



Queen City Open

June 13, 2026

Ford Ice Center Clarksville

Registration Deadline: May 31, 2026

Music Upload Deadline: June 7, 2026



Compete USA Approval

37051

Competition Information

Location

Ford Ice Center Clarksville

150 College St, Clarksville TN 37040

Hosted by Scott Hamilton Skating

Academy Clarksville

SCOTT HAMILTON
SKATING ACADEMY



Mission Statement

Compete USA is designed to promote a positive competition experience at the grassroots level and increased skating participation while generating enthusiasm. Compete USA competitions incorporate skills from Learn to Skate USA and U.S. Figure Skating into a competitive format that can be easily and successfully conducted by registered Learn to Skate USA programs and U.S. Figure Skating member clubs or interclubs.

Entries

- All entries must be received and paid for no later than May 31, 2026.
- Registration may close early if the event reaches capacity before 5/31.
- Late registration may open if the event does not reach capacity, at the discretion of the Local Organizing Committee.
- No refunds will be given unless no competition exists or the event is canceled.
- Skaters will not be able to participate until all fees are paid in full.
- All registration and payment must be made online. No paper registrations will be accepted.

Awards

- Everyone will receive an award. All events will be final rounds. Awards will be handed out once results are made available per each event in the upstairs lobby.

Schedule of Events

- The schedule will be made available to everyone on Sk8stuff. All participants and coaches will be emailed when the schedule is ready.

Practice Ice

- Practice ice is available for purchase (\$20/20 minute session) through the registration deadline. If practice ice is not full, sessions will be on sale through 7:30 AM 6/13 for \$25/20 minute session. Sessions will tentatively be at 8:00 AM, 8:20 AM, and 8:40 AM but these are subject to change.

Local Organizing Committee

- If you have any questions or need any assistance leading up to the competition please contact the Competition Chair, Hanna Fussman, at hfussman@fmbankarena.com. Our LOC is working hard to ensure we have a great day on June 13!

Event Fees

First Event | \$60

Second Event | \$40

Third Event | \$30

Fourth Event | \$20

Practice Ice purchased on or before May 31: \$20 for 20 minutes

Practice Ice purchased June 1 & later: \$25 for 20 minutes

All event fees must be paid before the skater may check in at registration. Event fees not paid by the registration deadline are subject to an additional late fee of \$15 per event.

All skaters must upload their music by the music deadline (June 7 at 11:59 PM CST). After the deadline has passed, skaters will pay a \$10 music late fee before they are able to compete.

Instructions to complete registration are available on the next page. Please follow them carefully. If you have any questions or need assistance with registration, please contact Hanna at hfussman@fmbankarena.com.

Event Offerings

Free Skate

- Snowplow Sam, Basic 1-6 Program w/ Music
- Aspire 1-4 Program w/ Music
- Excel Pre-Preliminary & Preliminary Free Skate
- Championship Pre-Preliminary & Preliminary Free Skate
- Special Olympics Badge 1-12 Program w/ Music
- Adult 1-6 Program w/ Music
- Adult Beginner & High Beginner Free Skate
- Adult Pre-Bronze & Bronze Free Skate

Elements & Athlete Development

- Snowplow Sam, Basic 1-6 Elements
- Compulsory Level 1-4
- Jumps Level 1-4
- Spins Level 1-4

Solo Pattern Dance

- Dutch Waltz
- Canasta Tango
- Rhythm Blues
- Swing Dance
- Cha Cha
- Fiesta Tango

Skaters may register for one, two, or three dances within their preferred level. Each dance is considered its own event.

Event Offerings

Showcase Offerings

- Snowplow Sam, Basic 1-6 Showcase*
- Aspire 1-4 Showcase*
- Adult 1-6*
- Pre-Preliminary & Preliminary**
 - Emotional
 - Character
 - Lyrical Pop
 - Comedic
- Adult Beginner, High Beginner, Pre-Bronze**
 - Emotional
 - Character
 - Lyrical Pop
 - Comedic
- Basic 1-6 Interpretive
- Aspire 1-4 Interpretive
- Adult 1-6 Interpretive
- Adult Beginner, High Beginner, Pre-Bronze Interpretive

*All event types (emotional, character, etc) will be grouped together.

