

# Chiller Spring Classic USFS Basic Skills through Preliminary March 12, 2016 Springfield, Ohio

NTPRD Chiller 301 W. Main Street Springfield, OH 45504 937-323-RINK (7465)

This is the Fourth annual Chiller Spring Classic Basic Skills Competition hosted by Chiller Skating School.

#### **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/STINGER and BASIC SKILLS SKATERS THROUGH PRELIMINARY must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including MIF or Individual Dances. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

ENTRIES AND FEES - All entries must be submitted no later than February 12, 2016 and are limited to the first 150 applications received. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers. Entry fees are per person, U.S. dollars. The first Basic Skills event is \$35\$ and each additional event is \$20\$. Entry fee for levels Pre-Pre and Preliminary is \$70 for the first event and \$30 for each additional event. NO refunds after closing date unless event is cancelled.

Competitors register online at <a href="https://www.sk8stuff.com">www.sk8stuff.com</a>.

AWARDS – Everyone will receive an award. All events will be final rounds. All basic skills skaters will receive awards. Medals will be awarded in events Pre-Pre through Preliminary for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place. ALL awards will be made at appropriate times throughout the competition.

SCHEDULE OF EVENTS - Will be posted on the Chiller website <a href="www.thechiller.com">www.thechiller.com</a> (Figure Skating Special Events page) by March 5<sup>th</sup>. Information regarding groups and skating times will be emailed out prior to the beginning of competition and posted on the website.

PRACTICE ICE - Practice ice will be available on March 12<sup>th</sup> times TBA . Sign in and pay \$5.00 per 15 minute session at registration. A maximum of 25 will be allowed on the ice during any one session. You may sign up for NO MORE THAN TWO SESSIONS on a first come first served basis.

MUSIC – Music should be emailed in MP3 format to dhughes@thechiller.com

A backup CD should be rink side with the skater's coach at competition time. Time duration is always +/- 10 seconds

Basic skills skaters will use standard music determined by USFS area representative and provided by the competition.

Photographs will be taken by Blue Heron Photography and available for purchase online.

Mail entries to:

Denise Hughes
Figure Skating Director
Chiller Ice Rinks
7001 Dublin Park Dr.
Dublin, OH 43016
dhughes@thechiller.com

(Please note: the mailing address is different from the event location)

# **Event Requirements**

#### **EVENT: Basic Elements Event**: SNOWPLOW SAM – BASIC 8

Each skater will perform each element in the <u>order listed below</u> (no excessive connecting steps) 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 1/2 ice
- No music
- Elements must be skated in the order listed (in the same format as a standard compulsory program)

Level	Time	Skating rules / standards
		March followed by a two foot glide and dip
Snowplow	1:00	Forward two foot swizzles 2-3 in a row
Sam 1-3	max.	Forward snowplow stop
		Backward wiggles 2-6 in a row
		Forward two foot glide and dip
Basic 1	1:00	Forward two foot swizzles 6-8 in a row
	max.	Forward snowplow stop
		Backward wiggles 6-8 in a row
		Forward one foot glide - either foot
Basic 2	1:00	<ul> <li>Forward alternating ½ swizzle pumps, in a straight line − 2-3 each foot</li> </ul>
	max.	Moving snowplow stop
		Two foot turn in place- forward to backward
		Backward two foot swizzles 6 - 8 in a row
		Forward stroking
Basic 3	1:00	Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive
	max.	Forward slalom
		Backward one foot glide - either foot
		Two foot spin – minimum three revolutions
		Standstill forward outside three-turn - R & L
Basic 4	1:00	Forward outside edge on a circle clockwise or counter clockwise
	max.	Forward crossovers 4-6 consecutive both directions
		Backward stroking - 4-6 strokes
		Backward snowplow stop - R or L
		Backward outside edge on a circle clockwise or counterclockwise
	1:00	Backward crossovers 4-6 consecutive - both directions
Basic 5	max.	Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions
		Side toe hop -either direction
		Hockey stop
		Standstill forward inside three-turn - R & L
Basic 6	1:00	Bunny Hop
	max.	Forward spiral on a straight line - R or L
		Lunge - R or L
		T-stop - R or L
	4.00	Standstill forward inside open Mohawk - R to L and L to R
Basic 7	1:00	Ballet Jump - either direction
	max.	Back crossovers to a back outside edge landing position clockwise and counter clockwise
		Forward inside pivot
Dania O	1.00	Moving forward outside or forward inside three-turns R & L
Basic 8	1:00	Waltz jump
	max.	Mazurka - either direction
		Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk,      the data as a second of the data and a seco
		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 resolutions.
		minimum three revolutions

