





Event #4 – Arctic Basic Skills April 23, 2023

2023 Michigan Compete with Us Series Competition Mission Statement

To give our skaters a chance to develop their Learn to Skate USA basic skills in a fun competitive environment. During the competition season skaters will have the chance to compete at different clubs and arenas earning points for a final standing. A skater may participate in either Free Skate and/or Compulsory/Element events in any of the Michigan Compete USA Series Competitions to be eligible for accumulating points. Awards will be presented to skaters with the highest point totals. These awards will take place on the ice at the Midland Competition - November 4, 2023.

Series Point System

Program with Music [Free Skate] and Compulsory/Element events in each of the Series Competitions will be eligible for accumulating points. Each event will have a maximum of 6 skaters. Scoring for the final award will be as follows:

1 st Place – 6 points	2 nd Place - 5 points	3 rd Place – 4 points
4 th Place - 3 points	5 th Place - 2 points	6 th Place – 1 point

Skaters must participate in at least 3 of the 15 series events to be eligible to win an award with an overall placement at the finale. Skaters receive bonus points for moving up a level during the course of the series season [bonus points only awarded once each season]. Events eligible for a series finale award are:

Element & Basic Programs w/Music Events - Learn to Skate Curriculum [Snowplow Sam thru Pre-Free Skate, Beginner & High Beginner

In the event of tied total points, all skaters tied for a place will be awarded a medal, no ties will be broken. Points are accumulated for Compulsory and Program with Music [Free Skate] events separately. Medals will be awarded [1-3 Place] in each level as highlighted in each announcement. Beyond the Basic <u>will NOT</u> be counted in the Program with Music [Free Skate] and Elements/Compulsory Program Series for this 2023 season. Spins, Dance, Pairs, Theatre on Ice, Synchronized Teams, and Showcase Events <u>will NOT</u> be counted for this 2023 season. At the end of the 2023 Series Season any skaters who moved up a level will be awarded 6 bonus points [6 points only whether they move up one level or more]. All points follow the skater throughout the year.

Please Note: The Michigan Compete USA Series is sponsored equally by all the participating ice rinks and/or U.S. Figure Skating members clubs. Competition announcements will be available on **www.sk8stuff.com**. Each competition will have its own entry forms and specific rules. Please make sure to read the entire announcement for each competition.



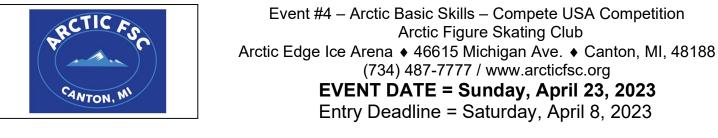
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Approval #: 33553

15th Michigan Compete USA Series [formerly Basic Skills Series] Hosted by the following clubs:

Event 1 Onyx-Suburban B/S	Event 2 Mountain Town Classic	Event 3 Tuxedo Invitational
Challenge	March 11, 2023	March 25, 2023
February 4, 2023	Entry Deadline – February 25, 2023	Entry Deadline – March 11, 2023
Entry Deadline – January 19, 2023	The I.C.E. Arena	Slater Family Ice Arena
Suburban Ice Macomb	Mt Pleasant, MI	Bowling Green, OH
Macomb, MI	Contact: Ginni Phillips	Contact: Merissa Rojas
Contact: Jeanette Daskas	Phone: 989-560-3871	Phone: 419-345-0766
Phone: 248-917-9544	<u>gpsk8r@gmail.com</u>	<u>billmerrojas@gmail.com</u>
jendaskas@aol.com		
Event 4 Arctic Basic Skills	Event 5 Iceland Spring Fling	Event 6 TAFS Basic Skills Comp
April 23, 2023	May 7, 2023	June 3, 2023
Entry Deadline – April 8, 2023	Entry Deadline – April 22, 2023	Entry Deadline – May 20, 2023
Arctic Edge Ice Arena	Flint Iceland Arena	Troy Sports Center
Canton, MI	Flint, MI	Troy, MI
Contact: Stephen Scanio	Contact: Cristy Bosley	Contact: Lindsey Vincent
Phone: 248-635-4541	Phone: 810-814-1081	Phone: 248-709-2946
stephenscanio@hotmail.com	Chix44ever44@gmail.com	<u>glinzlinz@yahoo.com</u>
Event 7 Ann Arbor Skills/Showcase	Event 8 Summer Swizzle	Event 9 Skate the Shores
June 10, 2023	June 17, 2023	July 15, 2023
Entry Deadline - May 24, 2023	Entry Deadline – May 31, 2023	Entry Deadline - June 30, 2023
Ann Arbor Ice Cube	Farmington Hills Ice Arena	St Clair Shores Civic Arena
Ann Arbor, MI	Farmington Hills, MI	St Clair Shores, MI
Contact: Craig Forsyth	Contact: Ilyssa Cimmino	Contact: Lindsay O'Donoghue
Phone: 734-213-6768	Phone: 248-891-9153	Phone: 586-774-7530
Aafsc.officemanager@gmail.com	summerswizzle@fhfsc.org	odonoghuelindsay@gmail.com
Event 10 Summer Chill Basic Skills	Event 11 Skate the Zoo	Event 12 Skate the Lakeshore
August 5, 2023	July 29, 2023	August 19, 2023
Entry Deadline – July 22, 2023	Entry Deadline – July 15, 2023	Entry Deadline August 5, 2023
Novi Ice Arena	Wings West	Griff's Ice House West
Novi, MI	Kalamazoo, MI	Holland, MI
Contact: Laura Paredes	Contact: Cheryl Pickett	Contact: Jacqueline Alimpich
<u>lamarlau@hotmail.com</u>	Phone: 616-901-6607	Phone: 517-518-1210
	cpickett@ghgkz.com	<u>skatethelakeshore@gmail.com</u>
Event 13 Skate the Gate	Event 14 Skate Midland	SERIES AWARDS
October 8, 2023	November 4, 2023	
Entry Deadline – September 25, 2023	Entry Deadline – October 18, 2023	CEREMONY
Southgate Civic Arena	Midland Civic Arena	AT THE MIDLAND
Southgate, MI	Midland, MI	
Contact: Jackie Timm	Contact: Karen Boswell	COMPETITION
Phone: 734-771-7247	Phone: 989-751-6603	
ms.j.timm@gmail.com	Kboswell99@gmail.com	





