



Reisterstown Sportsplex 7th Annual Basic Skills Competition
Sunday, March 8, 2015
8AM-2:45PM

ANNOUNCEMENT

The sixth Reisterstown Sportsplex Basic Skills competition sponsored by the Reisterstown Learn to Skate Program, which will be held at Reisterstown Sportsplex, 401 Mitchell Drive, Reisterstown, MD 21136

Welcome to the Reisterstown Sportsplex Basic Skills Competition sponsored by The Reisterstown Learn to Skate program and approved by U.S. Figure Skating.

LOCATION: Reisterstown Sportsplex
Baltimore County Regional Recreational Park
401 Mitchell Drive
Reisterstown, Maryland 21136
(410) 429-4242

RINK: The competition will be held at Reisterstown Sportsplex. The ice rink measures 200 X 85 with round corners.

WEBSITE: www.rtownsports.com

CHAIR PERSON: Kirsten West DiFatta

DEADLINE: Entries must be postmarked no later than midnight February 21, 2015

RULES AND ELIGIBILITY:

The competition is open to ALL skaters who are 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 register 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 1-8** skaters 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 Free skate 1-6, Test Track and Well Balanced levels, eligibility will be based on highest free skate test level passed. (moves-in-the-field test level will not determine a skater's competitive level.) Skaters may skate at the highest level passed OR one level higher BUT not both level in the same event during the same competition.

SCHEDULE: A tentative schedule will be available approximately two weeks before the competition. Individual and group assignments with times and a tentative schedule of events will be posted at Reisterstown Sportsplex and on Reisterstown Sportsplex website at (www.rtownsports.com). **Please arrive 1 hour before your event warm-up start**

ENTRIES: Entry fee must accompany application. Mailing deadline is: February 21, 2015

Make check payable to: **Reisterstown Sportsplex**
Mail to:

Reisterstown Sportsplex Attention: Kirsten West
401 Mitchell Drive
Reisterstown, Maryland 21136

ENTRY FEES:

First event: \$35.00, additional events \$15.00

*NO REFUNDS: After February 21st, no refunds will be granted except for events cancelled by the referee.

*LATE ENTRIES: Late entries **may** be accepted up until 5 days before the competition and subject to a \$40.00 fee. (\$5.00 late fee)

AWARDS: All events will be final rounds. Medals will be awarded to first, second and third places. ALL other places will receive ribbons. All awards will be made at appropriate times throughout the competition.

MUSIC: The music for all free skating programs must be provided by the skater on CDs. CDs should be clearly marked with the name of the skater, event entered and length of music. Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds. Please have at least one back-up or duplicate CD readily available at the time of your event. Reisterstown Sportsplex assumes no responsibility or liability to damage, loss or deficient quality of music.

REGISTRATION:

Please arrive 1 hour before your event. Upon arrival, check-in at the Registration Desk and turn in your music

BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8

Format: Each skater will have the option to perform one element at a time in the order listed below (no excessive connecting steps) OR will perform each element when directed by a judge or referee. The skater will complete all elements listed before moving onto the next skater.

- To be skated on 1/3 to 1/2 ice
- No music
- All elements must be skated in the order listed
- Time: 1:00 or less

<p>Snowplow Sam –TOTS 1-3:</p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3-in a row 3. Forward snowplow stop 4. Backward wiggles 2-6 in a row 	<p>Basic 5:</p> <ol style="list-style-type: none"> 1. Backward outside edge on a circle -clockwise or counterclockwise 2. Backward crossovers 4-6 consecutive -both directions 3. Basic one foot spin –free leg held to the side of spinning leg min of three revolutions 4. Side Toe hop -either direction 5. Hockey stop
<p>Basic 1</p> <ol style="list-style-type: none"> 1. Forward two foot glide and dip 2. Forward two foot swizzles 6 -8 in a row 3. Forward snowplow stop 4. Backward wiggles 6-8 in a row 	<p>Basic 6:</p> <ol style="list-style-type: none"> 1. Standstill forward inside 3-turn -R & L 2. Bunny Hop 3. Forward spiral on a straight line R or L 4. Lunge -R or L 5. T-stop -R or L
<p>Basic 2</p> <ol style="list-style-type: none"> 1. Forward one foot glide -either foot 2 Forward alternating ½ swizzle pumps, in a straight line -2-3 each foot. 3. Moving snowplow stop 4. Two foot turn in place -forward to backward 5. Backward two foot swizzles -6 -8 in a row 	<p>Basic 7:</p> <ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk – R to L and L to R 2. Ballet Jump either direction 3. Back crossovers to a back outside edge landing position -clockwise and counter clockwise 4. Forward inside pivot
<p>Basic 3</p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive 3. Forward Slalom 4. Backward one foot glide -either foot 5. Two foot spin – min 3. Rev 	<p>Basic 8:</p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump (from a standstill) 3. Mazurka, either direction 4. Combination move, clockwise or counter clockwise, two forward crossovers into forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions
<p>Basic 4</p> <ol style="list-style-type: none"> 1. Standstill forward outside 3-turn -R and L 2. Forward outside edge on a circle clockwise or counter clockwise 3. Forward crossovers 4-6 consecutive both directions 4. Backward stroking - 4-6 strokes 5. Backward snowplow stop -R or L 	

BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc. unless otherwise specified. Vocal music is allowed.

