

Black Hills Skating Academy

Presents

The 10th Annual



February 14th, 2015
At the Roosevelt Park Ice Arena
235 Waterloo St.
Rapid City, South Dakota 57701

Competition Chair
Patty Behnke (605) 390-3079
patty.behnke@rcgov.org

***Entry deadline is January 16th, 2015**

Competition Information

ENDORSEMENT: The Black Hills Gold Rush Competition is a USFS approved Basic Skills Competition hosted by the Black Hills Skating Academy. The purpose of this Basic Skills competition is to promote a FUN, introductory, competitive experience for the beginning skater.

ELIGIBILITY RULES FOR PARTICIPANTS

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 THROUGH BASIC 8 skaters are eligible to skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition 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 (moved 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.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the Local Organizing Committee discovers that a skater has been placed in a category that is below their class level, the chairman and referee will have the option to move the skater to the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor's signature confirming the level of the skater.

6.0 Judging to be used for all events!

REGISTRATION: The registration desk is located in the lobby and will be open during competition events. Skaters are required to check in between 8:00AM and 9:00 AM on February 14th. Schedules will be sent out in e-mail as soon as they are available. Any late changes in the schedule will be posted in the registration area and shall be considered sufficient notice to all participants.

PRACTICE ICE: Practice ice will be available on Friday, February 13th for out of town competitors at 5:00 PM and on Saturday morning before the competition. **Practice ice** will be available at a charge of **\$6 per person per session**. Practice ice must be purchased in advance. There will be a 4 minute warm-up before each event.

AWARDS: Medals will be given for first through sixth place in every event, in the award reception area. All awards will be distributed immediately following the final result posting of each event.

MUSIC: CD is the required form of music and **MUST** be turned in at the time of registration. No CD –RW's. Please be sure they are properly labeled with your name and event. CDs should have no more than a three second lead-in. A SPARE CD MUST ALSO BE AVAILABLE FOR USE DURING PRACTICE SESSIONS AND AS A BACK-UP DURING COMPETITION. CDs must contain only one piece of music. The music committee will take every precaution to safeguard CDs but will not be responsible for music forgotten after practice ice or after the event. If music is left after the event, it will be held for two weeks and then discarded. Please contact Patty Behnke by email at patty.behnke@rcgov.org or by phone at (605) 390-3079 to make arrangements for return of music.

ENTRY FEES: First Event \$25.00, Additional Events (per event) \$15.00

***Entry deadline is January 16th, 2015**

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 (from a standstill) • 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



U.S. Figure Skating Basic Skills Competitions

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 (from a standstill) • Mazurka - either direction • Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into forward inside 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

BEYOND THE BASICS

Suggested Compulsory Event Test Track and Well Balanced Levels



U.S. Figure Skating Basic Skills Competitions

EVENT: Introductory Levels 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 $\frac{1}{2}$ 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">• Waltz jump• $\frac{1}{2}$ jump of choice• Forward two foot or one foot spin, minimum three revolutions (free leg position optional)• Forward or backward spiral
High 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.



EVENT: Introductory Levels Free Skate Program

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 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.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 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 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
No Test 1:30 +/- 10 sec.	Max 5 jump elements: <ul style="list-style-type: none"> • Up to 2 may be jump combo or sequences • Jump combos are limited to 2 jumps • Jump sequences are limited to 3 single jumps (half-loop is not considered a single jump at this level) • No Axels or double jumps are permitted 	Max of 2 spins: <ul style="list-style-type: none"> • Spins must be of different character. • Each spin must have minimum of 3 revolutions • Spins may change feet, position and start with a fly. 	One step sequence that utilizes ½ of the ice surface.	



EVENT: Compulsory Moves

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules / standards
Pre-Preliminary	1:00 max.	<ul style="list-style-type: none"> • Single flip • Jump combination: single/single (no Axel) • Sit spin or camel spin- minimum 3 revolutions • Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:00 max.	<ul style="list-style-type: none"> • Single Lutz • Jump combination: single/single (may include Axel) • Back upright spin- minimum 3 revolutions • Forward inside spiral

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 for pre-preliminary-intermediate.
- 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.
- Either IJS or 6.0 judging may be used for this event
- All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on www.usfigureskating.org under “Technical Information,” then “Single/pairs.”