The Arctic Basic Skills, sponsored by the Arctic Figure Skating Club will be held at the Arctic Edge Ice Arena on Sunday, April 23. The ice surface measures [200 x 85] feet. This is a United State Figure Skating approved Basic Skills Competition. The approvals will be posted on the official competition bulletin board. Questions regarding this competition should be direct to Stephen Scanio, stephenscanio@hotmail.com or (248) 635-4541. Email communications are preferred.

Mission Statement – The purpose of this competition is to promote a fun, introductory, competitive experience for the beginning skater.

Eligibility - The Competition **is** open to ALL skaters who are current eligible [ER 100] members of either the Basic Skills Program and/or full members of US 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 1-6 skaters must skate at highest level passed or one level higher. NO official US Figure Skating tests may have been passed including MIF or individual dances. For the Pre-Free Skate, 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 of event at the same competition.

Rules – The competition will be conducted under the rules set forth by the US Figure Skating Learn to Skate USA "Compete USA Competition Manual" program.

Entry Fees – The first event is \$50, the second event is \$20 and each additional event after that is \$10. All entries must be postmarked no later than April 8, 2023. Late entries will be accepted at the discretion of the organizers and are subject to a possible \$15 late fee. Entry fees are per person, in U.S. dollars.

Entry forms must be filled out LEGIBLY & completely and mailed with a check payable to Arctic Figure Skating Club to: Stephen Scanio AFSC – Arctic Basic Skills 6201 Beachwood Ct. West Bloomfield, MI 48324

There will be a \$35 fee for returned checks.

Awards – <u>All competitors will receive a medal.</u> All events are final rounds. All awards will be announced and handed out at appropriate times throughout the competition. A podium with backdrop will be available for group and individual photos.

Registration – The registration table will be open 1 hour before the competition begins. Skaters will not be allowed to compete until they have registered. *Please register at least one hour before your competition time.*

Schedule of Events - Schedule will be posted on the Internet at the Figure Skater's Website - www.sk8stuff.com

Music – Competitors participating in events with music are required to upload their music **no later than April 16, 2023.** Click the "Upload Music" link in the Online Registration section for the Arctic Basic Skills Competition on the www.sk8stuff.com website. Uploaded music will need to be in the .mp3 format. Competitors must have a spare CD at rink side to be used in case of technical difficulties.

Practice Ice – Practice ice will be available in 20 minutes sessions. Details will be provided either online or via email prior to the competition date. Sign-in and pay \$10 at the door.



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SNOWPLOW SAM – BASIC 6 ELEMENTS

- Each skater will perform each element when directed by a judge/referee. Judge/referee directed example: all skaters perform first element before moving on to the next and so on.
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
- No music
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

LEVEL	TIME	SKATING RULES / STANDARDS
SNOWPLOW SAM	1:00 max	 March followed by a two-foot glide and dip Forward swizzles, 2-3 in a row Forward snowplow stop Backward wiggles, 2-6 in a row
BASIC 1	1:00 max	 Forward two-foot glide and dip Forward swizzles, 6-8 in a row Beginning snowplow stop on one or two feet Backward wiggles, 6-8 in a row
BASIC 2	1:00 max	 Forward one-foot glide (no variations), either foot Scooter pushes, 2-3 each foot Moving snowplow stop Two-foot turn in place, forward to backward Backward swizzles, 6-8 in a row
BASIC 3	1:00 max	 Beginning forward stroking showing correct use of blade Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4- 6 consecutive Forward slalom Moving forward to backward two-foot turn on a circle Beginning backward one-foot glide, either foot
BASIC 4	1:00 max	 Forward outside edge on a circle, clockwise or counterclockwise Forward crossovers, clockwise and counterclockwise, 4-6 consecutive Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive Backward one-foot glides (no variations), right and left Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:00 max	 Backward outside edge on a circle, clockwise or counterclockwise Backward crossovers, clockwise and counterclockwise, 4-6 consecutive Forward outside three-turn, right and left Advanced two-foot spin, minimum 4 revolutions Hockey stop
BASIC 6	1:00 max	 Forward inside three-turn, right and left Mohawk, right to left and left to right Bunny hop Basic forward spiral on a straight line (no variations), right or left Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position T-stop, right or left



