.** The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous levels. 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 steps and transitions should be demonstrated throughout the program.

Pre-Free Skate	1:40 max.	<ul style="list-style-type: none"> • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • One-foot upright spin, optional entry and free-foot position - minimum three revolutions • Mazurka (Right and Left) • Waltz jump
Free Skate 1	1:40 max.	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop jump • Half flip jump
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:40 max.	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half Loop jump • Flip jump
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Split jump or stag jump • Camel, sit spin combination - minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

BASIC PROGRAMS **With Music**

Program is to be skated on **half ice**, with standardized music provided by SEGL for 2017 Basic Skills events. (.mp3 downloads available at www.columbusfsc.com) Skating order of the required elements is optional. Programs must contain all the required elements listed. Elements are not restricted as to number of times the element is executed, length of edges, or the number of revolutions in a spin, unless otherwise stated. May use any elements from the previous levels however, a **0.2 deduction will be taken for each element performed from a higher level.**

Snowplow Sam	As determined by music	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	As determined by music	<ul style="list-style-type: none"> • Forward two-foot glide and dip • Forward two-foot swizzles, 6-8 in a row • Beginning snowplow stop on two-feet or one-foot • Backward wiggles, 6-8 in a row
Basic 2	As determined by music	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot swizzles, 6-8 in a row
Basic 3	As determined by music	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	As determined by music	<ul style="list-style-type: none"> • Backward one-foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	As determined by music	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	As determined by music	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left

BASIC ELEMENTS

No Music

Program is to be skated on **half ice**. **All elements must be skated in the order listed.**

Snowplow Sam	1:00 max.	<ul style="list-style-type: none">• March followed by a two-foot glide and dip• Forward two-foot swizzles, 2-3 in a row• Forward snowplow stop• Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ul style="list-style-type: none">• Forward two-foot glide and dip• Forward two-foot swizzles, 6-8 in a row• Beginning snowplow stop on two-feet or one-foot• Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none">• Forward one-foot glide, either foot• Scooter pushes, right and left foot, 2-3 each foot• Moving snowplow stop• Two-foot turn in place, forward to backward• Backward two-foot swizzles, 6-8 in a row
Basic 3	1:00 max.	<ul style="list-style-type: none">• Beginning forward stroking showing correct use of blade• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive• Forward slalom• Beginning backward one-foot glide, either foot• Moving forward to backward two-foot turn on a circle
Basic 4	1:00 max.	<ul style="list-style-type: none">• Backward one-foot glides, right and left• Forward outside edge on a circle, clockwise or counter clockwise• Forward crossovers, 4-6 consecutive, both directions• Beginning two-foot spin, 2-4 revolutions• Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:00 max.	<ul style="list-style-type: none">• Backward outside edge on a circle, clockwise or counterclockwise• Backward crossovers, 4-6 consecutive, both directions• Advanced two-foot spin, 4-6 revolutions• Forward outside three-turn, right and left• Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none">• Forward inside three-turn, right and left• Bunny Hop• Forward spiral on a straight line, right or left• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry• T-stop, right or left