

Spring Fling 2012

Saturday March 17th

Registration deadline: February 13, 2012



hosted by Cool Sports Skating Academy

Eligibility

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 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.

Directions

- From I-40W, take exit 369 and turn left at end of exit ramp (Watt Rd). Drive approximately 2 miles. First traffic light is at intersection of Kingston Pike & Watt Rd; drive through traffic light and pull into Cool Sports' parking lot.
- From I-40E, take exit 369 and turn right at the end of the exit ramp (Watt Rd). Follow same directions above.

U.S. Figure Skating approval #: SMM120317

SKATING LEVELS

Basic Skills (Snowplow—Basic 8), Freeskate 1—Freeskate 6, Limited Beginner—Preliminary TT (Competitive Test Track), Adult Pre-Bronze—Adult Bronze, and NoTest—Preliminary WB (Well Balanced Track)

FEES

All entries must be **postmarked no later than February 13, 2012**. Late entries will be accepted at the discretion of the Competition Director and a \$25 late fee payment should accompany the registration. **ENTRY FEES:** \$35 for the first event and \$20 for each additional event. Team Sk8, Mini & Group Production numbers are \$25 per person. There will be **NO REFUNDS** after the closing date for the competition unless the competition has been cancelled by Cool Sports. Entry forms **MUST** be completed in their entirety. Checks & money orders are the only acceptable forms of payments and should be mailed to: Cool Sports, c/o Nikki Copeland-Ronayne, 110 South watt Road, Knoxville TN 37934. Credit cards & cash are not accepted.

GROUPS / AWARDS

Groups of skaters will be divided by age & level and will have no more than 5 skaters in each group. Males & females will be separated when / if possible, but may also be grouped together if deemed necessary by the Competition Director. Everyone will receive an award. Medals will be awarded for 1st, 2nd, and 3rd place and ribbons will be awarded for 4th & 5th placements.

SCHEDULE

The competition will begin as early as 12pm on Saturday March 17, 2012. A confirmed schedule of events will be e-mailed to skaters / parents at least (if not earlier) than a week before the competition. Be sure to list a correct e-mail address when filling out the registration form.

PRACTICE ICE

PRACTICE ICE IS INCLUDED IN COMPETITION FEES. Practice ice will consist of 20 minute segments that can accommodate all competitive skaters. All skaters will be allowed only ONE practice session. Practice ice will take place on the day of the competition and immediately before the start of the competition.

MUSIC

Music for free skate programs must be provided on a CD. Music must be clearly marked with the skater's name, the event listing & music duration. Submitted music can only have one track per CD. Time durations are listed along with category requirements. There is always a +/-10 second leeway with free skate programs. It is recommended that coach / skater carry a back-up piece of music and have it close by when competing.

JUDGING

The judging panels can be made up of skating instructors, official U.S. Figure Skating judges or high level figure skaters and will be formed at the discretion of the Competition Director. A Chief Referee will be present for all events.

CONTACT INFORMATION

Questions or concerns regarding the Spring Fling 2012, Basic Skills & Artistic Skating Competition should be directed to Nikki Copeland-Ronayne (Competition Director) at (865) 218-4500 x 227 or via e-mail at nikkic@coolsportstn.com Additional copies of the competition announcement can be found on the Cool Sports website at www.coolsportstn.com.

COMPULSORY MANEUVERS 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**

<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>Snowplow Sam:</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>Basic 5:</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>Basic 1</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>Basic 6:</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>Basic 2</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>Basic 7:</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>Basic 3</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>Basic 8:</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>Basic 4</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 	

COMPULSORY MANEUVERS EVENT: Free Skate 1—Free Skate 6

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

Free skate 1

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

Free skate 4

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

Free skate 2

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

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 jump
4. Flip jump

Free skate 3

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

Free skate 6

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	Free skate 4
<ol style="list-style-type: none"> 1. Advanced forward stroking 4-6 strokes 2. One-foot upright scratch spin from back cross-overs- minimum three revolutions 3. Waltz jump from back crossovers 4. Half flip jump 	<ol style="list-style-type: none"> 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	Free skate 5
<ol style="list-style-type: none"> 1. Forward outside spiral R or L 2. Beginning back spin 3. Waltz jump, side toe hop, waltz jump 4. Toe loop 	<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 combination jump 4. Flip jump
Free skate 3	Free skate 6
<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Back spin-minimum three revolutions 3. Salchow 4. Waltz jump/Toe loop or Salchow/toe loop 	<ol style="list-style-type: none"> 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

COMPULSORY MANEUVERS: Adult 1-4, Pre-Bronze and Bronze:

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>Adult 1</p> <p>A. Backward swizzles B. Forward one-foot glides, one time skater's height: R & L C. Two-foot turns D. Snowplow stops: R or L Forward curves on two feet</p>	<p>Adult 2</p> <p>A. Forward stroking B. Forward crossovers, clockwise and counter clockwise C. Backward one-foot glide: R or L D. Forward pivot Forward Chasses on a circle</p>
<p>Adult 3</p> <p>A. Backward crossovers, clockwise and counter clockwise B. Inside Mohawk, either direction C. Backward snowplow stops: R and L D. Forward progressives Beginning two-foot spin</p>	<p>Adult 4</p> <p>A. Forward three turns, outside or inside: R & L B. Alternate backward crossovers with two-foot transition C. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle D. Power three turns: one direction only 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>

BASIC PROGRAM: 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

COMPULSORY MANEUVERS: 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

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

BASIC PROGRAM: Competitive Test Track (TT)

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)

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>

JUMPS EVENT: Freeskate 1—6, Beginner & No Test , Pre-Preliminary & Preliminary Adult PreBronze & Adult Bronze

Each skater will perform all 3 jumps listed below (based on their skating level) in a program-style format. Minimal choreography is acceptable. **Jumps must be completed in the order listed below.** Additional maneuvers are **NOT** allowed.

