



### Event #5 – Iceland Spring Fling Sunday, May 4, 2025

### 2025 Michigan Compete USA 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 Freeskating 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 8, 2025.

#### Series Point System

Program with Music [Freeskate] 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 14 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 series season [bonus points only awarded once each season]. Events eligible for a series finale award are:

Element [Snowplow Sam thru Aspire 1-2] and Basic Programs w/Music Events - Learn to Skate Curriculum [Snowplow Sam 1-4 thru Aspire 1-4].

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 Element/Compulsory and Program with Music [Freeskate] 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 [Freeskate] and Elements/Compulsory Program Series for this 2025 season. Spins, Dance, Pairs, Theatre on Ice, Synchronized Teams, and Showcase Events <u>will NOT</u> be counted for this 2025 season. At the end of the 2025 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 <a href="https://www.sk8stuff.com">www.sk8stuff.com</a>. Each competition will have its own entry forms and specific rules. Please make sure to read the entire announcement for each competition.

Approval Code: 36161





# 17<sup>th</sup> Michigan Compete USA Series [formerly Basic Skills Series] Hosted by the following:

Event 1 Onyx-Suburban B/S	Event 2 Mountain Town Classic	Event 3 Tuxedo Invitational
Challenge	March 8, 2025	March 22, 2025
February 1, 2025	Entry Deadline - February 22, 2025	Entry Deadline – March 7, 2025
Entry Deadline – January 17, 2025	Martin Ice 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	gpsk8r@gmail.com	Bgsk8testcompchair@gmail.com
jendaskas@aol.com	<u> </u>	
Event 4 Arctic Basic Skills	Event 5 Iceland Spring Fling	Event 6-Bobbie Stoermer Skills/ &
April 6, 2025	May 4, 2025	Showcase Competition
Entry Deadline – March 21, 2025	Entry Deadline – April 19, 2025	June 7, 2025
Arctic Edge Ice Arena	ServPro Sports Complex	Entry Deadline - May 24, 2025
Canton, MI	[formerly Iceland Arenas]	Biggby Coffee Ice Cube
Contact Stephen Scanio	Flint, MI	Ann Arbor, MI
Phone: 248-635-4541	Contact Cristy Bosley	Contact: Craig Forsyth
stephenscanio@hotmail.com	Phone: 810-814-1081	Phone: 734-213-6768
	Chix44ever44@gmail.com	aafsc.officemanager@gmail.com
Event 7 Summer Swizzle	Event 8 Skate the Shores	Event 9 Skate the Zoo
June 14, 2025	July 12, 2025	July 26, 2025
Entry Deadline – May 30, 2025	Entry Deadline - June 28, 2025	Entry Deadline – July 11, 2025
Farmington Hills Ice Arena	St Clair Shores Civic Arena	Wings West
Farmington Hills, MI	St Clair Shores, MI	Kalamazoo MI
Contact: Janelle Woodruff	Contact Lindsay O'Donoghue	Contact: Mia Jawor
Phone: 248-613-8122	odonoghuelindsay@gmail.com	Phone: 708-752-1115
summerswizzle@fhfsc.org	<u>odonognaomiasay ogmamoem</u>	miajawor@gmail.com
Event 10 Summer Chill Basic Skills	Event 11 Skate the Grand	Event 12 Skate the Lakeshore
August 2, 2025	August 9, 2025	September 13, 2025
Entry Deadline – July 18, 2025	Entry Deadline – July 25, 2025	Entry Deadline August 29, 2025
Novi Ice Arena	Patterson Ice Center	Griff's Ice House West
Novi, MI	Grand Rapids, MI	Holland MI
Contact: Laura Paredes	Contact: Wendi Vogel	Contact: Jacqueline Alimpich
lamarlau@hotmail.com	vogelwendi@gmail.com	Phone: 517-518-1210
idinanad © notinali.oom	<u>vogotworiai © grifaii.00iii</u>	coach.jay@lefsc.org
Event 13 Skate the Gate	Event 14 Skate Midland	· · · · · · · · · · · · · · · · · · ·
October 5, 2025	November 8, 2025	SERIES AWARDS
Entry Deadline–September 13,	Entry Deadline – October 24, 2025	CEREMONY
2025	Midland Civic Arena	
Southgate Civic Arena	Midland MI	AT THE MIDLAND
Southgate MI	Contact Karen Boswell	COMPETITION
Contact: Jackie Timm	Phone: 989-751-6603	
Phone: 734-771-7247	Kboswell99@gmail.com	
ms.j.timm@gmail.com		







