

DREAMS BEGIN HERE



SCOTT HAMILTON
SKATING ACADEMY

Sunday | April 2nd | 2023

7:00am – 3:00pm

Basic Skills Competition

Registration Deadline

Sunday, March 19th, 2023

Sanctioned by



Learn to Skate USA Competition Approval # 32349

MISSION STATEMENT

The annual Compete USA Competition DREAMS BEGIN HERE sponsored by Scott Hamilton Skating Academy will be held at Ford Ice Center, 5264 Hickory Hollow Pkwy, Antioch, TN 37013 on Sunday, April 2, 2023. The purpose of the competition is to promote a FUN, introductory, competitive experience for all participants.

PRECAUTIONARY MEASURES AND RISK ASSESSMENTS

Our No. 1 priority is to keep our participants, guests, athletes, and staff healthy, while providing exceptional programming. To do this, we have taken many steps to keep everyone safe.

Health, Safety and COVID-19 Measures:

- If you are not feeling well, please stay at home.
- If you are exhibiting symptoms such as a fever (99.5) or above, chills, fatigue, muscle and/or body aches, loss of taste and/or smell, cough, or shortness of breath, you may not enter the building.
- If you have had contact with a person with a confirmed case of COVID-19, do not attend the event
- Wash your paws for at least 20 seconds with soap and water, or use hand sanitizer with at least 60 percent alcohol content.
- Follow national, state and local medical guidelines

ELIGIBILITY RULES FOR PARTICIPANTS

The annual Compete USA Competition DREAMS BEGIN HERE sponsored by Scott Hamilton Skating Academy will be held at Ford Ice Center, 5264 Hickory Hollow Pkwy, Antioch, TN 37013 on Sunday, April 2, 2023. The purpose of the competition is to promote a FUN, introductory, competitive experience for all participants.

- **Eligibility and Test Requirements:**
 - 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, Well-Balanced, Adult and Adaptive levels, eligibility will be based only upon highest badge level or free skate test level passed. Skate United skaters have the option to compete in the standard track or Skate United badge levels; accommodations may be made upon request. Moves in the field test level will not determine a 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. *For Synchronized Skating eligibility and requirements refer to the Synchronized Skating page.*
 - 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 below his/ her badge or test level, the chair and referee will have the option to move the skater into the proper level, even if it is 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.

ENTRIES AND FEES - All entries must be received no later than Sunday, March 19, 2023, and are limited to the first 60 applications received. (If limitations on number of entries are needed) Late entries will be accepted only if the limit has not been reached, at the discretion of Ford Ice Center management. Entry fees are per person, U.S. dollars. The first event is \$40.00, and each additional event is \$20.00 NO refunds after closing date unless event is canceled by LOC. **ENTRY FORMS MUST BE FILLED OUT COMPLETELY** and returned with fee check made payable to FORD ICE CENTER. There will be a fee for returned checks.

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

SCHEDULE OF EVENTS - Will be posted on the official bulletin board no later than Wednesday, March 29, 2023. Information regarding groups and skating times will be emailed prior to the beginning of competition to each registered skater and coaches.

PRACTICE ICE - Practice ice will be available on Sunday, April 2, from 7am-8am. Pre-register to reserve your spot! A maximum of 24 skaters will be allowed on the ice during any one session. You may sign up for more than one session and is available on a first-come, first-served basis. Sessions are \$20 per session

MUSIC - The music for all free skating programs and showcase must be provided electronically by your skater and/or coach. Music should be clearly titled with the name of the skater, event entered and length of music (not skating time). All skaters should have a back-up copy of music on phone available rink side. Time duration is always +/- 10 seconds. Please email all skater music to ptrujillo@nashvillepredators.com

ELIGIBILITY RULES FOR COACHES/INSTRUCTORS

For credentials at a Compete USA event, coaches/instructors are required to have:

- Learn to Skate USA instructor membership OR U.S. Figure Skating full membership
- SkateSafe training completed (for coaches/instructors 18 years old and older)
- Background check successfully passed (for coaches/instructors 18 years old and over)
- Learn to Skate USA instructor certification OR U.S. Figure Skating coach compliance (for coaches under 18 years old)
- NOTE: If a coach/instructor attempts to work at your event without the proper credentials, he or she is in violation of U.S. Figure Skating ethics and code of conduct rules and, as such, is subject to disciplinary action.
- All officials and adult volunteers attending Compete USA events must also be SkateSafe compliant.

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

Singles athletes begin with the 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.

COMPETE USA

Snowplow Sam, Basic 1-6, Hockey1-4, Pre-Free Skatel-6, Adult 1-6, Adaptive Skating and specialty events.



*Beginner, High Beginner, No-Test, Pre-Preliminary and Pre-Bronze require current Learn to Skate USA and/or U.S. Figure skating full membership; all other levels require a current full U.S. Figure skating membership.

Snowplow Sam - Basic 6 Elements

- Skater will perform one element at a time in the order listed below (no excessive connecting steps or choreography)
- Judge/referee directed | example: all skaters perform first element before moving on to the next skater and so on,
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
- No music
- All elements must be skated in the order listed.