- To be skated on 1/2 ice (schedule will reflect zamboni or lobby end)
- No music allowed
- 1:00 minute +/- 10 seconds

Freeskate 1—6, Beginner & No Test	Waltz jump; Salchow; 1/2 Lutz jump
Pre-Preliminary	Waltz jump—toe loop jump combination; loop jump; flip jump
Preliminary	Axel-loop jump combination; waltz jump-half loop– salchow jump combination; Lutz jump
Adult Bronze & Adult Pre-Bronze	Waltz Jump; 1/2 revolution jump (skater's choice); Stag Jump

SPINS EVENT: Freeskate 1—6, Beginner & NoTest, Pre-Preliminary & Preliminary Adult PreBronze—Bronze

Each skater will perform all 3 spins listed below (based on their skating level) in a program-style format with minimal choreography. **Spins must be completed in the order listed below.** Skaters are given one opportunity to complete the spins and a minimum of 3 revolutions is REQUIRED.

- To be skated on 1/2 ice (schedule will reflect zamboni or lobby end)
- No music allowed
- 1:00 min +/- 10 seconds

Freeskate 1—6, Beginner & No Test	2 foot spin; Forward one foot spin (optional entry); Sit pin
Pre-Preliminary	Forward Scratch spin; Backward one foot spin ; Camel spin
Preliminary	Forward scratch spin; Backward one foot spin; Combination spin of choice– minimum of two changes of position or foot
Adult Pre-Bronze & Adult Bronze	Forward pivot; two foot spin; Forward one foot spin

**ARTISTIC/SHOWCASE EVENTS: Basic 1—8, Freeskate 1—6
Limited Beginner & Beginner,
Pre-Preliminary & Preliminary
Adult PreBronze & Adult Bronze**

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

- Light entertainment
- Dramatic entertainment
- Character
- 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
Free skate 1-6 Limited Beginner Beginner	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop. 1 spin maximum.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30
No Test Pre-preliminary Adult Pre-Bronze	3 jump maximum. No axels or double jumps permitted. 2 spin maximum. No flying spins or spin combinations.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30
Preliminary Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed. 3 spin maximum. Flying spins & combinations are permitted.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40
Mini Production Group Production Team Skate	3 jumps Maximum, 2 Spins maximum and 1 solo spiral sequence	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 3:00 max

Registration Form

Skater's Name: _____ Age: _____ D.O.B: _____

Skater's Address: _____

Skater's e-mail: _____ Phone: _____

USFS Member #: _____ Head Coach: _____

Highest USFS Test passed: _____ Parent Name (if under 18): _____

Name of Pair/ Duet Partner: _____ (both forms must be stapled together)

****Register me as _____ (skating level) for all events**

(Please place an **X** next to **all** events below that you wish to be entered in for the competition)

Basic Skills Events & Beyond the Basics

<input type="checkbox"/>	Compulsory Maneuvers
<input type="checkbox"/>	Basic Program Event
<input type="checkbox"/>	Jumps
<input type="checkbox"/>	Spins
<input type="checkbox"/>	Competitive Test Track TT
<input type="checkbox"/>	Well-Balanced Program
<input type="checkbox"/>	Adult Well-Balanced Program

ART on Ice ~ Artistic Competition

<input type="checkbox"/>	Solo Character Showcase
<input type="checkbox"/>	Duet / Pair Character Showcase
<input type="checkbox"/>	Solo Dramatic Showcase
<input type="checkbox"/>	Duet / Pair Dramatic Showcase
<input type="checkbox"/>	Solo Light Entertainment Showcase
<input type="checkbox"/>	Duet / Pair Light Entertainment Showcase

___ **Team Sk8** (6 skaters. Team Coach needs to attach a list of all skaters & include USFS numbers.)

Team Sk8 Level: _____

___ **Mini Production** (3-7 skaters. Team Coach needs to attach list of all skaters & include USFS numbers.)

___ **Group Production** (8-20 skaters. Team Coach needs to attach a list of all skaters & include USFS numbers.)

Fees

First event (includes 20 minute practice ice) = \$40

Additional events \$20 x _____ (number of additional events) = \$

Pair / Dance Partners = \$20pp

Team Sk8, Mini & Group Production Event (\$25pp) = \$

Grand Total = \$

PAYMENTS

Credit card or check payments only. Checks should be made out to Cool Sports, LLC.

CC: _____ Exp. Date: _____

Name on card: _____ Security code: _____

Registration deadline: February 13, 2012