

8:00am-3:00pm



## NCA COMPETE USA SERIES EVENT #1

**HOSTED BY: Fort Dupont Ice Arena Kids On Ice®** 

#### **ELIGIBILITY RULES FOR PARTICIPANTS**

NCA Compete USA Series 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. 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.

**ELIGIBILITY & 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**, **Excel**, **and Well-Balanced levels**, eligibility will be based only upon highest Free Skate test level passed (Moves in the Field test level will not determine skater's competitive level). Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition.

ENTRIES AND FEES - All entries must be postmarked no later than February 20, 2019. Entries may be limited. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers. Entry fees are per person, U.S. dollars. The first event is \$45 and each additional event is \$20. NO refunds after closing date unless event is canceled by the NCA Compete USA Series Host. There will be a \$40.00 fee for NSF checks. ENTRY FORMS MUST BE COMPLETE and postmarked by February 20, 2019. Checks may be made payable to "FDIA."

**AWARDS** – Everyone will receive an award. All events will be final rounds. ALL awards will be given at appropriate times throughout the competition. Elements/Compulsories Events are awarded separately from Free Skate/Program Events.

**SCHEDULE OF EVENTS** – This is a one day only event! A tentative schedule of events will be e-mailed and posted to www.fdia.org no later than March 3, 2019. Skating order will be posted on the day of the event. Skaters should arrive at least 1 hour before your event warm-up.

**MUSIC** - The music for all free skating programs must be provided on CDs by the skater. CDs should be clearly marked with the name of the skater and level. Competition music is to be turned in at the time of registration. Skaters' CD's will be placed on the registration table after conclusion of all events. Requests to mail CD's to individuals who forgot to pick up their CD will not be accommodated.

**VIDEO TAPING AND PHOTOGRAPHS** – Personal videotaping/photography is permitted from the spectator stands only.

# 2019 National Capital Area Compete USA Series

# Mission Statement

To give our skaters a chance to develop their Learn to Skate USA Skills in a fun and competitive environment. We wish to promote a positive and fun competition experience at the grassroots level that will increase skaters' skating interest and generate enthusiasm.

A skater may participate in Compulsory/Elements and/or Free Skating events in any of the National Capital Area Basic Skills Series Competitions to be eligible for accumulating points, but must participate in at least three competitions. Awards will be presented to skaters with the highest point totals. These awards will take place at Final Event.

# Series Point System

The Compulsory/Elements and the Free Skating events in each of the Series Competitions will be eligible for accumulating points. Each event will have a maximum of 6 skaters. The system for scoring points for the final award will be as follows:

1st Place	6 Points
2 <sup>nd</sup> Place	5 Points
3 <sup>rd</sup> Place	4 Points
4 <sup>th</sup> Place	3 Points
5 <sup>th</sup> Place	2 Points
6 <sup>th</sup> Place	1 Point

- Skaters must participate in at least 3 of the series competitions in order to accumulate series points.
- Change of skills level after start of Series: Points will carry with each individual skater from one level to the next.
- If an event has 2-6 skaters, the points will be awarded as if there were 6 skaters in the group.
- If there is only one skater in the group, the skater will be awarded 3 points.
- At the end of the Series, in the case of total points tied, all skaters tied for a place will be awarded a medal, no ties will be broken.
- Points are accumulated for Compulsory and Free Skate events separately

**Please Note:** National Capital Area Compete USA Series is sponsored equally by all the participating ice rinks and/or Compete USA member clubs.

Competition announcements and packages will be available at all participating ice rinks and/via the club or rink websites. Each NCA Series competition will have its own entry forms and registration process.