LEVEL

TIME

SKATING RULES | STANDARDS

Snowplow Sam (Scott's Tots)	1:00 max	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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

LEVEL

TIME

SKATING RULES | STANDARDS

Snowplow Sam (Scott's Tots)	1:10 max	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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 - 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.
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LEVEL	TIME	SKATING RULES STANDARDS
PRE-FREE SKATE	1:15 max	<ul style="list-style-type: none">• 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
Freeskate 1	1:15 max	<ul style="list-style-type: none">• 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
Freeskate 2	1:15 max	<ul style="list-style-type: none">• 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
Freeskate 3	1:15 max	<ul style="list-style-type: none">• 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
Freeskate 4	1:15 max	<ul style="list-style-type: none">• Forward power 3s, 2-3 consecutive sets, right or left• Sit spin, minimum 3 revolutions• Half loop jump.• Flip jump
Freeskate 5	1:15 max	<ul style="list-style-type: none">• 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
Freeskate 6	1:15 max	<ul style="list-style-type: none">• 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

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-Freeskate	1:40 max	<ul style="list-style-type: none">• 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
Freeskate 1	1:40 max	<ul style="list-style-type: none">• 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• NOT ALLOWED – Waltz jump-toeloop jump combination
Freeskate 2	1:40 max	<ul style="list-style-type: none">• 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• NOT ALLOWED – Waltz jump-toe loop or Salchow-toe loop jump combination
Freeskate 3	1:40 max	<ul style="list-style-type: none">• 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• NOT ALLOWED – Waltz-loop jump combination
Freeskate 4	1:40 max	<ul style="list-style-type: none">• Forward power 3s, 2-3 consecutive sets, right or left• Sit spin, minimum 3 revolutions• Half loop jump.• Flip jump• NOT ALLOWED – Waltz-loop or Waltz-Euler-Salchow jump combination
Freeskate 5	1:40 max	<ul style="list-style-type: none">• 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
Freeskate 6	1:40 max	<ul style="list-style-type: none">• 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

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">• Waltz Jump• Salchow jump• One-foot upright spin, minimum 3 revolutions• Choreographic step sequence
Excel High Beginner	1:15 max	<ul style="list-style-type: none">• Loop jump• Salchow-toe loop jump combination• Sit spin, minimum 3 revolutions• Choreographic step sequence
Excel Pre-Preliminary	1:15 max	<ul style="list-style-type: none">• Flip jump• Loop-loop jump combination• Camel spin, minimum 3 revolutions• Choreographic step sequence
Excel Preliminary	1:15 max	<ul style="list-style-type: none">• Lutz jump• Flip-loop jump combination• Camel-sit combination spin, minimum 6 revolutions total• Choreographic step sequence

Well Balanced Levels 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

LEVEL	TIME	SKATING RULES STANDARDS
No Test	1:15 max	<ul style="list-style-type: none">• Loop jump• Jump combination to include a toe loop (may not use a loop or Axel)• Upright spin with change of foot, minimum 3 revolutions on each foot• Choreographic step sequence
Pre-Preliminary	1:15 max	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Axel jump• Single jump-single jump (may not include Axel) combination• Spin with one change of foot and one change of position, minimum 3 revolutions on each foot• Choreographic step sequence

Excel Free Skate

- 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 - 1:40 Max

Learn to skate USA Membersip or full U.S. Figure Skating membership required

Jumps

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 1 jump combination and 1 jump sequence.

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

Spins

Maximum 2 spins:

- Two up right spins
- No change of foot
- No flying entry
- Minimum3 revolutions

Max Level: Base

Steps

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 - 1:40 Max

Learn to skate USA Membersip or full U.S. Figure Skating membership required

Jumps

Maximum 5 jump elements:

- All single jumps allowed, except for the Axel
 - No single Axels, double, or higher jumps allowed
 - Maximum of two of any of the same jump, may be as solo jumps or part of jump combinations/sequence
- Max 2 jump combinations, or 1 jump combination and 1 jump sequence
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump

Spins

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
- Both spins may be of the same character

Max Level: Base

Steps

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 Pre-Preliminary - 1:40 Max

MUST not have passed higher than U.S. Figure Skating pre-preliminary free skate test. Learn to skate USA Membership or full U.S. Figure Skating membership required

Jumps

Maximum 5 jump elements:

- All single jumps allowed, except for the Axel
- No single Axels, double or higher jumps allowed
- 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-jumpcombination is allowed
- Jump sequence is any listed jump immediately followed by a waltz jump

Spins

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

Steps

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 seconds

MUST not have passed higher than U.S. Figure Skating preliminary free skate test. Learn to skate USA Membership or full U.S. Figure Skating membership required

Jumps

Maximum 5 jump elements:

- All single jumps allowed, except for the Axel
 - No single Axels, double, or higher jumps allowed
 - Maximum of two of any of the same jump, may be as solo jumps or part of jump combinations/sequence
- Max 2 jump combinations, or 1 jump combination and 1 jump sequence
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump

Spins

Maximum 2 spins:

- One spin must be a camel or layback spin with no change of foot and no change of position*
 - No flying entry
 - Minimum 3 revolutions
- 1 spin combination, with or without change of foot*
 - Minimum 6 revolutions
 - No flying entry
- Spins must be of a different character

Max Level: 1

Steps

Maximum 1 Sequence:

- Choreographic step sequence* (ChSt)
 - Full ice surface
 - Moves in the field and spiral sequences are allowed but will not be counted as elements
 - Jumps may be included in the choreographic step sequence

Excel Preliminary Plus - 2:00 +/- 10 seconds

MUST not have passed higher than U.S. Figure Skating preliminary free skate test. Learn to skate USA Membership or full U.S. Figure Skating membership required

Jumps

Maximum 5 jump elements:

- All single jumps allowed, including single Axel
 - No double, or higher jumps allowed
 - Single Axel and all other single jumps may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 of any same jump)
 - Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded
- Max 2 jump combinations, or 1 jump combination and 1 jump sequence
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is an axel type ump with a direct step from the landing curve of the first/second jump

Spins

Maximum 2 spins:

- 1 spin combination, with or without change of foot*
 - Minimum 6 revolutions
 - No flying entry
- 1 spin with only 1 position*
 - No change of foot
 - No flying entry
 - Minimum 3 revolutions
- Spins must be of a different character

Max Level: 1

Steps

Maximum 1 Sequence:

- Choreographic Step Sequence* (ChSt)
 - Must fully utilize 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 choreographic step sequence

Well Balanced Free Skate

- 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.

