

*2022 Hodag Skate Classic  
Compete USA Competition  
Sunday April 10<sup>th</sup> 2022*

Rhineland Ice Arena  
2021 E Timber Drive  
Rhineland WI 54501

Competition Contact : [RhinelandersFigureSkating@gmail.com](mailto:RhinelandersFigureSkating@gmail.com)

Announcing the annual Compete USA Competition approved by Learn To Skate USA and hosted by the Rhinelanders Figure Skating Club at the Rhinelanders Ice Arena in Rhineland Wisconsin. **Events will be scheduled Sunday April 10<sup>th</sup> 2022.**

**IMPORTANT NOTE**

Face coverings are required to be worn indoors by ALL persons (including fully vaccinated persons) attending or participating in any U.S. Figure Skating sanctioned event or activity despite any local, state, or facility policies. Athletes practicing or competing on the ice may remove their mask only while on the ice. Face masks are required for every individual. (Face shields not allowed, must be a mask.)

## ELIGIBILITY, RULES, AND DIRECTIONS FOR PARTICIPANTS

### **ELIGIBILITY:**

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either Learn to Skate USA or those who are full members of U.S. Figure Skating. Members of other organizations are eligible to compete but must be registered with Learn to Skate USA or a member club. There will be no more than six competitors maximum in an event and all six should receive an award.

Eligibility will be based on skill level as of closing date of entries. All **Snowplow Sam and Basic 1-6** 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 **Pre-Free Skate, Free Skate 1-6, Excel 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. Skaters may not compete at more than one level in the same type event at 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 (LOC) discovers that a skater has been placed in a category that is below his/her class level, the chair 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. It is an ethical violation for coaches to sandbag an event.

Eligibility will be based on skill level as of March 20, 2022.

### **EVENT CATEGORIES:**

See the attached form for each event describing the format, ice (full or half-ice), music allowed (type of music and time), required elements/moves, deductions, qualifications, and other special instructions. There will be no more than 6 skaters in any event. Each skater will receive an award.

### **PLEASE NOTE:**

At non-qualifying competitions, if only one eligible competitor/team enters an event, the competitor/team will be offered the option to skate an exhibition or skate up one level.

- A. If said competitor chooses to skate an exhibition, judges will award their marks according to the rules and the applicable scoring system used, and the competitor/team will receive first place.
- B. If said competitor chooses to compete at one level higher, the skater will be entered accordingly.
- C. If said competitor/team chooses not to skate, the entry fee will be refunded, and the event will be cancelled.

### **JUDGING:**

The events will be judged using the 6.0 judging system.

### **ENTRY DEADLINE AND FEES:**

Entries will only be accepted online at <http://comp.entryeeze.com/Home.aspx?cid=448>. Entry deadline is 11:59 pm on Sunday, March 20, 2022. Entry fees are per person, U.S. Dollars. For solo events, the first event is \$60 and each additional event is \$30. For duet/team events, there is a team fee of \$40 and \$10 for each individual skater. Every registered skater will receive a complimentary short sleeve tee shirt with the competition logo.

**Late entries will not be accepted.**

### **REFUNDS:**

No refunds after closing date of March 20, 2022 unless the Rhinelander Figure Skating Club cancels the event.

## **REGISTRATION DESK:**

The registration desk will be open at the Rhinelander Ice Arena during all practice ice sessions and events on Sunday, April 10, 2022. It is the responsibility of each competitor to check the schedule posted in the ice arena for official changes and events on the day of the competition. Competitors must arrive at the arena at least one hour prior to their scheduled event time. Please check-in upon arrival. Failure to arrive and check-in with the Ice Monitor at least one hour prior to the scheduled event may result in disqualification.

## **SCHEDULE OF EVENTS:**

Tentative schedules including groups and skating times will be available no later than four days prior to the competition. Schedules will also be posted in the ice arena and available in the competition program on the day of the competition. All skaters should be ready to skate and check in with the Ice Monitor one hour prior to their scheduled event time. Events will start no earlier than 8:00 am.

## **PRACTICE ICE:**

Practice ice will be available for purchase on EntryEeze.com. Program music will not be played on practice ice. A limited number of skaters will be allowed on the ice during any one session.

## **MUSIC:**

**Music will only be accepted online via Entryeze and must be uploaded by 11:59pm on Saturday, April 2nd.**

Late music entries may be subjected to a late fee of \$25. It is recommended that a backup CD be available rink side on the day of the competition. Music must be recorded within the accepted time frame for the event.