#### Event #1

Diversity Classic
Basic Skills Competition
Sun Mar 10, 2019
Fort Dupont Ice Arena

3779 Ely Place SE Washington, DC 20019 Contact: Melissa Newberry 202-584-5007 mnewberry@fdia.org

#### Event #2

On The Edge Competition
Sun April 7, 2019
Hagerstown Ice and Sports Complex

580 Security Road Hagerstown, MD 21740

Contact: Lorraine Olson 301-377-4354

skatedirector@hagerstownice.org

#### Event #3

Glide Into Spring
Basic Skills Open Competition
Sat Apr 27, 2019
Capital Clubhouse

3033 Waldorf Market Place Waldorf, MD 20603 Contact: Sigrid Berge

301-932-4348 <a href="mailto:sberge@capitalclub">sberge@capitalclub</a>house.com

#### Event #4

Blades of Summer
Basic Skills Competition
Sun Jun 2, 2019
Prince William Ice Center
5180 Dale Blvd.

Woodbridge, VA 22193
Contact: Marina Khaltourina

703-730-8423 mkhaltourina@pwice.com

#### Event #5

Inside The Loop Competition
Sun Jul 14, 2019
Kettler Medstar Capitals Iceplex
627 North Glebe Road
Arlington, VA 22203

Contact: Lori Cervinka/Rebecca Healey 571-224-0555

<u>lcervinka@kettlercapitalsiceplex.com</u> <u>healeyskating@gmail.com</u>



#### **SNOWPLOW SAM – BASIC 6 ELEMENTS**

Two format options for the Elements Event:

- 1. Each skater will perform each element when directed by a judge/referee OR
- 2. Skater will perform one element at a time in the <u>order listed below</u> (no excessive connecting steps or choreography) 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
- All elements must be skated in the order listed.

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:00 max.	<ul> <li>Forward two-foot swizzles, 2-3 in a row</li> </ul>
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:00 max.	Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		Forward one-foot glide (no variations), either foot
Basic 2	1:00 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:00 max.	Forward ½ 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
		Forward outside edge on a circle, clockwise or counterclockwise
Basic 4	1:00 max.	Forward crossovers, 4-6 consecutive, clockwise and counterclockwise
		Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		Backward one-foot glides (no variations), right and left
		Beginning two-foot spin, maximum 4 revolutions
		Backward outside edge on a circle, clockwise or counterclockwise
		Backward crossovers, 4-6 consecutive, clockwise and counterclockwise
Basic 5	1:00 max.	Forward outside three-turn, right and left
		Advanced two-foot spin, minimum 4 revolutions
		Hockey stop
		Forward inside three-turn, right and left
Basic 6	1:00 max.	Bunny Hop
		Basic forward spiral on a straight line (no variations), right or left
		Beginning one-foot spin, maximum 3 revolutions, optional free leg held position and
		entry
		T-stop, right or left

#### **SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC**

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

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

Level	Time	Skating rules/standards
		March followed by a two-foot glide and dip
Snowplow	1:10 max.	<ul> <li>Forward two-foot swizzles, 2-3 in a row</li> </ul>
Sam		Forward snowplow stop
		Backward wiggles, 2-6 in a row
		Forward two-foot glide and dip
Basic 1	1:10 max.	Forward two-foot swizzles, 6-8 in a row
		Beginning snowplow stop on two-feet or one-foot
		Backward wiggles, 6-8 in a row
		Forward one-foot glide (no variations), either foot
Basic 2	1:10 max.	<ul> <li>Scooter pushes, right and left foot, 2-3 each foot</li> </ul>
		Moving snowplow stop
		Two-foot turn in place, forward to backward
		Backward two-foot swizzles, 6-8 in a row
		Beginning forward stroking showing correct use of blade
Basic 3	1:10 max.	Forward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6
		consecutive
		Forward slalom
		<ul> <li>Moving forward to backward two-foot turn on a circle</li> </ul>
		Beginning backward one-foot glide, either foot
		Forward outside edge on a circle, clockwise or counterclockwise
Basic 4	1:10 max.	<ul> <li>Forward crossovers, 4-6 consecutive, clockwise and counterclockwise</li> </ul>
		<ul> <li>Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6</li> </ul>
		consecutive
		<ul> <li>Backward one-foot glides (no variations), right and left</li> </ul>
		Beginning two-foot spin, maximum 4 revolutions
		Backward outside edge on a circle, clockwise or counterclockwise
		<ul> <li>Backward crossovers, 4-6 consecutive, clockwise and counterclockwise</li> </ul>
Basic 5	1:10 max.	Forward outside three-turn, right and left
		Advanced two-foot spin, minimum 4 revolutions
		Hockey stop
		Forward inside three-turn, right and left
Basic 6	1:10 max.	Bunny Hop
		Basic forward spiral on a straight line (no variations), right or left
		Beginning one-foot spin, maximum 3 revolutions, optional entry and free leg position
		T-stop, right or left