No Test 1:40 max

Jumps

Max 5 Jump Elements

- All single jumps allowed except for the single Axel.
 - No single Axels, double, triple or quadruple jumps allowed.
 - 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 1 jump combination and 1 jump sequence.
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps.
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type (waltz) jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel-type (waltz) jump.

Spins

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))

Steps

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

Max 5 Jump Elements

- All single jumps, including the 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 jump combination (maximum of two 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 1 jump combination and 1 jump sequence
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps.
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump in to the take-off curve of the Axel-type jump.

Spins

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))

Steps

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

Max 5 Jump Elements

- 1 must be an Axel-type jump or a waltz jump.*
- All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop).
 - Double Flip, double Lutz, double Axel, triple and quadruple jumps not allowed.
 - An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination.
 - Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded.
- Max 2 jump combinations, or 1 jump combination and 1 jump sequence.
 - Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps with a maximum of two double jumps and one single jump.
 - A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump in to the take-off curve of the Axel-type jump.

Spins

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))

Steps

Max 1 Sequence

- Step Sequence
 - Must fully utilize the ice surface 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
 - If IJS is used, then: ChSt

Adult 1-6 | Beginner-Bronze Compulsory

- The skating order of the elements is optional; elements may only be attempted once
- To be skated on half ice in simple program format with limited connecting steps
- A 0.2 deduction will be taken for each element missing, repeated or from a higher level

Adult 1 | 1:30 max

Elements

- Forward marching
- Forward two-foot glide
- Forward swizzle (4-6 in a row)
- Forward snowplow stop on one or two feet

Adult Beginner | 1:30 max

Elements

- Mazurka
- Waltz jump
- Forward beginning one-foot spin from backward crossovers (min 2 revs)
- Forward moving inside open mohawk (right and left) – heel to instep
- 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)

Adult 2 | 1:30 max

Elements

- Forward skating across the width of the ice
- Forward one-foot glides
- Forward slalom
- Backward skating
- Backward swizzles, 4-6 in a row

Adult High Beginner | 1:30 max

Elements

- Waltz jump
- ½ flip
- Forward upright spin – minimum 3 revolutions
- Backward outside three- turn, right and left
- 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)

Adult 3 | 1:30 max

Elements

- Forward stroking using the blade properly
- Forward half-swizzle pumps on the circle, 6 to 8 in a row, clock-wise and counterclockwise
- Forward chasses on a circle, clockwise and counterclockwise
- Backward skating to a long two-foot glide
- Backward snowplow stop, right and left

Adult Pre-Bronze | 1:30 max

Elements

- Single toe loop
- Jump combination or sequence consisting of half revolution jumps (½ flip, ½ Lutz, ½ loop, waltz), toe loop, or Salchow
- Maximum of 2 jumps in combination and 3 jumps in a sequence
- Forward upright spin - minimum 3 revolutions
- Two forward crossovers into a forward inside mohawk, stepdown, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise
- Forward spiral (any edge)

Adult 4 | 1:30 max

Elements

- Forward outside edge on a circle, right and left
- Forward inside edge on a circle, right and left
- Forward crossovers, clockwise and counterclockwise
- Hockey stop, both directions
- Backward one-foot glides, right and left

Adult Bronze | 1:30 max

Elements

- Single Salchow
- Jump combination or sequence consisting of ½ revolution jumps and/or full revolution jumps (no Lutz or Axel) – maximum 2 jumps in combination and 3 jumps in a sequence
- Solo spin with no change of foot (min. 3 revolutions)
- Backward inside three-turn, right and left
- Spiral sequence (Minimum 2 spirals)- must change edge or foot

Adult 5 | 1:30 max

Elements

- Backward outside edge and backward inside edge on a circle, right and left
- Backward crossovers, clockwise and counterclockwise
- Forward outside three-turn, right and left
- Beginning two-foot spin (min 2 revs)

Adult 6 | 1:30 max

Elements

- Forward stroking with crossover end patterns
- Backward stroking with crossover end patterns
- Forward inside three-turn, right and left
- T-stop
- Lunge
- Two-foot spin into one-foot spin (min 2 revs on 1 foot)

Adult 1-6 | Free Skate with Music

- 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
- 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

Adult 1 | 1:40 max

- Elements
- Forward marching
 - Forward two-foot glide
 - Forward swizzle (4-6 in a row)
 - Forward snowplow stop – two feet or one foot

Adult 4 | 1:40 max

- Elements
- Forward outside edge on a circle, right and left
 - Forward inside edge on a circle, right and left
 - Forward crossovers, clockwise and counterclockwise
 - Backward one-foot glides, right and left
 - Hockey stop, both directions

Adult 2 | 1:40 max

- Elements
- Forward skating across the width of the ice
 - Forward one-foot glides
 - Forward slalom
 - Backward skating
 - Backward swizzles, 4-6 in a row

Adult 5 | 1:40 max

- Elements
- Backward outside edge on a circle, right and left
 - Backward inside edge on a circle, right and left
 - Backward crossovers, clockwise and counterclockwise
 - Forward outside three-turn, right and left
 - Beginning two-foot spin

Adult 3 | 1:40 max

- Elements
- Forward stroking using the blade properly
 - 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 counterclock- wise
 - Backward snowplow stop, Right and Left

Adult 6 | 1:40 max

- Elements
- Forward stroking with crossover end patterns
 - Backward stroking with crossover end patterns
 - 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

- Skaters will skate to the music of their choice; 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.

