



U.S. Figure Skating Non-Qualifying Competitions  
15th Annual South Florida Challenge  
March 16-17, 2018

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Sanctioned by: USFS



★ **FIGURE SKATING CLUB** ★

Panthers IceDen  
3299 Sportsplex Drive  
Coral Springs, Florida 33065  
(954) 341-9956  
[www.panthersiceden.com](http://www.panthersiceden.com)



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**COMPETITION INFORMATION**

**Rules/Conduct/Eligibility (USFS events)**

The South Florida Challenge is open to all qualified eligible skaters who are members in good standing of the USFS and their Home Club. Each skater may compete in as many events as qualified by their test level as of **March 1** or one level higher, *but not both*. For all age requirements, the age required is the age of the individual as of March 1st. Unless otherwise noted, age requirements are in accordance to the USFS rulebook. All efforts will be made to split competitors by age. The competition will be conducted in accordance with the rules set forth in the current edition of the USFS Rulebook. All events will be judged by the 6.0 Judging system.

**Eligibility Rules For Participants (LEARN TO SKATE USA)**

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn to Skate USA program and those who are full members of U.S. 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 Learn to Skate USA or a member club. There will be no more than six competitors maximum in an event and all six should receive an award.

**Eligibility and Test Requirements:**

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

For the Pre-free skate, free skate 1-6, test track and Well Balanced levels, eligibility will be based only upon highest free skate test level passed (Moves in the Field test level will not determine skater's competitive level). Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition.

All Learn to Skate USA events will be judged by the 6.0 Judging System.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the Local Organizing Committee discovers that a skater has been placed in a category that is below his/her class level, the chairman and referee will have the option to move the skater into the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor's signature confirming the level of the skater.

**Entries**

Entries must be submitted on-line through Entryeeze by **March 1, 2018**. Visit [www.panthersfsc.com](http://www.panthersfsc.com) for registration link and additional competition information. Entry Fees must be paid online via Entryeeze. **The entry fee is \$ 75.00 for the first USFS event and \$45.00 for each additional USFS event. THESE INCLUDE ALL EVENTS OFFERED EXCEPT THE Learn to Skate EVENTS.**

**THE LEARN TO SKATE USA Events entry fees are \$ 60.00 for the first event entered, and \$ 30.00 for each additional LEARN TO SKATE event.**

All entries submitted **after March 1st**, will be considered late entries. Late entries will be accepted at the discretion of the Competition Committee, and will be charged a one-time late fee of **\$40.00 per application**.



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All events and practices will be held at **Panthers IceDen, 3299 Sportsplex Dr., Coral Springs, Fl. 33065, (954) 341-9956**. **Panthers IceDen** is a state-of-the-art, Ice Skating and Entertainment Facility, featuring three official NHL (200 x 85) regulation size rinks. **Panthers IceDen** is the proud home of the NHL Florida Panthers.

### Music

**Only CD's will be accepted.** The medium must be clearly labeled with the skater's name and event on the side that is to be played. All CDs must be prepared by the skater and contain only the skater's program. Commercial CDs with multiple programs will not be accepted. Every reasonable care will be taken, but the Panthers FSC will not be responsible for damaged, lost or broken CD's. Each competitor is responsible for delivery of their music to the Registration Desk at the time of registration and for pickup from the Registration Desk at the conclusion of each event. Once the music is registered, it will not be returned until after the event has been skated. **An extra copy of the competitor's music should be readily available rink side at all times.**

### Awards

Medals will be awarded for first through fourth placements in each scheduled South Florida Challenge event category. Ribbons will be awarded for 4<sup>th</sup> thru 6<sup>th</sup> placements in LEARN TO SKATE USA events.

### Registration

A Registration Desk will be at **Panthers IceDen** during the scheduled practice times and events. Skaters are required to check the official bulletin board located at the rink for official practice times and the scheduled events. Posting of such notices or changes shall be considered sufficient notice to competitors. Skaters and coaches should arrive at least 1 hour before their scheduled competition time. All schedules will also be posted on the Entryeze System.

### Practice Ice

Practice ice registration will be announced on the Panthers Figure Skating Club website [www.panthersfsc.com](http://www.panthersfsc.com) after the close of entries and will be available for purchase only through the Entryeze system. **Each skater will be eligible to purchase two (2) practice ice sessions per event entered.** Additional practice ice may become available after the initial practice ice registration.