Level	Time	Jumps	Spins	Step Sequences
Pre-Preliminary	1:40 max Vocal music permitted	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: <ul style="list-style-type: none"> a) Spins must be of a different nature b) Spins may change feet and/or position. c) Spins may start with a fly. d) Minimum of 3 revolutions 	One step sequenced that must use ½ of the ice surface.
Preliminary	1:40 max. Vocal music permitted	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.



U.S. Figure Skating Basic Skills Competitions

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 non qualifying 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 for 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.	Maximum of 5 jump elements <ul style="list-style-type: none">• Jumps with not more than one-half rotations (front to back or back to front including half-loop)• Single rotation jumps: salchow, toe loop and loop only• Maximum 2 jump combinations or sequences• Maximum 2 of any same type of jump	Maximum 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 (minimum 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 +/- sec	Maximum of 5 jump elements: <ul style="list-style-type: none">• Jump with not more than one rotation (no Axels)• Maximum 2 jumps combinations or sequences• Maximum 2 of any same type of jump	Maximum of 2 spins: <ul style="list-style-type: none">• One spin in one position; no change of foot, no flying entry (minimum 3 revolutions)• One spin consisting of a front scratch to back scratch; exit on spinning foot mandatory (min 3 revolutions per foot).	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, but may not have passed tests higher than the preliminary free skate test.

FUNASTICS SKATING REQUIREMENTS & RESTRICTIONS

COMPULSORY MOVES

Test, age and grouping requirements are the same as for Free Skate Program. All compulsory moves programs will be skated on ½ of the ice. **All elements must be skated in the order listed**, without music. Refer to chart for maximum time allowed per level.

FREE SKATE PROGRAM

Beginner Free Skating Programs will be divided into specific divisions. Skaters may enter at their highest USFS Basic Skills test level or they may enter one level higher. Skaters may not skate down a level at any time. Skating order of elements is optional. Unless otherwise stated elements may be repeated, length of edges and number of spin revolutions are not restricted. Program is to be skated on full ice with music. Vocal music is allowed. No axels or double jumps are allowed. Groups will be divided by age within each level depending on number of competitors.

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
- Refer to chart for maximum time allowed per level.