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	 March followed by a two-foot glide and dip Forward swizzles, 2-3 in a row Forward snowplow stop Backward wiggles, 2-6 in a row
BASIC 1	1:10 max	 Forward two-foot glide and dip Forward swizzles, 6-8 in a row Beginning snowplow stop on one or two feet Backward wiggles, 6-8 in a row
BASIC 2	1:10 max	 Forward one-foot glide (no variations), either foot Scooter pushes, right and left foot, 2-3 each foot Moving snowplow stop Two-foot turn in place, forward to backward Backward swizzles, 6-8 in a row
BASIC 3	1:10 max	 Beginning forward stroking showing correct use of blade Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive Forward slalom Moving forward to backward two-foot turn on a circle Beginning backward one-foot glide, either foot
BASIC 4	1:10 max	 Forward outside edge on a circle, clockwise or counterclockwise Forward crossovers, clockwise and counterclockwise, 4-6 consecutive Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive Backward one-foot glides (no variations), right and left Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:10 max	 Backward outside edge on a circle, clockwise or counterclockwise Backward crossovers, clockwise and counterclockwise, 4-6 consecutive Forward outside three-turn, right and left Advanced two-foot spin, minimum 4 revolutions Hockey stop
BASIC 6	1:10 max	 Forward inside three-turn, right and left Mohawk, right to left and left to right Bunny hop Basic forward spiral on a straight line (no variations), right or left Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position T-stop, right or left



PRE-FREE SKATE 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 $\frac{1}{2}$ 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.
- Time: 1:15 maximum

Level	Time	Skating rules/standards
Level	Time	Skaling fules/standards
Pre- Free Skate	1:15 max.	 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 One-foot upright spin, optional entry and free foot position, minimum 3 revolutions Mazurka – right or left Waltz jump

PRE-FREE SKATE 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.
- Time 1:40 max.

Level	Time	Skating rules/standards
Pre- Free Skate	1:40 max.	 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 One-foot upright spin, optional entry and free, foot position, minimum 3 revolutions Mazurka, right or left Waltz jump NOT ALLOWED – Waltz jump-side toe hop-waltz jump



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 1/2 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.

Excel Beginner/High Beginner Compulsory Events are eligible for Michigan Compete with Us Series Points		
Level		
		Waltz jump
Excel	1:15	Salchow jump
Beginner	max.	 One-foot upright spin - minimum 3 revolutions
		Choreographic step sequence
		Loop jump
Excel High	1:15	 Salchow/toe loop combination
Beginner	max.	 Sit spin - minimum 3 revolutions
		Choreographic step sequence
<u> </u>	cel Pre-Pr	eliminary/Preliminary Compulsory Events are <u>NOT</u> eligible for
	1	<u>Michigan Compete with Us Series Points</u>
Level	Time	Skating rules/standards
		Flip jump
Excel Pre-	1:15	 Loop/loop jump combination
Preliminary	max.	 Camel spin – minimum 3 revolutions
		Choreographic step sequence
		Lutz jump
Excel	1:15	 Flip/loop jump combination
Preliminary	max.	 Camel, sit combination spin – minimum 6 revolutions total
		Choreographic step sequence



EXCEL FREE SKATE

General event parameters:

- Skaters may <u>not</u> 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.

Excel Beginner and Excel High Beginner Free Skate are eligible for Michigan Compete with Us Series Points

EXCEL BEGINNER FREE SKATE – 1:40 MAX

 Maximum 4 jump elements: Jumps with no more than one-half rotation (front to back or back to front) Single rotation jumps: Salchow, toe loop only Eulers (half loops) are not allowed Maximum 2 jump combinations or sequences. Combination jumps permitted Waltz jump/toe loop and/or Salchow/toe loop Sequence permitted Waltz jump/ waltz jump (no turns or hops in between) Maximum 2 of any same jump 	 Maximum 2 spins: Two upright spins No change of foot No flying entry Minimum 3 revolutions Max Level: Base 	Maximum 1 Sequence: • Choreographic step sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence	
EXCEL HIGH BEGINNER FREE SKATE – 1:40 MAX			
 Maximum 5 jump elements: Jumps with no more than one-half rotation (front to back or back to front) Single rotation jumps: toe loop, Salchow, Euler (half loop), loop Flip, Lutz, and Axel NOT permitted Maximum 2 jump combinations or sequences. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump Maximum 2 of any same jump 	 Maximum 2 spins: Both spins must be in a single position No change of foot No flying entry Permitted forward spins: upright, sit, camel Permitted back spins: upright Minimum 3 revolutions Max Level: Base Both spins may be of the same character 	Maximum 1 Sequence: • Choreographic step sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence	