#### **EVENT: BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8**

The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc. unless otherwise specified. Standard Basic Skills music will be used (as determined by Area Representative)

- Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Events to be skated on ½ 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
		March followed by a two foot glide and dip
Snowplow Sam	1:00 +/-10	<ul> <li>Forward two foot swizzles 2-3 in a row</li> </ul>
1-3	max.	Forward snowplow stop
		Backward wiggles 2-6 in a row
		Forward two foot glide and dip
Basic 1	1:00 +/-10	<ul> <li>Forward two foot swizzles 6-8 in a row</li> </ul>
	max.	Forward snowplow stop
		Backward wiggles 6-8 in a row
		Forward one foot glide - either foot
Basic 2	1:00 +/-10	<ul> <li>Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot</li> </ul>
	max.	Moving snowplow stop
		Two foot turn in place- forward to backward
		Backward two foot swizzles 6 - 8 in a row
		Forward stroking
Basic 3	1:00 +/-10	<ul> <li>Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive</li> </ul>
	max.	Forward slalom
		Backward one foot glide - either foot
		Two foot spin – minimum three revolutions
		Standstill forward outside three-turn - R & L
Basic 4	1:00 +/-10	<ul> <li>Forward crossovers 4-6 consecutive both directions</li> </ul>
	max.	Backward stroking - 4-6 strokes
		Backward snowplow stop - R or L
		Backward crossovers 4-6 consecutive - both directions
	1:00 +/-10	<ul> <li>Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions</li> </ul>
Basic 5	max.	Side toe hop -either direction
		Hockey stop
		Standstill forward inside three-turn - R & L
Basic 6	1:00 +/-10	Bunny Hop
	max.	<ul> <li>Forward spiral on a straight line - R or L</li> </ul>
		• Lunge - R or L
		T-stop - R or L
		Standstill forward inside open Mohawk - R to L and L to R
Basic 7	1:00 +/-10	Ballet Jump - either direction
	max.	<ul> <li>Back crossovers to a back outside edge landing position clockwise and counter clockwise</li> </ul>
		Forward inside pivot
		Moving forward outside or forward inside three-turns R & L
Basic 8	1:00 +/-10	Waltz jump
	max.	Mazurka - either direction
		<ul> <li>Combination move - clockwise or counter clockwise – two forward crossovers into FI Mohawk,</li> </ul>
		step down, cross behind, step into one back crossover and step to a forward inside edge
		Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -
		minimum three revolutions

# **EVENT**: Free Skate Elements 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 <u>for each</u> element performed from a higher level

• Time: 1:15 or less

Level	Time	Skating rules / standards
		Advanced forward stroking - 4-6 consecutive
Free Skate 1	1:15 max.	Backward outside three-turns R & L
		One-foot upright scratch spin from backward crossovers-minimum three
		revolutions
		Waltz jump from backward crossovers
		Half flip jump
		Forward outside or inside spiral - R or L
Free Skate 2	1:15 max.	Waltz Three's - R or L, 2-3 sets
		Beginning back spin - entry optional – minimum two revolutions
		Waltz jump, side toe hop, waltz jump sequence
		Toe loop jump
		Forward crossovers in a figure 8
Free Skate 3	1:15 max.	Backward inside three-turns, R & L
		Back spin- minimum three revolutions
		Salchow jump
		Waltz jump/toe loop or Salchow/toe loop jump combination
		<ul> <li>Forward power 3's, 2-3 consecutive sets-R or L</li> </ul>
Free Skate 4	1:15 max.	Sit spin- minimum three revolutions
		Loop jump
		Waltz jump/loop jump combination
		Camel spin- minimum three revolutions
Free Skate 5	1:15 max.	Forward upright spin to back upright spin- minimum three revolutions, each foot
		Loop/loop jump combination
		Flip jump
		Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum)
Free Skate 6	1:15 max.	Free skate 6)
		Camel, sit spin combination - minimum of four revolutions total
		Split jump or stag jump
		Waltz jump, ½ loop, Salchow jump sequence
		Lutz jump