**In the event that there is only one skater per category (ex Preliminary Lyrical Pop), categories will be grouped together per level if there are entries in other categories.

All event requirements can be viewed here:

<https://usfigureskating.org/sports/2025/8/12/competition-program-requirements.aspx>

Registration

Step One: Sk8stuff

Head to sk8stuff.com and select "Queen City Open" under "Upcoming Events", then select "Register Online". Fill in all necessary information, select your skater's events, and confirm your registration.

NOTE: Registration is not complete until your events are paid for in Dash.

Step Two: Payment

Login to your Ford Ice Center Dash account and pay for all of your events by adding them to your cart. This can be accessed through the "payment link" on the sk8stuff competition portal.

Queen City Open | First Event (\$60) | MUST select if only event

Queen City Open | Second Event (\$40)

Queen City Open | Third Event (\$30)

Queen City Open | Fourth Event (\$20)

Queen City Open | Practice Ice Session #1 (\$20)

Queen City Open | Practice Ice Session #2 (\$20)

Queen City Open | Practice Ice Session #3 (\$20)

Note: Please double check your skater has a signed waiver on their dash account. New skaters will need to create an account and sign a waiver.

Step Three: Upload Music

The music upload can be accessed via the sk8stuff competition portal under "music upload".

The music upload deadline is June 7 at 11:59 PM CST. Please help our local organizing committee by having your music uploaded on time as an MP3 with your skater's name and level in the file name. The LOC may ask for a reupload of your music if it is not titled appropriately or is the incorrect file type. Late fees will apply to music submitted after the deadline.

RULES FOR COMPETE USA COMPETITIONS

3100 Rules for Compete USA Competitions

3110 Compete USA Competitions – Approvals

3111 Compete USA competitions may include events for skaters who have passed no higher than the preliminary free skate, pre-bronze pattern dance or adult bronze free skate tests without applying for a U.S. Figure Skating sanction. However, an approval number is required and may be obtained from the appointed Learn to Skate USA representatives.

3120 Compete USA Competitions – Officials

3121 For Compete USA competitions, three judges not related to the competitors are required for each event. Judges may be any official U.S. Figure Skating or Skate Canada judge or any other qualified eligible or ineligible person in skating who is a U.S. Figure Skating member and/or a Learn to Skate USA member.

3122 For Compete USA competitions, the member club or other organization sponsoring and conducting the competition shall approve all judges and officials. All persons serving as judges and officials shall be at least 16 years of age.

3130 Compete USA Competitions – Announcements

3131 For all Compete USA competitions, a copy of the announcement and an approval request shall be sent to the appointed Learn to Skate USA representative for approval and issuance of a Compete USA approval number 30 days prior to the release of the competition announcement to the public. The approval is to be publicly displayed during the competition.

3132 Compete USA competitions will follow the event structure as outlined in the Compete USA Manual. Any registered Learn to Skate USA program may conduct a Compete USA competition.

3133 When Compete USA competitions are held on the home ice of a U.S. Figure Skating member club, the member club shall be designated as the sponsoring club.

3134 Compete USA competitions may be:

- A. “In house” — the competition is available only to those skaters who are members of the club or program conducting the competition, or
- B. “Open” — the competition is available to any registered Learn to Skate USA member or full U.S. Figure Skating member.

3055 Entries

At nonqualifying competitions, if only one eligible competitor/team enters an event, the competitor/team will be offered the option to skate an exhibition, compete in an equivalent event one level above or one level below (as qualified by test level) or, for pre-juvenile and lower singles events, compete in an equivalent event against skaters of the opposite gender.

- A. If said competitor chooses to skate an exhibition, judges will award their marks according to the rules and the applicable judging system used, and the competitor/team will receive first place.
- B. If said competitor chooses to compete in an equivalent event against skaters of the opposite gender, the skater will be entered accordingly.
- C. If said competitor/team chooses not to skate, the entry fee will be refunded, and the event will be canceled

3064 - Skating Accommodations Memorandum (S.A.M.)

A singles skater with a documented physical disability, as defined by the American’s with Disabilities Act (ADA), may request exception from certain technical rules or element requirements or expectations on the basis that such rule or requirement penalizes them in the assessment.