## **PHOTOGRAPHY:**

An area for photographs, complete with a backdrop and podiums, will be available for those wanting pictures. There will not be a professional photographer available.

## **AWARDS:**

Everyone will receive a medal! All events will be final rounds. **Medals will be awarded to all six places in each event.** In each event, first place will receive a gold medal, second place a silver medal, and third place a bronze medal. All awards will be given at appropriate times throughout the competition.

## **ATTIRE:**

Casual figure skating attire, such as sport or skate pant with Mondors is suggested. Skating skirt or skate dress is recommended but optional. No jeans please.

## **EVENT T-SHIRTS:**

Every registered skater will receive a complimentary tee shirt with the competition logo.

## **LODGING:**

The Rhinelander Ice Association and Rhinelander Figure Skating Club are grateful for the support of local businesses throughout the year. Please consider for your lodging needs:

Holiday Acres Resort  
[www.holidayacres.com](http://www.holidayacres.com)  
(715) 369-1500

Quality Inn  
<https://www.choicehotels.com/>  
(715) 369-3600

**FACILITIES AND PARKING:**

All events and practice sessions will be held at the Rhinelander Ice Arena at 2021 E Timber Drive Rhinelander, WI. The arena has seating for spectators and a concession stand that will be open during the competition. Changing rooms are available at the arena for skaters. Free parking is available.

**DIRECTIONS:**

From U.S. Highway 51, take US 8 East into Rhinelander (~14 miles). Turn slight right onto US-8/WI-47 (~3 miles). Turn left onto WI-17 (~2 miles). Turn right onto CR-C/CR-CC. Facility will be on your left.

**CONTACTS:**

For questions or concerns, please contact the competition chairperson.

Cathy Brunette

[RhinelanderFigureSkating@gmail.com](mailto:RhinelanderFigureSkating@gmail.com).

715-499-4664

**LOCKER ROOM POLICY/SAFESPORT:**

The Hodag Skate Classic will follow the locker room policy per the SafeSport handbook found at <https://www.usfigureskating.org/content/safesport%20handbook.pdf>.

**PRECAUTIONARY MEASURES/COVID-19**

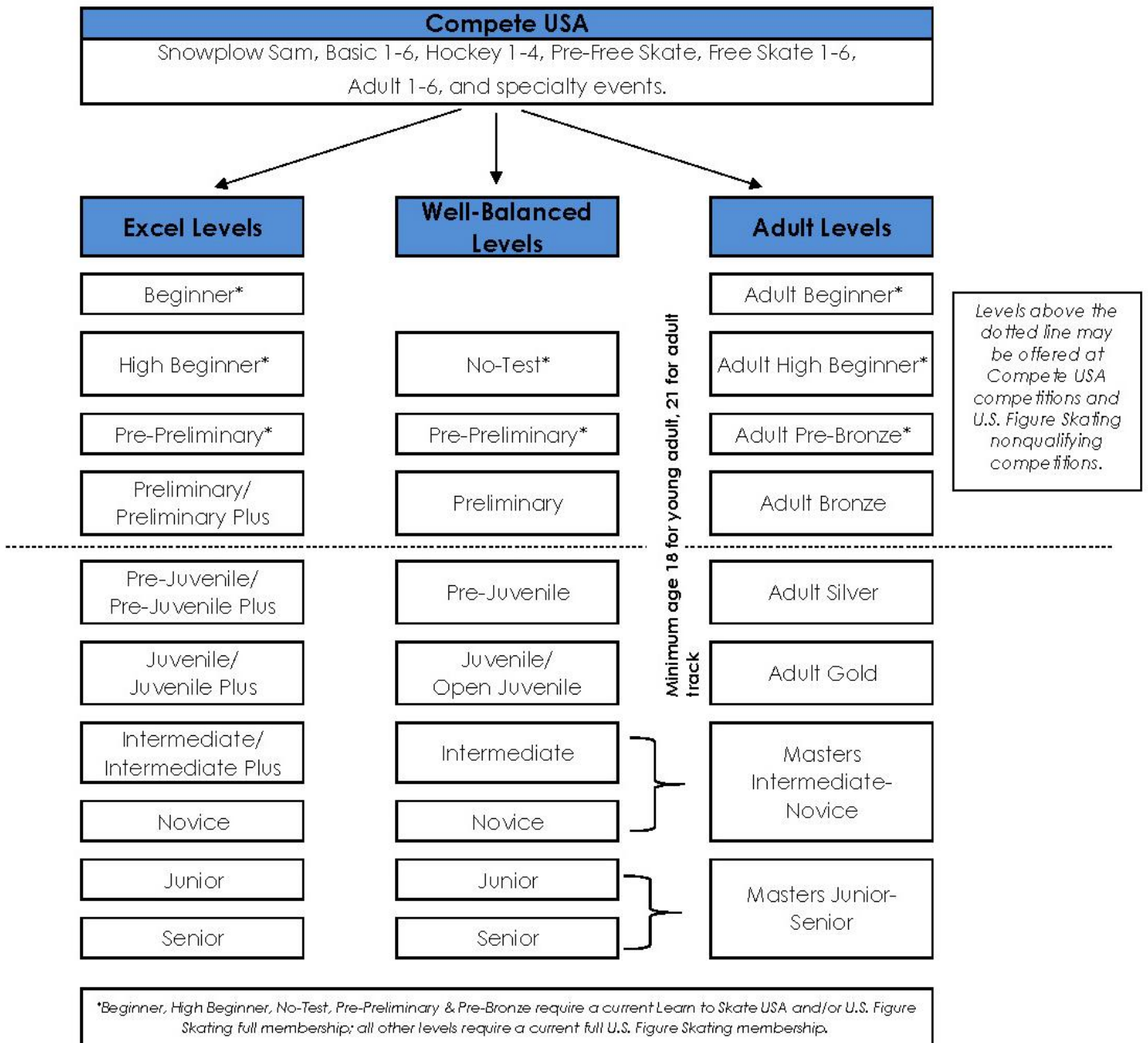
The Rhinelander Figure Skating Club will be following all local, state, and/or USFSA guidelines at the time of the event regarding spectators, locker rooms, concessions, etc.