## PRE-FREE SKATE - FREE SKATE 1-6 COMPULSORY

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

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

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max.	<ul> <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>Basic one-foot upright spin, optional entry and free-foot position -</li> </ul>
		minimum 3 revolutions
		Mazurka
		Waltz jump
Francisco 4	4.45	Forward stroking, 4-6 consecutive powerful strokes
Free Skate 1	1:15 max.	Backward outside three-turns, right and left
		One-foot upright spin, entry from backward crossovers, with free foot in
		crossed leg position (scratch spin) - minimum 4 revolutions
		Toe loop
		Half flip jump
5 Cl + 2	4.45	Alternating forward outside spiral (right and left) and forward inside spiral
Free Skate 2	1:15 max.	(right and left) on a continuous axis
		Backward inside three-turns, right and left
		Beginning back spin- maximum 2 revolutions
		Half Lutz
		Salchow jump
		Alternating Mohawk/crossover sequence, right to left and left to right
Free Skate 3	1:15 max.	Waltz three-turns, 2 sets clockwise and 2 sets counterclockwise
		<ul> <li>Advanced back spin with free foot in crossed leg position- minimum 3 revolutions</li> </ul>
		Loop jump
		Waltz jump/toe loop or Salchow/toe loop jump combination
		<ul> <li>Forward power 3's, 2-3 consecutive sets, right or left</li> </ul>
Free Skate 4	1:15 max.	Sit spin - minimum 3 revolutions
		Half loop jump (Euler)
		Flip jump
		Backward outside three-turn, Mohawk (backward power three-turn), both
Free Skate 5	1:15 max.	directions
		Camel spin - minimum 3 revolutions
		Waltz jump-loop jump combination
		Lutz jump
		Forward power pulls, minimum 3 on each foot
Free Skate 6	1:15 max.	Camel, sit spin combination - minimum of 4 revolutions total
		Waltz jump, half loop (Euler), Salchow jump combination
		Beginning Axel jump

#### PRE-FREE SKATE - FREE SKATE 1-6 PROGRAM WITH MUSIC

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

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

Level	Time	Skating rules/standards
		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,
Pre-Free Skate	1:40 max.	clockwise and counterclockwise
		Basic one-foot upright spin, optional entry and free-foot position- minimum 3
		revolutions
		Mazurka
		Waltz jump
		NOT ALLOWED -Waltz jump, side toe hop, waltz jump
		<ul> <li>Forward stroking, 4-6 consecutive powerful strokes</li> </ul>
Free Skate 1	1:40 max.	One-foot upright spin, entry from backward crossovers, with free foot in
		crossed leg position (scratch spin) - minimum 4 revolutions
		Toe loop jump
		Half flip jump
		NOT ALLOWED – Waltz jump/toe loop combination
		Alternating forward outside spiral (right and left) and forward inside spiral
Free Skate 2	1:40 max.	(right and left) on a continuous axis
		Beginning back spin- maximum 2 revolutions
		Half Lutz
		Salchow jump
		NOT ALLOWED – Salchow/toe loop combination
		Alternating Mohawk/crossover sequence, right to left and left to right
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		revolutions
		Loop jump
		Waltz jump/toe loop or Salchow/toe loop jump combination
		NOT ALLOWED – Waltz/loop combination
		Forward power 3's, 2-3 consecutive sets, right or left
Free Skate 4	1:40 max.	Sit spin – minimum 3 revolutions
		Half Loop jump (Euler)
		• Flip jump
		NOT ALLOWED – Waltz/half-loop/Salchow sequence
		Backward outside three-turn, Mohawk (backward power three-turn), both
Free Skate 5	1:40 max.	directions
		Camel spin – minimum 3 revolutions
		Waltz-loop jump combination
		Lutz jump
		Creative step sequence using a variety of three turns, Mohawks and toe steps
Free Skate 6	1:40 max.	Creative step sequence using a variety of time turns, Monawks and toe steps     Camel, sit spin combination - minimum of 4 revolutions total
TICC Skale o	1.40 11107.	Waltz jump/ half-loop (Euler)/Salchow jump combination
		Beginning Axel jump