## **EVENT**: Free Skate 1-6 Program Event

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

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

Level	Time	Skating rules / standards		
Free Skate 1	1:30+/-10 sec	<ul> <li>Advanced forward stroking - 4-6 consecutive</li> <li>One-foot upright scratch spin from backward crossovers-minimum three revolutions</li> <li>Waltz jump from backward crossovers</li> <li>Half flip jump</li> </ul>		
Free Skate 2	1:30+/-10 sec	<ul> <li>Forward outside spiral - R or L</li> <li>Beginning back spin - entry optional – minimum two revolutions</li> <li>Waltz jump, side toe hop, waltz jump sequence</li> <li>Toe loop jump</li> </ul>		
Free Skate 3	1:30+/-10 sec	<ul> <li>Forward crossovers in a figure 8</li> <li>Back spin- minimum three revolutions</li> <li>Salchow jump</li> <li>Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>		
Free Skate 4	1:30+/-10 sec	<ul> <li>Forward power 3's, 2-3 consecutive sets -R or L</li> <li>Sit spin- minimum three revolutions</li> <li>Loop jump</li> <li>Waltz jump/loop jump combination</li> </ul>		
Free Skate 5	1:30+/-10 sec	<ul> <li>Camel spin- minimum three revolutions</li> <li>Forward upright spin to back upright spin- minimum three revolutions, each foot</li> <li>Loop/loop jump combination</li> <li>Flip jump</li> </ul>		
Free Skate 6	1:30+/-10 sec	<ul> <li>Camel, sit spin combination - minimum of four revolutions total</li> <li>Split jump or stag jump</li> <li>Waltz jump, ½ loop, Salchow jump sequence</li> <li>Lutz jump</li> </ul>		

# **EVENT**: 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 <u>for each</u> 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> <li>Waltz jump</li> <li>½ jump of choice</li> <li>Forward two foot or one foot spin, minimum three revolutions (free leg position optional)</li> <li>Forward or backward spiral</li> </ul>
High Beginner	1:15 max.	<ul> <li>Toe loop jump</li> <li>Salchow jump</li> <li>Forward scratch spin- minimum three revolutions</li> <li>Forward spiral</li> </ul>
No Test	1:15 max.	<ul> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>Solo spin- sit <u>or</u> camel spin - minimum three revolutions</li> <li>Spiral sequence- must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>
Pre – Preliminary	1:15 max.	<ul> <li>Single flip</li> <li>Jump combination: single / single (no Axel)</li> <li>Sit spin or camel spin; min. 3 revolutions</li> <li>Spiral sequence with 1 forward spiral and 1 backward spiral (any edge)</li> </ul>
Preliminary	1:15 max.	<ul> <li>Single Lutz</li> <li>Jump combination: single / single (may include Axel)</li> <li>Back upright spin; min., 3 revolutions</li> <li>Forward inside spiral</li> </ul>

#### **EVENT**: Test Track Free Skate

General event parameters:

- Skaters may <u>not</u> enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music IS permitted at all levels.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
- The following deductions will be taken:
- 0.1 from each mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra element included.
- 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30 +/- 10 sec.	Max 5 jump elements:  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:  • 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:  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:  • 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:  Jumps with not more than one-half rotation (front to back or back to front including half-loop)  Single rotation jumps: Salchow, toe-loop and loop only.  Max. 2 jump combinations or sequences (using above jumps only)  Max. 2 of any same type jump	Max of 2 spins:  • 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:  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:  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 prepreliminary free skate test but may not have passed tests higher than the preliminary free skate test

## **EVENT: Well Balanced Program Free Skate**

General event parameters:

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 max	<ul> <li>Max 5 jump elements:</li> <li>Single Jumps (no Axel)</li> <li>Max 2 combos or sequences.</li> <li>Combos limited to 2 jumps</li> <li>Number of jumps in sequence is limited to a max of 3 single jumps (half-loop is not considered a single jump).</li> </ul>	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	<ul> <li>Max 5 jump elements:         <ul> <li>Any single jumps, including Axel, allowed.</li> <li>Max. 2 jump combinations or sequences</li> </ul> </li> <li>Jump combinations are limited to 2 jumps.</li> <li>Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.)</li> <li>Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels.</li> <li>Double or triple jumps are not allowed.</li> </ul>	Max 2 spins:  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	<ul> <li>Max 5 jump elements:         <ul> <li>One must be an Axel or waltz-jump.</li> <li>Max. 2 jump combinations or sequences</li> </ul> </li> <li>Jump combinations limited to 2 jumps</li> <li>Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.)</li> <li>Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop)</li> <li>Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences.</li> <li>Maximum of 2 Axels or any double jump.</li> <li>Double flips, double Lutzes, double Axels or triple jumps are not allowed.</li> </ul>	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: SHOWCASE**

Showcase events are open to skaters in Snowplow Sam/Stinger through Preliminary. 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 unaided. Ensemble contestants within two minutes for setup and two minutes for removal. A .2 deduction will be assessed by the referee against each judges' mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint, for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice.