Event #5 Iceland Spring Fling – Compete USA Competition

Hosted by Iceland Competitive Edge Figure Skating Club 810 Sports Complex, 1160 S. Elms Rd., Flint, MI 48532 (Formerly Iceland Arenas) 810-635-8487 810sportscomplex.com

**Sunday, May 4, 2025** 

Entry Deadline: April 19, 2025

The Iceland Spring Fling, sponsored by the Iceland Competitive Edge Figure Skating Club, will be held at the 810 Sports Complex, 1160 S. Elms Road, Flint, MI on May 4, 2025. The ice surface measures 200 x 85 feet. This is a United States Figure Skating approved Basic Skills Competition. The approval will be posted on the official competition bulletin board. Questions regarding this competition should be directed to Cristy Bosley, chix44ever44@gmail.com or 810.814.1081. 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 currently 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 Aspire1-4, Excel, Well Balanced, and Adult levels, eligibility will be based only upon highest free skate test level passed. Moves in the Field test level will not determine skater's competitive level. Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition

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 \$60, each additional event after that is \$20. All entries must be postmarked no later than April 19, 2025. 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, U.S. dollars.

Entry forms must be filled out LEGIBLY and completely and mailed, with a check made payable to ICEFSC, to:

**Cristy Bosley** 6478 Luanne Drive Flushing, MI 48433

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

Awards - All competitors will receive a medal. All events are final rounds. ALL awards will be made at appropriate times throughout the competition. A podium 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 - For most events a music upload link for programs with music will be supplied on www.sk8stuff.com. If no link is provided, skater should provide a CD to be turned into registration. Competitors must have a spare CD or a digital recording at rink-side to be used in case of technical difficulties.

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





#### **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, or each skater performs all of the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice (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	<ul> <li>March followed by a two-foot glide and dip</li> <li>Forward swizzles, 2-3 in a row</li> <li>Forward snowplow stop</li> <li>Backward wiggles, 2-6 in a row</li> </ul>
BASIC 1	1:00 max	<ul> <li>Forward two-foot glide and dip</li> <li>Forward swizzles, 6-8 in a row</li> <li>Beginning snowplow stop on one or two feet</li> <li>Backward wiggles, 6-8 in a row</li> </ul>
BASIC 2	1:00 max	<ul> <li>Forward one-foot glide (no variations), either foot</li> <li>Scooter pushes, 2-3 each foot</li> <li>Moving snowplow stop</li> <li>Two-foot turn in place, forward to backward</li> <li>Backward swizzles, 6-8 in a row</li> </ul>
BASIC 3	1:00 max	<ul> <li>Beginning forward stroking showing correct use of blade</li> <li>Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>Forward slalom</li> <li>Moving forward to backward two-foot turn on a circle</li> <li>Beginning backward one-foot glide, either foot</li> </ul>
BASIC 4	1:00 max	<ul> <li>Forward outside edge on a circle, clockwise or counterclockwise</li> <li>Forward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive</li> <li>Backward one-foot glides (no variations), right and left</li> <li>Beginning two-foot spin, maximum 4 revolutions</li> </ul>
BASIC 5	1:00 max	<ul> <li>Backward outside edge on a circle, clockwise or counterclockwise</li> <li>Backward crossovers, clockwise and counterclockwise, 4-6 consecutive</li> <li>Forward outside three-turn, right and left</li> <li>Advanced two-foot spin, minimum 4 revolutions</li> <li>Hockey stop</li> </ul>
BASIC 6	1:00 max	<ul> <li>Forward inside three-turn, right and left</li> <li>Mohawk, right to left and left to right</li> <li>Bunny hop</li> <li>Basic forward spiral on a straight line (no variations), right or left</li> <li>Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position</li> <li>T-stop, right or left</li> </ul>





