



2014 Snowplow Sam Classic

BASIC SKILLS
August 24, 2014

Hosted by
Stars Figure Skating Club of Texas
www.starsfsc.org

Dr Pepper StarCenter – Frisco
2601 Avenue of the Stars
Frisco, TX 75034. (214) 387-5602
www.drpepperstarcenter.com

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Sanctioned by US Figure Skating
www.usfsa.org



REGISTRATION DUE no later than August 3, 2014
REGISTRATION FORMS MUST BE TURNED INTO DPSC FRISCO FRONT DESK

You may download all event information at: www.starsfsc.org

RULES, CONDUCT and ELIGIBILITY:

The purpose of the event is to promote a fun introduction to the competitive sport of figure skating for the beginner skater. This competition will be conducted in accordance with the rules and regulations of U. S. Figure Skating, as set forth in the Official 2014 U.S. Figure Skating Rulebook, the U.S. Figure Skating Basic Skills Competition Manual. **The competition is open to all (1) BASIC SKILLS skaters who are currently eligible (ER 1.00) members of the US Figure Skating Basic Skills Program and/or are full members of US Figure Skating.**

Basic Skills: The competition is open to all beginner skaters who are either enrolled in a class program or receiving private instruction at the beginner level. Skaters who have passed the USFS Pre-Preliminary test or higher are NOT eligible. All Snowplow Sam and Basic Skills Skaters Levels 1 through 8 must skate at the highest level passed and NO official U.S. Figure Skating tests may have been passed, including MIF or individual dances. Skaters in all other categories/events may compete at their current level or at one level higher (skate up), but not both levels in the same event during the same competition. If a skater competes at a non-qualifying competition in a "Beginner" or "No Test" category, then the skater must compete at the equivalent or higher level in a Basic Skills approved competition. Basic 1-8 and FreeSkate 1-6 divisions will be divided by age into groups no larger than six skaters. All events will be final rounds.

Note: Skaters may join as a Stars Figure Skating Club Basic Skills member for a nominal fee.

JUDGING SYSTEM: The 6.0 closed System of Judging will be used for all Basic Skills events.

ENTRY FEES ! DEADLINE ! REFUNDS:

Late entries will be accepted at the discretion of the host committee, and will be assessed a \$25.00 late fee. No refunds will be made after closing date of entries, unless no competition exists in that event. There will be a \$30.00 fee charged for checks returned for non-sufficient funds and for each change to an event or level after closing date of entries. Any withdrawals, including medical, after closing date of entries forfeit the entry fee. Entry fees will be refunded only if the competition is not held (Rule 3525).

First Event: \$50.00

Additional Event: \$15

You may download your event information at www.starsfsc.org

Registration forms due no later than August 3, 2014.

REGISTRATION AT DPSC FRISCO FRONT DESK

FORMS CAN BE FOUND ONLINE AT:

www.StarsFSC.org

ARENA: Dr Pepper StarCenter - FRISCO is located in Frisco, a northern suburb of Dallas, at 2601 Ave of the Stars, Frisco, TX 75034, approximately 1/4 mile from TX-121 and Dallas North Tollway. The arena has one ice surface, 200' x 85'.

SCHEDULE: Events will be held Sunday, August 24th. A schedule of events will be posted on our web site by August 17. Please do not call for schedule information prior to this date, as it will not be available.

MUSIC: Compact discs will only be accepted for music, **single track CD's only accepted**, they must be clearly marked with competitor's name, event, and exact running time of music. The official competition CD, must be turned in at the Registration Desk at the time of registration. **No skater will be allowed to register without submitting their music.** A duplicate (backup) CD should be readily available at event time. Competitors are responsible for picking up their music at Registration following each event; music left behind will not be mailed. Practice Ice CDs, provided by the competitor, are to be turned in to the Ice Monitor just prior to each official practice and picked up from the Ice Monitor immediately following the practice session. The official competition CD, turned in at Registration, is reserved for use during the event and **may not** be retrieved for Practice Ice use.

REGISTRATION: The Registration Desk, located at Dr Pepper StarCenter Frisco, will be open one hour before the competition starts for the day; and will remain open until the end of the competition. **Skaters must register, on arrival at the competition, and submit their official music CD at that time.** Skaters must **check-in** with the Ice Monitor at least one hour prior to event start time.

