



**The Pettit National Ice Center Presents:
The 2014 Snow Crystal Invitational
Basic Skills Competition
500 S. 84th Street
Milwaukee, WI 53214**

Sunday, February 23rd, 2014

ELIGIBILITY RULES FOR PARTICIPANTS

This co-ed competition is approved by US Figure Skating and will follow the USFS Skate With U.S. guidelines.

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 SNOWPLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed or one level higher and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

For the 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.

ENTRIES AND FEES – All entries must be postmarked no later than January 18th, 2014 and are limited to the first 200 applications received. Entries may be faxed, post marked or dropped off until January 18th, 2014. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers. A \$20 late fee will be charged. Entry fees are per person, US dollars. The first event is \$60 and each additional event is \$15. NO refunds after closing date, unless an event is canceled by the Pettit Center. There will be a \$30 fee for returned checks.

AWARDS – Everyone will receive an award. All events will be final rounds. ALL awards will be presented at the competition upon conclusion of final scoring for each event.

SCHEDULE OF EVENTS and PRACTICE ICE – A competition and practice ice schedule will be posted on the Pettit Center website (www.thepettit.com) no later than February 15th, 2014. Both schedules will also be emailed to competitors and/or their parents/guardians if email address is provided legibly on entry form.

MUSIC – The music must be provided on CD. No CD-RW's please. CDs should be clearly marked with the name of the skater, event entered, length of music, and turned in to the registration table. Time duration is always +/- 10 seconds. A duplicate CD should be readily available with your coach when you are competing. **Please pick up your CD from the registration table following your event.**

VIDEO TAPING AND PHOTOGRAPHS – Will be available on site.

Please make additional copies as needed.

Mission Statement for Series: To give Wisconsin skaters a chance to develop their USFS Basic Skills in a fun, competitive environment.

Skaters will have the chance to compete at nine different clubs & arenas and earn points for a final standing. Awards will be presented to skaters with the highest point totals when they compete in at least two out of the nine scheduled events. These awards will take place at the *SCIS* competition on October 10, 2010, in Beaver Dam.

Wisconsin Basic Skills Series Point System

The Free Skate and Compulsory/Elements events in each of the Series Competitions will be eligible for accumulating points. Each event will have a maximum of 6 skaters. The system for scoring points for the final award will be as follows:

Place	Points
1	6
2	5
3	4
4	3
5	2
6	1

If an event has 2-6 skaters, the points will be awarded as if 6 skaters were in the group. If only one skater is in the group, that skater will be awarded 3 points. Points are accumulated for Compulsory and Freeskate events separately.

A skater may participate in either the element/compulsory events and/or freeskating events in any Wisconsin Basic Skills Series competitions to be eligible for accumulating points.

All skaters who participate in at least 2 of the 9 competitions in the following events:

- Basic Skills Elements Event
- Basic Skills Program Event
- Test Track Compulsory Event
- Test Track Free Skate Program Event
- Well Balanced Compulsory Event
- Well-balanced Free Skate Program Event

will be eligible to win an award with an overall total of points. Medals will be awarded (1-3 place) at each level. Jumps, Spins, Dance, Pairs, Artistic, Adult and Synchronized Team events will NOT earn points in the Series. *Skaters moving to the next level during the Series will take their points with them.*





Snowplow Sam through Basic 8 ELEMENTS

EVENT: Basic Elements Event (no music): SNOWPLOW SAM through BASIC 8

Each skater will perform each element when directed by a judge or referee. All skaters perform first element before moving on to the next and so on.

- 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

Please make additional copies as needed.



Snowplow Sam through Basic 8 PROGRAM

EVENT: BASIC PROGRAM EVENT (with music): SNOWPLOW SAM through BASIC 8

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

Please make additional copies as needed.



***NEW: Basic Skills, Free Skate 1-6 and Above** **SPINS & JUMPS**

SPINS:

No music on half-ice. Spins should be skated exactly as stated and in this order. Skaters will perform one spin at a time (no excessive connecting steps). Skaters will be given one opportunity to perform each spin. Groups will be divided according to Basic/Free Skate test level. Spins should be a minimum of three revolutions each.

Basic Skills: Forward pivot- either foot, Two foot spin, Forward one foot spin- optional free leg position

Free skate 1-6, Beginner: Two foot spin, Forward one foot spin – optional free leg position, Sit Spin

No-Test, Pre-Preliminary: Forward Scratch spin, Backward one foot spin (crossed leg position), Camel spin

Preliminary: Forward Scratch Spin, Backward one foot spin, Combination spin of choice- minimum two changes of position or foot

JUMPS:

Entrants will qualify according to their free skate level, but may 'skate up' one level. All levels will be skated on ½ ice. Jumps should be performed exactly as stated. Skaters will be given two opportunities to perform each jump and will be judged on the best one. Repeated jumps must be the same as the original. The following format will be used: the first skater will take the ice and attempt the first jump twice, then attempt the second jump twice before going to the next skater. The repeat of each jump element must be the same jump(s) as the first when there is a choice. This procedure will be repeated throughout the event. Maximum time is 1 minute.

Free Skate 1-6, Beginner: Waltz jump; toe loop or Salchow

Pre-Preliminary: Toe loop; combination of any two single jumps (no Axels)

Preliminary: Loop; combination of any two single jumps



***NEW: SHOWCASE – ALL AGES AND LEVELS!**

SHOWCASE EVENTS:

Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by categories, ages and levels *if possible*, but could all be grouped together. 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.