Adult Beginner | 1:40 max

- Jumps

 - 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
- Spins

 - Max 2 Spins
 - Two forward upright spins, no change of foot, no flying entry (Min. 3 revolutions)
- Steps

 - Connecting moves and steps should be demonstrated throughout the program
- Qualifications

 - Skaters may not have passed any U.S. Figure Skating Free Skate tests

Adult High Beginner | 1:40 max

- Jumps

Max 4 Jump Elements:

 - Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ flip, ½ Lutz, ½ loop, toe loop, Salchow
 - Max 1 combination or sequence consisting of only the allowed listed jumps
 - Max. 2 of any same type jump.
- Spins

 - Max 2 Spins
 - Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)
- Steps

 - Connecting moves and steps should be demonstrated throughout the program
- Qualifications

 - Skaters may not have passed any U.S. Figure Skating Free Skate tests

Adult Pre Bronze | 1:40 max

- Jumps

Max 4 Jump Elements:

 - Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ flip, ½ Lutz, ½ loop, toe loop, Salchow
 - Max 1 combination or sequence consisting of only the allowed listed jumps
 - Max. 2 of any same type jump.
- Spins

 - Max 2 Spins:
 - Max Level 1
 - Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E)
 - Min3 revs
 - Spins with a flying entry are not permitted
 - A two-foot spin is permitted as one of the spins at this level and is of a different character than a one-foot spin
- Steps

 - Connecting moves and steps should be demonstrated throughout the program
- Qualifications

 - Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate

Adult Bronze | 1:50 max

- Jumps

 - Max 4 Jump Elements:
 - Max 2 combinations or sequences
 - 1 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)
 - All single jumps are permitted (except single Axel)
 - No single Axel, double or triple jumps are permitted
- Spins

 - Max2 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
- Steps

Max1 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 transitions and marked as such.
- Qualifications

 - Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate

Spin Challenge



- 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

Beginner | 1:30 max

Elements

- Upright one-foot spin (3)
- Upright back spin (3)
- Sit spin (3)

High Beginner | 1:30 max

Elements

- Upright one-foot spin (4)
- Upright spin with change of foot (3 each foot)
- Sit spin (3)

No Test | 1:30 max

Elements

- Upright spin with change of foot (3 each foot)
- Sit spin (3)
- Camel spin (3)

Pre-Preliminary | 1:30 max

Elements

- Camel / Sit (6)
- Backward sit spin (3)
- Camel spin (4)

Preliminary | 1:30 max

Elements

- 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 | 1:30 max

Elements

- Pivot
- Upright two-foot spin (2)

Adult Pre-Bronze | 1:30 max

Elements

- Upright one-foot spin (3)
- Upright two-foot spin (3)

Adult Bronze | 1:30 max

Elements

- 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

Jumps Challenge



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

Beginner | 1:15 max

Elements

Waltz jump (from backward crossovers)
Half flip or half Lutz
Single Salchow

High Beginner | 1:15 max

Elements

- Waltz jump (from backward crossovers)
- Single Salchow
- Jump combination: waltz jump-toe loop

No Test | 1:15 max

Elements

- Single Salchow
- Single loop
- Jump combination: Any two half or single revolution jumps (no Axel)

Pre-Preliminary | 1:15 max

Elements

- Single toe loop
- Single flip
- Jump combination: Any two half or single revolution jumps (no Axel)

Preliminary | 1:15 max

Elements

- Single Flip
- Single Lutz
- Jump combination: Any single jump + single loop (may be Axel)

Adult Beginner | 1:15 max

Elements

- Mazurka or ballet jump
- Waltz jump

Adult Pre-Bronze | 1:15 max

Elements

- Single Toe loop jump
- Half Flip, half Lutz or half loop

Adult Bronze | 1:15 max

Elements

- Single Salchow
- Single Toe loop
- Any single jump plus a toe loop combination (no Axels allowed)

Solo Pattern Dance

- 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 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
- 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

Preliminary

January 1-March 31

- Dutch Waltz
- Canasta Tango

April 1-June 30

- Rhythm Blues
- Dutch Waltz

July 1 - September 30

- Canasta Tango
- Rhythm Blues

October 1 - December 31

- Rhythm Blues
- Dutch Waltz

Adult Pre-Bronze

January 1-March 31

- Swing Dance
- Cha-Cha

April 1-June 30

- Fiesta Tango
- Swing Dance

July 1 - September 30

- Cha-Cha
- Fiesta Tango

October 1 - December 31

- Swing Dance
- Cha-Cha

Adult Preliminary

Qualifications:

- No higher than one pre-bronze dance test (partnered, solo, standard, adult/adult 21+ or adult50+/masters)
- SELECTEDDANCES FOR THE SEASON (NUMBER OF SEQUENCES TO BE DANCEDIN PARENTHESES)
 - Dutch Waltz (2)
 - Canasta Tango (2)

Adult Pre-Bronze

Qualifications:

- The complete preliminary dance test and no higher than one bronze dance test (partnered, solo, standard, adult/adult 21+ or adult 50+/masters)
- SELECTEDDANCES FOR THE SEASON (NUMBER OF SEQUENCES TO BE DANCEDIN PARENTHESES)
 - Rhythm Blues (2)
 - Swing Dance (2)

Hockey 1-4 Elements



- Each skater will perform each element when directed by a judge or referee. The following elements have been chosen for the skaters to perform.
- Format choice: Each skater performs all the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice
- All elements must be skated in the order listed
- Time: 1 minute or less

Hockey 1

Elements

- Proper basic hockey stance, forward and backward
- March forward across the ice, 8-10 steps
- Two-foot glides and dips from forward marching
- Forward swizzles/double C-cuts (4-6 in a row)
- Stationary snowplow stop

Hockey 3

Elements

- Forward C-cuts (half-swizzle pumps) on a circle, both directions
- Forward outside edges on half-circles, alternating feet on the axis
- Forward inside edges on half-circles, alternating feet on the axis
- Backward C-cuts on a circle, both directions
- Backward snowplow stops: one- and two-foot V-stop