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

EXCEL PRE-PRELIMINARY – 1:40 MAX	<i>(</i>	
<u>Must not</u> have passed higher than U.S. Figure Sk	-	
*means required element Learn to Skate USA membership <u>OR</u> full U.S. Figu	ire Skating membership required	
 Maximum 5 jump elements: Only single jumps allowed No single Axels Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded Maximum 2 jump combinations or jump sequences Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump 	 Maximum 2 spins: One spin must be in a single position with no change of foot* One spin may change feet or position, but not both No flying entry Minimum 3 revolutions Spins must be of a different character Max Level: 1 	Maximum 1 Sequence: • Choreographic step sequence* (ChSt) • Must use one- half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence
EXCEL PRELIMINARY – 2:00 +/- 10 SE		
<u>Must not</u> have passed higher than U.S. Figure Sk *means required element Learn to Skate USA membership <u>OR</u> full U.S. Figu		
 Maximum 5 jump elements: Only single jumps allowed No single Axels Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded Maximum 2 jump combinations or jump sequences Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump 	 Maximum 2 spins: One spin must be a camel or layback spin with no change of foot and no change of position* One spin may change feet and/ or position No flying entry Minimum 3 revolutions Spins must be of a different character Max Level: 1 	Maximum 1 Sequence: • Choreographic step sequence* (ChSt) o Full ice o Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence



EXCEL PRELIMINARY PLUS – 2:00 +/- 10 SE <u>Must not</u> have passed higher than U.S. Figure Skating p *means required element Full U.S. Figure Skating membership required		
 Maximum 5 jump elements: All single jumps allowed, including single Axel No double or higher jumps allowed 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) Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Maximum 2 jump combinations or jump sequences All single jumps, including the single Axel, are allowed as part of a jump combination or sequence (no double jumps) Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by an Axel-type jump. 	 Maximum 2 spins: One spin must be in a single position* No change of foot No flying entry One spin may change feet and/or position No flying entry Minimum 3 revolutions Spins must be of a different character Max Level: 1 	Maximum 1 Sequence: • Choreographic step sequence* (ChSt) o Full ice o Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN BASIC SKILLS SERIES POINTS

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 $\frac{1}{2}$ 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	Skating rules/standards
Free Skate 1 Max 1:15	 Forward stroking, 4-6 consecutive powerful strokes Backward outside three-turn, right and left One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin), minimum 4 revolutions Toe loop Half flip jump
Free Skate 2 Max 1:15	 Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis Backward inside three-turn, right and left Beginning back spin, optional entry and free-foot position, maximum 3 revolutions Half Lutz Salchow jump
Free Skate 3 Max 1:15	 Alternating mohawk/crossover sequence, right to left and left to right Waltz three-turns, 2 sets clockwise and 2 sets counterclockwise Advanced back spin with free foot in crossed leg position, minimum 3 revolutions Loop jump Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4 Max 1:15	 Forward power 3s, 2-3 consecutive sets, right or left Sit spin, minimum 3 revolutions Half loop jump Flip jump
Free Skate 5 Max 1:15	 Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both directions Camel spin, minimum 3 revolutions Waltz jump-loop jump combination Lutz jump
Free Skate 6 Max 1:15	 Forward power pulls, minimum 3 on each foot Camel, sit spin combination, minimum of 4 revolutions total Waltz jump-Euler (half loop)-Salchow jump combination Axel jump; minimum requirement is a clear attempt either stationary or moving



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN BASIC SKILLS SERIES POINTS

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	Skating rules/standards
	 Forward stroking, 4-6 consecutive powerful strokes
Free Skate 1 Max 1:40	One-foot upright spin, entry from backward crossovers, with free foot in crossed leg
Max 1.40	position (scratch spin), minimum 4 revolutions
	Toe loop jump
	Half flip jump
	NOT ALLOWED – Waltz jump-toe loop jump combination
Free Skate 2	 Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis
Max 1:40	 Beginning back spin, optional entry and free-foot position, maximum 2 revolutions
	• Half Lutz
	Salchow jump
	 NOT ALLOWED – Waltz jump-toe loop or Salchow-toe loop jump combination
	 Alternating mohawk/crossover sequence, right to left and left to right
Free Skate 3	 Advanced back spin with free foot in crossed leg position, minimum 3 revolutions
Max 1:40	Loop jump
	 Waltz jump-toe loop or Salchow-toe loop jump combination
	NOT ALLOWED – Waltz-loop jump combination
	Forward power 3s, 2-3 consecutive sets, right or left
Free Skate 4 Max 1:40	Sit spin, minimum 3 revolutions
	Half loop jump
	Flip jump NOT ALLOWED - Waltz lean or Waltz Euler Salahow jump combination
	 NOT ALLOWED – Waltz-loop or Waltz-Euler-Salchow jump combination Backward outside three-turn, mohawk (backward power three-turn), 2-3 sets both
Free Skate 5	• Backward outside three-turn, monawk (backward power three-turn), 2-3 sets both directions
Max 1:40	 Camel spin, minimum 3 revolutions
	Waltz jump-loop jump combination
	• Lutz jump
	Creative step sequence using a variety of three turns, mohawks and toe steps, half-
Free Skate 6	ice.
Max 1:40	 Camel, sit spin combination, minimum of 4 revolutions total
	 Waltz jump-Euler (half loop)-Salchow jump combination
	 Axel jump; minimum requirement is a clear attempt either stationary or moving