ELIGIBILITY RULES FOR PARTICIPANTS

It is very important to the success of the competition that skaters are placed in the correct divisions. 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.

Choosing a competitive level that is right for your skater: It is the responsibility of the instructor, coach, or skating director to place the skater at the correct competitive level. This decision should be based upon skill proficiency, athlete development, and fairness. Placing skaters at a level that challenges them appropriately while fostering their ongoing development is key to nurturing their growth.

ELIGIBILITY AND TEST REQUIREMENTS:

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

Eligibility will be based on skill level as of closing date of entries. All Snowplow Sam and Basic 1-6 skaters must skate at highest level passed or one level higher, and NO official U.S. Figure Skating tests may have been passed, including skating skills or individual dances.

Special Olympics events are for skaters with intellectual disabilities. Skate United events are for skaters with physical disabilities. Skate United skaters have the option to compete in the standard track or Skate United track; accommodations may be made upon request. Adaptive events are for skaters with any type of disability. ***For Synchronized Skating eligibility and requirements refer to the Synchronized Skating page.***

ELIGIBILITY RULES FOR COACHES/ INSTRUCTORS

When hosting a Compete USA competition, it is important that you verify the compliance of each coach/instructor who plans to coach onsite at the event.

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

- Learn to Skate USA instructor compliant
- OR**
- U.S. Figure Skating coach compliant

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 assisting Compete USA events must also be SafeSport Trained™

Snowplow Sam – Basic 6 Free Skate

GENERAL EVENT PARAMETERS:

- The skating order of the required elements is optional.
- The elements are not restricted as to the number of times each element is executed or the length of glides, number of revolutions, etc., unless otherwise stated.
- To be skated on full ice with music.
- Skaters must demonstrate the required elements and may use, but are not required to use, any additional elements from previous (lower) levels.
- 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.
- Skaters with physical disabilities may register for standard track or Skate United track for events.

LEVEL	TIME	ELEMENTS
SNOWPLOW SAM	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, 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 • C step, 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

Excel Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice.
- Skaters may not enter both a Championship free skate event and an Excel free skate event at the same competition.
- Skaters may not have competed in a singles event at a National Qualifying Series competition or the Excel Series at a higher level. Skaters may compete up to one level above their highest singles test passed.
- Skaters with physical disabilities may register for standard track or Skate United track events.

2026 EXCEL PRE-PRELIMINARY – 1:40 MAX

JUMPS	SPINS	SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> ◦ 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 <ul style="list-style-type: none"> ◦ Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps 	<p>Maximum 2 spins – Max Level 1:</p> <ul style="list-style-type: none"> • One spin must be in a single position with no change of foot* <ul style="list-style-type: none"> ◦ No flying entry ◦ 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 <ul style="list-style-type: none"> ◦ No flying entry • Spins must be of a different character 	<p>Maximum 1 sequence:</p> <ul style="list-style-type: none"> • One Choreographic Sequence (pChSq) <ul style="list-style-type: none"> ◦ Must be clearly visible

*Denotes required element

2026 EXCEL PRELIMINARY PLUS – 2:00 +/- 10 SECONDS

JUMPS	SPINS	SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, including single Axel <ul style="list-style-type: none"> ◦ No double or higher jumps allowed ◦ Single Axel and all other single jumps may be repeated one (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 of any same jump) • Max 2 jump combinations, or 1 jump combination and 1 jump sequence <ul style="list-style-type: none"> ◦ Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps 	<p>Maximum 2 spins – Max Level 1:</p> <ul style="list-style-type: none"> • One spin combination with or without change of foot* <ul style="list-style-type: none"> ◦ No flying entry ◦ Minimum 6 revolutions • One spin with only 1 position* <ul style="list-style-type: none"> ◦ No change of foot ◦ No flying entry ◦ Minimum 3 revolutions 	<p>Maximum 1 sequence:</p> <ul style="list-style-type: none"> • One Choreographic Sequence (pChSq) <ul style="list-style-type: none"> ◦ Must be clearly visible

