

SKATE MIDLAND
Sponsored by The Midland Figure Skating Club
February 19, 2005

The *Skate Midland* Basic Skills Competition, sponsored by The Midland Figure Skating Club, will be held at the Midland Civic Arena, 515 E. Collins St., Midland, MI, on Saturday February 19, 2005 from 7:30 AM to 7:30 PM.

ELIGIBILITY — The competition is open to ALL skaters who are registered members of the Basic Skills Program and/or are full members of a USFSA Club, or are ISI members. To be eligible, skaters must have submitted a membership application or be a member in good standing. Skaters who have passed no higher than the Preliminary Free Skating test or ISI equivalent, and are currently enrolled in either a Basic Skills Program, an ISI learn-to-skate program, or are full members of a USFS Club, are eligible to compete.

Skaters must compete at the highest level passed as of the designated closing date for entries.

Basic Skills skaters through Basic 8 must skate at the highest level passed. Basic Skills Freeskate skaters and those at higher levels may skate at the highest level passed, OR one level higher BUT not both levels in the same event during the same competition.

Please note: If a skater has competed at an earlier non-qualifying competition in a “Beginner or No Test” category, then that skater must compete at the equivalent or higher level in a Basic Skills approved competition.

ENTRIES AND FEES — All entries must be **postmarked no later than January 20, 2005**. Late entries will be accepted at the discretion of the organizers if space is available. Entry fees are per person, U.S. dollars. The fee for a skater’s first event is \$30, and each additional event is \$20. NO refunds will be made after closing date, unless the event is canceled by the sponsor. **ENTRY FORMS MUST BE FILLED OUT COMPLETELY** and returned with a check for fees, payable to Midland FSC. There will be a \$20 fee for returned checks.

AWARDS — Every skater will receive an award. All events will be final rounds. Medals will be awarded to first, second, third and fourth places. ALL other places will receive ribbons. Awards will be available at the Awards Table in the Arena after results are posted.

SCHEDULE OF EVENTS — The schedule will be posted on the Midland FSC Official Bulletin Board no later than Saturday February 12. Information regarding groups and skating times will be posted on the Midland FSC Official Bulletin Board and mailed or e-mailed to all out-of-town skaters. **A self-addressed stamped envelope must accompany your entry form if you wish to have your schedule of events mailed to you.**

PRACTICE ICE — Eight 15-minute practice ice sessions will be available during the day. The 7:30 AM time will be for Basic Skills and Snowplow Sam skaters. The 7:45 AM time will be for Basic Skills and Freeskate skaters. All other sessions are open to all levels. Sessions will be limited to 25-30 skaters, and you may sign up for **NO MORE THAN TWO SESSIONS** on a first come first served basis. If sessions are not full, additional sign-ups will also be accepted on the day of the competition. The fee is \$9 per 15-minute session.

MUSIC — Music for all freeskating programs must be provided on cassette tapes by the skater. Tapes should be clearly marked with the name of the skater, event entered and length of music (not skating time). Cassettes should be re-wound to the start of the music to be played. Competition music is to be turned in at the time of registration. Skating time is always plus or minus 10 seconds of the duration stated for the event. Skaters and coaches are advised to carry program music backup tapes with them in case of accidents to original tapes.

PHOTOGRAPHS — Photographs will be taken of all individual children and award pictures will also be taken. Families may order packets of photographs.

VENDORS — A variety of souvenir goods will be available for purchase, such as tee-shirts, pins, flowers, skating equipment, skate wear, etc.

BASIC 8, SNOWPLOW SAM and HOCKEY EVENTS

- To be skated on ½ ice
- No music
- All elements must be skated in the order listed
- Each skater performs one element at a time and will perform the next element only when directed by a judge or referee. (For example: All skaters perform element 1 before moving on to element 2, etc.)