Specific safety protocols and procedures will be communicated via email approximately one week before the event.



## COMPETITIVE PROGRESSION THROUGH THE LEVELS OF U.S. FIGURE SKATING

Singles athletes begin with Compete USA competitions. Once athletes begin the official U.S. Figure Skating test structure, they can choose to enter the Excel, Well-Balanced or Adult levels as appropriate for their ability, test level, and age. Test requirements are the same for the Excel and Well-Balanced levels. It is completely the choice of the athlete which track to follow; athletes may switch between tracks as best suits their development, but may not enter the same type of event in multiple tracks. Competitive level is determined by highest free skate test passed.



## Snowplow Sam - Basic 6 Elements

There are two format options for the elements event:

- For Snowplow Sam through Basic 3:** Each skater will perform each element when directed by a judge/referee. A demonstrator will be available if needed. Each Skater will perform all elements before moving on to the next skater.
- For Basic 4 through Basic 6:** In a program-like format, skater will perform the elements in the order listed below (no excessive connecting steps or choreography)
  - To be skated on 1/2 ice
  - No music
  - All elements must be skated in the order listed.**

Level	Time	Skating rules/standards
Snowplow Sam	1:00 max	<ul style="list-style-type: none"> <li>March followed by a two-foot glide and dip</li> <li>Forward swizzles, 2-3 in a row</li> <li>Forward snowplow stop</li> <li>Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:00 max	<ul style="list-style-type: none"> <li>Forward two-foot glide and dip</li> <li>Forward swizzles, 6-8 in a row</li> <li>Beginning snowplow stop on one or two feet</li> <li>Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max	<ul style="list-style-type: none"> <li>Forward one-foot glide (no variations), either foot</li> <li>Scooter pushes, 2-3 each foot</li> <li>Moving snowplow stop</li> <li>Two-foot turn in place, forward to backward</li> <li>Backward swizzles, 6-8 in a row</li> </ul>
Basic 3	1:00 max	<ul style="list-style-type: none"> <li>Beginning forward stroking showing correct use of blade</li> <li>Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>Forward slalom</li> <li>Moving forward to backward two-foot turn on a circle</li> <li>Beginning backward one-foot glide, either foot</li> </ul>
Basic 4	1:00 max	<ul style="list-style-type: none"> <li>Forward outside edge on a circle, clockwise or counterclockwise</li> <li>Forward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>Backward one-foot glides (no variations), right and left</li> <li>Beginning two-foot spin, maximum 4 revolutions</li> </ul>
Basic 5	1:00 max	<ul style="list-style-type: none"> <li>Backward outside edge on a circle, clockwise or counterclockwise</li> <li>Backward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>Forward outside three-turn, right and left</li> <li>Advanced two-foot spin, minimum 4 revolutions</li> <li>Hockey stop</li> </ul>
Basic 6	1:00 max	<ul style="list-style-type: none"> <li>Forward inside three-turn, right and left</li> <li>Mohawk, right to left and left to right</li> <li>Bunny hop</li> <li>Basic forward spiral on a straight line (no variations), right or left</li> <li>Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position</li> <li>T-stop, right or left</li> </ul>

## Snowplow Sam – Basic 6 Program with Music

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.