PHOTOGRAPHY/VIDEO: Video service and awards photos will be made available. The official photographer will be available to take group and individual photographs. The host committee reserves the right to restrict personal video recording to your skater's events only. Photography will be provided for action photos. Personal cameras will be permitted in the bleachers only and may not be plugged into arena outlets. No flash photography during the warmups or events. Video recording for personal profit is not allowed. Skaters are encouraged to participate in all group award photographs and award presentations, in skating costume.

AWARDS: Medals will be awarded to first, second and third place in all events. Ribbons will be awarded to fourth, fifth and sixth place. All awards will be presented off-ice at the photographer's stand fifteen minutes after each event.

PRACTICE ICE: Unofficial practice may be available on Sunday August 24, prior to the event. More details will be provided when schedule is posted.

OFFICIAL NOTICES: An official bulletin area will be maintained at Dr Pepper StarCenter. Competitors and coaches are responsible for periodically checking this area for schedule changes and special announcements.

GATE ADMISSION: No admission fee will be charged for spectators.

COMPETITION PROGRAMS: Competition programs will be complimentary and published in digital format suitable for printing. Contact Pierre Panayi, for program advertising opportunities at: ppanayi@dallasstars.com or at (214)387-5619

EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 8

Format choice of the host: 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.

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- To be skated on 1/3 to 1/2 ice
- No music
- **Elements must be skated in the order listed**

Level	Time	Skating rules / standards
Snowplow Sam 1-3	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 • Forward snowplow stop • Backward wiggles 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 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"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward outside edge on a circle clockwise or counter clockwise • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L
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 • Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions • Side toe hop -either direction • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L
Basic 7	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot
Basic 8	1:00 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • Mazurka - either direction • 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 • Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position - minimum three revolutions

EVENT: 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.

- Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- 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

Level	Time	Skating rules / standards
Snowplow Sam 1-3	1:00 +/-10 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 +/-10 max.	<ul style="list-style-type: none"> • Forward two foot glide and dip • Forward two foot swizzles 6-8 in a row • Forward snowplow stop • Backward wiggles 6-8 in a row
Basic 2	1:00 +/-10 max.	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 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 +/-10 max.	<ul style="list-style-type: none"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions
Basic 4	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L
Basic 5	1:00 +/-10 max.	<ul style="list-style-type: none"> • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions • Side toe hop -either direction • Hockey stop
Basic 6	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L
Basic 7	1:00 +/-10 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot
Basic 8	1:00 +/-10 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • Mazurka - either direction • 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 • Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position - minimum three revolutions

EVENT: Free Skate 1-6 Compulsory Event

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

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

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Advanced forward stroking - 4-6 consecutive • Backward outside three-turns R & L • One-foot upright scratch spin from backward crossovers-minimum three revolutions • Waltz jump from backward crossovers • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Forward outside or inside spiral - R or L • Waltz Three's - R or L, 2-3 sets • Beginning back spin - entry optional – minimum two revolutions • Waltz jump, side toe hop, waltz jump sequence • Toe loop jump
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> • Forward crossovers in a figure 8 • Backward inside three-turns, R & L • Back spin- minimum three revolutions • Salchow 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 3's, 2-3 consecutive sets-R or L • Sit spin- minimum three revolutions • Loop jump • Waltz jump/loop jump combination
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> • Camel spin- minimum three revolutions • Forward upright spin to back upright spin- minimum three revolutions, each foot • Loop/loop jump combination • Flip jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) • Camel, sit spin combination - minimum of four revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Lutz jump