Snowplow Sam (Tots)

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

Basic 1

1. Forward two-foot glide
2. Forward two-foot swizzles – 6-8 in a row
3. Forward snowplow stop
4. Backward wiggles – 6-8 in a row

Basic 2

1. Forward one-foot glide – *either* foot
2. Backward two-foot swizzles – 6-8 in a row
3. Two-foot turn in place – forward to backward
4. Moving snowplow stop
5. Forward alternating ½ swizzle pumps, in a straight line, across width of ice

Basic 3

1. Forward stroking
2. Forward ½ swizzle pumps on a circle, *either direction* – 6-8 consecutive
3. Moving forward to backward two-foot turn, *either direction*
4. Backward one-foot glide – *either* foot
5. Two-foot spin

Basic 4

1. Forward outside edge on a circle – clockwise *or* counterclockwise
2. Forward crossovers – 6-8 consecutive – both directions
3. Forward outside 3-turn – R *and* L
4. Backward stroking
5. Backward snowplow stop – R *or* L

Basic 5 – Compulsory Moves

1. Backward outside edge on a circle, clockwise *or* counter clockwise
2. Backward crossovers – 6-8 consecutive both directions
3. One-foot upright spin – up to 3 revolutions, optional entry & free foot position
4. Hockey Stop
5. Side toe hop – *either* direction

Basic 6

1. Forward inside 3-turn, R *and* L
2. T-stop, R *or* L
3. Bunny Hop
4. Forward arabesque (spiral) on a straight line, R *or* L
5. Lunge – R *or* L

Basic 7

1. Forward inside open Mohawk – R to L *and* L to R
2. Ballet jump – *either* direction
3. Backward crossovers to a backward outside edge landing position, clockwise *and* counterclockwise
4. Forward inside pivot

Basic 8

1. Moving forward outside *or* forward inside three-turns – R *and* L
2. Waltz jump
3. Mazurka – *either* direction
4. Combination move – clockwise *or* counterclockwise (from Basic 8 curriculum)
5. One-foot upright spin, optional free-foot position

Hockey

1. Scooter pushes or T-push, R *and* L
2. Forward swizzles, 4 – 6 in a row
3. Snowplow stop
4. Backward skating, any method

COMPULSORY PROGRAMS
Freestyle 1-6, Beginner, Pre-Preliminary, Preliminary

- To be skated on ½ ice, and music is NOT permitted.
- The elements are to be skated in program form, using a limited number of connecting steps
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- Deductions will be made if elements from a higher level are performed.
- The skating order of the required elements is optional. (elements may be repeated)
- Time allowed:
 - A maximum of one minute for Freestyle programs
 - 1 minute 15 seconds (1 ¼ minutes) for Beginner, Pre-Preliminary, and Preliminary programs

Freestyle level 1

1. Advanced forward stroking, 4-6 consecutive
2. Basic consecutive forward outside edges and forward inside edges, 2-4 outside and 2-4 inside
3. Scratch spin from backward crossovers
4. Waltz jump from backward crossovers
5. Half flip jump

Freestyle level 2

1. Forward outside spiral, R or L, and a forward inside spiral, R or L
2. Waltz Three's – R or L
3. Beginning back spin – entry optional
4. Waltz jump, side toe hop, waltz jump series
5. Toe loop jump

Freestyle level 3

1. Forward crossovers in a figure 8
2. Advanced forward outside swing rolls, 4-6 consecutive
3. Back spin
4. Salchow jump
5. Waltz jump/toe loop or Salchow/toe loop

Beginner (no USFS test)

1. Waltz jump
2. Salchow jump
3. Half flip *or* half lutz jump
4. Back spin (minimum of 3 revolutions)
5. Spiral sequence, FI spiral, FI Mohawk, BO spiral, clockwise *or* counterclockwise

PrePreliminary

1. Flip jump
2. Combination jump consisting of any two single jumps (No Axel)
3. Split jump
4. Sit spin (minimum of 3 revolutions)
5. Forward outside spiral

Preliminary

1. Single jump of choice (Axel permitted)
2. Combination jump consisting of any two single jumps (may not repeat single jump selected above)
3. Camel spin (minimum of 3 revolutions)
4. Combination spin (no change of foot, one change of position)
5. Footwork sequence – straight line *or* diagonal

Freestyle level 4

1. Spiral sequence, FI Spiral, FI Mohawk, BO spiral, clockwise or counter clockwise
2. Forward power 3's, 2-3 consecutive sets – R or L
3. Sit spin
4. Loop jump
5. Waltz jump/loop jump

Freestyle level 5

1. Spiral sequence, FO spiral, forward outside 3-turn, one backward crossover, backward inside spiral
2. Camel spin
3. Forward upright spin to back upright spin
4. Loop/loop jump
5. Flip jump