### Video

Individual videotaping will be permitted in designated areas ONLY. Professional video taping of each event will be available. Except for the official video producer, **only battery-operated cameras will be permitted with NO tripods. NO FLASH PHOTOGRAPHY, PLEASE!**

### Hotels

**Marriott Resort**, (Official Hotel) 1175 Heron Bay Blvd. Coral Springs, Fl. (954)753-5598

**Courtyard by Marriott**, 620 N. University Dr. Coral Springs, Fl. (954)227-1300

**LaQuinta Inn** 3701 University Dr. Coral Springs, Fl. (954)753-9000

**Hampton Inn**, 5740 State Rd. 7, Coconut Creek, Fl. 33073 (888)347-2319

### Inquiries

If you have questions, please contact our Competition/EntryEeze Chairperson, **Melissa Rosenberg at [panthersfscmail@gmail.com](mailto:panthersfscmail@gmail.com)** or the Referee, Elizabeth Stark at [tstark7635@aol.com](mailto:tstark7635@aol.com)



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**Compulsory Moves**

1. Age and test requirements are the same as listed under Free Skating. Skaters may skate one level higher than their current free skate test level.
2. Moves must be performed in a program without music and in any order with necessary connecting steps.
3. Spins must be held for at least 3 revolutions in each position except as noted.
4. Jump combinations may not have a change of foot or turn between jumps.
5. An Axel is considered a single jump.
6. Mandatory deductions will be taken for unlisted or additional elements or unsuccessfully executed moves.
7. **ONLY ONE ATTEMPT IS PERMITTED.**
8. Unless indicated, connecting steps may be used but will not be judged.

Level	Required Compulsory Moves	Time Ice
<b>Beginner</b>	1. Waltz jump 2. ½ jump of choice 3. Forward two-foot or one-foot spin, minimum 3 revolutions (free leg position optional) 4. Forward or backward spiral	1:15 Max HALF ICE
<b>High Beginner</b>	1. Toe loop jump 2. Salchow jump 3. Forward scratch spin – minimum 3 revolutions 4. Forward or backward spiral	1:15 Max HALF ICE
<b>No Test</b>	1. Loop jump 2. Jump combination to include a toe loop (may not use a loop or axel) 3. Solo spin – sit OR camel spin – minimum 3 revolutions 4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balanced moves may be included.	1:15 Max HALF ICE
<b>Pre-Preliminary</b>	1. Single toe loop 2. Jump combination: single/single (NO axel) 3. Sit spin or Camel spin- minimum 3 revolutions 4. Spiral sequence with one forward spiral and one backward spiral ( any edge)	1:15 Max HALF ICE
<b>Preliminary</b>	1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin- minimum 3 revolutions 4. Forward inside spiral	1:15 Max HALF ICE
<b>Pre-Juvenile</b>	1. Single jump (may include Axel) 2. Jump combination: Single /single (may include Axel) 3. Layback spin or Camel spin – minimum three revolutions 4. Step sequence – circular	1:15 Max HALF ICE
<b>Adult Beginner</b>	1. Forward crossovers (minimum 5 consecutive) 2. Waltz jump 3. Two-foot upright spin (minimum 3 revolutions) 4. Forward spiral (any edge)	1:15 Max HALF ICE
<b>Adult Pre-Bronze</b>	1. Backward crossovers (minimum 5 consecutive) 2. Waltz jump 3. Forward upright spin (minimum 3 revolutions) 4. Forward outside spiral	1:15 max HALF ICE
<b>Adult Bronze</b>	1. Single Salchow 2. Waltz - toe loop jump combination 3. Sit spin (minimum 3 revolutions) 4. Spiral sequence ( minimum 2 spirals)	1:15 Max HALF ICE
<b>Adult Silver</b>	1. Single Loop 2. Single/single jump combination 3. Sit spin (minimum 3 revolutions) 4. Straight-line step sequence	1:30 Max HALF ICE
<b>Adult Gold</b>	1. Single Lutz or Axel 2. Single/single or single/double jump combination 3. Camel Spin (minimum 4 revolutions) 4. Straight-line <u>step</u> sequence	1:30 Max HALF ICE