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

WELL BALANCED COMPULSORY

Format:: 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

NO TEST	1:15 max	 Loop jump Jump combination to include a toe loop (may not use a loop or Axel) Upright spin with change of foot, minimum 3 revolutions on each foot Choreographic step sequence
PRE- PRELIMINARY	1:15 max	 Lutz jump Single jump-single jump (no Axel) combination Spin with one change of position and no change of foot, minimum 6 revolutions total Choreographic step sequence
PRELIMINARY	1:15 max	 Axel jump Single jump-single jump (may <u>not</u> include Axel) combination Spin combination with one change of foot, minimum 3 revolutions on each foot Choreographic step sequence



WELL BALANCED FREE SKATE PROGRAM

- 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.
- Skaters with physical disabilities may register for standard track or Skate United Track for events

NO TEST — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES
 Max 5 Jump Elements Only single jumps allowed except single Axel No single Axels Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or jump sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed Jump sequence is any listed jump immediately followed by a waltz jump 	 Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E)) 	 Max 1 Sequence Step sequence Must use one-half the ice surface Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence If IJS is used, then ChSt

PRE-PRELIMINARY — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES
 Max 5 Jump Elements All single jumps, including single Axel, allowed No double, triple or quadruple jumps allowed Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or jump sequences Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed Jump sequence is any listed jump immediately followed by an Axel-type jump 	 Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E)) 	Max 1 Sequence • Step sequence • Must use one-half the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements • Jumps may be included in the step sequence If IJS is used, then ChSt

PRELIMINARY - 2:00 +/- 10 SECONDS

JUMPS	SPINS	STEP SEQUENCES
 Max 5 Jump Elements 1 must be an Axel-type jump or a waltz jump* 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) 0 Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed 0 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 0 Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations or sequences 0 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 0 Jump sequence is any listed jump immediately followed by an Axel-type jump 	 Max 2 Spins Spins may change feet and/or position Spins may start with a flying entry Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E)) 	Max 1 Sequence • Step sequence o Choreographic step sequence full ice o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence If IJS is used, then ChSt



ADULT 1-6, BEGINNER-BRONZE COMPULSORY

- The skating order of the elements is optional. Element may only be attempted once.
- To be skated in simple program format with limited connecting steps, 1/2 ice.
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

A 0 Level	2 deduction will be taken for each element MISSING, REPEATED or from a higher level
20101	Forward Marching
Adult 1	Forward two-foot glide
Time:	 Forward swizzle (4-6 in a row)
1:30 Max.	 Forward snowplow stop – two feet or one foot
Adult 2	Forward skating across the width of the ice Forward and foot alidea
Time:	Forward one-foot glides
1:30 Max.	Forward slalom
1.50 Max.	Backward skating
	Backward swizzles, 4-6 in a row
	Forward stroking using the blade properly
Adult 3.	Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise
Time:	Forward chasses on a circle, clockwise and counterclockwise
1:30 Max.	Backward skating to a long two-foot glide
	Backward snowplow stop, Right and Left
	Forward outside edge on a circle, right and left
Adult 4	Forward inside edge on a circle, right and left
Time:	Forward crossovers, clockwise and counterclockwise
1:30 Max.	Hockey stop, both directions
	Backward one-foot glides, right and left
	Backward outside edge and backward inside edge on a circle, right and left
Adult 5	Backward crossovers, clockwise and counterclockwise
Time:	Forward outside three-turn, right and left
1:30 Max.	Beginning two-foot spin (min 2 revs)
	Forward stroking with crossover end patterns – utilizing only ½ sheet of ice surface
Adult 6	Backward stroking with crossover end patterns - <u>utilizing only ½ sheet of ice surface</u>
Time:	Forward inside three-turn, right and left
1:30 Max.	• T-stop
	• Lunge
	Two-foot spin into one-foot spin (min 2 revs on 1 foot)
	Waltz Jump
Adult	Mazurka
Beginner	 Forward beginning one-foot spin from backward crossovers (min 2 revs)
Time:	 Forward moving inside open Mohawk (right and left) – heel to instep
1:30 Max.	 Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside
	edge, right and left)
	Waltz Jump
Adult High	• ½ Flip
Beginner	Forward upright spin – minimum 3 revolutions
Time:	Backward outside three- turn, right and left
1:30 Max.	 Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside
	edge, right and left)
	Single Toe loop jump
Adult Pre-	 Jump combination or sequence consisting of half revolution jumps (½ flip, ½ Lutz, ½ loop, waltz), toe loop, or Salchow – maximum or
Bronze	2 jumps in combination and 3 jumps in a sequence
Time:	Forward upright spin - minimum 3 revolutions
1:30 Max.	 Two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a
	forward inside edge, clockwise and counterclockwise
	 Forward spiral (any edge)
	Single Salchow jump
Adult	 Jump combination or sequence consisting of ½ revolution jumps and/or full revolution jumps (no Lutz or Axel) – maximum 2 jumps in
Bronze	combination and 3 jumps in a sequence
Time:	 Solo spin with no change of foot (min. 3 revolutions)
1:30 Max.	 Backward inside three-turn, right and left
	Spiral sequence (Minimum 2 spirals)- must change edge or foot



