



MADHATTERS 1ST ANNUAL BASIC SKILLS & BEYOND COMPETITION (*COMPETE USA*)

Atlanta Ice House 2600 Prado Lane, Marietta, GA 30066

April 25th, 2021

The Madhatters 1st Annual Basic Skills & Beyond Competition, sponsored by the Madhatters Skating Academy, will be held at their home rink the Atlanta Ice House on April 25th, 2021. The purpose of this competition is to promote a fun, introductory, competitive experience for all participants.

ELIGIBILITY

The competition is open to ALL skaters who are current members of either Learn to Skate USA and/or those who are full members of U.S. Figure Skating. Members of other organizations are eligible to compete but must be a current registered member of Learn to Skate USA or a full member of U.S. Figure Skating. There will be no more than six competitors maximum in an event, and all six should receive an award.

Eligibility will be based on skill level as of closing date of entries. All **Snowplow Sam and Basic 1-6 skaters** must skate at highest level passed or one higher, and NO official U.S. Figure Skating Tests may have been passed including Moves in the Field or individual dances.

For the **Pre-Free Skate, Free Skate 1-6, excel, well-balanced, and adult levels**, eligibility will be based only upon highest free skate test level passed. Moves in the Field test level will not determine skater's competitive level. Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition.

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 (LOC) discovers that a skater has been placed in a category below his/her badge or test level, the chair and referee will have the option to move the skater into the proper level, even if it is the day of the competition. This will ensure that every event is as fair as possible to the competitors. It is an ethical violation for coaches to sandbag an event.

ENTRIES & FEES

The deadline to submit all entries is April 14th, 2021. Late entries will be accepted at the discretion of the organizers. Entry fees are per person. The first event is \$45 and each additional event is \$25. No refunds will be offered after the closing date unless the event is cancelled by the organizing committee. Register in person or over the phone at 404-800-2150.

AWARDS

All participants will receive an award. Medals will be distributed for 1st through 3rd places. Ribbons will be distributed for 4th through 6th places. All events will be final rounds. All awards will be given at awards ceremonies. Ceremony times will be posted on the competition schedule.

SCHEDULE OF EVENTS

Information on groups/ skating times will be emailed to competitors one week prior to competition and will be available on www.atlantaiicehouse.com. Skating order will be posted on the official bulletin board at the rink day of competition.

PRACTICE ICE

A 30-minute practice ice will be available prior to the start of the competition from 7:50am-8:20am. The practice ice will cost \$15 per applicant and will be limited to the first 20 registrants. No personal music may be played on the practice session and the use of personal devices and ear plugs is strictly forbidden.

MUSIC

The music for all programs with music must be submitted by providing CDs at the time of check-in. CDs 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 unless a maximum time is listed. It required that the coach or skater bring more than one copy of music for a backup and please remember that program music on phones will not be accepted.

FACILITY INFORMATION

The facility at the Atlanta Ice House measures 200x85 feet with rounded corners. A snack bar will be open during the competition. For additional information please refer to the Atlanta Ice House website.

www.atlantaicehouse.com

COVID-19 STATEMENT

The competition will follow local and state guidelines current at the time of the competition. A communication plan to inform participants about specifics (i.e., mask required inside except when on ice, etc.) will be distributed prior to the competition.

REFUND POLICY

There will be no refunds offered unless the request is for medical reasons or cancellation of the event by the organizing committee for lack of participants.

CONTACT

For more information, please contact lts@atlantamadhatters.com

EVENTS

SNOWPLOW SAM – BASIC 6 (ELEMENTS)

FORMAT: There are two format options for the elements event.

1. Each skater will perform each element when directed by a judge/referee OR
 2. Skater will perform one element at a time in the order listed below (no excessive connecting steps or choreography)
 Judge/referee directed example: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
 - No music
 - Divide Snowplow Sam skaters by level (1-4), if registrations warrant
 - All elements must be skated in the order listed.