Hockey 2

Elements

- Forward strides using 45-degree V-push, focus on good recovery and alternating arm drive
- Forward C-cuts: single leg and alternating feet in a straight line
- Backward hustle or march, then glide on two feet
- Backward swizzles/double C-cuts (4-6)
- Two-foot moving snowplow stop

Hockey 4

Elements

- Quick starts using forward V-start
- Backward one-foot glide, right and left
- Forward crossovers on a circle, clockwise and counterclockwise
- Backward crossovers on a circle, clockwise and counterclockwise
- Hockey stops (to right and left, with speed)

Hockey Skills Challenge

- Skaters complete each of the five following skills competitions.
 - Each station set up according to the descriptions below. Skaters earn points upon placement in each station (First place - 5 points, second place - 4 points, third place - 3 points, fourth place - 2 points, fifth place - 1 point). Highest combined total wins.
 - Shooting: Using a “shooter tutor, give each skater 10 pucks to shoot into the five holes. Alternate each shot into the different holes in the tutor. Most number of hits wins.
 - Fastest Skater: Starting at the center red line, have skaters complete one lap around all of the dots and behind the nets. Set up cones on each red dot to outline to course. Two to four skaters can race at a time at different sides of the red line. Use stopwatch. Fastest skater wins.
 - Stick Handling: Place two rows of staggered cones down the length of ice. Have skaters stick handle through the cones down one length and back again. Shortest time wins. A missed cone is a five-second penalty.
 - Agility: Setup an obstacle course with cones for forward and backward skating, turns and stops. Fastest skater wins.
 - Passing: Setup stationary targets (i.e. cones, bucket, mini net) 25 feet away from starting line. Give each skater 10 pucks to try to hit each target. Highest number of hits wins.

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.****

- 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.
 - Production ensembles: Theatrical performances by eight to 30 skaters. Theatre On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

Basic 1-6 | Time 1:00 max

Elements

- Elements only from Basic 1-6 curriculum

Qualifications

- Must not have passed any higher than Basic 6 level

PRE-FREE SKATE – FREE SKATE 6 | BEGINNER/HIGH BEGINNER | ADULT 1-6 | ADULT BEGINNER/ADULT HIGH BEGINNER Time 1:30 max

Elements

- 3 jump maximum. Half- rotation jumps only, plus the following full rotation jumps: Salchow and toe loop

Qualifications

- May not have passed any official U.S. Figure Skating free skate or free dance tests

No Test | Time 1:30 max

Elements

- No prescribed or restricted elements

Qualifications

- Must not have passed pre-preliminary free skate or any free dance tests

Pre-Preliminary | Time 1:30 max

Elements

- No prescribed or restricted elements

Qualifications

- Must have passed no higher than U.S. Figure Skating pre-preliminary or any free dance test

Adult Pre-Bronze | Time 1:40 max

Elements

- No prescribed or restricted elements

Qualifications

- Must have passed no higher than adult pre- bronze free skate test; see National Showcase guidelines for more specific information regarding adults

Preliminary/Adult Bronze | Time 1:40 max

Elements

- No prescribed or restricted elements

Qualifications

- Must have passed no higher than U.S. Figure Skating preliminary free skate or adult bronze free skate or free dance test; see National Showcase guidelines for more specific information regarding adults

Aspire Sychro

- The Compete USA competition program is for Learn to Skate USA-level skaters who are interested in a first competition experience while taking the Sychro 1-4 badges to the next level.
- In order to safely practice and compete, it is strongly recommended that skaters have mastered the elements of the Learn to Skate USA level in which they are skating.

SNOWPLOW SAM SYNCHRO | Time 2:10 max

General

- 5 Elements
- Number of Required Holds: None
- Any type of holds permitted
- 5-20 skaters
- 13 years of age and younger

Elements

- One Circle Element | Forward and backward skating permitted. Must contain a forward glide on an inside or outside edge on one or two feet. Travel, change of configuration, and change of direction not permitted
- One Line Element | Must cover at least ½ ice. Forward skating only. Pivoting and change of configuration not permitted
- One Block Element | Must cover at least ½ ice. Forward skating only. Pivoting and change of configuration not permitted
- One Wheel Element | Forward skating only. Travel, change of configuration, and change of direction not permitted
- One Intersection Element. Must be two lines facing each other. One or two-foot glide(s) only through the point of intersection

Additional items for Snowplow Sam Sychro

- Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.
- Elements higher than Basic 6 not permitted
- Some common elements above Basic 6 are: mohawk, mazurka, half flip, waltz jump

ASPIRE BEGINNER | Time 2:10 max

General

- 5 Elements
- Number of Required Holds: None
- Any type of holds permitted
- 5-20 skaters
- 16 years of age and younger

Elements

- One Circle Element | Forward and backward skating permitted. Must contain a forward glide on an inside or outside edge on one foot. Travel, change of configuration, and change of direction not permitted
- One Line Element | Must cover at least ½ ice. Forward and backward skating permitted. Pivoting and change of configuration not permitted
- One Block Element | Must cover at least ½ ice. Forward and backward skating permitted. Pivoting and change of configuration not permitted
- One Wheel Element | Forward and backward skating permitted. Travel, change of configuration, and change of direction not permitted
- One Intersection Element | Must be two lines facing each other. One or two foot glide(s) only through the point of intersection

Additional items for Aspire Beginner

- Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.
- Elements higher than Basic 6 not permitted
- Some common elements above Basic 6 are: mohawk, mazurka, half flip, waltz jump

ASPIRE PRE-PRELIMINARY | Time 2:10 max

General

- 5 Elements
- Number of Required Holds: 2 different holds shown by the whole team for any length of time
- Any type of holds permitted
- 5-20 skaters
- 17 years of age and younger