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. 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 or Artistic 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.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles: Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

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 1-4	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
No Test/ Pre-preliminary/ Adult Pre-Bronze	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 Max
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 Max

Please make additional copies as needed.



BEYOND the Basics – FREE SKATE 1-6 levels and ABOVE

EVENT: Test Track and Well Balanced Compulsory Moves

In a simple program format, 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
- *Skaters may have the option to skate one level higher in compulsories than their free skate program*

Level	Time	Skating rules / standards
Beginner (formally Limited Beginner)	1:15 max.	<ul style="list-style-type: none"> • Waltz jump • ½ jump of choice • Forward two foot or one foot spin, minimum three revolutions (free leg position optional) • Forward or backward spiral
High Beginner (formally Beginner)	1:15 max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin- minimum three revolutions • Forward or backward spiral
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) • Solo spin- sit <u>or</u> camel spin - minimum three revolutions • Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre – Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single flip • Jump combination: single / single (no Axel) • Sit spin or camel spin; min. 3 revolutions • Spiral sequence with 1 forward spiral and 1 backward spiral (any edge)
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Single Lutz • Jump combination: single / single (may include Axel) • Back upright spin; min., 3 revolutions • Forward inside spiral



BEYOND the Basics – FREE SKATE 1-6 levels and ABOVE

EVENT: Test Track Free Skate

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music IS permitted at all levels.
- 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.
- Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- 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
Beginner <i>(formally Limited Beginner)</i> 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (front to back or back to front). • Max 2 jump sequences • Max 2 of any same jump 	Max 2 spins: <ul style="list-style-type: none"> • 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
High Beginner <i>(formally Beginner)</i> 1:30 +/- 10 sec.	Max 5 jump elements: <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 and toe loop only. • Max 2 jump combinations or sequences • Max 2 of any same type 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 tests higher than U.S. Figure Skating Basic Skills free skating badge tests
Pre-Preliminary 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) • Single rotation jumps: Salchow, toe-loop and loop only. • Max. 2 jump combinations or sequences (using above jumps only) • Max. 2 of any same type jump 	Max of 2 spins: <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry. (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.	Max 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	Max of 2 spins: <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

Please make additional copies as needed.



BEYOND the Basics

EVENT: Well Balanced Program Free Skate

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted.
- 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.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Single Jumps (no Axel) • Max 2 combos or sequences. • Combos limited to 2 jumps • Number of jumps in sequence is limited to a max of 3 single jumps (half-loop is not considered a single jump). 	Max 2 spins: Spins must be a different nature. Minimum three revolutions each. Spins may change feet, position and start with a fly.	Connecting moves and steps should be demonstrated throughout the program.
Pre-Preliminary	1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Any single jumps, including Axel, allowed. • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps. • Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.) • Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels. • Double or triple jumps are not allowed. 	Max 2 spins: <ol style="list-style-type: none"> Spins must be of a different nature Spins may change feet and/or position. Spins may start with a fly. Minimum of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Preliminary	1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • One must be an Axel or waltz-jump. • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.) • Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop) • Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences. • Maximum of 2 Axels or any double jump. • Double flips, double Lutzes, double Axels or triple jumps are not allowed. 	Max 2 spins: <ul style="list-style-type: none"> • Spins must be of a different nature • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions 	One step sequenced that must use ½ of the ice surface.

Please make additional copies as needed.



ADULT FREE SKATE PROGRAM

ADULT EVENT: Adult 1-6, 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

<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)
<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 #4600 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 #4590 for specific requirements</p>

***ADULTS - Also see the *new* SHOWCASE events above!**

Please make additional copies as needed.



***NEW: HOCKEY SKILLS CHALLENGE**

HOCKEY EVENT: Hockey Skills Competition

Hockey Skills Challenge: Skaters will complete each of the five following skills competitions. Skaters earn points upon placement in each station (First place- 5 points, second place – 4 points, third place – 3 points, fourth place – 2 points, fifth place – 1 point). Highest combined total wins.

1. Shooting: Most number of goals wins.
2. Fastest Skater: Starting at the center red line skaters will complete one lap around all of the dots. Cones will be placed on each red dot to outline to course. Fastest skater wins.
3. Stick Handling: Two rows of staggered cones will be placed down the length of ice. Skaters will stick handle through the cones down one length and back again. Shortest time wins. A missed cone is a 5-second penalty.
4. Agility: An obstacle course will be set up with cones for forward and backward skating, turns and stops. Fastest skater wins.
5. Passing: Stationary targets will be set up (i.e.-cones, beanie babies, mini-net, etc). Skaters will each get 5 pucks to try to hit each target. Highest number of hits wins.

2014 Snow Crystal Basic Skills Competition Certification of Competitor

The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the Pettit National Ice Center and it's representatives, harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property.

Parent/Guardian Signature: _____ Date: _____

Instructor/Coach Signature : _____ Date: _____
If you'd like to judge, please call us at 414.935.4779

Program Director/Club Officer : _____ Date: _____

COMPETITOR SIGNATURE: _____ Date: _____

**ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE
UNLESS AN EVENT IS CANCELED OR A MEDICAL EXCUSE IS PROVIDED.**

For Office Use Only

Registration Number: _____ **Date:** _____ **Filed by:** _____

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