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

SNOWPLOW SAM – BASIC 6 (PROGRAM WITH MUSIC)

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

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

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

PRE-FREE SKATE – FREE SKATE 1-6 (COMPULSORY)

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

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

| LEVEL | TIME | SKATING RULES/STANDARDS |
|----------------|-------------|--|
| PRE-FREE SKATE | 1:15 max | <ul style="list-style-type: none"> • Two forward crossovers into a forward inside mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, one set each direction clockwise and counterclockwise • One-foot upright spin, optional entry and free foot position, minimum 3 revolutions • Mazurka – right or left • Waltz jump |
| FREE SKATE 1 | 1:15 max | <ul style="list-style-type: none"> • Forward stroking, 4-6 consecutive powerful strokes • Backward outside three-turn, right and left • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin), minimum 4 revolutions • Toe loop • Half flip jump |
| FREE SKATE 2 | 1:15 max | <ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Backward inside three-turn, right and left • Beginning back spin, optional entry and free-foot position, maximum 3 revolutions • Half Lutz • Salchow jump |
| FREE SKATE 3 | 1:15 max | <ul style="list-style-type: none"> • Alternating mohawk/crossover sequence, right to left and left to right • Waltz three-turns, 2 sets clockwise and 2 sets counterclockwise • Advanced back spin with free foot in crossed leg position, minimum 3 revolutions • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination |
| FREE SKATE 4 | 1:15 max | <ul style="list-style-type: none"> • Forward power 3s, 2-3 consecutive sets, right or left • Sit spin, minimum 3 revolutions • Half loop jump • Flip jump |
| FREE SKATE 5 | 1:15 max | <ul style="list-style-type: none"> • Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both directions • Camel spin, minimum 3 revolutions • Waltz jump-loop jump combination • Lutz jump |
| FREE SKATE 6 | 1:15 max | <ul style="list-style-type: none"> • Forward power pulls, minimum 3 on each foot • Camel, sit spin combination, minimum of 4 revolutions total • Waltz jump-Euler (half loop)-Salchow jump combination • Axel jump; minimum requirement is a clear attempt either stationary or moving |

PRE-FREE SKATE – FREE SKATE 1-6 (PROGRAM WITH MUSIC)

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

- To be skated on full ice
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- **Bonus skills from the same level or below are allowed but will not be judged elements**
- A 0.2 deduction will be taken for each element performed from a higher level

| LEVEL | TIME | SKATING RULES/STANDARDS |
|-----------------------|---------------------|--|
| PRE-FREE SKATE | 1:40 max | <ul style="list-style-type: none"> • Two forward crossovers into a forward inside mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, one set each direction clockwise and counterclockwise • One-foot upright spin, optional entry and free, foot position, minimum 3 revolutions • Mazurka, right or left • Waltz jump • NOT ALLOWED – Waltz jump-side toe hop-waltz jump |
| FREE SKATE 1 | 1:40 max | <ul style="list-style-type: none"> • Forward stroking, 4-6 consecutive powerful strokes • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin), minimum 4 revolutions • Toe loop jump • Half flip jump • NOT ALLOWED – Waltz jump-toe loop jump combination |
| FREE SKATE 2 | 1:40 max | <ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Beginning back spin, optional entry and free foot position, maximum 2 revolutions • Half Lutz • Salchow jump • NOT ALLOWED – Waltz jump-toe loop or Salchow-toe loop jump combination |
| 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, minimum 3 revolutions • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination • NOT ALLOWED – Waltz-loop jump combination |
| FREE SKATE 4 | 1:40 max | <ul style="list-style-type: none"> • Forward power 3s, 2-3 consecutive sets, right or left • Sit spin, minimum 3 revolutions • Half loop jump • Flip jump • NOT ALLOWED – Waltz-loop or Waltz-Euler-Salchow jump combination |
| FREE SKATE 5 | 1:40 max | <ul style="list-style-type: none"> • Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both directions • Camel spin, minimum 3 revolutions • Waltz-loop jump combination • Lutz jump |
| FREE SKATE 6 | 1:40 max | <ul style="list-style-type: none"> • Creative step sequence using a variety of three turns, mohawks and toe steps, half-ice • Camel-sit spin combination spin, minimum of 4 revolutions total • Waltz jump-Euler (half loop)-Salchow jump combination • Axel jump; minimum requirement is a clear attempt either stationary or moving |

EXCEL (COMPULSORY)