#### SNOWPLOW SAM - BASIC 6 PROGRAM WITH MUSIC

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

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

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





### **ATHLETE DEVELOPMENT - ASPIRE COMPULSORY CHALLENGE**

- 1. Levels 1-4 will be skated on half ice
- 2. Elements may be performed only once
- 3. The skater may include connecting steps between the required elements
- 4. Music is not allowed
- 5. If using IJS, please see page 2 for spin calling clarifications
- 6. Applicable deductions:
  - a. Time Violations 1. IJS for up to every 5 seconds in excess = -0.25 2. 6.0 for up to every 10 seconds in excess = 0.1 b. Fall Deductions: 1. IJS for each fall = -0.25 2. 6.0 for each fall = -0.1

Athletic Development Levels 1 and 2 ARE ELIGIBLE for Michigan Compete with Us Series Points							
LEVEL							
Level 1 1:15 max	Half Flip     or     Half Lutz	Waltz Jump + Waltz Jump + SEQ	Forward One-Foot     Upright Spin     o No flying entry     o No change of foot     o Min. 3 revs.	Spiral on Both Legs     o No Variations     o Forward (FSpr1) or     Backwards (BSpr1)     o Leg must be hip level     or higher for min 3 secs			
Level 2 1:15 max	Single Salchow or     Single Toe Loop	Waltz Jump + Single Toe Loop	Forward Sit Spin     o No flying entry     o No change of foot     o Min. 3 revs	Choreographic     Sequence (pChSq) that     must be one spiral with     variation and one of the     following:         o Split Jump         o Stag Jump         o Falling Leaf			

## Athlete Development Levels 3 and 4 ARE NOT ELIGIBLE for Michigan Compete with Us Series Points

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO STEP SEQUENCE
Level 3 1:15 max	Single Loop	Choice of one of the following options:  • Single Flip + Single Toe Loop • Single Lutz + Single Toe Loop • Single Flip + Single Loop • Single Lutz + Single Loop	Forward Camel Spin     o No flying entry     o No change of foot     o Min. 3 revs	Choreographic     Sequence (pChSq)     o Must be 2 different     skating movements     and clearly visible
Level 4 1:15 max	Double Salchow or     Double Toe Loop	Choice of one of the following options:  • Single Axel + Single Toe Loop  • Single Axel + Single Loop	Combination Spin     o No flying entry     o No change of foot     o Min. 6 revs. total	Choreographic     Sequence (pChSq)     o Must be 2 different     skating movements     and clearly visible





Aspire 1 Free Skate – 1:40 MAX				
Maximum 5 jump elements-Permitted jumps:	Maximum 2 spin:	Maximum 1 Sequence:		
Waltz Jump	<ul> <li>Two-foot spin</li> </ul>	Choreographic Step		
• ½ Flip	<ul> <li>Forward 1 foot spin</li> </ul>	Sequence [ChSt]		
• ½ Lutz	[optional free foot]	<ul> <li>½ of the ice</li> </ul>		
Max 1 jump sequence – Waltz jump/waltz jump with no				
turns or hops in between				
Aspire 2 Free Skate – 1:40 MAX				
Maximum 5 jump elements-Permitted jumps:	Maximum 2 spin:	Maximum 1 Sequence:		
Any jump from Aspire 1	<ul> <li>Any spin from</li> </ul>	Choreographic Step		
Single salchow	Aspire 1	Sequence [ChSt]		
Single toe loop	<ul> <li>Back upright spin</li> </ul>	½ of the ice		
Max 2 jump combinations – Waltz jump/toe loop;	<ul> <li>Sit spin</li> </ul>			
salchow/toe loop OR	-			
1 combination [above] & 1 sequence – Waltz				
jump/waltz jump with no turns or hops in between				
Aspire 3 Free Skate – 1:40 MAX				
Maximum 5 jump elements-Permitted jumps:	Maximum 2 spin:	Maximum 1 Sequence:		
Any jump from Aspire 1 & 2	Required – Forward	Choreographic Step		
• Euler [1/2 loop]	upright to back upright	Sequence [ChSt]		
Single loop	spin combo	½ of the ice		
Max 2 jump combinations or 1 combination & 1	Permitted: Any spin			
sequence	from Aspire 1 & 2;			
	Camel Spin			
Aspire 4 Free Skate – 1:40 MAX				
Maximum 5 jump elements-Permitted jumps:	Maximum 2 spin:	Maximum 1 Sequence:		
<ul> <li>Any jump from Aspire 1, 2 &amp; 3</li> </ul>	Required – Forward	Choreographic Step		
Single Flip	camel to sit spin combo	Sequence [ChSt]		
Single Lutz	Permitted: Any spin	½ of the ice		
Max 2 jump combinations or 1 combination & 1	from Aspire 1, 2 & 3			
sequence				