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<b>Jump Challenge</b>		
1. Qualifications for Jump Events are the same as in the free Skate Section. 2. Jumps may be performed in any order and skated <u>without music</u> . 3. Combination jumps must be performed with no turn or change of foot between jumps. 4. Each jump may be attempted twice. The best attempt will be counted.		
Level	Required Compulsory Moves	Time Ice
<b>Beginner</b>	1. Waltz Jump from backward crossovers 2. ½ Flip or ½ Lutz 3. Single Salchow	1:15 Max HALF ICE
<b>High Beginner</b>	1. Waltz jump from backward crossovers 2. Single Salchow 3. Jump combination: waltz – toe-loop	1:15 Max HALF ICE
<b>No Test</b>	1. Single toe jump 2. Single loop 3. Jump combination: Any two 1/2 or single revolution jumps (no Axel)	1:15 Max HALF ICE
<b>Pre-Preliminary</b>	1. Single toe loop 2. Single flip 3. Jump combination- any two ½ or single revolution jumps (no Axel)	1:15 Max HALF ICE
<b>Preliminary</b>	1. Single Flip 2. Single Lutz 3. Jump Combination –any single jump + single loop ( may be Axel)	1:15 Max HALF ICE
<b>Pre Juvenile</b>	1. Single Axel 2. Single or double jump 3. Jump combination-single/single ( no Axel)	1:15 Max HALF ICE
<b>Adult Beginner</b>	1. Bunny Hop 2. Mazurka or Ballet jump	1:00 Max HALF ICE
<b>Adult Pre-Bronze</b>	1. Waltz jump or toe loop jump 2. ½ flip, ½ lutz, or ½ loop	1:00 Max HALF ICE
<b>Adult Bronze</b>	1. Single Salchow 2. Single Toe loop 3. Any Single jump + single toe loop combination (NO Axels allowed)	1:00 Max HALF ICE
<b>Adult Silver</b>	1. Single Flip 2. Single Loop 3. Single/single combination (Axel is permitted)	1:15 Max HALF ICE
<b>Adult Gold</b>	1. Single Axel 2. Single Lutz 3. Single/single or single/double jump combination (may include any single jump, double toe-loop or double salchow)	1:15 Max HALF ICE



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**Spin Challenge**

1. Qualifications for Spin Events are the same as listed in the free skate section. Skaters will qualify according to
2. their free skating level or one level higher.
3. Spins must be skated in any order. Spins may not be repeated. (No music allowed).
4. Minimum number of revolutions are noted in parentheses.
5. **All spin events are on HALF ICE.**

LEVEL	REQUIRED SPINS	TIME
Beginner	1. Upright one- foot spin (3 revs) 2. Upright two- foot spin (3 revs) 3. Sit spin (3 revs)	1:30 Max
High Beginner	1. Upright one-foot spin (3 revs) 2. Upright two- foot spin (3 revs) 3. Sit spin (3 revs)	1:30 Max
No Test	1. Upright one -foot spin (3 revs) 2. Upright tw- foot spin (3 revs) 3. Sit spin (3 revs)	1:30 Max
Pre Preliminary	1. Upright one-foot spin (3 revs) 2. Upright Back scratch spin (3 revs) 3. Sit spin (3 revs)	1:30 Max
Preliminary	1. Forward scratch to back scratch spin (3 revs) 2. Combination spin wit no change of foot (4 revs) 3. Sit spin (3 revs)	1:30 Max
Pre Juvenile	1. Camel Spin (3 revs) 2. Combination spin: camel to sit spin, no change of foot (6 revs) 3. Forward to backward scratch spin ( 3 rev per foot)	1:30 Max
Adult Beginner	1. Pivot 2. Two-foot upright spin (2 revs)	1:15 Max
Adult Pre-Bronze	1. One-foot upright spin (3 revs) 2. Two foot upright spin (3 revs)	1:15 Max
Adult Bronze	1. One-foot upright spin ((4 revs) 2. One-foot back spin (3 revs) 3. Sit spin (3 revs)	1:15 Max
Adult Silver	1. Camel spin (3 revs) 2. Layback, sideways leaning or sit spin (4 revs) 3. Combination spin with at least one change of position, no change of foot) (3 revs each position)	1:30 Max
Adult Gold	1. Solo spin, no change of foot (4 revs) 2. Second solo spin, different from the first, change of foot optional (4 revs) 3. Combination spin with one change of foot and at least one change of position (4 revs each foot)	1:30 Max