Elements

- One Circle Element | Forward and backward skating permitted. Must contain a backward glide on an inside or outside edge on one foot. May contain one Feature Choice of: Change of direction, Change of configuration, Travel
- One Line Element | Forward and backward skating permitted. Must cover full ice. May contain one Feature Choice of: Change of direction, change of configuration, Pivoting not permitted
- One Block Element | Forward and backward skating permitted. Must cover full ice. May contain two Features Choice of: Pivoting, Change of configuration
- One Wheel Element | Forward and backward skating permitted. May contain one Feature Choice of: Change of direction, Change of configuration, Travel
- One Intersection Element | Must be two lines facing each other. Forward skating through the point of intersection. Choice of: Upright two-foot glide, Upright one foot glide, Forward lunge

Additional Aspire Pre-Preliminary items

- Additional well-balanced SYS elements permitted. Judges will evaluate first element type presented.
- Elements higher than Free Skate 2 not permitted
- Common elements above Free Skate2 are:
 - Alternating backward crossovers to back outside edges, Waltz three-turns, Alternating mohawk/cross-over sequence, Forward power three-turns Split, stag, falling leaf permitted

ASPIRE PRELIMINARY | Time 2:10 max

General

- 5 Elements
- Number of Required Holds: 2 different holds shown by the whole team for any length of time
- Any type of holds permitted
- 5-20 skaters
- 17 years of age and younger

Elements

- One Circle Element | Forward and backward skating permitted. Must contain one Feature Choice of: Change of direction, Change of configuration, Travel
- One Line Element | Must include forward and backward skating. Must cover full ice. Must contain one Feature Choice of: Change of direction, Change of configuration, Pivoting
- One Block Element | Forward and backward skating permitted. Must cover full ice. Must contain one Feature Choice of: Change of configuration, Pivoting
- One Wheel Element | Backward skating only. Must contain one Feature Choice of: Change of direction, Change of configuration, Travel
- One Intersection Element

Additional Aspire Preliminary items

- Additional well-balanced SYS elements permitted.
 - Judges will evaluate first element type presented.

Aspire Synchro

JUDGES' DEDUCTIONS (APPLIES TO ALL SYNCHRO SKILLS LEVELS)

Description and Penalty

- Costume/prop violation (see costume guidelines) | 0.1 from the component mark
- Costume failure | 0.1 from the component mark
- Program time violation every 5 seconds lacking or in excess | 0.1 from both marks for every 5 seconds lacking or in excess
- Fall, 1 skater (each time) | 0.1 from technical mark
- Fall, more than 1 skater at one time (fall multiple skaters at the same time) | 0.2 from technical mark
- Maximum fall deduction per element | 0.3 maximum fall deduction per element from technical mark
- Element not according to requirements | 0.2 from technical mark
- Omission of an element (not attempted) | 0.6 from technical mark
- Illegal element (see U.S. Figure Skating rulebook) | 1.0 deduction from both marks
- Non-permitted element (see U.S. Figure Skating rulebook) | 0.5 deduction from both marks
- Holds (incorrect number and not shown by whole team) | 0.2 from technical mark per missing hold

ELIGIBILITY RULES

- All skaters on the team must be either full U.S. Figure Skating members or members of the Learn to Skate USA program. All Learn to Skate USA synchronized skating teams must be registered with U.S. Figure Skating and have a team number.
- Skaters at the Snowplow Sam Synchro through Aspire pre-preliminary levels may have passed the pre-preliminary moves in the field, freestyle and/or dance* test, but no higher.
- Skaters at the Aspire preliminary level may have passed the preliminary moves in the field, freestyle and/or dance* test, but no higher.
- The skater's test level is as of the nonqualifying or Compete USA competition entry deadline.
- No skater may compete on multiple Learn to Skate USA synchronized skating teams and/or cross skate to any of the U.S. Figure Skating competitive divisions.
- NOTE: Skaters may pass two of the three required dance tests for the pre-bronze level and still be eligible to compete in Aspire Synchro. Once a skater has passed all three of the required pre-bronze dance tests, the skater is ineligible to compete in Aspire Synchro.

AGE/NUMBER OF SKATERS

- The ages for Learn to Skate USA synchronized skating teams are as of the preceding July 1st.
- Each team must have between 5-20 skaters. Teams may have a maximum of 4 alternates listed on their roster, in addition to the maximum number permitted on the ice for their respective level.

COSTUME RULES/ILLEGAL ELEMENTS

- Learn to Skate USA synchronized skating teams should follow the synchronized skating costume guidelines.
- Illegal elements and non-permitted elements apply to all Aspire Synchro levels (see rulebook).

COMPLIANCE FOR INSTRUCTORS/COACHES:

- To be credentialed as a coach at a Compete USA event, individuals coaching a synchronized skating team are required to be:
 - Learn to Skate USA instructor compliant OR
 - U.S. Figure Skating coach compliant

Special Olympics Badges 1-12

- Set to a program - no music
- Time | 1:10 max.

Badge 1

Elements

- Stand unassisted for five seconds
- Sit on ice or fall and stand up unassisted
- Knee dip standing still unassisted
- March forward 10 steps assisted

Badge 2

Elements

- March forward ten steps unassisted
- Swizzles, standing still — three repetitions
- Backward wiggles or march assisted
- Two-foot glide forward for distance of at least length of body

Badge 3

Elements

- Backward wiggles or march
- Five forward swizzles covering at least 10 feet
- Forward skating across the rink
- Forward gliding dip covering at least length of body (R and L)

Badge 4

Elements

- Backward two-foot glide covering at least length of body
- Two-foot jump in place
- One-foot snowplow stop (R and L)
- Forward one-foot glide covering at least length of body: (R and L)

Badge 5

Elements

- Forward stroking across rink
- Five backward swizzles covering at least 10 feet
- Forward two-foot curves left and right across rink
- Two-foot turn front to back, in place