Freestyle level 6

1. Five-step Mohawk sequence – 1 set alternating pattern
2. Camel, sit spin combination – minimum of 4 revolutions total
3. Split jump or stag jump
4. Waltz jump, _ loop, Salchow combination
5. Lutz jump

FREESKATE PROGRAMS

- Skated on full ice; skated to music; vocal music is not permitted
- Beginner spins: All upright spins, sit spin, camel spin, and combination spins - no flying spins allowed
- Spins require a minimum of 3-4 revolutions after position is achieved
- Programs must contain all required elements listed. Deductions if elements from a higher level are performed
- Program Duration 1 ½ minutes \pm 10 seconds

Freestyle 1

1. Advanced forward stroking. 4-6 strokes
2. Forward outside or inside consecutive edges, 2-4
3. Scratch spin from back crossovers
4. Waltz jump from back crossovers
5. Half flip jump

Freestyle 2

1. Forward outside spiral, R or L
2. Waltz three's R or L
3. Beginning back spin
4. Waltz jump, side toe hop, waltz jump
5. Toe loop

Freestyle 3

1. Forward crossovers in a figure 8
2. Advanced forward outside swing rolls, 4-6
3. Back spin
4. Salchow
5. Waltz jump/toe loop or salchow/toe loop

Freestyle 4

1. Spiral sequence: FI spiral, FI Mohawk, BO spiral R or L
2. Forward power 3's, 2-3 consecutive, R or L
3. Sit spin
4. Loop jump
5. Waltz jump/loop jump

Freestyle 5

1. Spiral sequence: FO spiral, FO 3-turn, one back crossover, BI spiral, R or L
2. Camel spin
3. Forward upright spin to back upright spin
4. Loop/loop combination jump
5. Flip jump

Freestyle 6

1. five-step Mohawk sequence, 1 set alternating patterns
2. Camel/sit spin combination, minimum of 4 revolutions total
3. Split or stag jump
4. Waltz jump/1/2 loop/salchow combination
5. Lutz jump

Limited Beginner

Skater may not have passed any official US Figure Skating Freeskating tests.

Skater will present a well-balanced program consisting of half jumps, only salchow and toe loop single-revolution jumps, combinations consisting of only these jumps, upright forward one- and two-foot spins, one step sequence and/or a spiral sequence. No flying spins or combination spins are permitted.

Beginner

Skater may not have passed any official US Figure Skating Freeskating tests.

Skater will present a well-balanced program consisting of single-revolution jumps (no axels or doubles permitted), at least one jump combination or series, a minimum of two spins of a different nature and one step or spiral sequence. (See rulebook 3721)

Pre-Preliminary Freestyle A

Skater must have passed no higher than US Figure Skating Pre-Preliminary Freeskating Test.

Skater will present a well-balanced program in which allowed elements include all single-revolution jumps (no axels or double jumps), single jump combinations, and single jump sequences. A minimum of two spins of a different nature, and one step sequence or spiral sequence is required.

Pre-Preliminary Freestyle B

Skater must have passed no higher than US Figure Skating Pre-Preliminary Freeskating Test.

Skater will present a well-balanced program in which allowed elements include all single-revolution jumps (axel permitted), single jump combinations, single jump sequences, no double jumps permitted. A minimum of two spins of a different nature. (See rulebook #3711)

Preliminary Freestyle

Skater must have passed no higher than US Figure Skating Preliminary Freestyle Test

Skater will present a well-balanced program in which allowed elements include all single-revolution jumps, axels, and two different double jumps which may be repeated as individual jumps, jump sequences or jump combinations. A minimum of two spins of a different nature is required. One step sequence or spiral sequence should be included. (See rulebook 3701)

SPIN EVENTS

- Skated in program form; no music
- Skaters will use ½ ice surface
- All elements must be skated, but in any order
- Minimum of 3 revolutions in each spin position
- Time limit of 2 minutes or less

Beginner

1. One-foot spin
2. Sit spin
3. Two-foot spin
4. Combination spin
5. Spiral, inside or outside

Pre-Preliminary

1. One-foot spin
2. Sit spin
3. Upright back spin
4. Combination spin
5. Forward outside spiral

Preliminary

1. Sit spin
2. One-foot spin
3. Upright back spin
4. Footwork sequence
5. Field element – spiral, bauer, or spread eagle (limit one)

QUESTIONS?

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or

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