ADULT 1-6 FREE SKATE WITH MUSIC

General event parameters:

- 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.
- 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 (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements			
		Forward Marching			
Adult 1	1:40	Forward two-foot glide			
	Max	 Forward swizzle (4-6 in a row) 			
		 Forward snowplow stop – two feet or one foot 			
		 Forward skating across the width of the ice 			
Adult 2	1:40	Forward one-foot glides			
	Max	Forward slalom			
		Backward skating			
		Backward swizzles, 4-6 in a row			
		 Forward stroking using the blade properly 			
Adult 3	1:40 Max	 Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise 			
		 Backward skating to a long two-foot glide 			
		 Forward chasses on a circle, clockwise and counterclockwise 			
		Backward snowplow stop, Right and Left			
		 Forward outside edge on a circle, right and left 			
Adult 4	1:40	 Forward inside edge on a circle, right and left 			
	Max	 Forward crossovers, clockwise and counterclockwise 			
		Backward one-foot glides, right and left			
		Hockey stop, both directions			
		 Backward outside edge on a circle, right and left 			
Adult 5	1:40	 Backward inside edge on a circle, right and left 			
	Max	 Backward crossovers, clockwise and counterclockwise 			
		 Forward outside three-turn, right and left 			
		Beginning two-foot spin			
		 Forward stroking with crossover end patterns 			
Adult 6	1:40	 Backward stroking with crossover end patterns 			
	Max	Forward inside three-turn, right and left			
		• T-stop			
		• Lunge			
		Two-foot spin into one-foot spin (min 2 revs on 1 foot)			



ADULT BEGINNER – BRONZE FREE SKATE PROGRAM WITH MUSIC

General event parameters:

- Skaters will skate to the music of their choice and vocal music is allowed
- To be skated on full ice
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Adult Beginner 1:40 Maximum	 Max. 4 jump elements Jumps limited to bunny hop, mazurka, ballet and Waltz jump Max 1 combination or sequence consisting of only the allowed listed jumps Max. 2 of any same jump 	Max. 2 spins • Two forward 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 Learn to Skate USA Free Skate 1
Adult High Beginner 1:40 Maximum	 Max 4 jump elements: Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ loop, ½ flip, ½ Lutz, toe loop, salchow Max 1 combination or sequence consisting of only the allowed listed jumps 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 any U.S. Figure Skating Free Skate tests
Adult Pre- Bronze 1:40 Maximum	 Max 4 Jump Elements: Max 2 combinations or sequences 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps Jump sequence is any listed jump immediately followed by an Axel-type jump Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) Only single and half-revolution jumps are permitted No single Lutz, single Axel, double or triple jumps are permitted 	Max 2 Spins: Max Level 1 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E)	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate
Adult Bronze 1:50 maximum	 Max 4 Jump Elements: Max 2 combinations or sequences [Jump sequence is any listed jump immediately followed by an Axel- type jump]; 1 combination/sequence may consist of three jumps, and the other may have only two jumps Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) All single jumps are permitted (except single Axel) No single Axel, double or triple jumps are permitted 	 Max 2 Spins: Max Level 1 Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) Min 3 revs total if no change of foot Min 3 revs each foot if change of foot Min 2 revs in each position No flying spins are permitted 	Max 1 Sequence: 1 choreographic step sequence, fully utilizing at least ½ of the ice surface (may include moves in the field and spirals) Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transi- tions and marked as	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze or Preliminary Free Skate



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EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN BASIC SKILLS SERIES POINTS

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 $\frac{1}{2}$ ice
- Minimum number of revolutions are noted in parentheses
- Skaters with physical disabilities may register for standard track or Skate United Track for events

Level	Elements
Beginner Max 1:30	 Upright one-foot spin (3) Upright back spin (3) Sit spin (3)
High Beginner Max 1:30	 Upright one-foot spin (4) Upright spin with change of foot (3 each foot) Sit spin (3)
No Test Max 1:30	 Upright spin with change of foot (3 each foot) Sit spin (3) Camel spin (3)
Pre-Preliminary Max 1:30	 Spin combo without change of foot – all 3 basic positions required (3 revs) Backward sit spin (3) Camel spin (4)
Preliminary Max 1:30	 Spin with one change of foot and one change of position (min. 3 each foot) Sit spin with change of foot (min. 3 each foot) One position spin, skater's choice [upright, sit, or camel] (4)
Adult Beginner Max 1:30	PivotUpright two-foot spin (2)
Adult Pre-Bronze Max 1:30	 Upright one-foot spin (3) Upright two-foot spin (3)
Adult Bronze Max 1:30	 Upright one-foot spin (3 revs.) Solo spin with no change of foot (3 revs.), must be different from the upright spin – may not fly



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN BASIC SKILLS SERIES POINTS