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

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

| LEVEL | TIME | SKATING RULES/STANDARDS |
|-------------------------------|-----------------|--|
| EXCEL BEGINNER | 1:15 max | <ul style="list-style-type: none"> • Toe loop jump • Salchow jump • One-foot upright spin, minimum 3 revolutions • Choreographic step sequence |
| EXCEL HIGH BEGINNER | 1:15 max | <ul style="list-style-type: none"> • Loop jump • Salchow-toe loop jump combination • Sit spin, minimum 3 revolutions • Choreographic step sequence |
| EXCEL PRE- PRELIMINARY | 1:15 max | <ul style="list-style-type: none"> • Flip jump • Loop-loop jump combination • Upright spin with change of foot, minimum 3 revolutions on each foot • Choreographic step sequence |
| EXCEL PRELIMINARY | 1:15 max | <ul style="list-style-type: none"> • Lutz jump • Flip-loop jump combination • Camel-sit combination spin, minimum 6 revolutions total • Choreographic step sequence |

WELL-BALANCED (COMPULSORY)

FORMAT: To be skated on half-ice

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

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

EXCEL (FREE SKATE)

GENERAL EVENT PARAMETERS:

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up to one level higher

| EXCEL BEGINNER — 1:40 MAX | | |
|--|---|--|
| <i>Learn to Skate USA membership OR full U.S. Figure Skating membership required</i> | | |
| JUMPS | SPINS | STEP SEQUENCES |
| Maximum 4 jump elements: Jumps with no more than one-half rotation (front to back or back to front) Single rotation jumps: Salchow, toe loop only Eulers (half loops) are not allowed Maximum 2 jump combinations or sequences; one 3-jump combination is allowed <ul style="list-style-type: none"> • Jump sequence is any listed jump immediately followed by a waltz jump Maximum 2 of any same jump | Maximum 2 spins: Two upright spins No change of foot No flying entry Minimum 3 revolutions Max Level: Base | Maximum 1 Sequence: Choreographic step sequence* (ChSt) Must use one-half of the ice surface Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence |

| EXCEL HIGH BEGINNER — 1:40 MAX | | |
|---|---|--|
| <i>Learn to Skate USA membership OR full U.S. Figure Skating membership required</i> | | |
| JUMPS | SPINS | STEP SEQUENCES |
| Maximum 5 jump elements: Jumps with no more than one-half rotation (front to back or back to front) Single rotation jumps: toe loop, Salchow, Euler (half loop), loop Flip, Lutz, and Axel NOT permitted Maximum 2 jump combinations or sequences. One 3-jump combination is allowed <ul style="list-style-type: none"> • Jump sequence is any listed jump immediately followed by a waltz jump Maximum 2 of any same jump | Maximum 2 spins: Both spins must be in a single position No change of foot No flying entry Permitted forward spins: upright, sit, camel Permitted back spins: upright Minimum 3 revolutions Max Level: Base Both spins may be of the same character | Maximum 1 Sequence: Choreographic step sequence* (ChSt) Must use one-half of the ice surface Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence |

EXCEL PRE-PRELIMINARY — 1:40 MAX

*Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test *means required element
Learn to Skate USA membership OR full U.S. Figure Skating membership required*

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

EXCEL PRELIMINARY — 1:30 +/- 10 SEC.

*Must not have passed higher than U.S. Figure Skating preliminary free skate test *means required element
Full U.S. Figure Skating membership required*

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

EXCEL PRELIMINARY PLUS — 1:30 +/- 10 SEC.

*Must not have passed higher than U.S. Figure Skating preliminary free skate test *means required element
Full U.S. Figure Skating membership required*

| JUMPS | SPINS | STEP SEQUENCES |
|---|---|---|
| <p>Maximum 5 jump elements:</p> <p>All single jumps allowed, including single Axel</p> <p>No double or higher jumps allowed</p> <p>Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels)</p> <p>Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</p> <p>Maximum 2 jump combinations or jump sequences</p> <p>All single jumps, including the single Axel, are allowed as part of a jump combination or sequence (no double jumps)</p> <p>Jump combinations limited to 2 jumps.</p> <p>One 3-jump combination is allowed</p> <ul style="list-style-type: none"> • Jump sequence is any listed jump immediately followed by an Axel- type jump. | <p>Maximum 2 spins:</p> <p>One spin must be in a single position*</p> <p>No change of foot</p> <p>No flying entry</p> <p>One spin may change feet and/or position</p> <p>No flying entry</p> <p>Minimum 3 revolutions</p> <p>Spins must be of a different character</p> <p>Max Level: 1</p> | <p>Maximum 1 Sequence: Choreographic step sequence* (ChSt)</p> <p>Must use one-half of the ice surface</p> <p>Moves in the field and spiral sequences are allowed but will not be counted as elements</p> <p>Jumps may be included in the step sequence</p> |