EVENT: 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

Level	Time	Skating rules / standards
Free Skate 1	1:30+/-10 sec	<ul style="list-style-type: none"> • Advanced forward stroking - 4-6 consecutive • One-foot upright scratch spin from backward crossovers-minimum three revolutions • Waltz jump from backward crossovers • Half flip jump
Free Skate 2	1:30+/-10 sec	<ul style="list-style-type: none"> • Forward outside spiral - R or L • Beginning back spin - entry optional – minimum two revolutions • Waltz jump, side toe hop, waltz jump sequence • Toe loop jump
Free Skate 3	1:30+/-10 sec	<ul style="list-style-type: none"> • Forward crossovers in a figure 8 • Back spin- minimum three revolutions • Salchow jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:30+/-10 sec	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets -R or L • Sit spin- minimum three revolutions • Loop jump • Waltz jump/loop jump combination
Free Skate 5	1:30+/-10 sec	<ul style="list-style-type: none"> • Camel spin- minimum three revolutions • Forward upright spin to back upright spin- minimum three revolutions, each foot • Loop/loop jump combination • Flip jump
Free Skate 6	1:30+/-10 sec	<ul style="list-style-type: none"> • Camel, sit spin combination - minimum of four revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Lutz jump

ADULT EVENTS: Compulsories, Adult 1-6 Free Skate:

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

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

<p>Adult 1</p> <ul style="list-style-type: none"> • Falling and Recovery • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops 	<p>Adult 4</p> <ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
<p>Adult 2</p> <ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4 to 6 in a row, clockwise and counterclockwise) 	<p>Adult 5</p> <ul style="list-style-type: none"> • Forward and Backward Crossovers in a Figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, R & L • Beginning one foot spin
<p>Adult 3</p> <ul style="list-style-type: none"> • Forward outside and inside edges on a circle, (clockwise and counterclockwise) • Forward crossovers, (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4 to 6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin 	<p>Adult 6</p> <ul style="list-style-type: none"> • Forward Perimeter Stroking with crossover end patterns • Backward crossovers to a backward outside edge glide (landing position) • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)

SHOWCASE EVENTS:

Showcase events are open to skaters in Basic, Free Skate, High Beginner and Adult 1-6. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event. 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.

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 competitors within one minute. 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.

Performances will be judged from an entertainment standpoint, for theatrical 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.

6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

Showcase categories may include:

- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.

LEVEL	ELEMENTS	QUALIFICATIONS		PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.		Time 1:00 Max
Free skate 1-6/ Beginner/High Beginner/ Adult 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.		Time: 1:30 Max
Event	Must have passed (dance tests refer to solo or partnered standard track)	Must not have passed (dance tests refer to solo or partnered standard track)	Age	Dramatic, Light, and Duet Time
Pre-Preliminary	Pre-Preliminary FS	Preliminary Free Skate	No Age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum Age (max age 20)	1:40 max
Introductory Adult	Adult Pre-Bronze FS OR Two Preliminary Dances	Adult Bronze Free Skate or complete Pre-Bronze Dance test	21 and older	1:40 max
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze Dance Test	Any Pre-Silver Dance Test	21 and older	1:40 max

SHOWCASE EVENTS

DRAMATIC ENTERTAINMENT EVENT

Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. Props and scenery are permitted.

General event parameters:

1. 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. See below table for level descriptions.
2. The determination of level will be based upon test requirement at the entry deadline.
3. Dramatic and Light Entertainment may be combined. Adult events may be combined. Genders may be combined.
4. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

LIGHT ENTERTAINMENT EVENT

Showcase program that should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions. Props and Scenery are permitted

General event parameters:

1. 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. See below table for level descriptions.
2. The determination of level will be based upon test requirement at the entry deadline

3. Dramatic and Light Entertainment may be combined. Adult events may be combined. Genders may be combined.

4. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

DUET EVENT

Duets are theatrical or artistic performances by any competitors. Props and scenery are permitted. Duets must complete at the highest test level of the two skaters.

General event parameters:

1. 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. See below table for level descriptions.
2. Adult events may be combined. Genders may be combined.
3. The determination of level will be based upon test requirement at the entry deadline.
4. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

*Note: these levels do not qualify for National Showcase. Event	Must have passed(dance tests refer to solo or partnered standard track)	Must not have passed(dance tests refer to solo or partnered standard track)	Age	Time
*Beginner *High Beginner *No Test	May not have passed any official U.S. Figure Skating free skate tests.	Pre-Preliminary Free Skate	No age restriction	1:30 max

