

2015 Basic Skills Competition

Hosted By:



Sunday, November 8, 2015
9:00 a.m. – 5:00 p.m.

Entry Deadline: October 11, 2015

For a complete set of rules visit our website
www.swancityiceskaters.org

For Questions Please Contact: Angela at angdowidat@yahoo.com

Beaver Dam Family Center
609 Gould St.
Beaver Dam, WI 53916
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 **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 Moves in the Field 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 (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.

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 his/her class level, the chairman and referee will have the option to move the skater into 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.

ENTRIES AND FEES

- **\$55.00 for the first event**
- **\$15.00 for each additional event**
- All entries must be registered online no later than **October 11, 2015**. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers and will be subject to a **\$20 late fee**.
- **NO refunds after closing date** unless event is canceled by Swan City Ice Skaters or with a written medical excuse from your physician.
- Register online at www.swancityiceskaters.org Click on the COMPETITION tab

AWARDS – Results will be posted in the lobby area after skaters have skated their event. It may take anywhere from 5-20 minutes to post the results. Everyone will receive an award. All events will be final rounds. ALL awards will be made at appropriate times throughout the competition.

SCHEDULE OF EVENTS – Skaters names and event times, along with directions to the rink will be posted on the Swan City Ice Skaters web-site, www.swancityiceskaters.org one week prior to competition. All skaters should arrive at the rink 45 minutes prior to their scheduled event. All competitors must check in at the registration desk, which will be located in the lobby area.

PRACTICE ICE - Practice ice will be available first come first served basis Sunday morning. Practice ice will be sold for \$6 per 20 min. A maximum of 20 skaters will be allowed on the ice during any one session. You may sign up for **NO MORE THAN TWO SESSIONS**.

MUSIC - The music for all free skating programs must be provided on CD's by the skater. CD's should be clearly marked with the name of the skater, event entered and length of music (not skating time). Only one piece of music per CD. Competition music is to be turned in at the time of registration. Please remember to pick up your music, SCIS will not return any music left at the rink. Time duration is always +/- 10 seconds.

Note: This is a Basic Skills Competition set up under the guidelines of the Basic Skills Competition Manual 12-13. Judges **WILL NOT** be Official U.S. Figure Skating Judges.

The Basic Skills Competition may use qualified skaters and/or instructors who are 16 years of age or older and/or persons who are trial judging for appointments. This should be an unbiased group. See Basic Skills Competition Manual



ILLUSTRATION OF THE PROGRESSION THROUGH THE LEVELS OF U.S. FIGURE SKATING

All singles athletes begin with the U.S. Figure Skating Basic Skills program, then progress to the "introductory levels," and finally choose whether to follow the test track or Well Balanced program category. Athletes may choose to move between test track and Well Balanced program at any point.

U.S. FIGURE SKATING BASIC SKILLS PROGRAM

Competition levels for singles skaters within the Basic Skills program include:
 Snowplow Sam 1-3
 Basic 1-8, Adult 1-4, Hockey 1-4
 Free Skate 1-6



Once skaters have completed the levels within the Basic Skills curriculum, they advance to the "introductory levels," which are an introduction to competitive figure skating.

Once skaters have competed at the introductory level, and begin the official U.S. Figure Skating test structure, they may then choose whether to enter the "Test Track Free Skate" or "Well Balanced Free Skate" program. Test requirements for both categories are the same, it is completely the choice of the athlete which track to follow.

Beginner

High Beginner

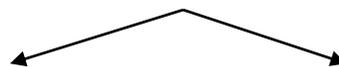
No Test

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INTRODUCTORY LEVELS

TEST TRACK FREE SKATE

- Pre-Preliminary
- Preliminary
- Pre-Juvenile
- Juvenile
- Intermediate
- Novice
- Junior
- Senior



Skaters may choose, at any point, which track to follow. They may also move between the tracks at different nonqualifying competitions. They may not, however, enter both events at the same competition.

WELL BALANCED PROGRAM FREE SKATE

- Pre-Preliminary
- Preliminary
- Pre-Juvenile
- Juvenile/Open Juv.
- Intermediate
- Novice
- Junior
- Senior



EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 8

Each skater will perform each element when directed by a judge or referee (no programs). 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.

- To be skated on 1/3 to 1/2 ice.
- No music.
- All 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, right and left • 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, right or left
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, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Lunge, right or left • T-stop, right or left
Basic 7	1:00 max.	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk, right to left and left to right • Ballet jump, either direction • Backward 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, right and left • 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 backward 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.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:10 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	1:10 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	1:10 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	1:10 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	1:10 max.	<ul style="list-style-type: none"> • Standstill forward outside three-turn, right and left • Forward crossovers, 4-6 consecutive both directions • Backward stroking, 4-6 strokes • Backward snowplow stop, right or left
Basic 5	1:10 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	1:10 max	<ul style="list-style-type: none"> • Standstill forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Lunge, right or left • T-stop, right or left
Basic 7	1:10 max	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk, right to left and left to right • Ballet Jump, either direction • Back crossovers to a back outside edge landing position, clockwise and counter clockwise • Forward inside pivot
Basic 8	1:10 max.	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns, right and left • Waltz jump (from a standstill) • Mazurka, either direction • Combination move, clockwise <u>or</u> counter clockwise – two forward crossovers into a 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



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 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"> • 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	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: Compulsory (For Test Track and Well Balanced Program)

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 three 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 three revolutions • Forward inside spiral



EVENT: Introductory Levels Free Skate Program

General event parameters:

- 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 parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	<i>Max. 2 spins:</i> <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 1:40 Maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with no 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. 	<i>Max. 2 spins:</i> <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 1:40 Maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Jump sequences limited to a maximum of 3 single jumps (half-loop is not considered a single jump at this level and may be performed without counting toward jump limit) • No single Axels, double jumps or triple jumps 	<i>Max. 2 spins:</i> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. • Spins must be of a different character (For definition see rule 4103E) 	<ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. • Jumps may be included in the step sequence 	



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 nonqualifying 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 the 6.0 judging system 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 “Singles/Pairs”.