- To be skated on full ice with music
- The skater may use elements from a previous level
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:10 max	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward swizzles, 6-8 in a row</li> <li>• Beginning snowplow stop on one or two feet</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:10 max	<ul style="list-style-type: none"> <li>• Forward one-foot glide (no variations), either foot</li> <li>• Scooter pushes, right and left foot, 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two-foot turn in place, forward to backward</li> <li>• Backward swizzles, 6-8 in a row</li> </ul>
Basic 3	1:10 max	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Moving forward to backward two-foot turn on a circle</li> <li>• Beginning backward one-foot glide, either foot</li> </ul>
Basic 4	1:10 max	<ul style="list-style-type: none"> <li>• Forward outside edge on a circle, clockwise or counterclockwise</li> <li>• Forward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>• Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>• Backward one-foot glides (no variations), right and left</li> <li>• Beginning two-foot spin, maximum 4 revolutions</li> </ul>
Basic 5	1:10 max	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>• Forward outside three-turn, right and left</li> <li>• Advanced two-foot spin, minimum 4 revolutions</li> <li>• Hockey stop</li> </ul>
Basic 6	1:10 max	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Mohawk, right to left and left to right</li> <li>• Bunny hop</li> <li>• Basic forward spiral on a straight line (no variations), right or left</li> <li>• Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position</li> <li>• T-stop, right or left</li> </ul>

## Pre-Free Skate - Free Skate 1-6 Compulsory

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 half-ice
- No music
- The skater must demonstrate the required elements listed
- **Bonus skills from the same level or below are allowed but will not be judged elements**
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
PRE-FREE SKATE	1:15 max	<ul style="list-style-type: none"> <li>• Two forward crossovers into a forward inside mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, one set each direction clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free foot position, minimum 3 revolutions</li> <li>• Mazurka – right or left</li> <li>• Waltz jump</li> </ul>
FREE SKATE 1	1:15 max	<ul style="list-style-type: none"> <li>• Forward stroking, 4-6 consecutive powerful strokes</li> <li>• Backward outside three-turn, right and left</li> <li>• One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin), minimum 4 revolutions</li> <li>• Toe loop</li> <li>• Half flip jump</li> </ul>
FREE SKATE 2	1:15 max	<ul style="list-style-type: none"> <li>• Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis</li> <li>• Backward inside three-turn, right and left</li> <li>• Beginning back spin, optional entry and free-foot position, maximum 3 revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
FREE SKATE 3	1:15 max	<ul style="list-style-type: none"> <li>• Alternating mohawk/crossover sequence, right to left and left to right</li> <li>• Waltz three-turns, 2 sets clockwise and 2 sets counterclockwise</li> <li>• Advanced back spin with free foot in crossed leg position, minimum 3 revolutions</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination</li> </ul>
FREE SKATE 4	1:15 max	<ul style="list-style-type: none"> <li>• Forward power 3s, 2-3 consecutive sets, right or left</li> <li>• Sit spin, minimum 3 revolutions</li> <li>• Half loop jump</li> <li>• Flip jump</li> </ul>
FREE SKATE 5	1:15 max	<ul style="list-style-type: none"> <li>• Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both directions</li> <li>• Camel spin, minimum 3 revolutions</li> <li>• Waltz jump-loop jump combination</li> <li>• Lutz jump</li> </ul>
FREE SKATE 6	1:15 max	<ul style="list-style-type: none"> <li>• Forward power pulls, minimum 3 on each foot</li> <li>• Camel, sit spin combination, minimum of 4 revolutions total</li> <li>• Waltz jump-Euler (half loop)-Salchow jump combination</li> <li>• Axel jump; minimum requirement is a clear attempt either stationary or moving</li> </ul>



## Pre-Free Skate - Free Skate 1-6 Program with Music

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

- 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
- **Bonus skills from the same level or below are allowed but will not be judged elements**
- A 0.2 deduction will be taken for each element performed from a higher level