*Denotes required element

	JUMPS	SPINS	STEP SEQUENCE
Aspire 1 Free Skate 1:40 Max	Maximum 5 jump elements: <i>Permitted jumps:</i> <ul style="list-style-type: none"> Waltz jump ½ flip ½ Lutz Max 1 jump sequence <i>Permitted sequence:</i> <ul style="list-style-type: none"> Waltz jump/waltz jump with no turns or hops in between 	Maximum 2 spins: <i>Required spins:</i> <ul style="list-style-type: none"> Two-foot spin Forward one foot spin (free foot optional) 	Maximum 1 Sequence: <i>Choreographic step sequence (ChSt)</i> <ul style="list-style-type: none"> one-half of the ice
Aspire 2 Free Skate 1:40 Max	Maximum 5 jump elements: <i>Permitted jumps:</i> <ul style="list-style-type: none"> Any jump from Aspire 1 Single Salchow Single toe loop Max 2 jump combinations, or 1 jump combination and 1 jump sequence <i>Permitted combinations:</i> <ul style="list-style-type: none"> Waltz jump/toe loop Salchow/toe loop <i>Permitted jump sequence:</i> <ul style="list-style-type: none"> Waltz jump/waltz jump with no turns or hops in between 	Maximum 2 spins: <i>Permitted spins:</i> <ul style="list-style-type: none"> Any spin from Aspire 1 Back upright spin Forward sit spin 	Maximum 1 Sequence: <i>Choreographic step sequence (ChSt)</i> <ul style="list-style-type: none"> one-half of the ice
Aspire 3 Free Skate 1:40 Max	Maximum 5 jump elements: <i>Permitted jumps:</i> <ul style="list-style-type: none"> Any jump from Aspire 1 and 2 Euler (half-loop) Single loop Max 2 jump combinations, or 1 jump combination and 1 jump sequence	Maximum 2 spins: <i>Required spin:</i> <ul style="list-style-type: none"> Forward upright spin to backward upright spin <i>Permitted spins:</i> <ul style="list-style-type: none"> Any spin from Aspire 1 and 2 Forward camel spin 	Maximum 1 Sequence: <i>Choreographic step sequence (ChSt)</i> <ul style="list-style-type: none"> one-half of the ice
Aspire 4 Free Skate 1:40 Max	Maximum 5 jump elements: <i>Permitted jumps:</i> <ul style="list-style-type: none"> Any jump from Aspire 1, 2 and 3 Single flip Single Lutz Max 2 jump combinations, or 1 jump combination and 1 jump sequence	Maximum 2 spins: <i>Required spin:</i> <ul style="list-style-type: none"> Forward camel to forward sit spin combination <i>Permitted spins:</i> <ul style="list-style-type: none"> Any spin from Aspire 1, 2 and 3 	Maximum 1 Sequence: <i>Choreographic step sequence (ChSt)</i> <ul style="list-style-type: none"> one-half of the ice

CLARIFICATIONS:

Jumps:

All Levels

- Maximum 2 of any same jump

Aspire 1 and 2

- Euler is not permitted

Jump Sequence:

Aspire 3 and 4

- 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

Jump Combinations:

Aspire 3 and 4

- Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps

Spins:

All Levels

- Minimum 3 revolutions
- No flying entry
- A spin may not be repeated
- Basic positions only (no variations)

Aspire 3 and 4

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

Step Sequence:

All Levels

- Jumps may be included in the step sequence
- Moves in the field, spiral sequences, arabesques, spread eagles, Ina Bauers, split jumps, etc., are allowed but will not be counted as elements

Championship Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice.
- Skaters may not enter both a Championship free skate event and an Excel free skate event at the same competition.
- Skaters may not have competed in a singles event at a National Qualifying Series competition or the Excel Series at a higher level. Skaters may compete up to one level above their highest singles test passed.
- Skaters with physical disabilities may register for standard track or Skate United track events.