EVENT: Introductory Levels Program Free Skate

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
Beginner 1:30 +/- 10 sec.	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Jumps with no more than one-half rotation (front to back or back to front). <input type="checkbox"/> Max. 2 jump sequences <input type="checkbox"/> Max. 2 of any same jump 	<p>Max. 2 spins:</p> <p>Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</p>	<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 Basic Skills free skating badge tests</p>
High Beginner 1:30 +/- 10 sec.	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Jumps with no more than one-half rotation (front to back or back to front including half-loop) <input type="checkbox"/> Single rotation jumps: Salchow and toe loop only. <input type="checkbox"/> Max. 2 jump combinations or sequences <input type="checkbox"/> Max. 2 of any same type jump 	<p>Max. 2 spins:</p> <p>Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</p>	<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 Basic Skills free skating badge tests</p>
No-Test 1:30 +/- 10 sec.	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Up to 2 may be jump combos or sequences <input type="checkbox"/> Jump combos are limited to 2 jumps <input type="checkbox"/> Jump sequences are limited to 3 single jumps (half-loop is not considered a single jump at this level) <input type="checkbox"/> No Axels or double jumps are permitted 	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Spins must be of different character. <input type="checkbox"/> Each spin must have a Minimum of 3 revolutions. <input type="checkbox"/> Spins may change feet, position and start with a fly. 	<p>One step sequence that utilizes ½ of the ice surface</p>	

EVENT: Well Balanced Program Free Skate

General event parameters:

1. Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted for all events.
3. See the Rule noted below for each level for test qualifications and age requirements. 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. Genders may be combined in all Adult events.
5. Free Skate Events.
 - o Pre-Preliminary Free Skate program – Rule 4270
 - o *Limited Pre-Preliminary Free Skate program – Rule 4270 minus the Axel jump
 - o Preliminary Free Skate program – Rule 4260
 - o Adult Pre-Bronze Free Skate program – Rule 4600
 - o Adult Bronze Free Skate program – Rule 4590

*Note – Limited Pre-Preliminary and Open Pre-Juvenile are not considered part of the standard competition series but past demand has warranted us to continue to offer them.

EVENT: Test Track Program Free Skate

General event parameters:

1. Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
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 () 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 1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> □ 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. □ Max. 2 jump combinations or sequences □ Max. 2 of any same type jump 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> □ 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 1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <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 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> □ One spin in one position; no change of foot, no flying entry. (Min. 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

EVENT: Singles Compulsory Moves**INTRODUCTORY LEVELS COMPULSORY EVENTS**

In simple program form using a limited number of connecting steps, and 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 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 their free skate program.

Level	Time	Skating rules/standards
Beginner	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Waltz jump <input type="checkbox"/> ½ jump of choice <input type="checkbox"/> Forward two-foot or one-foot spin, minimum three revolutions (free leg position optional) <input type="checkbox"/> Forward or backward spiral
High Beginner	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Toe loop jump <input type="checkbox"/> Salchow jump <input type="checkbox"/> Forward scratch spin - minimum three revolutions <input type="checkbox"/> Forward or backward spiral
No-Test	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Loop jump <input type="checkbox"/> Jump combination to include a toe loop (may not use a loop or Axel) <input type="checkbox"/> Solo spin - sit or camel spin - minimum three revolutions <input type="checkbox"/> Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.

STANDATRD, TEST TRACK, AND ADULT LEVEL COMPULSORY EVENTS

General event parameters:

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

- Elements skated on ½ ice.
- Music is not allowed.

Level	Time	Skating rules/standards
Pre – Preliminary (& Limited Pre-Pre)	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Single flip <input type="checkbox"/> Jump combination: single/single (no Axel) <input type="checkbox"/> Sit spin or camel spin - minimum three revolutions <input type="checkbox"/> Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Single Lutz <input type="checkbox"/> Jump combination: single/single (may include Axel) <input type="checkbox"/> Back upright spin - minimum three revolutions <input type="checkbox"/> Forward inside spiral
Adult Pre-Bronze	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Backward crossovers (Min. 5 consecutive) <input type="checkbox"/> Waltz jump <input type="checkbox"/> Forward upright spin (Min. 3 revolutions) <input type="checkbox"/> Forward outside spiral
Adult Bronze	1:15 max	<ul style="list-style-type: none"> <input type="checkbox"/> Single Salchow <input type="checkbox"/> Waltz jump – toe loop combination jump <input type="checkbox"/> Sit spin (Min. 3 revolutions) <input type="checkbox"/> Spiral sequence (Min. 2 spirals)

EVENT: Singles Jumps Challenge

INTRODUCTORY AND STANDARD LEVELS JUMP EVENTS

General event parameters:

If dissatisfied with first attempt, the skater may execute a second jump attempt. If performed, the second attempt will be the one judge.