Level	Time	Skating rules/standards
PRE-FREE SKATE	1:40 max	<ul style="list-style-type: none"> <li>• Two forward crossovers into a forward inside mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, one set each direction clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free, foot position, minimum 3 revolutions</li> <li>• Mazurka, right or left</li> <li>• Waltz jump               <ul style="list-style-type: none"> <li>• <i>NOT ALLOWED – Waltz jump-side toe hop-waltz jump</i></li> </ul> </li> </ul>
FREE SKATE 1	1:40 max	<ul style="list-style-type: none"> <li>• Forward stroking, 4-6 consecutive powerful strokes</li> <li>• One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin), minimum 4 revolutions</li> <li>• Toe loop jump</li> <li>• Half flip jump               <ul style="list-style-type: none"> <li>• <i>NOT ALLOWED – Waltz jump-toe loop jump combination</i></li> </ul> </li> </ul>
FREE SKATE 2	1:40 max	<ul style="list-style-type: none"> <li>• Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis</li> <li>• Beginning back spin, optional entry and free foot position, maximum 2 revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump               <ul style="list-style-type: none"> <li>• <i>NOT ALLOWED – Waltz jump-toe loop or Salchow-toe loop jump combination</i></li> </ul> </li> </ul>
FREE SKATE 3	1:40 max	<ul style="list-style-type: none"> <li>• Alternating mohawk/crossover sequence, right to left and left to right</li> <li>• Advanced back spin with free foot in crossed leg position, minimum 3 revolutions</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination               <ul style="list-style-type: none"> <li>• <i>NOT ALLOWED – Waltz-loop jump combination</i></li> </ul> </li> </ul>
FREE SKATE 4	1:40 max	<ul style="list-style-type: none"> <li>• Forward power 3s, 2-3 consecutive sets, right or left</li> <li>• Sit spin, minimum 3 revolutions</li> <li>• Half loop jump</li> <li>• Flip jump               <ul style="list-style-type: none"> <li>• <i>NOT ALLOWED – Waltz-loop or Waltz-Euler-Salchow jump combination</i></li> </ul> </li> </ul>
FREE SKATE 5	1:40 max	<ul style="list-style-type: none"> <li>• Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both directions</li> <li>• Camel spin, minimum 3 revolutions</li> <li>• Waltz-loop jump combination</li> <li>• Lutz jump</li> </ul>
FREE SKATE 6	1:40 max	<ul style="list-style-type: none"> <li>• Creative step sequence using a variety of three turns, mohawks and toe steps, half-ice</li> <li>• Camel-sit spin combination spin, minimum of 4 revolutions total</li> <li>• Waltz jump-Euler (half loop)-Salchow jump combination</li> <li>• Axel jump; minimum requirement is a clear attempt either stationary or moving</li> </ul>

## Excel Compulsory

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 half-ice
- No music
- The skater must demonstrate the required elements listed
- 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 free skate program*

Level	Time	Skating rules/standards
EXCEL BEGINNER	1:15 max	<ul style="list-style-type: none"> <li>• Waltz Jump</li> <li>• Salchow jump</li> <li>• One-foot upright spin, minimum 3 revolutions</li> <li>• Choreographic step sequence</li> </ul>
EXCEL HIGH BEGINNER	1:15 max	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Salchow-toe loop jump combination</li> <li>• Sit spin, minimum 3 revolutions</li> <li>• Choreographic step sequence</li> </ul>
EXCEL PRE-PRELIMINARY	1:15 max	<ul style="list-style-type: none"> <li>• Flip jump</li> <li>• Loop-loop jump combination</li> <li>• Camel spin, minimum 3 revolutions</li> <li>• Choreographic step sequence</li> </ul>
EXCEL PRELIMINARY	1:15 max	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Flip-loop jump combination</li> <li>• Camel-sit combination spin, minimum 6 revolutions total</li> <li>• Choreographic step sequence</li> </ul>

## Well-Balanced Levels Compulsory

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 half-ice
- No music
- The skater must demonstrate the required elements listed
- 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 free skate program*

Level	Time	Skating rules/standards
No Test	1:15 max	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>• Upright spin with change of foot, minimum 3 revolutions on each foot</li> <li>• Choreographic step sequence</li> </ul>
Pre-Preliminary	1:15 max	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Single jump-single jump (no Axel) combination</li> <li>• Spin with one change of position and no change of foot, minimum 6 revolutions total</li> <li>• Choreographic step sequence</li> </ul>
Preliminary	1:15 max	<ul style="list-style-type: none"> <li>• Axel jump</li> <li>• Single jump-single jump (may <u>not</u> include Axel) combination</li> <li>• Spin with one change of foot and one change of position, minimum 3 revolutions on eachfoot</li> <li>• Choreographic step sequence</li> </ul>