**Well Balanced Free Skating Programs (Singles)**

Category	Qualifications	USFS rule #	Time
Pre-Preliminary	Pre-Preliminary FS	4270	1:40 Max
Preliminary	Preliminary FS	4260	1:30 +/- 10 sec
Pre-Juvenile	Pre-Juvenile FS	4250	2:00 +/- 10 sec
Adult Pre-Bronze	Adult Pre-Bronze FS, (see rule book	4600	1:40 Max
Adult Bronze	Adult Bronze FS (see rule book)	4590	1:50 Max
Adult Silver	Adult Silver FS (see rule book)	4580	2:10 Max
Adult Gold	Adult Gold FS 4570 (see rule book	4570	2:40 Max



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**Showcase Events**

Ladies, men, mixed pairs, and like pairs can enter the showcase events. Competitors will be judged on technical merit, costume (its suitability to the music), music interpretation, choreography (suitability of the program sequence and elements to the music), and audience appeal (overall compositions, appearance and style). Live props are not permitted. Props may not be flame or smoke oriented or any other substance that will alter the ice surface.

<b>Category</b>	<b>Elements and Qualifications</b>	<b>Time (max)</b>
Basic 1-6	Elements only from Basic 1-6 curriculum. May not have passed any higher than Basic 6.	1:00 Max
Pre-FreeSkate - Free Skate 6 Beginner/High Beginner, Adult 1-6	3 jumps max. ½ revolution only plus full rotation salchow and toe loop only. May not have passed any official USFS Free Skate test.	1:30 Max
No Test, Pre- Preliminary/ Adult Pre Bronze	3 jumps max. No Axels or double jumps. Must have passed no higher than USFS Pre- Preliminary or Adult Pre-Bronze FS test.	1:30 Max
Preliminary/ Adult Bronze	3 jumps max. Axels are permitted. No double jumps. Must have passed no higher than the USFS Preliminary FS or Adult Bronze FS Test.	1:40
Pre- Juvenile	3 jumps max. Axels are permitted. NO double jumps. Must have passed no higher than the USFS Pre- Juvenile FS test	1:40



## Test Track Free Skate

**EVENT:** 2017-18 Test Track Free Skate Elements (Pre- Preliminary - Juvenile levels) General event parameters:

1. Skaters may **not** enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same non-qualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
3. Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
4. Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
5. The following deductions will be taken:
  - from each mark for each technical element included that is not permitted in the event description.
  - from the technical mark for each extra element included.
  - from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:30 +/- 10 sec.	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (Front to back or back to front including half-loop)</li> <li>• Single rotation jumps: salchow, toe loop, and loop only.</li> <li>• Max. 2 jump combinations or sequences</li> </ul> <p><i>Max. of 2 any same type jump</i></p>	<p><i>Max. of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no flying entry. (minimum 3 revolutions)</li> </ul>	<ul style="list-style-type: none"> <li>• Connecting moves and steps should be demonstrated throughout the program</li> </ul>	<ul style="list-style-type: none"> <li>• Skaters may not have passed tests higher than U.S. figure skating pre-preliminary free skate test</li> </ul>
Preliminary 1:30 +/- 10 sec.	<p><i>Max. of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Max. of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions)</li> <li>• One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)</li> </ul>	<ul style="list-style-type: none"> <li>• Connecting moves and steps should be demonstrated throughout the program</li> </ul>	<ul style="list-style-type: none"> <li>• Skaters must have passed at least the U.S. Figure Skating pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test</li> </ul>
Pre-Juvenile 2:00 +/- 10 sec.	<p><i>Max. of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Max. of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position, no change of foot (Min. 3 revolutions)</li> <li>• One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly.</li> </ul>	<ul style="list-style-type: none"> <li>• One step sequence fully utilizing ice surface</li> </ul>	<ul style="list-style-type: none"> <li>• Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test</li> </ul>
Juvenile 2:20 +/- 10 sec.	<p><i>Max. of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Any single jumps, including Axel, are permitted.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Max. of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One solo spin in one position, no change of foot (Min. 4 revolutions).</li> <li>• One combination spin with one change of foot and at least one</li> <li>• change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot)</li> <li>• <i>Only solo spin may fly</i></li> </ul>	<ul style="list-style-type: none"> <li>• One step sequence fully utilizing ice surface</li> </ul>	<ul style="list-style-type: none"> <li>• Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test</li> </ul>



## SNOWPLOW SAM – BASIC 6 ELEMENTS

All skaters will perform all of the required elements before moving on to the next skater.