#### **EXCEL COMPULSORY**

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

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum
- Skaters may have the option to skate one level higher in compulsories than free skate program.

Level	Time	Skating rules/standards
		Toe loop jump
Excel Beginner	1:15 max.	Salchow jump
		One-foot upright spin - minimum 3 revolutions
		Choreographic step sequence
		Loop jump
Excel High	1:15 max.	Salchow/toe loop combination
Beginner		Sit spin - minimum 3 revolutions
		Choreographic step sequence
		Flip jump
Excel Pre-	1:15 max.	<ul> <li>Loop/loop jump combination</li> </ul>
Preliminary		<ul> <li>Upright spin with change of foot – minimum 3 revolutions on each foot</li> </ul>
		Choreographic step sequence
		Lutz jump
Excel Preliminary	1:15 max.	Flip/loop jump combination
		Camel, sit combination spin – minimum 6 revolutions total
		Choreographic step sequence

## WELL BALANCED 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
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum
- Skaters may have the option to skate one level higher in compulsories than free skate program.

Level	Time	Skating rules/standards	
No-Test	1:15 max.	<ul> <li>Loop jump</li> <li>Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>Upright spin with change of foot – minimum 3 revolutions on each foot</li> <li>Choreographic step sequence</li> </ul>	
Pre-Preliminary	1:15 max.	<ul> <li>Lutz jump</li> <li>Jump combination: single/single (no Axel)</li> <li>Spin with one change of position and no change of foot – minimum 6 revolutions total</li> <li>Choreographic step sequence</li> </ul>	
Preliminary	1:15 max.	<ul> <li>Axel jump</li> <li>Jump combination: single/single (may include Axel)</li> <li>Spin with one change of foot and one change of position – minimum 3 revolutions on each foot</li> <li>Choreographic step sequence</li> </ul>	

## **EXCEL FREE SKATE**

General event parameters:

- Skaters may <u>not</u> enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or skate up one level higher.

Excel Beginner Free Skate 1:40 Max.  Must not have passed higher than Learn to Skate USA Free Skate 2	Maximum 4 jump elements:  Jumps with no more than one-half rotation (front to back or back to front)  Single rotation jumps: Salchow, toe loop only  Eulers (half loops) are not allowed.  Maximum 2 jump combinations or sequences  Maximum 2 of any same jump	Maximum 2 spins:  Two upright spins  No change of foot  No flying entry  Minimum 3  revolutions	Maximum 1 Sequence: Choreographic Step Sequence* (ChSt)  Must use one-half of the ice surface  Moves in the field and spiral sequences are allowed but will not be counted as elements  Jumps may be included in the step sequence
Free Skate 1:40 Max.  Must not have passed higher than Learn to Skate USA Free Skate 4	Maximum 5 jump elements:  Jumps with no more than one-half rotation (front to back or back to front)  Single rotation jumps: toe loop, Salchow, Euler (half-loop), loop  Flip, Lutz, & Axel NOT permitted  Maximum 2 jump combinations or sequences  Maximum 2 of any same jump	Maximum 2 spins:	Maximum 1 Sequence: Choreographic Step Sequence* (ChSt)  Must use one-half of the ice surface  Moves in the field and spiral sequences are allowed but will not be counted as elements  Jumps may be included in the step sequence
1:40 Max.  Must not have passed higher than U.S. Figure Skating Prepreliminary free skate test  *means required element  Full U.S. Figure Skating membership required	Maximum 5 jump elements:  All single jumps allowed, except for the Axel  No single Axels, double, or higher jumps allowed  Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded  Maximum 2 jump combinations or jump sequences  Jump combinations limited to 2 jumps. One 3-jump combination is allowed  Jump sequence is any listed jump immediately followed by a waltz jump	Maximum 2 spins:         One spin must be in a single position*         One spin may change feet and/or position         No flying entry         Minimum 3 revolutions         Spins must be of a different character	Maximum 1 Sequence:     Choreographic Step     Sequence* (ChSt)
Excel Preliminary  1:30 +/- 10 sec.  Must not have passed higher than U.S. Figure Skating Preliminary free skate test  *means required element  Full U.S. Figure Skating membership required	Maximum 5 jump elements:  All single jumps allowed, except for the Axel  No single Axels, double, or higher jumps allowed  Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded  Maximum 2 jump combinations or jump sequences  Jump combinations limited to 2 jumps. One 3-jump combination is allowed  Jump sequence is any listed jump immediately followed by a waltz jump	Maximum 2 spins:  One spin must be in a single position*  One spin may change feet and/or position  No flying entry  Minimum 3 revolutions  Spins must be of a different character	Maximum 1 Sequence: Choreographic Step Sequence* (ChSt)  Must use one-half of the ice surface  Moves in the field and spiral sequences are allowed but will not be counted as elements  Jumps may be included in the step sequence