LEVEL	COMPULSORY	FREESKATE
Beginner 1	Forward strokes or marches (min 4): two-foot glide and dip; forward two-foot swizzles (min 4); one foot glide (either foot); snowplow stop (one or two foot stop allowed); two-foot hop on the spot (standstill, no rotation). 1:00 max. Elements must be skated in order listed.	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Beginner 1. Duration: 1 minute +/-10 seconds
Beginner 2	Forward strokes (min 4); bunny hop; forward crossovers (min 4 in both directions); forward to backward two-foot turn on a circle (either direction); backward two-foot swizzles (min 4); backward one-foot glide (on both right and left foot). 1:00 max. Elements must be skated in order listed.	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Beginner 2 and below. Duration: 1 minute +/- 10 seconds
Beginner 3	Backward strokes (min 4); backward crossovers (min 4 in both directions); forward Mohawk (either direction); Inside 3-turn (either foot); two-foot spin; T-stop (either foot). Duration: 1:00 max. Elements skated in any order.	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Beginner 3 and below. Outside 3-turns are also allowed. Duration: 1 minute +/- 10 seconds
Beginner 4	Forward straight-line spiral (either foot); Waltz 3's (3 sets on same foot); lunge; one-foot spin (free foot to skating knee only); Waltz jump; Mazurka or Half-Flip. Duration: 1:00 max. Elements skated in any order.	Program skated on full ice to music of skater's choice. Jump content is limited to half-revolution jumps (these may be repeated alone or in combination). NOTE: toe loop, half loop, and Salchow are FULL revolution jumps and are NOT allowed. One and two foot upright spins are allowed. Duration: 1 minute +/- 10 sec
Beginner 5	Back inside pivot; forward outside spiral (either foot); Salchow jump; Waltz jump, falling leaf, half-flip (from a Mohawk take-off) combination; one-foot spin (optional free foot); connecting steps (consisting of 3-turns, Mohawks, bunny hops, crossovers, etc.). Duration: 1:15 max. Elements skated in any order.	Program skated on full ice to music of skater's choice. Jump content is limited to Salchow, Toe-loop and half-revolution jumps (NOTE: half loop is a FULL revolution jump and is not allowed) that may be repeated alone or in combination. Upright and sit spins allowed with no change of foot or position. Duration: 1 minute 30 seconds +/- 10 seconds
Beginner 6	Forward inside spiral (either foot); Salchow jump; Waltz jump, falling leaf, toe-loop jump combination; loop jump; one-foot upright scratch spin; connecting steps (Consisting of 3-turns, Mohawks, bunny hops, crossovers, etc.). Duration: 1:15 max. Elements skated in any order.	Program skated on full ice to music of skater's choice. Up to four different single jumps are permitted and may be repeated alone or in combination. No Lutz, Axels, or multi-revolution jumps are allowed. All one-position spins are allowed, but no combinations. Duration: 1 minute 30 seconds +/- 10 seconds
Beginner 7	Forward outside or inside spiral; Loop jump; Flip jump; Waltz jump, half-loop, Salchow jump combination; sit spin (min 3 revs); connecting steps (consisting of 3-turns, Mohawks, bunny hops, crossovers, etc.). Duration: 1:15 max. Elements skated in any order.	Program is skated on full ice to music of skater's choice. All single jumps except an Axel are allowed and may be repeated alone or in combination. Multi-revolution jumps are not allowed. No change-of-foot spins are allowed. Duration: 1 minute 30 seconds +/- 10 seconds

INTERPRETIVE PROGRAM

Skaters will skate to pre-selected music that are appropriate for the age and level. During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof room. The skater will hear the music one more time and then perform a program to the music on the 4th time heard. As each skater performs, the next skater in line will hear the music for the third time before they perform to the music. Skaters may bring one hand held prop to assist in their interpretation if they choose.

Levels will be divided according to skating level and age. Levels may be appropriately combined based on number of participants. Skaters will be judged on their originality, pattern, technical ability (inclusion of jumps and spins when appropriate), and music interpretation and expression. Spins and jumps performed must be appropriate to the competition level. Music duration is 1:30 for all levels. Coaching is NOT allowed during this event from coaches, parents or fellow skaters. Staging area will only allow ice monitor and listening competitor.

ARTISTIC SHOWCASE EVENTS

Skaters placing in the top four of the Preliminary level singles events will qualify for National Showcase.

These events are designed to portray a character or theme through music and costume. Skaters may enter one, two or all of the categories: Dramatic - a serious emotional artistic interpretation, Light - any performance not considered serious enough to be dramatic, and Duet - theatrical/artistic performances by any two competitors. The duet teams will compete at the free skate test level of the highest tested skater.

Costumes are encouraged but not mandatory. Props are limited to one trip on and off the ice, must be carried by skater and may not alter the ice surface, i.e. fire, water or residue. Hand-held props are allowed. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities. Music can be vocal and is max time 1:40 for all categories. All skaters will be grouped according to their free skate level, and levels may be appropriately combined based on number of participants. Male and female skaters will be combined.

6.0 judging will be used. A 0.2 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.