- To be skated on 1/3 to 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**



Level	Time	Skating rules/standards
Snowplow Sam	1:00 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:00 max.	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, 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 two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:00 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:00 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, maximum 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:00 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, maximum 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:00 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</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.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:10 max.	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:10 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, 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 two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:10 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:10 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, maximum 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:10 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, maximum 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:10 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>• T-stop, right or left</li> </ul>

**PRE-FREE SKATE – FREE SKATE 6 COMPULSORY**

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.



- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> <li>• Forward inside open Mohawk from a standstill position (R to L and L to R)</li> <li>• Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Backward outside three-turns, right and left</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Backward inside three-turns, right and left</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Waltz three-turns, clockwise and counterclockwise</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Half loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz jump-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power pulls, right and left</li> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Beginning Axel jump</li> </ul>

## PRE-FREE SKATE – FREE SKATE 6 PROGRAM WITH MUSIC

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



- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> <li>• Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:40 max	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop jump</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:40 max	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination</li> </ul>
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Half Loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Beginning Axel jump</li> </ul>

## INTRODUCTORY LEVELS COMPULSORY

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.

*Skaters may have the option to skate one level higher in compulsories than their free skate program.*



Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Waltz jump</li> <li>• ½ jump of choice</li> <li>• Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional)</li> <li>• Forward or backward spiral</li> </ul>
High Beginner	1:15 max.	<ul style="list-style-type: none"> <li>• Toe loop jump</li> <li>• Salchow jump</li> <li>• Forward scratch spin - minimum three revolutions</li> <li>• Forward or backward spiral</li> </ul>

## INTRODUCTORY LEVELS FREE SKATE PROGRAM

General event parameters:

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.



Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front).</li> <li>• Max. 2 jump sequences</li> <li>• Max. 2 of any same jump</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</li> </ul>	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 skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>• Single rotation jumps: Salchow and toe loop only.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump.</li> </ul>	Max. 2 spins: <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</li> </ul>	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 skating badge tests

## WELL BALANCED LEVELS COMPULSORY

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- No music is allowed



Level	Time	Skating rules/standards
No-Test	1:15 max.	<ul style="list-style-type: none"><li>• Loop jump</li><li>• Jump combination to include a toe loop (may not use a loop or Axel)</li><li>• Solo spin - sit <u>or</u> camel spin - minimum three revolutions</li><li>• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li></ul>
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"><li>• Toe Loop jump</li><li>• Jump combination: single/single (no Axel)</li><li>• Sit spin or camel spin - minimum three revolutions</li><li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li></ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"><li>• Lutz jump</li><li>• Jump combination: single/single (may include Axel)</li><li>• Back upright spin - minimum three revolutions</li><li>• Forward inside spiral</li></ul>

**COMPETITION APPLICATION (Deadline March 1, 2018)**

**COMPLETE ONLY AS REFERENCE.**

**ALL REGISTRATIONS will be ACCEPTED through EntryEeze.**

**Please visit [www.panthersfsc.com](http://www.panthersfsc.com) for Registration Link and Competition Information.**

Name: Last: \_\_\_\_\_ First: \_\_\_\_\_ MI: \_\_\_\_\_  
 Address: \_\_\_\_\_ City: \_\_\_\_\_  
 State: \_\_\_\_\_ Zip: \_\_\_\_\_ Email: \_\_\_\_\_  
 Age: \_\_\_\_\_ Birthday: \_\_\_\_\_ Sex: (M/F) Phone: \_\_\_\_\_  
 USFSA# \_\_\_\_\_ Home Club \_\_\_\_\_  
 Highest Tests Passed: Free \_\_\_\_\_ Moves \_\_\_\_\_ Dance \_\_\_\_\_ Pairs \_\_\_\_\_  
 ISI# \_\_\_\_\_ Home Rink/Club \_\_\_\_\_  
 Highest Tests Passed: \_\_\_\_\_  
 Coaches Name: \_\_\_\_\_