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

\* For specific guidelines regarding the conduct of Showcase or Artistic competitions, refer to the Nonqualifying Showcase Guidelines posted on <a href="https://www.usfigureskating.org">www.usfigureskating.org</a>. Showcase categories may include:

- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles): Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Stinger & 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/	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/	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	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



# 2016 CHILLER SPRING CLASSIC BASIC SKILLS COMPETITION ENTRY FORM

kater's Name	Age Male/Female
Last Address	First City
tateEmail Address	
rea Code/Phone #	Birth date
J.S. Figure Skating membership number	Highest Level Passed
rogram/Club Affiliation/Skating School Name	
Private Lesson Coach's Name	
<mark>f you do not have a coach please let us know and we w</mark>	<mark>ill help connect you with one.</mark>
Near and I music in NAD2 formed to allow the China will	and the same
Please email music in MP3 format to: dhughes@thechill	<u>er.com</u>
<mark>ist skater name and event on file name</mark>	
Massa shock the event(s) you are entering	
Please check the event(s) you are entering:	Dania Chilla Funa Chata Duanyaya
Basic Elements:	Basic Skills Free Skate Program:
Snowplow Sam/Stinger	Snowplow Sam/Stinger
Basic 1 Basic 5	Basic 1Basic 5
Basic 2 Basic 6	Basic 2Basic 6
Basic 3 Basic 7	Basic 3 Basic 7
Basic 4 Basic 8	Basic 4Basic 8
Free Skate Program:	Test Track Free Skate Program:
Free Skate 1	Beginner
Free Skate 2	High Beginner
Free Skate 3	Pre-preliminary test
Free Skate 4	Preliminary Test
Free Skate 5	
Free Skate 6	
Free Skate Elements/Compulsories:	
Tree State Elements) compaisones.	
Free Skate 1 Beginner	
Free Skate 2 High Beginner	r
Free Skate 3 No Test	
Free Skate 4 Pre-prelimina	ry
Free Skate 5 Preliminary	•
Free Skate 6	
Well Balanced Free Skate Program:	Showcase:
No Test Free slights	Duran atia / Limba Fatantain and Alicat (single and)
No Test Free skate	Dramatic/Light Entertainment/ Duet (circle one)
Pre-preliminary Free skate	Basic 1-8 Partner Name for duet:
Preliminary Free skate	FS 1-6
<del></del> ,	Beginner/High Beginner
	Pre-Pre/Prelim



## **ENTRY FEES:**

There are two categories of entry fees based upon level. Any entries postmarked later than February 12<sup>th</sup> must be accompanied by a \$25 late fee.

Basic Skills - Freeskate			
First Event \$35 Additional Event \$20 Additional Event \$20 If not currently enrolled <b>Total:</b>	\$	current U.S. Figure Skating Basic Skills Memb	er – add \$12
USFS Beginner through	Preliminary (Not Basic Skills)		
First Event \$70 Additional Event \$30 Additional Event \$30 Total:	\$ \$ \$ \$		
		ed no later than Feb 12, 2016. and mail to: Denise Hughes. For addition	al informatio
ENTRY FEES ARE NOT R	EFUNDABLE AFTER THE ENTRY D	EADLINE UNLESS AN EVENT IS CANCELED.	
competitor and family I		enter the events checked. It is agreed that om any and all liability either during practi o or loss of property.	
Parent/Guardian Signat	ure	Date	
Competitor Signature_		Date	
Instructor/Coach Signat	ure	Date	
Program Director/Club	Officer	Date	
Competitors may reg	gister by sending traditional	paper forms to:	
Attn: Denise Hughes Chiller Ice Rir 7001 Dublin F Dublin, OH 43	– Figure Skating Director ks Park Dr. 9016	this address – the event is at NTPRD Sp	oringfield)

Or may register online at www.sk8stuff.com. Online registration is preferred.