#### **CLARIFICATIONS**

#### Jumps:

All levels – max 2 of any same jump Aspire 1 & 2 – Euler is not permitted

#### Jump Sequence:

Aspire 3 & 4 – Consists of 2 or 3 jumps in which the second and/or third jump is a waltz jump with a direct step from the landing curve of the first/second jump

#### **Jump Combinations:**

Aspire 3 & 4 – Jump combinations & sequences Limited to 2 jumps except one jump combo or one jump sequence may include 3 jumps

#### Spins:

All levels

- \*Minimum 3 revolutions
- \*No flying entry
- \*A spin may not be repeated
- \*Basic positions only

Aspire 3 & 4

- \*One spin must be the required spin
- \*Second spin must a spin in one position

#### **Step Sequence:**

All levels

- \*Jumps may be included
- \*MIF and spiral sequences, arabesques, spread eagles, Ina Bauers, Spilt Jumps, etc. allowed but not counted as elements





## SPECIAL OLYMPICS EVENTS ARE ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

#### 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
- 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
- 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
- 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
- Combination of three moves chosen from badges 9-12





#### **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 determined by highest Free Skate test passed. Skater may compete at that level or one level higher

#### EXCEL PRE-PRELIMINARY - 1:40 MAX

<u>Must not</u> have passed higher than U.S. Figure Skating pre- preliminary free skate test - \* **means required element** Learn to Skate USA membership OR full U.S. Figure Skating membership required

Maximum 5 jump elements:

- All single jumps allowed, except for the Axel
  - o No single Axels, double, or higher jumps allowed
  - o 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
- o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps
- o 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 into the take-off curve of the waltz jump

Maximum 2 spins:

- One spin must be in a single position with no change of foot\*
  - o No flying entry
  - o Minimum 3 revolutions
- One spin may be either a single position spin with no change of foot or a combination spin with or without a change of foot
  - o No flying entry
- Spins must be of a different character

Maximum 1 Sequence: One Choreographic Sequence (pChSq)

o Must be clearly visible

Max Level: 1

#### EXCEL PRELIMINARY - 2:00 +/- 10 SECONDS

<u>Must not</u> have passed higher than U.S. Figure Skating preliminary free skate test - \* **means required element** Learn to Skate USA membership <u>OR</u> full U.S. Figure Skating membership required

Maximum 5 jump elements:

- All single jumps allowed, except for the Axel o No single Axels, double, or higher jumps allowed
- o 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
- o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps
- o 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 into the take-off curve of the waltz jump

Maximum 2 spins:

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

Maximum 1 Sequence: One Choreographic Sequence (pChSq)

o Must be clearly visible

Max Level: 1





#### WELL BALANCED TO PRELIMINARY FREE SKATE PROGRAM

- 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

#### PRE-PRELIMINARY — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES
<ul> <li>Max 5 Jump Elements</li> <li>All single jumps, including single Axel, allowed</li> <li>No double, triple or quadruple jumps allowed</li> <li>Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels)</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>Max 2 jump combinations or jump sequences</li> <li>Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	Max 2 Spins – Max Level 1 Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may start with a flying entry  • One spin MUST be a spin in ONE position • One spin MAY change positions  If two one-position spins are performed, they must be executed in different basic positions.	Max 1 Choreographic Sequence (pChSq) Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) Steps and turns may be used to link the movements together. The pattern is NOT restricted, but the sequence MUST be clearly visible. Listed elements (jumps and spins) are not permitted in the pChS

#### PRELIMINARY — 2:00 +/- 10 SECONDS

JUMPS	SPINS	STEP SEQUENCES
<ul> <li>Max 5 Jump Elements</li> <li>1 must be an Axel-type jump or a waltz jump*</li> <li>All single jumps, including single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)</li> <li>Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed</li> <li>An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination</li> <li>Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>Max 2 jump combinations or sequences</li> <li>Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	Max 2 Spins – Max Level 2 Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may start with a flying entry • One spin MUST be a spin in ONE position • One spin MAY change positions If two one-position spins are performed, they must be executed in different basic positions.	Max 1 Choreographic Sequence (pChSq)  • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc)  • Steps and turns may be used to link the movements together.  • The pattern is NOT restricted, but the sequence MUST be clearly visible. Listed elements (jumps and spins) are not permitted in the pChS