## Excel Free Skate

General event parameters:

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- 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

### EXCEL BEGINNER — 1:30 +/- 10 SECONDS

*Learn to Skate USA membership OR full U.S. Figure Skating membership required*

JUMPS	SPINS	STEP SEQUENCES
Maximum 4 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front)</li> <li>• Single rotation jumps: Salchow, toe loop only</li> <li>• Eulers (half loops) are not allowed</li> <li>• Maximum 2 jump combinations or sequences.</li> </ul> Combination jumps permitted <ul style="list-style-type: none"> <li>• Waltz jump/toe loop and/or</li> <li>• Salchow/toe loop</li> </ul> Sequence permitted <ul style="list-style-type: none"> <li>• Waltz jump/ waltz jump (no turns or hops in between)</li> </ul> Maximum 2 of any same jump	Maximum 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins</li> <li>• No change of foot</li> <li>• No flying entry</li> </ul> Minimum 3 revolutions Max Level: Base	Maximum 1 Sequence: <ul style="list-style-type: none"> <li>• Choreographic step sequence* (ChSt)               <ul style="list-style-type: none"> <li>o Must use one-half of the ice surface</li> <li>o Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>o Jumps may be included in the step sequence</li> </ul> </li> </ul>

### EXCEL HIGH BEGINNER — 1:30 +/- 10 SECONDS

*Learn to Skate USA membership OR full U.S. Figure Skating membership required*

JUMPS	SPINS	STEP SEQUENCES
Maximum 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front)</li> <li>• Single rotation jumps: toe loop, Salchow, Euler (half loop), loop</li> <li>• Flip, Lutz, and Axel NOT permitted</li> </ul> Maximum 2 jump combinations or sequences. One 3-jump combination is allowed <ul style="list-style-type: none"> <li>• Jump sequence is any listed jump immediately followed by a waltz jump</li> </ul> Maximum 2 of any same jump	Maximum 2 spins: <ul style="list-style-type: none"> <li>• Both spins must be in a single position</li> <li>• No change of foot</li> <li>• No flying entry</li> <li>• Permitted forward spins: upright, sit, camel</li> <li>• Permitted back spins: upright</li> </ul> Minimum 3 revolutions Max Level: Base  Both spins may be of the same character	Maximum 1 Sequence: <ul style="list-style-type: none"> <li>• Choreographic step sequence* (ChSt)               <ul style="list-style-type: none"> <li>o Must use one-half of the ice surface</li> <li>o Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>o Jumps may be included in the step sequence</li> </ul> </li> </ul>

**EXCEL PRE-PRELIMINARY — 1:30 +/- 10 SECONDS**

*Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test*

*\*means required element*

*Learn to Skate USA membership OR full U.S. Figure Skating membership required*

JUMPS	SPINS	STEP SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> <li>All single jumps allowed, except for the Axel</li> <li>No single Axels, double or higher jumps allowed</li> <li>Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> <p>Maximum 2 jump combinations or jump sequences</p> <ul style="list-style-type: none"> <li>Jump combinations limited to 2 jumps. One 3-jump combination is allowed</li> <li>Jump sequence is any listed jump immediately followed by a waltz jump</li> </ul>	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>One spin must be in a single position with nochange of foot*</li> <li>One spin may change feet or position, but not both</li> <li>No flying entry Minimum 3 revolutions Spins must be of a different character</li> </ul> <p>Max Level: 1</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> <li>Choreographic step sequence* (ChSt) <ul style="list-style-type: none"> <li>Must use one-half of the ice surface</li> <li>Moves in the field and spiralsequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>

**EXCEL PRELIMINARY — 2:00 +/- 10 SECONDS**

*Must not have passed higher than U.S. Figure Skating preliminary free skate test*

*\*means required element*

*Full U.S. Figure Skating membership required*

JUMPS	SPINS	STEP SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> <li>All single jumps allowed, except for the Axel</li> <li>No single Axels, double or higher jumps allowed</li> <li>Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> <p>Maximum 2 jump combinations or jump sequences</p> <p>Jump combinations limited to 2 jumps. One 3-jump combination is allowed</p> <ul style="list-style-type: none"> <li>Jump sequence is any listed jump immediately followed by a waltz jump</li> </ul>	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>One spin must be a camel or layback spin with no change of foot and no change of position*</li> <li>One spin may change feet and/or position</li> <li>No flying entry Minimum 3 revolutions Spins must be of a different character</li> </ul> <p>Max Level: 1</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> <li>Choreographic step sequence* (ChSt) <ul style="list-style-type: none"> <li>Full ice</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>