WELL-BALANCED (FREE SKATE PROGRAM)

GENERAL EVENT PARAMETERS:

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up one level higher.

| NO TEST — 1:40 MAX | | |
|--|---|--|
| JUMPS | SPINS | STEP SEQUENCES |
| <p>Max 5 Jump Elements</p> <p>All single jumps allowed except single Axel</p> <p>No single Axels, double, triple or quadruple jumps allowed</p> <p>Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</p> <p>Max 2 jump combinations or jump sequences</p> <p>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</p> <p>Jump sequence is any listed jump immediately followed by an Axel-type jump (waltz jump)</p> | <p>Max 2 Spins</p> <p>Spins may change feet and/or position</p> <p>Spins may start with a flying entry</p> <p>Min 3 revs.</p> <p>These spins must be of a different character</p> <p>(For definition see U.S. Figure Skating rule 6103 (E))</p> | <p>Max 1 Sequence: Step sequence</p> <p>Must use one-half the ice surface</p> <p>Moves in the field and spiral sequences are allowed but will not be counted as elements</p> <p>Jumps may be included in the step sequence</p> |

| PRE-PRELIMINARY — 1:40 MAX | | |
|--|---|--|
| JUMPS | SPINS | STEP SEQUENCES |
| <p>Max 5 Jump Elements</p> <p>All single jumps, including single Axel, allowed</p> <p>No double, triple or quadruple jumps allowed</p> <p>Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels)</p> <p>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</p> <p>Max 2 jump combinations or jump sequences</p> <p>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</p> <p>Jump sequence is any listed jump immediately followed by an Axel-type jump</p> | <p>Max 2 Spins</p> <p>Spins may change feet and/or position</p> <p>Spins may start with a flying entry</p> <p>Min 3 revs.</p> <p>These spins must be of a different character</p> <p>(For definition see U.S. Figure Skating rule 6103 (E))</p> | <p>Max 1 Sequence: Step sequence</p> <p>Must use one-half the ice surface</p> <p>Moves in the field and spiral sequences are allowed but will not be counted as elements</p> <p>Jumps may be included in the step sequence</p> |

| PRELIMINARY — 1:30 +/- 10 SEC. MAX | | |
|--|---|--|
| JUMPS | SPINS | STEP SEQUENCES |
| <p>Max 5 Jump Elements</p> <p>1 must be an Axel-type jump or a waltz jump*</p> <p>All single jumps, including single Axel, allowed.</p> <p>Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)</p> <p>Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed</p> <p>An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination</p> <p>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</p> <p>Max 2 jump combinations or sequences</p> <p>Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</p> <p>Jump sequence is any listed jump immediately followed by an Axel-type jump</p> | <p>Max 2 Spins</p> <p>Spins may change feet and/or position</p> <p>Spins may start with a flying entry</p> <p>Min 3 revs.</p> <p>These spins must be of a different character</p> <p>(For definition see U.S. Figure Skating rule 6103 (E))</p> | <p>Max 1 Sequence</p> <p>Step sequence</p> <p>Must use one-half the ice surface</p> <p>Moves in the field and spiral sequences are allowed but will not be counted as elements</p> <p>Jumps may be included in the step sequence</p> |

ADULT 1-6, BEGINNER-BRONZE (COMPULSORY)

- The skating order of the elements is optional; elements may only be attempted once
- To be skated on half ice in simple program format with limited connecting steps
- A 0.2 deduction will be taken for each element missing, repeated or from a higher level

| ADULT 1 — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Forward marching• Forward two-foot glide• Forward swizzle (4-6 in a row)• Forward snowplow stop on one or two feet |

| ADULT 2 — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Forward skating across the width of the ice• Forward one-foot glides, both feet• Forward slalom• Backward wiggles• Backward swizzles, 4-6 in a row |

| ADULT 3 — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Forward stroking with proper blade use• Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise• Forward chasses on a circle, clockwise and counterclockwise• Backward skating to a long two-foot glide• Backward snowplow stop, right and left |