Excel Preliminary Plus 1:30 +/- 10 sec.	Maximum 5 jump elements:  All single jumps allowed, including single Axel	Maximum 2 spins:  One spin must be in	Maximum 1 Sequence: Choreographic Step
1.50 1, 10 500.	No double, or higher jumps allowed     Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels)	<ul> <li>a single position*</li> <li>One spin may change feet and/or position</li> <li>No flying entry</li> </ul>	Sequence* (ChSt)  Must use one-half of the ice surface  Moves in the field and spiral sequences are
Must not have passed higher than U.S. Figure Skating preliminary free skate test	Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded     Maximum 2 jump combinations or jump	<ul> <li>Minimum 3         revolutions</li> <li>Spins must be of a         different character</li> </ul>	allowed but will not be counted as elements  Jumps may be included in the step
*means required element  Full U.S. Figure Skating	<ul> <li>sequences</li> <li>All single jumps, including the single Axel are allowed as part of a jump combination or sequence (no double jumps)</li> </ul>		sequence
membership required	<ul> <li>Jump combinations limited to 2 jumps. One 3-jump combination is allowed</li> <li>Jump sequence is any listed jump immediately followed by a waltz jump</li> </ul>		

## **ELIGIBILITY RULES FOR INSTRUCTORS/COACHES**

At a minimum, instructors/coaches 18 years and older must have a cleared background check and must be a current member of either Learn to Skate USA and/or full U.S. Figure Skating member.

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

## **WELL BALANCED FREE SKATE PROGRAM**

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up one level higher.
- \*\*Per ISU rules, the new definition for a jump sequence will be in effect. A jump sequence consists of two jumps; beginning with any listed jump immediately followed by a waltz jump.

Level	Time	Jumps	Spins	Step Sequences
		Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence
No- Test	1:40 Max.	<ul> <li>All single jumps allowed except for the single Axel</li> <li>No single Axels, double, triple or quadruple jumps allowed</li> <li>Number of single jumps (except single Axels) 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 a waltz jump</li> </ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> <li>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</li> </ul>	Step Sequence  Must use one-half the ice surface  Moves in the field and spiral sequences are allowed but will not be counted as elements  Jumps may be included in the step sequence
		Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence
Pre- Prelim inary	1:40 Max.	<ul> <li>All single jumps, including the single Axel, allowed         <ul> <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 jump 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> </ul> </li> <li>Max 2 jump combinations or jump sequences         <ul> <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 a waltz jump</li> </ul> </li> </ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> <li>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</li> </ul>	Step Sequence  Must use one-half the ice surface  Moves in the field and spiral sequences are allowed but will not be counted as elements  Jumps may be included in the step sequence
		Max 5 Jump Elements	Max 2 Spins	Max 1 Sequence
Preliminary	1:40 Max.	<ul> <li>1 must be an Axel-type jump or a waltz jump*</li> <li>All single jumps, including the single Axel, allowed.         Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)</li></ul>	<ul> <li>Spins may change feet and/or position</li> <li>Spins may start with a flying entry</li> <li>Min 3 revs.</li> </ul> These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	Step Sequence     Must use one-half the ice surface     Moves in the field and spiral sequences are allowed but will not be counted as elements     Jumps may be included in the step sequence