2025-26 CHAMPIONSHIP PRE-PRELIMINARY – 1:40 MAX

JUMPS	SPINS	SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, including the single Axel <ul style="list-style-type: none"> o No double, triple, or quadruple jumps allowed o Jumps may be repeated once (but not more) as solo jumps or as part of a jump combination or jump sequence. • Max 2 jump combinations, or 1 jump combination and 1 jump sequence <ul style="list-style-type: none"> 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 In pre-preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. 	<p>Maximum 2 spins – Max Level 1:</p> <p>Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry</p> <ul style="list-style-type: none"> • One spin MUST be a spin in ONE position* • One spin may MAY change positions <p><i>If two one-position spins are performed, they must be executed in different basic positions.</i></p>	<p>Maximum 1 choreographic sequence (pChSq):</p> <ul style="list-style-type: none"> • 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 pChSq.

*Denotes required element

2025-26 CHAMPIONSHIP PRELIMINARY – 2:00 +/- 10 SECONDS

JUMPS	SPINS	SEQUENCES
<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • 1 must be an Axel-type jump or a waltz jump* • All single jumps allowed, including the single Axel. Only two different double jumps may be attempted (limited to double Salchow, double toe loop, and double loop) <ul style="list-style-type: none"> o No double flip, double Lutz, double Axel, triple, or quadruple jumps allowed o A single Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump combination or jump sequence . • Max 2 jump combinations, or 1 jump combination and 1 jump sequence <ul style="list-style-type: none"> o 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. o In preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. 	<p>Maximum 2 spins – Max Level 2:</p> <p>Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry</p> <ul style="list-style-type: none"> • One spin MUST be a spin in ONE position* • One spin MAY change positions <p><i>If two one-position spins are performed, they must be executed in different basic positions.</i></p>	<p>Maximum 1 choreographic sequence (pChSq):</p> <ul style="list-style-type: none"> • 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 pChSq.

*Denotes required element

Adult 1-6 Free Skate

GENERAL EVENT PARAMETERS:

- The skating order of the required elements is optional.
- The elements are not restricted to the number of times each 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 with music.
- Skaters must demonstrate the required elements and may use, but are 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
ADULT 1	1:40 max	<ul style="list-style-type: none"> • Forward marching • Forward two-foot glide • Forward swizzles (4-6 in a row) • Forward snowplow stop – two feet or one foot
ADULT 2	1:40 max	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
ADULT 3	1:40 max	<ul style="list-style-type: none"> • 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 chassés on a circle, clockwise and counterclockwise • Backward snowplow stop, right and left
ADULT 4	1:40 max	<ul style="list-style-type: none"> • 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 5	1:40 max	<ul style="list-style-type: none"> • 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 (minimum 2 revolutions)
ADULT 6	1:40 max	<ul style="list-style-type: none"> • 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 (minimum 2 revolutions on 1 foot)

Adult Beginner – Bronze Free Skate

GENERAL EVENT PARAMETERS:

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

ADULT BEGINNER – 1:40 MAX			
JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements <ul style="list-style-type: none"> • 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 	Maximum 2 Spins <ul style="list-style-type: none"> • 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 any U.S. Figure Skating singles tests.

ADULT HIGH BEGINNER – 1:40 MAX			
JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, half flip, half Lutz, Euler, single toe loop, and single Salchow • Max. 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump 	Maximum 2 Spins <ul style="list-style-type: none"> • 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 singles tests.

ADULT PRE-BRONZE – 1:40 MAX			
JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements <ul style="list-style-type: none"> • Only single and half-revolution jumps are permitted (half flip and half Lutz are permitted) • Single Lutz, single Axel, double, triple, and quadruple jumps are not permitted. • Each jump may be repeated only once and only as part of a combination or sequence. Max. 2 of any same jump. • Max. 2 combinations or sequences. <ul style="list-style-type: none"> ○ 1 jump combination or 1 sequence may contain 3 jumps, and the other may contain only 2 jumps. ○ A jump sequence consists of two or three single revolution 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 on to the take-off curve of the waltz jump. 	Maximum 2 Spins - Max Level 1 <ul style="list-style-type: none"> • Spins must have different codes. • Min. 3 revs. • Spins with a flying entry are not permitted. • A two-foot spin is permitted as one of the spins at this level and has a different code than a one-foot spin. 	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 singles.