**EXCEL PRELIMINARY PLUS — 2:00 +/- 10 SECONDS**

*Must not have passed higher than U.S. Figure Skating preliminary free skate test*

*\*means required element*

*Full U.S. Figure Skating membership required*

JUMPS	SPINS	STEP SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> <li>All single jumps allowed, including single Axel</li> <li>No double or higher jumps allowed</li> <li>Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels)</li> <li>Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> <p>Maximum 2 jump combinations or jump sequences</p> <p>All single jumps, including the single Axel, are allowed as part of a jump combination or sequence (no double jumps)</p> <p>Jump combinations limited to 2 jumps. One 3-jump combination is allowed</p> <ul style="list-style-type: none"> <li>Jump sequence is any listed jump immediately followed by an Axel-type jump.</li> </ul>	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>One spin must be in a single position*</li> <li>No change of foot</li> <li>No flying entry</li> <li>One spin may change feet and/or position</li> <li>No flying entry Minimum 3 revolutions Spins must be of a different character</li> </ul> <p>Max Level: 1</p>	<p>Maximum 1 Sequence:</p> <ul style="list-style-type: none"> <li>Choreographic step sequence* (ChSt) <ul style="list-style-type: none"> <li>Full ice</li> <li>Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>Jumps may be included in the step sequence</li> </ul> </li> </ul>

## Well-Balanced Free Skate Program

General event parameters:

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up one level higher.

<i>NO TEST — 1:40 MAX</i>		
<i>JUMPS</i>	<i>SPINS</i>	<i>STEP SEQUENCES</i>
Max 5 Jump Elements <ul style="list-style-type: none"> <li>• All single jumps allowed except single Axel               <ul style="list-style-type: none"> <li>o No single Axels, double, triple or quadruple jumps allowed</li> <li>o Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or jump sequences               <ul style="list-style-type: none"> <li>o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>o Jump sequence is any listed jump immediately followed by an Axel-type jump (waltz jump)</li> </ul> </li> </ul>	Max 2 Spins <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs..</li> </ul> These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))	Max 1 Sequence <ul style="list-style-type: none"> <li>• Step sequence               <ul style="list-style-type: none"> <li>o Must use one-half the ice surface</li> <li>o Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>o Jumps may be included in the step sequence</li> </ul> </li> </ul>

<i>PRE-PRELIMINARY — 1:40 MAX</i>		
<i>JUMPS</i>	<i>SPINS</i>	<i>STEP SEQUENCES</i>
Max 5 Jump Elements <ul style="list-style-type: none"> <li>• All single jumps, including single Axel, allowed               <ul style="list-style-type: none"> <li>o No double, triple or quadruple jumps allowed</li> <li>o Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels)</li> <li>o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or jump sequences               <ul style="list-style-type: none"> <li>o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>o Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul> </li> </ul>	Max 2 Spins <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs..</li> </ul> These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))	Max 1 Sequence <ul style="list-style-type: none"> <li>• Step sequence               <ul style="list-style-type: none"> <li>o Must use one-half the ice surface</li> <li>o Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>o Jumps may be included in the step sequence</li> </ul> </li> </ul>

<i>PRELIMINARY — 2:00 +/- 10 SECONDS</i>		
<i>JUMPS</i>	<i>SPINS</i>	<i>STEP SEQUENCES</i>
Max 5 Jump Elements <ul style="list-style-type: none"> <li>• 1 must be an Axel-type jump or a waltz jump*</li> <li>• All single jumps, including single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)o Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed               <ul style="list-style-type: none"> <li>o An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination</li> <li>o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or sequences               <ul style="list-style-type: none"> <li>o Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>o Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul> </li> </ul>	Max 2 Spins <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs..</li> </ul> These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))	Max 1 Sequence <ul style="list-style-type: none"> <li>• Step sequence o Choreographic step sequence full ice               <ul style="list-style-type: none"> <li>o Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>o Jumps may be included in the step sequence</li> </ul> </li> </ul>

## Spin Challenge

General event parameters:

- Spins may be skated in any order
- Connecting steps are allowed but will not be taken into consideration when scoring
- Spins may not be repeated; only required elements may be included
- All events are skated on half-ice
- Minimum number of revolutions are noted in parentheses