# **INTERPRETIVE PROGRAM (Not eligible for NCA Series points):**

**Competition Format:** Music is pre-selected and kept confidential by the organizing committee. During warm-up, skaters will hear the selection of music twice. Following warm-up, all skaters except for the first skater will be escorted to a soundproof area. The first skater will hear the music again, 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. The listening skater will not be allowed to view the performing skater.

**Levels:** Skaters will be grouped by ability after close of registration.

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

Time: Basic Levels: 45 seconds max; Pre-Free Skate-Preliminary: 1 minute max

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



MAIL ENTRY w/PAYMENT TO: Fort Dupont Ice Arena ATTN: Programming 3779 Ely Place, SE Washington, DC 20019

## **DEADLINE FEBRUARY 20, 2019**

Skater Name:	ast First	DOB:	Gender: N	/I F
Address:	City,	, State, Zip:		
Email Address:		Cell Phone #:		
Learn to Skate USA or USFS	Number: Hig	ghest Level Passed:		
all liability either during pract parent/guardian of a minor par or its agents, may take photogr at <b>The Diversity Classic/Basic</b> photographs, video, film or like composite or other representa	r and family hold the Friends of Fort Duice or the competition, from any and rticipant, in The Diversity Classic/Basic aphs, video and/or film of my, my mino Skills Series scheduled ice time, activiness of myself, my minor child (or childrations, for any lawful and legitimate Diurther waive any right to approve or object.	I all liability for damages Skills Series, I understand or's and/or my family's invo- ities, classes or events. I en), and/or my family in all versity Classic/Basic Skills	to or loss of property. A I that The <b>Diversity Classic,</b> Divement, participation, vie hereby authorize the takin forms and media and in all is <b>Series</b> purpose, including	As a participant, or /Basic Skills Series wing or interaction ing and use of such manners, including dissemination and
Parent/Guardian Signature	Date	Skater Signature		Date
Director's/Instructor's Nam	eligible to enter the events checked.  e/Signature:  il Address/Phone:			
Please check the event  Basic Elements: Snowplow Sam Basic 1 Basic 2 Basic 2 Basic 3 Basic 3	ic 5 Basic 2		or accuracy/sign above.  Interpretive Program (noBasic 4-6Pre-Free Skate+ (skaters will be grouped levels after registration o	t part of Series): by
Free Skate Compulsory:  Pre-Free Skate Free Skate 1 Free Skate 2 Free Skate 3 Free Skate 4 Free Skate 5 Free Skate 6  Excel Compulsory: Excel Beginner	Free Skate Program:  Pre-Free Skate 1 Free Skate 2 Free Skate 3 Free Skate 4 Free Skate 5 Free Skate 6  Excel Free Skate Program:	gram:	ENTRY FEE IS \$45 \$20 PER EACH ADD Make check payable to First Event Additional Event (\$20 Additional Event (\$20 Total:  HAVE YOU INCLUDED COMPLETED form LTSUSA or USFS member	D'L EVENT. to FDIA. \$ 45.00 0) \$ 0) \$ \$ :
Excel High Beginner Excel Pre-preliminary Excel Preliminary Well Balanced Levels Compulse No Test Pre-Preliminary Preliminary	Excel High BeExcel Pre-preExcel Prelimi  ory:  Well Balanced FS ProNo TestPre-PreliminaPreliminary	eliminary nary ( ogram:	□ CHECK payable to FDIA □ Events verified by coa □ All signatures  LINE FEBRUARY 20, 20	ch/director