Skated on ½ ice

Level	Time	Skating rules / standards
Beginner	1:15 max	<input type="checkbox"/> Waltz jump (from backward crossovers) <input type="checkbox"/> ½ flip or ½ Lutz <input type="checkbox"/> Single Salchow
High Beginner	1:15 max	<input type="checkbox"/> Waltz jump (from backward crossovers) <input type="checkbox"/> Single Salchow <input type="checkbox"/> Jump combination – waltz jump-toe loop
No-Test	1:15 max	<input type="checkbox"/> Single toe loop <input type="checkbox"/> Single loop <input type="checkbox"/> Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary (& Limited Pre-Pre)	1:15 max	<input type="checkbox"/> Single toe loop <input type="checkbox"/> Single flip <input type="checkbox"/> Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max	<input type="checkbox"/> Single flip <input type="checkbox"/> Single Lutz <input type="checkbox"/> Jump combination – Any single jump + single loop (may be Axel)
Adult Pre-Bronze	1:15 max	<input type="checkbox"/> Waltz or toe loop jump <input type="checkbox"/> ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:15 max	<input type="checkbox"/> Single Salchow <input type="checkbox"/> Single toe loop <input type="checkbox"/> Any single jump + single toe loop combination (No Axels allowed)

EVENT: Singles Spins Challenge

INTRODUCTORY, STANDARD, and Adult LEVEL SPIN EVENTS

General event parameters:

- Spins may be skated in any order and not repeated.
- Connecting steps are allowed, but will not be taken into consideration in scoring.
- All events are skated on ½ ice with no music.
- Minimum number of revolutions are noted in parentheses.
- Genders may be combined.

Level	Time	Skating rules / standards
Beginner	1:30 max	<input type="checkbox"/> Upright one-foot spin (3) <input type="checkbox"/> Upright two-foot spin (3) <input type="checkbox"/> Sit spin (3)
High Beginner	1:30 max	<input type="checkbox"/> Upright one-foot spin (3) <input type="checkbox"/> Upright two-foot spin (3) <input type="checkbox"/> Sit spin (3)
No-Test	1:30 max	<input type="checkbox"/> Upright one-foot spin (3) <input type="checkbox"/> Upright two-foot spin (3) <input type="checkbox"/> Sit spin (3)
Pre – Preliminary (& Limited Pre-Pre)	1:30 max	<input type="checkbox"/> Upright one-foot spin (3) <input type="checkbox"/> Upright two-foot spin (3) <input type="checkbox"/> Sit spin (3)
Preliminary	1:30 max	<input type="checkbox"/> Backward upright spin (3) <input type="checkbox"/> Combination spin with no of foot (4) <input type="checkbox"/> Sit spin (3)
Adult Pre-Bronze	1:15 max	<input type="checkbox"/> One-foot upright spin (3) <input type="checkbox"/> Two-foot upright spin (3)
Adult Bronze	1:30 max	<input type="checkbox"/> One-foot upright spin (4) <input type="checkbox"/> One-foot back spin (3) <input type="checkbox"/> Sit spin (3)

EVENT: Solo Pattern Dance

General event parameters:

- Levels are based upon the skaters' highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.

Level	Compulsory Dance
*Open	Hickory Hoedown, Foxtrot
*Pre-Preliminary	Dutch Waltz, Rhythm Blues
Preliminary	Canasta Tango, Rhythm Blues
Pre-bronze	Cha-Cha, Fiesta Tango

2014 Snowplow Sam Classic BASIC SKILLS EVENT REGISTRATION

ENTRIES no later than August 3, 2014

Payment for registration due with form at the DPSC Frisco front desk

You may download event information at:

www.starsfsc.org

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