JUMPS CHALLENGE

General Event Parameters:

- Each jump may be attempted twice; the best attempt will be counted
- To be skated on ¹/₂ ice
- Skaters with physical disabilities may register for standard track or Skate United Track for events

Level	Elements
Beginner Max 1:15	 Waltz jump (from backward crossovers) Half flip or half Lutz Single Salchow
High Beginner Max 1:15	 Waltz jump (from backward crossovers) Single Salchow Jump combination: waltz jump-toe loop
No Test Max 1:15	 Single Salchow Single loop Jump combination: Any two half or single revolution jumps (no Axel)
Pre-Preliminary Max 1:15	 Single toe loop Single flip Jump combination: Any two half or single revolution jumps (no Axel)
Preliminary Max 1:15	 Single flip Single Lutz Jump combination: Any single jump + single loop (may be Axel)
Adult Beginner Max 1:15	Mazurka or ballet jumpWaltz jump
Adult Pre-Bronze Max 1:15	Single toe loop jumpHalf flip, half Lutz or half loop
Adult Bronze Max 1:15	 Single Salchow Single toe loop Any single jump plus a toe loop combination (no Axels allowed)



SPECIAL OLYMPICS BADGE 1-12

Competition hosts can use the skills listed below to create either an elements event or program event for Special Olympics competitors. If doing a program, music can be used and will be 1:10 max.

Badge 1

- A. Stand unassisted for five seconds
- B. Sit on ice or fall and stand up unassisted
- C. Knee dip standing still unassisted
- D. March forward ten steps assisted

Badge 2

- A. March forward ten steps unassisted
- B. Swizzles, standing still: three repetitions
- C. Backward wiggle or march assisted
- D. Two foot glide forward for distance of at least length of body

Badge 3

- A. Backward wiggle or march
- B. Five forward swizzles covering at least ten feet
- C. Forward skating across the rink
- D. Forward gliding dip covering at least length of body: left and right

Badge 4

- A. Backward two-foot glide covering at least length of body
- B. Two foot jump in place
- C. One foot snowplow stop: left and right
- D. Forward one foot glide covering at least length of body: left and right

Badge 5

- **A.** Forward stroking across rink
- B. Five backward swizzles covering at least ten feet
- C. Forward two-foot curves left and right across rink
- D. Two-foot turn front to back, on the spot

Badge 6

- A. Gliding forward to backward two-foot turn
- **B.** Five consecutive forward one-foot swizzles on circle: left and right
- C. Backward one foot glide length of body: left and right
- D. Forward pivot

Badge 7

- A. Backward stroking across the rink
- B. Gliding backward to forward two-foot turn
- **C.** T-stop left or right
- D. Forward two foot turn on a circle: left and right

Badge 8

- A. Five consecutive forward crossovers: left and right
- B. Forward outside edge: left and right
- **C.** Five consecutive backward ½ swizzles on a circle: left and right
- D. Two-foot spin

Badge 9

- A. Forward outside 3 turn: left and right
- **B.** Forward inside edge: left and right
- **C.** Forward lunge or shoot the duck at any depth
- D. Bunny hop

Badge 10

- A. Forward inside three-turn: left and right
- **B.** Five consecutive backward crossovers: left and right
- C. Hockey stop
- D. Forward spiral three times length of body

Badge 11

- A. Consecutive forward outside edges: minimum of two on each foot
- **B.** Consecutive forward inside edges: minimum of two on each foot
- C. Forward inside Mohawk: left and right
- D. Consecutive backward outside edges: minimum of two on each foot
- E. Consecutive backward inside edges: minimum of two on each foot

Badge 12

- A. Waltz jump
- **B.** One foot spin: minimum of three revolutions
- **C.** Forward crossover, inside Mohawk, backward crossover, step forward: step sequence should be repeated clockwise and counter clockwise
- D. Combination of three moves chosen from badges 9-12



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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 acces- sories 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 andduet 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 sup- port the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious loss of control will re- duce 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.

LEVEL	ELEMENTS	QUALIFICATIONS	LENGTH	
BASIC 1-6	Elements only from Basic 1-6 curriculum	Must not have passed any higher than Basic 6level	Time: 1:00max	
PRE-FREE SKATE – FREE SKATE 6/ BEGINNER/HIGH BEGINNER/ADULT 1-6/ ADULT BEGINNER/ADULT 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. Figure Skating free skate or free dance tests	Time: 1:20max	
NO TEST	No prescribed or restricted elements	Must not have passed pre-preliminary free skate or any free dance tests	Time: 1:20max	
PRE-PRELIMINARY	No prescribed or restricted elements	Must have passed no higher than U.S. Figure Skating pre-preliminary or any free dance test	Time: 1:20max	
PRELIMINARY	ELIMINARY No prescribed or restricted elements. 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: 1:30max	
ADULT PRE-BRONZE	No prescribed or restricted elements	Must have passed no higher than adult pre- bronze free skate test; see National Showcaseguidelines for more specific information regarding adults	Time: 1:40max	

For more information refer to the Compete USA Competition Manual [2022-2023] page 21.



EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

Solo Pattern Dance

GENERAL EVENT PARAMETERS:

- Levels are based upon the skaters' highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30–July 2), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the second quarter).
- Skaters will complete both dances at each level. Dances will be scheduled at the discretion of the chief referee for each competition and may be competed consecutively or with a break in-between pattern dance groupings.

PRELIMINARY

JANUARY 1–MARCH 31	APRIL 1–JUNE 30	JULY 1–SEPTEMBER 30	OCTOBER 1–DECEMBER 31
 Dutch Waltz Canasta Tango 	 Rhythm Blues Dutch Waltz 	 Canasta Tango Rhythm Blues 	1.Rhythm Blues 2. Dutch Waltz

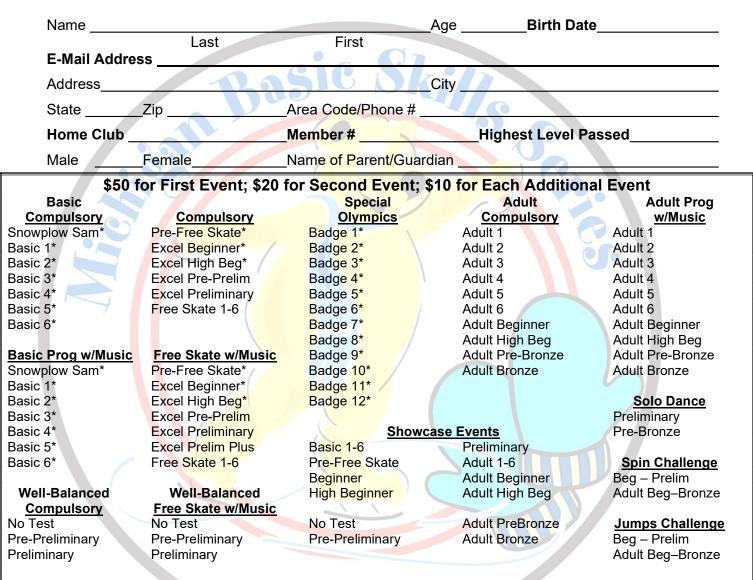
PRE-BRONZE

JANUARY 1–MARCH 31	APRIL 1–JUNE 30	JULY 1-SEPTEMBER 30	OCTOBER 1-DECEMBER 31
 Swing Dance Cha-Cha 	 Fiesta Tango Swing Dance 	 Cha-Cha Fiesta Tango 	 Swing Dance Cha-Cha



ARCTIC BASIC SKILLS – EVENT #4

Entry Form [PLEASE PRINT CLEARLY]



<u>Events listed above with an * after them will be eligible for Michigan Compete with Us Series Points</u> <u>Entry Fees are not refundable after the entry deadline unless an event is cancelled</u>. If you are not a U.S. Figure Skating member add \$15 to fee / enter through our Basic Skills Program

First Event	\$ ENTRIES MUST BE POST MARKED BY: April 8, 2023
Additional Event	\$ Mail form and fees to:
Additional Event	\$ Stephen Scanio / AFSC – Arctic Basic Skills
Additional Event	\$ 6201 Beachwood Ct.
Join USFS	\$ West Bloomfield, MI 48324
TOTAL:	\$ Make check payable to: Arctic Figure Skating Club



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Approval #: 33553

Certification of Competitor

Competitor Name:

- The competitor is eligible to enter the events checked. It is agreed that the competitor and family hold the Arctic Figure Skating Club and Arctic Edge Ice Arena harmless from any and all liability either during practice or the competition, from any and all liability for damages to or loss of property.
- 2. As a participant, or parent/guardian of a minor participant, in the Arctic Basic Skills/Basic Skills Series, I understand that the Arctic Basic Skills/Basic Skills Series, or its agents, may take photographs, video and/or film of my, my minor's and/or my family's involvement, participation, viewing or interaction at Arctic Basic Skills/Basic Skills Series scheduled ice time, activities, classes or events. I hereby authorize the taking and use of such photographs, video, film or likeness of myself, my minor child (or children), and/or my family in all forms and media and in all manners, including composite or other representations, for any lawful and legitimate Arctic Basic Skills/Basic Skills/Basic Skills Series purpose, including dissemination and distribution of the same; and further waive any right to approve or object to any finished, modified or derivative product or media
- 3. I have read the Concussion Awareness Information located on www.sk8stuff.com and by signing below, I am agreeing to the terms and conditions.

Parent/Guardian Signature	<u>D</u> ate		
Club Officer/Program Director			
Title	Date		
COMPETITOR SIGNATURE	Date		
Boach Signature: Print Name: Please print clearly Registered on U.S.Figure Skating Coaches Registry for the current season? Yes □ # You are not registered, go to www.usfigureskating.org , click on the Coaches Registration button and follow the instruction for registration. COACHES WILL BE REQUIRED TO CHECK IN AT REGISTRATION AT EACH EVENT thone E-mail Address: Please print clearly			
IECKLIST [please be sure the following is included]: Entry form with U.S. F/S Number Club Officer/Program Director Signature			
Check payable to: Arctic Figure Skating Club			



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