ADULT BRONZE – 1:50 MAX			
JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements <ul style="list-style-type: none"> • All single jumps permitted except single Axel. • Single Axel, double, triple, and quadruple jumps are not permitted. • Each jump may be repeated only once and only as part of a combination or sequence. Max. 2 of any same jump. • Max. 2 combinations or sequences. <ul style="list-style-type: none"> ○ 1 jump combination or 1 sequence may contain 3 jumps, and the other may contain only 2 jumps. ○ A jump sequence consists of two or three single revolution 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 on to the take-off curve of the waltz jump. 	Maximum 2 Spins - Max Level 1 <ul style="list-style-type: none"> • Spins must have different codes. • Min. 3 revs. total if no change of foot • Min. 3 revs. each foot if change of foot. • Min. 2 revs. in each position. • Spins with a flying entry are not permitted. 	Maximum 1 Sequence <ul style="list-style-type: none"> • 1 choreographic step sequence (ChSt) utilizing at least one half the ice surface (may include skating movements such as spirals, ina bauers, spread eagles, split jumps, etc.) • Must be clearly visible and identifiable 	Skaters may not have passed tests higher than U.S. Figure Skating adult bronze or preliminary singles.

Snowplow Sam – Basic 6 Elements

THERE ARE TWO FORMAT OPTIONS FOR THE ELEMENTS EVENT:

- Each skater will perform each element when directed by a judge/referee (i.e. each skater performs first element before moving on to the next and so on) OR
- Skater will perform one element at a time **in the order listed below** (no excessive connecting steps or choreography) (i.e. each skater performs all required elements before moving on to the next skater).
 - To be skated on 1/3 to 1/2 ice (determined by LOC)
 - No music
 - All elements must be skated in the order listed.**
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant.
- Skaters with physical disabilities may register for standard track or Skate United track for events.

LEVEL	TIME	ELEMENTS
SNOWPLOW SAM	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, 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	1:00 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, 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 C step, 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

Jumps Challenge

GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Only the listed elements will be judged, and jumping passes may be skated in any order.
3. Each jumping pass may be attempted twice.
 - a. The second attempt will be the one judged and must immediately follow the first attempt.
 - b. The original jump type, jump combination, or jump sequence must be performed as a repeat attempt. If a different jump type, jump combination, or jump sequence is performed, it will receive no value.
 - c. All falls will be called and counted whether or not the jump is repeated immediately afterward. Falls that occur on connecting moves will not be counted.
5. Elements not according to requirements will receive no value.
6. Applicable deductions:
 - a. Time Violations up to every 10 seconds in excess = -0.1
 - b. Fall Deductions: for each fall = -0.1
7. For events using IJS, click [HERE](#).

LEVEL	JUMPING PASS 1	JUMPING PASS 2	JUMPING PASS 3
LEVEL 1 1:15 max	Half-Flip	Half-Lutz	Two-Jump Sequence Waltz Jump + Waltz Jump
LEVEL 2 1:15 max	Single Loop	Single Salchow	Two-Jump Combination Waltz Jump + Single Toe Loop (No Sequence)
LEVEL 3 1:15 max	Single Flip	Single Lutz	Two-Jump Combination Any Two Single Jumps May Include One Single Axel (No Sequence Allowed)
LEVEL 4 1:15 max	Single Axel	Double Salchow or Double Toe Loop	Three-Jump Combination Any Three Single Jumps May Include One Single Axel (No Sequence Allowed)

Spins Challenge

GENERAL EVENT PARAMETERS:

1. May be skated on half or full ice, depending on the competition announcement.
2. Spins may be skated in any order. Spins may not be repeated. Only the listed elements will be judged – connecting steps may be performed but will not be considered.
3. Layback spins are not permitted in Level 1 or Level 2.
4. Applicable deductions:
 - a. Time Violations up to every 10 seconds in excess = -0.1
 - b. Fall Deductions (only in elements performed): for each fall = -0.1
5. For events using IJS, click [HERE](#).