| ADULT 4 — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Forward outside edge on a circle, right and left• Forward inside edge on a circle, right and left• Forward crossovers, clockwise and counterclockwise• Hockey stop, both directions• Backward one-foot glides, right and left |

| ADULT 5 — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Backward outside edge and backward inside edge on a circle, right and left• Backward crossovers, clockwise and counterclockwise• Forward outside three-turn, right and left• Beginning two-foot spin (min. 2 revs.) |

| ADULT 6 — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Forward stroking with crossover end patterns• Backward stroking with crossover end patterns• Forward inside three-turn, right and left• T-stop• Lunge• Two-foot spin into one-foot spin (min. 2 revs. on one foot) |

ADULT BEGINNER — 1:30 MAX**ELEMENTS**

- Mazurka
- Waltz jump
- Forward beginning one-foot spin from backward crossovers (min. 2 revs.)
- Forward moving inside open mohawk (right and left), heel to instep
- Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)

ADULT HIGH BEGINNER — 1:30 MAX**ELEMENTS**

- Waltz jump
- Half flip
- Forward upright spin, minimum 3 revolutions
- Backward outside three-turn, right and left
- Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)

ADULT PRE-BRONZE — 1:30 MAX**ELEMENTS**

- Single toe loop
- Jump combination or sequence consisting of half-revolution jumps (half flip, half Lutz, half loop, waltz), toe loop or Salchow – maximum of 2 jumps in combination and 3 jumps in a sequence
- Forward upright spin, minimum 3 revolutions
- Two forward crossovers into a forward inside mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise
- Forward spiral (any edge)

ADULT BRONZE — 1:30 MAX**ELEMENTS**

- Single Salchow
- Jump combination or sequence consisting of half-revolution and/or full revolution jumps (no Lutz or Axel), maximum 2 jumps in combination and 3 jumps in a sequence
- Solo spin with no change of foot (min. 3 revolutions)
- Backward inside three-turn, right and left
- Spiral sequence (minimum 2 spirals), must change edge or foot

ADULT 1-6 (FREE SKATE PROGRAM WITH MUSIC)

GENERAL EVENT PARAMETERS:

- The skating order of the required elements is optional
- The elements are not restricted to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated; connecting moves and steps should be demonstrated throughout the program
- To be skated on full ice
- Skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous (lower) levels
- A 0.2 deduction will be taken for each required element missing and for those elements performed from a higher level

| ADULT 1 — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none"> • Forward marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop, one or two feet |

| ADULT 2 — 1:40 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward wiggles • Backward swizzles, 4-6 in a row |

| ADULT 3 — 1:40 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none"> • Forward stroking with proper blade use • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Backward skating to a long two-foot glide • Forward chasses on a circle, clockwise and counterclockwise • Backward snowplow stop, right and left |

| ADULT 4 — 1:40 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Backward one-foot glides, right and left • Hockey stop, both directions |

| ADULT 5 — 1:40 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none"> • Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin |

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

ADULT BEGINNER – BRONZE (FREE SKATE PROGRAM WITH MUSIC)

GENERAL EVENT PARAMETERS:

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

| ADULT BEGINNER — 1:40 MAX | | | |
|---|--|--|---|
| JUMPS | SPINS | STEP SEQUENCES | QUALIFICATIONS |
| Max 4 Jump Elements <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet and waltz jump • Max 1 combination or sequence consisting of only the allowed listed jumps • Max 2 of any same jump | Max 2 Spins <ul style="list-style-type: none"> • Two forward upright spins, no change of foot, no flying entry (min. 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed tests higher than Learn to Skate USA Free Skate 1 |

| ADULT HIGH BEGINNER — 1:40 MAX | | | |
|---|---|--|--|
| JUMPS | SPINS | STEP SEQUENCES | QUALIFICATIONS |
| Max 4 Jump Elements: <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, half flip, half Lutz, half loop, toe loop, Salchow • Max 1 combination or sequence consisting of only the allowed listed jumps • Max 2 of any same jump | Max 2 Spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (min. 3 revolutions) | Connecting moves and steps should be demonstrated throughout the program | Skaters may not have passed any U.S. Figure Skating free skate tests |