Michigan Compete USA Series 2 – Like us on

#### **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 the 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	<ul> <li>Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and</li> </ul>
	Max	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
	4.40	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
V 41.14 C	1.40	Forward stroking with crossover end patterns
Adult 6	1:40 Max	Backward stroking with crossover end patterns
	IVIAX	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	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)  No flying entry spins  2-foot spin permitted and considered of a different character	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 Axeltype 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 spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze or Preliminary Free Skate





#### **Showcase Events**

Skaters must enter at the same level as their free skate event or highest test level of skaters in the group ensemble or production number. If a free skate event is not being entered, skaters must enterat 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 contestants' 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.

<u>LEVEL</u>	<u>ELEMENTS</u>	<u>QUALIFICATIONS</u>	<u>LENGTH</u>
BASIC 1-6	Elements only from Basic		Time: 1:00max
ASPIRE 1 TO 4 / 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
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	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 Showcase guidelines for more specific information regarding adults	Time: 1:40max
MINI PRODUCTION ENSEMBLE [4 TO 8 SKATERS]/ PRODUCTION ENSEMBLE [9 OR MORE SKATERS]	No prescribed or restricted elements		Time: 3:00 max





#### **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 between pattern dance groupings

PRELIMINARY PRE-BRONZE

Dutch Waltz	January 1 to March 31	Swing Dance	January 1 to March 31
Canasta Tango	•	Cha-Cha	·
Rhythm Blues	April 1 to June 30	Fiesta Tango	April 1 to June 30
Dutch Waltz		Swing Dance	
Canasta Tango	July 1 to September 30	Cha-Cha	July 1 to September 30
Rhythm Blues		Fiesta Tango	
Rhythm Blues	October 1 to December 31	Swing Dance	October 1 to December 31
Dutch Waltz		Cha-Cha	





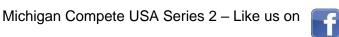
### **Team Compulsory**

**FORMAT:** The designated skater from each team will perform their chosen element in sequence on full ice with no music and will follow this format:

- 1. Minimum of three to four skaters on a team; each skater will do at least one required element
- 2. Teams will be directed to find a "base" for their team along the boards on the ice where they will stay for the remainder of the event
- 3. The announcer, referee or judge-in-charge will call the first element (e.g. jump or stop) to be performed
- 4. The team member performing the element will step forward and execute the skill, with the element first being performed by the skater on team one, then team two, then team three, and so on
- 5. Once all the teams have had their skaters complete the element, the next element will be called
- 6. Judging is done with one mark for each element (skater) for total team points

LEVEL	JUMPS/STOPS	SPINS/TURNS/GLIDES	SKATING SKILLS
SNOWPLOW SAM - BASIC 3, HOCKEY 1-4	Wiggles, two-foot swizzles forward or backward (4-8 in a row) Snowplow stop (one or both feet) or hockey stop (with skid)	Curves, glide turns or hockey turns (right and left, forward) March then glide on two feet or forward one-foot glide on left and right foot (one-time skater's height, forward)	Forward half-swizzle pumps or forward C-cuts on a circle (right and left, 6-8 consecutive)
BASIC 4 - BASIC 6	Side toe hop, bunny hop, ballet jump or mazurka -Waltz jump	Forward inside pivot or two-foot spin (min. 3 revs.) One-foot upright spin, optional entry and free foot position (min. 3 revs.)	Moving forward to backward two-foot turns on a circle, clockwise and counterclockwise (from Basic 3)
ASPIRE 1-4	Single jump (no Axel) Jump combination or jump sequence (no Axel allowed)	Solo spin (scratch spin, layback, camel or sit, min. 3 revs., no flying entry) -Combo spin: one change of foot, change of position optional (min. 3 revs. on each foot)	Choreographic Step sequence (ChSt)
ADULT 1-6	Forward snowplow stop Lunge	Forward swizzles, 4-6 in a row Backward one-foot glide, right and left	Forward chasses on a circle, clockwise and counterclockwise
ADULT BEGINNER/ ADULT HIGH BEGINNER	Bunny hop Waltz jump	Beginning one-foot spin from backward crossovers Backward inside three-turn, right and left	Alternating right and left forward outside edges across width of the rink
ADULT PRE- BRONZE/ ADULT BRONZE	Half Flip Salchow jump	Forward upright spin Backward upright spin	Two forward crossovers into a forward inside mohawk, step down and cross behind, one backward crossover and step to a forward inside edge, clockwise and counterclockwise