LEVEL	SPIN 1	SPIN 2	SPIN 3
LEVEL 1 1:30 max	Forward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Backward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Forward Upright Spin to Backward Upright Spin Min. 3 revs each foot NO Flying entry (CUSp)
LEVEL 2 1:30 max	Upright Spin Forward or Backward Min. 3 revs NO flying entry or change of foot (USp)	Forward Sit Spin Min. 3 revs NO flying entry or change of foot (SSp)	Forward Camel Spin Min. 3 revs NO flying entry or change of foot (CSp)
LEVEL 3 1:30 max	Combination Spin Without Change of Foot Forward or Backward Min. 6 revs NO flying entry (CoSp)	Sit Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (SSp)	Camel Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (CSp)
LEVEL 4 1:30 max	Combination Spin With Change of Foot Min. 6 revs. each foot NO flying entry (CCoSp)	Flying Spin Camel, Sit, Upright or Layback Min. 5 revs NO change of foot or position (FCSp, FSSp, FUSp, FLSp)	Spin in One Position Camel, Sit, Upright, or Layback Must be a different position than Flying spin (#2) Min. 5 revs NO flying entry or change of foot

Compulsory Moves Challenge

GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Elements may be skated in any order. They will be evaluated in a program format similar to a short program and may be performed only once. The skater may include connecting steps between the required elements.
3. Music is not allowed.
4. Applicable deductions:
 - a. Time Violations up to every 10 seconds in excess = -0.1
 - b. Fall Deductions in and out of elements: for each fall = -0.1
5. For events using IJS, click [HERE](#).

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/STEP SEQUENCE
LEVEL 1 1:15 max	<ul style="list-style-type: none"> • Half Flip or • Half Lutz 	Jump Sequence <ul style="list-style-type: none"> • Waltz Jump + Waltz Jump (A direct step into the 2nd waltz jump from the landing of the 1st waltz jump) 	<ul style="list-style-type: none"> • Forward One-Foot Upright Spin <ul style="list-style-type: none"> o No flying entry o No change of foot o Min. 3 revs. 	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq) <ul style="list-style-type: none"> o Must include a spiral on each foot (skated forward or backward) with fully extended free leg. Other skating movements may be performed.
LEVEL 2 1:15 max	<ul style="list-style-type: none"> • Single Salchow or • Single Toe Loop 	Jump Combination <ul style="list-style-type: none"> • Waltz Jump + Single Toe Loop (Only the above jump combination is allowed) 	<ul style="list-style-type: none"> • Forward Sit Spin <ul style="list-style-type: none"> o No flying entry o No change of foot o Min. 3 revs. 	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq) <ul style="list-style-type: none"> o Must include one spiral with variation and one of the following: <ul style="list-style-type: none"> • Split Jump • Stag Jump • Falling Leaf
LEVEL 3 1:15 max	<ul style="list-style-type: none"> • Single Loop 	Choice of one of the following jump combination options: <ul style="list-style-type: none"> • Single Flip + Single Toe Loop • Single Lutz + Single Toe Loop • Single Flip + Single Loop • Single Lutz + Single Loop 	<ul style="list-style-type: none"> • Forward Camel Spin <ul style="list-style-type: none"> o No flying entry o No change of foot o Min. 3 revs. 	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq) <ul style="list-style-type: none"> o At least 2 different skating movements and clearly visible
LEVEL 4 1:15 max	<ul style="list-style-type: none"> • Double Salchow or • Double Toe Loop 	Choice of one of the following jump combination options: <ul style="list-style-type: none"> • Single Axel + Single Toe Loop • Single Axel + Single Loop 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> o No flying entry o No change of foot o Min. 6 revs. total 	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq) <ul style="list-style-type: none"> o At least 2 different skating movements and clearly visible

Showcase Events

Showcase events are open to skaters in the levels listed below. Groups will be divided by number of entries and ages if possible. Skaters with physical disabilities may register for standard track or Skate United track. Skaters with intellectual disabilities may register for Special Olympics 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 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 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. 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 showcase guidelines posted on usfigureskating.org. In order to qualify for National Showcase, skaters competing in preliminary and above must compete in events using the Component Judging System (CJS).*

Showcase categories may include:

- **Character Performance:** Skaters will impersonate a character, original or adapted, on the ice. Performances as a character from a movie, musical, book, original idea, original adaptation are all welcome here.
 - Lip syncing is required
 - Props and scenery are permitted
 - Technical limitations: maximum of two jumps, jump combinations or jump sequences
 - **Lyrical Pop:** Skaters will perform to a vocal song with lyrics, allowing them to express themselves through the content and narrative of the music.
 - Lip syncing is not permitted
 - Props and scenery are not permitted
 - Technical limitations: maximum of two jumps, jump combinations or jump sequences
 - **Duets/Trios:** Theatrical/artistic performances by two to three skaters.
 - **Mini production ensembles:** Theatrical performances by four to eight competitors. 2:00 maximum length.
 - **Production ensembles:** Theatrical performances by nine to 30 skaters. 2:30 maximum length.
- NOTE: Skaters may only enter one duet, one mini production, and one production ensemble.

**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.*

Showcase Events

LEVEL	TIME	ELEMENTS	QUALIFICATIONS
SNOWPLOW SAM	1:00 max	Elements only from Snowplow Sam 1-4 curriculum	Must not have passed any official U.S. Figure Skating tests
BASIC 1-6	1:00 max	Elements only from Basic 1-6 curriculum	Must not have passed any official U.S. Figure Skating tests
ASPIRE 1-4 & ADULT	1:20 max	No prescribed or restricted elements	Open event - no test restrictions
PRE-PRELIMINARY	1:20 max	No prescribed or restricted elements	Open event - no test restrictions
PRELIMINARY	1:30 max	No prescribed or restricted elements	Must have passed at least pre-bronze skating skills, preliminary singles, or one pre-bronze pattern dance
ADULT PRE-BRONZE	1:40 max	No prescribed or restricted elements	Must have passed adult pre-bronze singles or pre-preliminary singles. Must not have passed adult bronze singles, preliminary singles, or bronze solo free dance.

** It is the responsibility of the skater, instructor, coach, or skating director to determine the correct competitive level. This decision should be based upon skill proficiency, athlete development, and fairness.*

Interpretive Events

COMPETITION FORMAT:

The local organizing committee (LOC) must pre-select and edit musical choices appropriate for these events. During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Levels: Levels should be divided by ability with ages divided appropriately.

Judging Rules: Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression. Spins and jumps performed must be appropriate to competition level.

Time: Music duration for all levels: Up to 1:30 max

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.

Solo Pattern Dance

GENERAL EVENT PARAMETERS:

- Levels are based upon the skater's highest pattern dance test passed.
- Skaters may select 1, 2, or 3 dances from their selected level, rather than only competing the two designated dances listed below.
 - Preliminary Dances: Dutch Waltz, Canasta Tango, and/or Rhythm Blues
 - Pre-Bronze Dances: Swing Dance, Cha Cha, and/or Fiesta Tango
- Skaters may upload their own music. If they do not, a USFS song will be selected for them automatically.
- Each warm up will play warm up dance music two times.

PRELIMINARY

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

PRE-BRONZE

JANUARY 1–MARCH 31	APRIL 1–JUNE 30	JULY 1–SEPTEMBER 30	OCTOBER 1–DECEMBER 31
1. Swing Dance 2. Cha Cha	1. Tango Fiesta 2. Swing Dance	1. Cha Cha 2. Tango Fiesta	1. Swing Dance 2. Cha Cha

ADULT PRELIMINARY

Qualifications: No higher than one pre-bronze dance test (partnered, solo, standard, adult/adult 21+ or masters/adult 50+)

SELECTED DANCES FOR THE 2025-26 SEASON (NUMBER OF SEQUENCES TO BE DANCED IN PARENTHESES)

Dutch Waltz (2)
Tango Canasta (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 masters/adult 50+)

SELECTED DANCES FOR THE 2025-26 SEASON (NUMBER OF SEQUENCES TO BE DANCED IN PARENTHESES)

Dutch Waltz (2)
Cha Cha (2)

Special Olympics

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

- 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

- March forward 10 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

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

BADGE 4

- 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

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

BADGE 6

- 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

- 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

- 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

- 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

- 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

- Consecutive forward outside edges (minimum two each foot)
- Consecutive forward inside edges (minimum two each foot)
- Forward inside C step (R and L)
- Consecutive backward outside edges (minimum two each foot)
- Consecutive backward inside edges (minimum two each foot)

BADGE 12

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