- To be skated on full ice. A .2 deduction will be taken for each element performed from a higher level
- The skater may use elements from a different level. **Time 1:00 +/- 10 seconds**

<p><u>Snowplow Sam 1-3:</u></p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3-in a row 3. Backward wiggles 2-6 in a row 4. Forward snowplow stop 	<p><u>Basic 5:</u></p> <ol style="list-style-type: none"> 1. Backward crossovers 4-6 consecutive in both directions 2. Basic one-foot spin – free leg held to side of spinning leg - minimum three revolutions 3. Side toe hop -either direction 4. Hockey stop
<p><u>Basic 1</u></p> <ol style="list-style-type: none"> 1. Forward two foot glide and dip 2. Forward two foot swizzles 6 -8 in a row 3. Backward wiggles 6-8 in a row 4. Forward snowplow stop 	<p><u>Basic 6:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside three-turn - R & L 2. Bunny Hop 3. Forward spiral on a straight line R or L 4. Lunge - R or L 5. T-stop - R or L
<p><u>Basic 2</u></p> <ol style="list-style-type: none"> 1. Forward one foot glide - either foot 2. Two foot turn in place- forward to backward 3. Backward two foot swizzles 6 - 8 in a row 4. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 5. Moving snowplow stop 	<p><u>Basic 7:</u></p> <ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk - R to L and L to R 2. Ballet Jump- either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<p><u>Basic 3</u></p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive 3. Forward slalom 4. Backward one foot glide – either foot 5. Two foot spin – minimum three revolutions 	<p><u>Basic 8:</u></p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump (from a standstill) 3. Mazurka, either direction 4. Combination move, clockwise or counter clockwise, two forward crossovers into forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions
<p><u>Basic 4</u></p> <ol style="list-style-type: none"> 1. Forward crossovers 4-6 consecutive both directions 2. Standstill forward outside three- turn - R & L 3. Backward stroking - 4-6 strokes 4. Backward snowplow stop - R or L 	

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

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

FREE SKATE 1-6 PROGRAM EVENT

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

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

<p>Free skate 1</p> <ol style="list-style-type: none"> 1. Advanced forward stroking 4-6 strokes 2. One-foot upright scratch spin from back crossovers- minimum three revolutions 3. Waltz jump from back crossovers 4. Half flip jump 	<p>Free skate 4</p> <ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets R or L 2. Sit spin-minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump combination
<p>Free skate 2</p> <ol style="list-style-type: none"> 1. Forward outside spiral R or L 2. Beginning back spin- minimum two revolutions 3. Waltz jump, side toe hop, waltz jump sequence 4. Toe loop jump 	<p>Free skate 5</p> <ol style="list-style-type: none"> 1. Camel spin-minimum three revolutions 2. Forward upright spin to back upright spin- minimum three revolutions each foot 3. Loop/loop jump combination 4. Flip jump
<p>Free skate 3</p> <ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Back spin-minimum three revolutions 3. Salchow jump 4. Waltz jump/toe loop or Salchow/toe loop jump combination 	<p>Free skate 6</p> <ol style="list-style-type: none"> 1. Camel/sit spin combination-minimum four revolutions total 2. Split or stag jump 3. Waltz jump/1/2 loop /Salchow jump sequence 4. Lutz jump

TEST TRACK AND WELL BALANCED COMPULSORY MOVES

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
- *Skaters may have the option to skate one level higher in compulsories than their free skate program*

Level	Time	Skating rules / standards
Beginner (formerly 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 (formerly 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

TEST TRACK FREESKATE

Skaters may enter EITHER the Test Track Free Skate event or the Well Balanced Free Skate event but NOT both during the same non-qualifying competition. Competitors will skate to music of their choice, vocal music permitted. Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they passed or one level higher.

Deductions WILL be made for skaters including technical elements not permitted in the event description.

- 0.1 from EACH mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra or lacking element.
- 0.1 for any spin with less than required revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner <i>(formerly 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>(formerly 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

WELL BALANCED PROGRAM FREESKATE

(U.S. Figure Skating rulebook requirements)

Skaters may enter EITHER the Well Balanced Free Skate event or the Test Track Free Skate event but NOT both during 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 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	1:40 max	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"> 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	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.

Spins Challenge Event

Spins – Test and age requirements same as free skating levels. No music will be played. Spins may be skated in any order. Failed spins may not be re-tried. Additional jumps or spins are not permitted and will result in a deduction. All levels will be skated on half ice. Male and female skaters may be combined for this event.