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<b>Highest Level F</b>	Passed Male	e Female Name	Parent/Guardian	
		ve <mark>nt; \$20 Each</mark> Ac		
Basic Elements	Athlete Development	SPEC.	Adult Prog	SOLO DANCE
	Aspire Compulsory	OLYMPICS	w/Music	
nowplow Sam*	Aspire 1*	Badge 1*	Adult 1	Preliminary
nsic 1*	Aspire 2*	Badge 2*	Adult 2	Pre-Bronze
asic 2*	Aspire 3	Badge 3*	Adult 3	
asic 3*	Aspire 4	Badge 4*	Adult 4	
asic 4*	Fundamental Control	Badge 5*	Adult 5	
asic 5*	Aspire Free Skate	Badge 6*	Adult 6	9
asic 6*	Aspire FS 1*	Badge 7*	Adult Beginner	
	Aspire FS 2*	Badge 8*	Adult High Beg	
asic Prog w/Music nowplow Sam* asic 1*	Aspire FS 3* Aspire FS 4*	Badge 9* Badge 10*	Adult Pre-Bronze Adult Bronze	
asic 2*		Badg <mark>e 11*</mark> Bad <mark>ge 12*</mark>		
asic 3*	EXCEL Free Skate			
asic 4*	Excel Pre-Prelim		ASE EVENTS	TEAM
asic 5*	Excel Preliminary	Basic 1-6	Adult 1-6	COMPULSORY
asic 6*		Aspire 1-4	Adult Beg <mark>i</mark> nner	Snowplow-Basic 3
	Well-Balanced FS	Pre-	Adult High Beg	Hockey 1-4
		Preliminary		Basic 4-6 Aspire 1-4
	Pre-Preliminary	Preliminary	Adult PreBronze	Adult 1-6
	Preliminary			Adult Beginner /High Beginner
		PRODUCTION		Adult Pre Bronze
		ENSEMBLES	- · · ·	/Bronze
		Mini [ <u>4-8</u> skaters]	Preliminary	
			N ENSEBLE COST PER TEAM	

Entry Fees are not refundable after the entry deadline unless an event is cancelled. 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 19, 2025	
Additional Event	\$ Mail form and fees to: Cristy Bosley	
Additional Event	\$ 6478 Luanne Dr., Flushing, MI, 48433	
Additional Event	\$ Make check or money order payable to: ICEFSC	
Join USF/S	\$ INTERESTED IN PAYING BY CREDIT CARD?	
TOTAL:	\$ CONTACT: Cristy Bosley 810.814.1081	

Michigan Compete USA Series 2 – Like us on





Certification	٥f	Competitor
Cei unication	VI.	Compenio

Parent/Guardian Signature

<u> </u>

Date

- 1. The competitor is eligible to enter the events checked. It is agreed that the competitor and family hold the Iceland Competitive Edge Figure Skating Club AND 810 Sports Complex, 1160 S. Elms Rd., Flint, MI 48532 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/quardian of a minor participant, in the ICELAND SPRING FLING/Basic Skills Series,

I understand that the ICELAND SPRING FLING /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 ICELAND SPRING FLING /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 ICELAND SPRING FLING /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.

Club Officer/Program Director_		
<u>Title</u>		_Date
COMPETITOR SIGNATURE		_Date
If you are not registered, go to www.the instruction for registration.  COACHES WILL BE REQUI	oaches Registry for the current season? usfigureskating.org, click on the Coaches  RED TO CHECK IN AT REGISTRATION	Please print clearly Yes □ # S Registration button and follow  I AT EACH EVENT
Phone:	E-mail Address:Please prin	

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CHECKLIST [please be sure the following is included]:

Entry form with U.S. F/S Number

\_ Check payable to: ICEFSC

Club Officer/Program Director Signature

\_ Events to be entered checked properly