| ADULT PRE-BRONZE — 1:40 MAX | | | |
|--|---|--|--|
| JUMPS | SPINS | STEP SEQUENCES | QUALIFICATIONS |
| Max 4 Jump Elements: <ul style="list-style-type: none"> • Max 2 combinations or sequences • 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps • Jump sequence is any listed jump immediately followed by an Axel-type jump • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are permitted • No single Lutz, single Axel, double or triple jumps are permitted | Max 2 Spins: <ul style="list-style-type: none"> • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E) • Min. 3 revs. • Spins with a flying entry are not permitted • <u>A two-foot spin is permitted as one of the spins at this level and is of a different character than a one-foot spin</u> | Connecting steps throughout the program are required | Skaters may not have passed tests higher than U.S. Figure Skating adult pre-bronze or pre-preliminary free skate |

| ADULT BRONZE — 1:50 MAX | | | |
|--|---|---|---|
| JUMPS | SPINS | STEP SEQUENCES | QUALIFICATIONS |
| <p>Max 4 Jump Elements:</p> <ul style="list-style-type: none"> • Max 2 combinations or sequences • 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps • Jump sequence is any listed jump immediately followed by an Axel-type jump • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted | <p>Max 2 Spins:</p> <ul style="list-style-type: none"> • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E) • Min 3 revs. total if no change of foot • Min 3 revs. each foot if change of foot • Min 2 revs. in each position • No flying spins are permitted | <p>Max 1 Sequence:</p> <ul style="list-style-type: none"> • 1 choreographic step sequence, fully utilizing at least half of the ice surface (may include moves in the field and spirals) • Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such | <p>Skaters may not have passed tests higher than U.S. Figure Skating adult bronze or preliminary free skate</p> |

SPINS CHALLENGE

GENERAL EVENT PARAMETERS:

- Spins may be skated in any order
- Connecting steps are allowed but will not be taken into consideration when scoring
- Spins may not be repeated; only required elements may be included
- All events are skated on half-ice
- Minimum number of revolutions are noted in parentheses

| BEGINNER — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Upright one-foot spin (3)• Upright back spin (3)• Sit spin (3) |

| HIGH BEGINNER — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Upright one-foot spin (4)• Upright spin with change of foot (3 each foot)• Sit spin (3) |

| NO TEST — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Upright spin with change of foot (3 each foot)• Sit spin (3)• Camel spin (3) |

| PRE-PRELIMINARY — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Spin with one change of position and no change of foot (6)• Backward sit spin (3)• Camel spin (4) |

| PRELIMINARY — 1:30 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Spin with one change of foot and one change of position (min. 3 each foot)• Change sit spin (min 3. each foot)• One position spin, skater's choice (upright, sit or camel) (4) |

| ADULT BEGINNER — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Pivot• Upright two-foot spin (2) |

| ADULT PRE-BRONZE — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Upright one-foot spin (3)• Upright two-foot spin (3) |

| ADULT BRONZE — 1:30 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Upright one-foot spin (3 revs.)• Solo spin with no change of foot (3 revs.), must be different from the upright spin – may not fly |

JUMPS CHALLENGE

GENERAL EVENT PARAMETERS:

- Each jump may be attempted twice; the best attempt will be counted
- To be skated on half-ice

| BEGINNER — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Waltz jump (from backward crossovers)• Half flip or half Lutz• Single Salchow |

| HIGH BEGINNER — 1:15 MAX |
|--|
| ELEMENTS |
| <ul style="list-style-type: none">• Waltz jump (from backward crossovers)• Single Salchow• Jump combination: waltz jump-toe loop |

| NO TEST — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Single toe loop• Single loop• Jump combination: Any two half or single revolution jumps (no Axel) |

| PRE-PRELIMINARY — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Single toe loop• Single flip• Jump combination: Any two half or single revolution jumps (no Axel) |

| PRELIMINARY — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Single flip• Single Lutz• Jump combination: Any single jump + single loop (may be Axel) |

| ADULT BEGINNER — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Mazurka or ballet jump• Waltz jump |

| ADULT PRE-BRONZE — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Toe loop jump• Half flip, half Lutz or half loop |

| ADULT BRONZE — 1:15 MAX |
|---|
| ELEMENTS |
| <ul style="list-style-type: none">• Salchow• Toe loop• Any single jump plus a toe loop combination (no Axels allowed) |