Level	Elements – all spins minimum three revolutions on each foot and/or in each position to be considered complete			Duration
No Test	One foot spin	Two foot spin		Max 0:45
Pre Preliminary	One foot spin	Sit Spin	Camel Spin	Max 1:00
Preliminary	Back Spin	Sit Spin	Combination Spin using Camel Spin Minimum 2 changes of position	Max 1:00

Jumps Challenge Event

Jumps – Test and age requirements same as free skating levels. No music will be played. Jumps may be skated in any order, connecting steps are allowed. Additional jumps or spins are not permitted and will result in a deduction. All levels will be skated on half ice. Only one attempt per jump element permitted. Male and female skaters may be combined for this event.

Level				Duration
No Test	½ Flip	Salchow	Waltz jump-toe loop combination	Max 1:00
Pre-Preliminary	Waltz jump	Toe-Loop	Lutz-Loop combination	Max 1:00
Preliminary	Salchow	Loop	Combination of any two single jumps	Max 1:00

ARTISTIC EVENT

The artistic event allows the skater to demonstrate their musical interpretation skills. Judging will emphasize interpretation and originality. Vocal music is permitted. Costumes that enhance the performance by reflecting the character of the music will be considered in the judging. Spins and jumps are allowed but shall not be highlighted and shall be used to emphasize the artistic quality of the program only. Hand held props only. Props must be carried at all times in the program.

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 check the event(s) you are entering (please return pages 10-12 and 13 if applicable):

Basic Elements Event:

Snowplow Sam : _____
Basic 1: _____
Basic 2: _____
Basic 3: _____
Basic 4: _____
Basic 5: _____
Basic 6: _____
Basic 7: _____
Basic 8: _____

Freeskate Compulsory Event

Freeskate 1: _____
Freeskate 2: _____
Freeskate 3: _____
Freeskate 4: _____
Freeskate 5: _____
Freeskate 6: _____

Basic Program Event:

Snowplow Sam : _____
Basic 1: _____
Basic 2: _____
Basic 3: _____
Basic 4: _____
Basic 5: _____
Basic 6: _____
Basic 7: _____
Basic 8: _____

Freeskate Program Event:

Freeskate 1: _____
Freeskate 2: _____
Freeskate 3: _____
Freeskate 4: _____
Freeskate 5: _____
Freeskate 6: _____

Test Track/Well Balanced Compulsory

Beginner _____
High Beginner: _____
No-Test: _____
Pre-Prelim: _____
Preliminary: _____

Test Track Freeskate

Beginner _____
High Beginner: _____
No-Test: _____
Pre-Prelim: _____
Preliminary: _____

Well Balanced Freeskate

No-Test: _____
Pre-Prelim: _____
Preliminary: _____

Spin Event:

No-Test(basic skills)_____, Pre-Preliminary_____, Preliminary_____

Jump Event:

No-Test(basic skills)_____, Pre-Preliminary_____, Preliminary_____

Artistic Event:

Basic 1-8: _____ Freeskate 1-6/Beginner _____ No-Test/Pre-Prelim _____, Pre-Prelim/Preliminary_____

APPLICATION (cont.):

Name of Skater: _____ Age: _____

Parent or Guardian Name: _____

Please specify your program affiliation: _____

USFS# _____

Address: _____ City: _____

State: _____ Zip Code: _____ Male or Female: _____

Phone: _____ Cell Phone: _____ e-mail: _____

THE ENTRY FEE IS \$35, \$15 FOR EACH ADDITIONAL EVENT AND \$10.00 PER SKATER FOR TEAM MANEUVERS:

First Event:	\$35.00 _____
Add'l Event:	\$15.00 _____
Add'l Event:	\$15.00 _____
Add'l Event:	\$15.00 _____
TOTAL:	\$ _____

The completed entry forms, with fees, must be postmarked no later than February 21, 2015. Make check payable to Reisterstown Sportsplex and mail to: BASIC SKILLS COMPETITION, Reisterstown Sportsplex, 401 Mitchell Drive, Reisterstown, MD 21136 Attn: Kirsten West DiFatta. For additional Information call: Kirsten West DiFatta at 410-429-4242.

ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS THE EVENT IS CANCELLED!!

Continued on next page...

Accidents (CR 15.01) The USFS and the clubs or organizers undertake no responsibility for damages or injuries suffered by the skaters or officials. As a condition of and in consideration to the acceptance of their entries or participation therein, all entrants, their parents and guardians and officials shall be deemed to agree to assume all risks of injury to their person and property resulting from, caused by, or connected with, the conduct and management of the competition, and to waive and release any and all claims which they may have against any officials, the USFSA, the club holding the competition, and against its officers, and their entries shall be accepted only on such condition.

Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the Reisterstown Sportsplex and Rink Management 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 _____

Competitor Signature _____ Date _____

Instructor/Coach Signature _____ Date _____

Program Director/Club Officer _____ Date _____

Authorization for Emergency Medical Treatment In the event I am unavailable, I hereby give permission for any emergency medical diagnosis, treatment or procedure for the above-named entrant.

Signed _____ Relationship to Skater _____

Date _____ Telephone Number _____