Compulsory Moves	Jump Challenge	Spin Challenge	Well Balanced Free Skating Programs (Singles)	Showcase Events	Test Track Free Skate	Introductory Levels	Basic Elements: Snowplow Sam – Basic 6	Basic Program: Snowplow Sam – Basic 6	Pre-Free Skate – Free Skate 6 Compulsory
Beginner	Beginner	Beginner	Pre-Preliminary	Basic 1-6	Pre-Preliminary	Beginner	Snowplow Sam	Snowplow Sam	Pre-Free Skate
High Beginner	High Beginner	High Beginner	Preliminary	Pre-FreeSkate- FreeSkate 6 Beginner/High Beginner, Adult 1-6	Preliminary	High Beginner	Basic 1	Basic 1	Free Skate 1
No Test	No Test	No Test	Pre-Juvenile	No Test, Pre-Preliminary/ Adult Pre-Bronze	Pre-Juvenile	No-Test	Basic 2	Basic 2	Free Skate 2
Pre- Preliminary	Pre-Preliminary	Pre- Preliminary	Adult Pre-Bronze	Preliminary/ Adult Bronze	Juvenile		Basic 3	Basic 3	Free Skate 3
Preliminary	Preliminary	Preliminary	Adult Bronze	Pre- Juvenile			Basic 4	Basic 4	Free Skate 4
Pre-Juvenile	Pre-Juvenile	Pre-Juvenile	Adult Silver				Basic 5	Basic 5	Free Skate 5
Adult Beginner	Adult Beginner	Adult Beginner	Adult Gold				Basic 6	Basic 6	Free Skate 6
Adult Pre-Bronze	Adult Pre-Bronze	Adult Pre-Bronze							
Adult Bronze	Adult Bronze	Adult Bronze							
Adult Silver	Adult Silver	Adult Silver							
Adult Gold	Adult Gold	Adult Gold							

**South Florida Challenge**

**March 16-17, 2018**

Authorization for Emergency Medical Treatment:

In the event I am unavailable, I hereby give permission for any emergency medical diagnosis, treatment or procedure for: \_\_\_\_\_

**(Print Skater's Name)**

**Emergency medical information (allergies, preexisting conditions, medications, etc.):**

Name of Physician: \_\_\_\_\_ Phone \_\_\_\_\_

Name of Insurance Co. \_\_\_\_\_

Policy Number \_\_\_\_\_ Group Number \_\_\_\_\_

Name of Insured \_\_\_\_\_

Signature **(REQUIRED)** \_\_\_\_\_ Date \_\_\_\_\_

Relationship to Skater \_\_\_\_\_ Phone \_\_\_\_\_

**Certification by Athlete and Parent/Guardian**



**ATHLETE:** I agree to conduct myself both on and off the ice, in a manner that will reflect favorably upon this Competition and upon the sport of figure skating, and that is consistent with the high standards of the sport I agree to respect the person and property of others.

**ATHLETE PARENT/GUARDIAN ICR 33.061:** The USFSA and the club or organizers undertake no responsibility for damages or injuries suffered by skaters or officials. As a condition of and in consideration of the acceptance of their entries or participation therein, all entrants, their parents and guardians and officials shall be deemed to agree to assume all risks of injury to their person or property resulting from, caused by or connected with, the conduct and management of the competition, and to waive and release any and all claims which they may have against any officials, the USFSA, the club holding the competition, and against its Officers, and their entries shall be accepted only on such condition.

Athlete's Signature (**REQUIRED**) \_\_\_\_\_ Date \_\_\_\_\_

Parent/Guardian's Signature \_\_\_\_\_ Date \_\_\_\_\_

(Required if athlete is under 18 yrs old)

*Certification of Competitor by Home Club Official*

I hereby approve the entry of the skater named on this application and certify that he/she is eligible to compete in accordance with the rules of the USFSA, and that the entrant is a member in good standing of the Home Club.

Signed (**REQUIRED**) \_\_\_\_\_

Title \_\_\_\_\_ Date \_\_\_\_\_

Home Club Name \_\_\_\_\_