Level	Time	Jumps	Spins	Step Sequences
Pre-Preliminary	1:40 Maximum Vocal music permitted	<p><i>Maximum of 5 jump elements:</i></p> <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 maximum 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. Maximum of 2 Axels • Double or triple jumps are not allowed. 	<p><i>Maximum of 2 spins:</i></p> <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.
Preliminary	1:40 Maximum Vocal music permitted	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • One must be an Axel or Waltz-jump. • Maximum 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Number of jumps in a jump sequence is limited to a maximum 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. 	<p><i>Maximum of 2 spins:</i></p> <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.



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
Pre-Preliminary 1:40 max.	<p><i>Maximum of 5 jump elements:</i></p> <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 • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <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 1:40 max..	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <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 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: Jumps

- Each skater will perform each element when directed by a judge or referee or perform jumps in a jump program (no additional elements allowed)
- Each skater will be allowed two attempts at each jump. The judges will select the better of the two jumps.
- To be skated on 1/3 to 1/2 ice
- No music
- All elements must be skated in the order listed
- Skaters must compete at the same level as their free skate events

Basic Skills 1-8

Ballet Jump

Waltz Jump from standstill

Beginner

½ Flip

Waltz Jump, Side Toe Hop, Waltz Jump

High Beginner / Pre-Preliminary Test Track

Waltz jump, Toe Loop Combination

Salchow

No Test / Preliminary Test Track

Flip, Loop Combination

Lutz

Pre-Preliminary Well Balanced / Preliminary Well Balanced

Split or Stage Jump

Jump Combination (may include Axel)



**US FIGURE
SKATING** Event: Spins

- Each skater will perform each element when directed by a judge or referee or perform spins in a spin program (no additional elements allowed)
- To be skated on 1/3 to 1/2 ice
- No music
- Each skater will be allowed 1 attempt for each spin
- Skaters must compete at the same level as their free skate events

Basic Skills 1-8

Forward pivot- either foot

Two foot spin

Forward one foot spin

Beginner / High Beginner / Pre-Preliminary Test Track

Two foot spin

Forward one foot spin

Forward scratch spin

No Test / Preliminary Test Track

Forward scratch spin

Backward one foot spin

Sit spin

Pre-Preliminary Well Balanced / Preliminary Well Balanced

Forward scratch to backward scratch spin

Sit spin

Combination spin of choice (1-2 changes of position. Change of foot is optional. No flying spins.)



Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by number of entries and ages if possible. 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 0.2 deduction will be assessed by the referee against each judge’s 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.**
- **Skaters may enter no more than 2 events. Events must be a different category. Example: 1 solo and 1 production. (competition will not hold for costume changes)**
- **Solos/Duets/Productions will be divided by level only. (A solo skater could be competing with/against a duet and a production within the level)**

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8 Adult 1-6	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	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.



EVENT: Elements Adult 1-6, Pre-Bronze, and Bronze

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.

- To be skated on 1/3 to 1/2 ice.
- No music.
- All elements must be skated in the order listed.

<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, (4-6 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, right and left • 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 (4-6 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-preliminary free skate test. Time: 1:40 maximum 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 maximum Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements.</p>



Event: Free Skate Program Adult 1-6, Pre-Bronze, and Bronze

The skating order of the required elements is optional. The elements are not restricted 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 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:30+/-10 sec 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, (4-6 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, right and left • 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 (4-6 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-preliminary free skate test. Time: 1:40 maximum 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 maximum Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements.</p>

SCIS Basic Skills Competition Registration Worksheet

- All entries must be registered online no later than midnight **October 11, 2015**. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers and will be subject to a **\$20 late fee**.
- **NO refunds after closing date** unless event is canceled by Swan City Ice Skaters or with a written medical excuse from your physician.
- Register online at www.swancityiceskaters.org Click on the COMPETITION tab
- For questions regarding rules and events contact Angela at Angdowidat@yahoo.com
- For questions regarding online registration contact Jennifer at jen.hiley@gmail.com

Place X by skater level and circle events **Skaters Name** _____

- _____ **Snowplow Sam:** Elements, Program
- _____ **Basic 1:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 2:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 3:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 4:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 5:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 6:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 7:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Basic 8:** Elements, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Beginner:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **High Beginner:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **No Test:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Pre-Preliminary Test Track:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Preliminary Test Track:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Pre-Preliminary Well Balanced:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Preliminary Well Balanced:** Compulsory, Program, Spins, Jumps, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 1:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 2:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 3:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 4:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 5:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult 6:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult Pre-Bronze:** Elements, Program, Artistic/Showcase: Solo, Duet, Production
- _____ **Adult Bronze:** Elements, Program, Artistic/Showcase: Solo, Duet, Production

ENTRY FEE IS \$55.00 PER EVENT, \$15.00 PER EACH ADDITIONAL EVENT

First Event \$ _____
 Additional Events \$ _____
Total: \$ _____

Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the Swan City Ice Skaters and the Beaver Dam Family Center 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 _____

Program Director/Club Officer _____ Date _____

Mission Statement: 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 twelve 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 twelve scheduled events. Skaters' point accumulation can be found at www.fscouncilwisconsin.org. Medals will be awarded at the final competition in the Series.

Series Point System

The Freeskating 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 12 competitions in the following events:

- Basic Elements
- Basic Program with Music
- Test Track Compulsory
- Test Track Freeskate
- Well Balanced Compulsory
- Well Balanced Freeskate

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.