Badge 6

Elements

- Gliding forward to backward two-foot turn
- Five consecutive forward half-swizzles on circle (R and L)
- Backward one-foot glide length of body (R and L)
- Forward pivot

Badge 7

Elements

- Backward stroking across the rink
- Gliding backward to forward two-foot turn
- T-stop (R and L)
- Forward two-foot turn on a circle (R and L)

Badge 8

Elements

- Five consecutive forward crossovers (R and L)
- Forward outside edge (R and L)
- Five consecutive backward half-swizzles on a circle (R and L)
- Two-foot spin

Badge 9

Elements

- Forward outside three-turn (R and L)
- Forward inside edge (R and L)
- Forward lunge or shoot the duck at any depth
- Bunny hop

Badge 10

Elements

- Forward inside three-turn (R and L)
- Five consecutive backward crossovers (R and L)
- Hockey stop
- Forward spiral three times length of body

Badge 11

Elements

- Consecutive forward outside edges — minimum of two on each foot
- Consecutive forward inside edges — minimum of two on each foot
- Forward inside mohawk (R and L)
- Consecutive backward outside edges — minimum of two on each foot
- Consecutive backward inside edges — minimum of two on each foot

Badge 12

Elements

- Waltz jump
- One foot spin, minimum of three revolutions
- Forward crossover, inside mohawk, backward crossover, step forward — step sequence should be repeated clockwise and counterclockwise
- Combination of three moves chosen from badges 9-12

Special Olympics | Singles Free Skate Levels 1-3, Pairs 1-2, Ice Dance 1-2

- For full event descriptions, please refer to the Special Olympics Figure Skating Sport Rules.
- Skater may start program at any spot on the ice surface. Judging and timing will begin when skater commences to skate.
- The program must be performed to music, instrumental OR vocal music.
- Elements can be performed in any order.
- A mandatory deduction will be made for each added element from a higher Badge level.
- For the singles Free Skate programs, the program will not exceed a time limit of 1:00 +/- 10 seconds

Level 1 Freeskate Program

- Eligibility**
- A skater competing in Level 1 must be able to complete the skills required in Badges 1-5 but no higher.
 - The skaters will perform the selected six elements listed below from Badges 1- 5.
 - Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-5.
 - If an element can be performed in place or moving, moving is considered as better quality

- Elements**
- Forward swizzles (at least 5)
 - Backward swizzles (at least 5)
 - Forward one-foot glide left and right
 - Two-foot jump in place or moving (forward only)
 - One-foot forward snowplow stop (left or right)
 - Forward two-foot curves left and right (feet should be parallel and leaning on a curve)
 - No elements above Badge 5 are to be included. A mandatory deduction will be made for each added element from a higher badge level.

Level 2 Freeskate Program

- Eligibility**
- A skater competing in Level 2 must be able to complete the skills required in Badges 1-9 but no higher.
 - The skaters will perform the selected seven elements listed below from Badges 1-9.
 - Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-9.
 - If an element can be performed in place or moving, moving is considered as better quality

- Elements**
- Bunny hop
 - T-stop left or right
 - Backward stroking (6-8 strokes alternating feet)
 - Forward two-foot spin (minimum of three revolutions)
 - Forward outside three-turn (left and right) (in place or moving) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed
 - Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle)
 - Forward lunge or Shoot the Duck (at any depth)

Level 3 Freeskate Program

- Eligibility**
- A skater competing in Level 3 must be able to complete the skills required in Badges 1-12 but no higher.
 - The skaters will perform the selected seven elements listed below from Badges 1-12.
 - Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-12.
 - If an element can be performed in place or moving, moving is considered as better quality

- Elements**
- Forward spiral
 - One-foot upright spin/ Scratch Spin (minimum of three (3) revolutions)
 - Waltz Jump in place or moving
 - Consecutive backwards crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle)
 - Consecutive forward inside edges (set of four edges alternating feet = a total of four edges)
 - Forward inside three-turn (left and right) (in place or moving) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed
 - Step Sequence consisting of steps and turns from Badge 9-12 (covering at least half of the ice surface, straight line or circular pattern can be used)

Level 1 Pairs

- Eligibility**
- Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters Level 1, but not higher than Level 2.
 - The program will not exceed a time limit of 1:30 +/- 10 seconds
 - The skaters will perform the selected six elements listed below from Pairs Badges 1-2.
 - Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-2.
 - If an element can be performed in place or moving, moving is considered as better quality

- Elements**
- Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand
 - Synchronized two-foot spin (side by side, minimum of three revolutions)
 - Two-foot jump in place or moving (forward only), hand in hand
 - One partner forward one-foot glide and one partner back-ward one-foot glide (length of the body), hand in hand or in any holding position
 - Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)
 - Lunge hand in hand or in any holding position (side by side or facing each other)

Level 2 Pairs

- Eligibility**
- Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters Level 3, but not higher than Level 4.
 - The program will not exceed a time limit of 2:00 mins +/- 10 seconds
 - The program must be performed to music, instrumental OR vocal music.
 - The skaters will perform the selected seven elements listed below from Badges 1-3. Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-3.
 - Elements can be performed in any order.

- Elements**
- Consecutive backward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand
 - Bunny hop lift (crossarm hold or armplit hold)
 - Step Sequence consisting of steps and turns from Badge9-12 (Singles) (covering at least half of the ice surface, straight line or circular pattern can be used)
 - Kilian hold pair spin (minimum three (3) revolutions, on one or two feet)
 - One-foot upright spin/ scratch spin (minimum of three (3) revolutions, side by side)
 - Synchronized waltz jump (side by side)
 - Spirals hand in hand or in any holding position (position optional)

Ice Dance Level 1 and Level 2

- Eligibility**
- All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.

General requirements for first and second pattern dance:

- All Pattern Dances will be skated to music.
- The dance will commence at the end of the rink designated by the referee.
- The introduction may include a maximum number of seven steps.