Level	Time	Skating rules/standards
Beginner	1:30 max	<ul style="list-style-type: none"> <li>• Upright one-foot spin (3)</li> <li>• Upright back spin (3)</li> <li>• Sit spin (3)</li> </ul>
High Beginner	1:30 max	<ul style="list-style-type: none"> <li>• Upright one-foot spin (4)</li> <li>• Upright spin with change of foot (3 each foot)</li> <li>• Sit spin (3)</li> </ul>
No Test	1:30 max	<ul style="list-style-type: none"> <li>• Upright spin with change of foot (3 each foot)</li> <li>• Sit spin (3)</li> <li>• Camel spin (3)</li> </ul>
Pre-Preliminary	1:30 max	<ul style="list-style-type: none"> <li>• Camel / Sit (6)</li> <li>• Backward sit spin (3)</li> <li>• Camel spin (4)</li> </ul>
Preliminary	1:30 max	<ul style="list-style-type: none"> <li>• Spin with one change of foot and one change of position (min. 3 each foot)</li> <li>• Sit spin with change of foot (min 3. each foot)</li> <li>• One position spin, skater's choice (upright, sit or camel)(4)</li> </ul>

## Jumps Challenge

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted
- To be skated on half-ice

Level	Time	Skating rules/standards
Beginner	1:15 max	<ul style="list-style-type: none"> <li>• Waltz jump (from backward crossovers)</li> <li>• Half flip or half Lutz</li> <li>• Single Salchow</li> </ul>
High Beginner	1:15 max	<ul style="list-style-type: none"> <li>• Waltz jump (from backward crossovers)</li> <li>• Single Salchow</li> <li>• Jump combination: waltz jump-toe loop</li> </ul>
No Test	1:15 max	<ul style="list-style-type: none"> <li>• Single Salchow</li> <li>• Single loop</li> <li>• Jump combination: Any two half or single revolution jumps (no Axel)</li> </ul>
Pre-Preliminary	1:15 max	<ul style="list-style-type: none"> <li>• Single toe loop</li> <li>• Single flip</li> <li>• Jump combination: Any two half or single revolution jumps (no Axel)</li> </ul>
Preliminary	1:15 max	<ul style="list-style-type: none"> <li>• Single flip</li> <li>• Single Lutz</li> <li>• Jump combination: Any single jump + single loop (maybe Axel)</li> </ul>

## Showcase Events

Showcase events are open to skaters in the Basic, Free Skate, limited beginner, preliminary and adult bronze levels. 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.

Show costumes are permitted if they do not touch or drag on the ice. Costuming and make up for showcase programs should enhance the feeling created by the performance and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories or anything else that may fall to the ice and be hazardous to the skaters are allowed. (a 0.1 deduction will be taken). Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.1 deduction will be assessed by the referee against each judge's mark for every 10 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 loss 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. The 6.0 judging system 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 competitions, refer to the nonqualifying showcase guidelines posted on [usfigureskating.org](http://usfigureskating.org).*

### Showcase categories may include:

- Levels can be subdivided or combined, if necessary, depending on entry numbers and event set up to ensure performances are contested as per the guidelines.
- **Dramatic entertainment:** Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness. Dramatic programs should not be depressing. Even if the emotion is sadness, there should be an enlivened feeling given to the audience.
- **Light entertainment:** Programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- **Duets/Trios:** Theatrical/artistic performances by 2 to 3 skaters.
- **Mini production ensembles:** Theatrical performances by four to seven competitors.

**NOTE: Skaters may enter only one each duet, mini production or production event.**



## Showcase Events

<i>LEVEL</i>	<i>ELEMENTS</i>	<i>QUALIFICATIONS</i>	<i>PRO-GRAM LENGTH</i>
BASIC 1-6	Elements only from Basic1-6 curriculum	Must not have passed any higher than Basic 6level	Time: 1:00max
PRE-FREE SKATE – FREE SKATE 3/ BEGINNER/HIGH BEGINNER	3 jump maximum. Half- rotation jumps only, plus the following full rotation jumps:Salchow and toe loop	May not have passed any official U.S. FigureSkating free skate or free dance tests	Time: 1:30max
NO TEST	No prescribed or restrictedelements	Must not have passed pre-preliminary free skateor any free dance tests	Time: 1:30max
PRE-PRELIMINARY	No prescribed or restrictedelements	Must have passed no higher than U.S. Figure Skating pre-preliminary or any free dance test	Time: 1:30max
PRELIMINARY	No prescribed or restrictedelements.	Must have passed no higher than U.S. Figure Skating preliminary free skate or adult bronzefree skate or free dance test; see National Showcase guidelines for more specific information regarding adults	Time: 1:40max