ENTRY FORM

Black Hills Gold Rush 2015

Basic Skills Competition

Name (Last, First) _____ Age _____ Sex _____

Address _____ City _____

State _____ Zip _____ Email _____

Area Code/Phone # _____ Birth date _____ USFS/Basic Skills # _____

Current Skating Level _____ Last USFS Level Passed _____

Home Rink _____ Coach's name _____ Phone # _____

Coach's Email _____

Please check the event(s) you are entering:

Snowplow Sam <input type="checkbox"/> Elements <input type="checkbox"/> Program with music	Basic 1 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 2 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 3 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 4 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase
Basic 5 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 6 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 7 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Basic 8 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Duet Showcase Partner name & level <hr style="border: 1px solid black;"/> <hr style="border: 1px solid black;"/>
FUNASTICS Beg 1 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	FUNASTICS Beg 2 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	FUNASTICS Beg 3 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	FUNASTICS Beg 4 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	FUNASTICS Beg 5 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase
<input type="checkbox"/> FUNASTICS Beg 6 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	FUNASTICS Beg 7 <input type="checkbox"/> Elements <input type="checkbox"/> Program with music <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Beginner <input type="checkbox"/> Compulsories <input type="checkbox"/> FS Program (Test track)	High Beginner <input type="checkbox"/> Compulsories <input type="checkbox"/> FS Program (Test track) <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	No Test <input type="checkbox"/> Compulsories <input type="checkbox"/> Test Track <input type="checkbox"/> FS Program <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase
Pre-preliminary <input type="checkbox"/> Compulsories <input type="checkbox"/> Test track FS program <input type="checkbox"/> Limited FS program <input type="checkbox"/> FS Program <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	Preliminary <input type="checkbox"/> Compulsories <input type="checkbox"/> Test track program <input type="checkbox"/> FS Program <input type="checkbox"/> Dramatic Showcase <input type="checkbox"/> Light Ent. Showcase <input type="checkbox"/> Interpretive <input type="checkbox"/> Duet Showcase	ENTRY IS \$25 FOR 1ST EVENT AND \$15 PER EACH ADDITIONAL EVENT		

Skater _____

Entry is \$25 for 1st event and \$15 per each additional event.

First Event \$ 25.00

Additional Event \$ _____ (15 x number of additional events)

USFS Basic skills membership \$ _____ (\$12.00 only if you need to register with Black Hills Skating Academy)

Practice ice (\$6 per session) \$ _____

Total: \$ _____

The completed entry form, with fees, must be postmarked no later than January 16, 2015.

Credit Card Name: _____ cc# _____ exp. _____

CVC#(three digit code on back of card) _____ Billing zip code _____

Make check or money order payable to the City of Rapid City and mail to:

Roosevelt Park Ice Arena
Black Hills Gold Rush
235 Waterloo St.
Rapid City, SD 57701

For additional information call Patty Behnke (605) 390-3079 or email patty.behnke@rcgov.org

IMPORTANT---ENTRY FEES ARE **NOT** REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS THE EVENT IS CANCELED BY THE CITY OF RAPID CITY.

Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor holds the Black Hills Skating Academy, The Roosevelt Park Ice Arena and the City of Rapid City 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 Signature** (Coach certifies that his/her student is competing at the correct level and has not passed any Pre Juvenile Free skate tests).

Coach: _____ Date _____

***Program Director/Club Officer** _____ Date _____

COMPETITOR SIGNATURE _____ Date _____

**BHGR 2015 COMPETITION PROGRAM
ADVERTISING ORDER FORM**

-- DEADLINE Feb 1st, 2015 --

Name _____

Address _____

City/State/Zip _____

Phone _____

E-Mail Address _____

SKATER'S AD - only \$5

Please follow this 3 step process to create your personal skater's advertisement!

STEP 1: Write Skater's Name as you want it to appear in the ad:

STEP 2: Select a Message

- ☐ Good Luck!
- ☐ Have Fun!
- ☐ Skate Great!
- ☐ Write your own using line below:

Please mail this completed advertising order form with payment to:

Gold Rush Skater Ad C/O
Roosevelt Park Ice Arena
235 Waterloo St.
Rapid City, South Dakota 57701

For questions contact Patty Behnke at 605-390-3079 or patty.behnke@rcgov.org

**** All advertisements must be submitted electronically via e-mail to patty.behnke@rcgov.org by Feb 1st 2015 ****