Ice Dance Rotation Level 1 (Preliminary)

- Skaters will be required to perform the Dutch Waltz, Canasta Tango or Rhythm Blues in accordance with the following rotation schedule.
 - 2021 | First Pattern Dance – Canasta Tango Second Pattern Dance – Rhythm Blues

Ice Dance Rotation Level 2 (Pre-Bronze)

- Skater will be required to perform the Swing Dance, Fiesta Tango or Cha Cha in accordance with the following rotation schedule.
 - 2021 | First Pattern Dance – Cha Cha, Second Pattern Dance – Swing Dance

Adaptive Skating | Skate United

- Use the skills listed below to create either an elements or program set to music for Adaptive competitors.
- Skate United skaters have the option to compete in the standard track or Skate United badge levels; accommodations may be made upon request.
- If doing a program to music, time will be 1:10 max.

Adaptive 2

Elements

- Stand on ice
- Review falling and standing up
- March forward 4-5 steps
- Dip/moderate knee bend in place
- Forward two-foot glide from 3 marches

Adaptive 3

Elements

- Forward two-foot glide from 5 marches
- Forward swizzles, 3 in a row
- Backward wiggle or walk, 3 in a row
- Beginning snowplow stop on one or two feet

Adaptive 4

Elements

- Scooter pushes,3-4 each foot (R and L)
- Forward one-foot glides (R and L)
- Backward wiggles into backward two-foot glide, 3 counts
- Rocking horse, repeat twice

Adaptive 5

Elements

- Backward swizzles, 3 in a row
- Two-foot turn, forward to backward in place, clockwise and counterclockwise
- Curves
- Moving snowplow stop on one or two feet

Adaptive 6

Elements

- Backward skating into backward two-foot glide, 5 counts
- Beginning forward stroking
- Forward half-swizzle pumps on a circle, 3-4 consecutive, clockwise and counterclockwise
- Moving two-foot turn, forward to backward on a circle, clockwise and counterclockwise

Adaptive 7

Elements

- Forward slalom
- Beginning backward one-foot glide, 2 counts each (R and L)
- Backward half-swizzle pumps on a circle, 3-4 consecutive, clockwise and counterclockwise
- Forward pivot, clockwise or counterclockwise
- Backward snowplow stop (R or L)

Adaptive 8

Elements

- Forward outside edge on a circle, 3 counts each (R and L)
- Forward inside edge on a circle, 3 counts each (R and L)
- Forward crossovers, clockwise and counterclockwise
- Backward one-foot glide, 4-5 counts each (R and L)
- Beginning two-foot spin, up to 2 revolutions

Adaptive 9

Elements

- Backward outside edge on a circle, 3 counts each (R and L)
- Backward inside edge on a circle, 3 counts each (R and L)
- Introductory forward outside three-turn (R and L)
- Backward crossovers, clockwise and counterclockwise

Adaptive 10

Elements

- Forward outside three-turn (R and L)
- Backward alternating half-swizzle pumps
- Side toe hop/side stepping (R and L)
- Two-foot spin, 2-3 revolutions
- Hockey stop, both directions

Adaptive 11

Elements

- Introductory forward inside three-turn (R and L)
- Moving two-foot turn, backward to forward, on a circle, clockwise and counterclockwise
- Forward power stroking
- Two-foot to one-foot spin

Adaptive 12

Elements

- Forward inside three-turn (R and L)
- Bunny hop, lunge or shoot the duck – skater’s choice (R or L)
- Forward spiral or forward extension on a straight line (R or L)
- One-foot spin, 2 or more revolutions
- T-stop (R or L)

REGISTRATION PROCESS

- Compete LTS USA Competition worksheet prior to registering online
- Get with your coach and fill in the below form below with the Level of event, the name of event
- No paper registrations will be accepted

Step 1 - Do your homework first!

- Read announcement and determine level and events to enter
- Write down level determined here after consulting with your primary coach. Fill in the below form below with the Level of event, the name of event. **NOTE** No paper registrations will be accepted
 - Name of Athlete _____
 - Highest Level Passed _____
 - Name of Primary Coach _____
 - Program/Club Name _____
 - First Event Level and Name (must select if only event) _____
 - Second Event Level and Name _____
 - Third Event Level and Name _____
 - Amount of Practice Ice Sessions to reserve (circle the amount): 1 session | 2 sessions | 3 sessions
- Gather all the below information needed to register
 - LTSUSA membership # and/or U.S. Figure Skating membership # _____
 - Primary Coach U.S. Figure Skating # _____
 - Primary Coach contact information
 - Email Address: _____
 - Phone number: _____

Step 2 - Register for all events and practice ice online at Sk8stuff.com

- Copy registration site link for events here: Sk8stuff.com
- Under upcoming events, click on Dreams Begin Here
- Click "Register Online"
- Register your athlete for all events and practice sessions
 - **NOTE:** This site does not collect payment, only registration.
 - Continue to Step 3 to complete payment

Step 3 - Payment of all registered events and practice ice sessions

- Login to your account at Ford Ice Center | Dash Account
- Add to cart the following items if applicable
 - Dreams Begin Here | First Event \$40 | (must select if ONLY event)
 - Dreams Begin Here | Second Event \$20 | (select as additional item to cart for 2nd event entered)
 - Dreams Begin Here | Third Event \$20 | (select as additional item to cart for 3rd event entered)
 - Dreams Begin Here | Practice Ice Session \$20 | #1 (select if one 20 min session is desired)
 - Dreams Begin Here | Practice Ice Session \$20 | #2 (select to purchase 2nd 20 min session)
 - Dreams Begin Here | Practice Ice Session \$20 | #3 (select to purchase 3rd 20 min session)

Congratulations! You are all set!