

Creative Classic Competition
Hosted by Sheryl Franks Creative Skating Academy
Saturday, April 17, 2010

LOCATION: Coffin Sports Center at the Fessenden School
450 Crafts St
W. Newton, MA 02465
(617)-699-4736 SKATE LINE

Competition Chair: Sheryl Franks and John Adams
E-mail: SF3LTS@comcast.net

ELIGIBILITY: The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or 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 the host Basic Skills Program/Club or any other Basic Skills Program/Club.

Eligibility will be based on skill level as of closing date of entries March 21, 2010. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

For the 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.

RULES: The competition will be conducted according to the rules in the 2010 Rule Book except as stated herein. **The 6.0 judging system will be used for this competition.**

LIABILITY: The USFS and the Sheryl Franks Creative Skating Academy accept no responsibility for injury or damage sustained by any participant in this competition; competitors assume the risk of competing in accordance with US Figure Skating rule CR 10.12.

PRACTICE ICE: Approximately every 2 hours we will offer a 15 minute practice ice for \$5 walk on. No reservations are needed or taken.

SCHEDULE: **Do not send self-addressed, stamped envelopes.** A tentative schedule will be emailed to the listed professional and skater approximately ONE week before the competition. Individual group assignments with dates and times will be posted on www.creativeskatingacademy.com Please check for schedule changes prior to traveling to the competition.

MUSIC: Only CD's will be accepted. They must be clearly marked with competitor's name and event. Please submit CD's at the registration desk on arrival (at least one hour prior to scheduled event). Please pick up CD's promptly after the event. The Ice House assumes no responsibility or liability due to loss or damage to any CD's. All possible care will be taken. Competitors should have duplicate CD's with them at their scheduled event (in case of problems with the original music) and for practice sessions. **No CD's in RW format will be accepted**

RINK: Oval, 200 x 85 feet

AWARDS: Trophies will be presented for First through Fourth places in each event.

VIDEO/PHOTOS: Only battery operated video equipment will be permitted.

DEADLINE: Applications must be accompanied by entry fee and must be postmarked no later than **March 26, 2010**. Late entries will be accepted at the discretion of the Competition Chair and will require **DOUBLE** the entry fee. **THERE WILL BE NO REFUNDS** except for the cancellation of an event. Make checks payable to: **Sheryl Franks**

ENTRY FEES: 1st Event: \$35.00, 2nd Event: \$15.00

EVENT CHANGE FEE: Please review your application closely with your coach to ensure you have entered the correct events/levels. Once names have been submitted to the Accountant, no changes will be made except those due to an error by the LOC. After the tentative schedule is posted, any change in registration because of an error on your application will result in a \$25.00 fee per change.

RETURNED CHECKS: There will be a \$30.00 fee charged for every returned check.

MAIL TO: Sheryl Franks
P.O. Box 95153
Newton, Ma 02459

REGISTRATION: Please arrive 1 hour prior to your scheduled event. Report to the Registration Desk where you will hand in your music and receive a skater's information packet. Competitors who arrive after their warm-up group begins will be allowed to skate only at the discretion of the referee. If they do not skate, they will forfeit all fees for that event.

NOTICE: You must fill out the entire form. Notice that the current USFS member number/Basic Skills member numbers are mandatory. Also mandatory is the highest level passed and the signatures of Coach and Rink/Club Official to verify membership and approval of levels. Failure to do so will result in return of application. **NO APPLICATIONS MAY BE HANDED IN – COMPLETED APPLICATIONS MUST BE MAILED AND POSTMARKED NO LATER THAN MARCH 26, 2010 TO BE ACCEPTED**

Here's what we offer

Basic Elements: A (no music – half ice)	Basic Program: B (with music – full ice)	
Free Skate Compulsories Event: C (no music – half ice)	Free Skate Event: D (with music – full ice)	Competitive Test Track Program: E (with music – full ice)
Well Balanced Program: F (with music – full ice)	Interpretive: G	Showcase: H

A Note from Sheryl Franks:

In the very changing sport of figure skating, my goal in the Creative Classic Competition is bringing back the creative end and artistry of skating with the Interpretive event and Showcase. Skating is more fun and enjoyable when true musical expression and inspired performance captures the music and entertains the audience. This will always be the future of figure skating, artistry and the beauty we all love. So please join the fun and sign up for Interpretive and Showcase events.

Creative Skating Academy Basic Skills Competition Application
April 17, 2010
Applications must be postmarked by March 26, 2010

Last Name	First	MI	Sex	Birthdate	Age	USFS/BS # (mandatory)
Street Address		City	State		Zip Code	
e-mail			Home phone		Cell Phone	
Home club or rink		Coach	Coach's e-mail		Coach's phone	
Highest USFS/BS/ISI test level passed as of 3/26/2010:						

(mandatory)

Please check the event(s) you are entering:

<p>Basic Elements: A (no music – half ice)</p> <p>_____ Snowplow Sam/Tots</p> <p>_____ Basic 1</p> <p>_____ Basic 2</p> <p>_____ Basic 3</p> <p>_____ Basic 4</p>	<p>Basic Program: B (with music – full ice)</p> <p>_____ Snowplow Sam/Tots</p> <p>_____ Basic 5</p> <p>_____ Basic 6</p> <p>_____ Basic 7</p> <p>_____ Basic 8</p>	<p>Competitive Test Track Program: E (with music – full ice)</p> <p>_____ Limited Beginner</p> <p>_____ Beginner</p> <p>_____ Pre-preliminary test</p> <p>_____ Preliminary Test</p>
<p>Free Skate Compulsories Event: C (no music – half ice)</p> <p>_____ Free Skate 1</p> <p>_____ Free Skate 2</p> <p>_____ Free Skate 3</p> <p>_____ Free Skate 4</p> <p>_____ Free Skate 5</p> <p>_____ Free Skate 6</p>	<p>Free Skate Event: D (with music – full ice)</p> <p>_____ Free Skate 1</p> <p>_____ Free Skate 2</p> <p>_____ Free Skate 3</p> <p>_____ Free Skate 4</p> <p>_____ Free Skate 5</p> <p>_____ Free Skate 6</p>	
<p>Well Balanced Program: F (with music – full ice)</p> <p>_____ No Test Free skate</p> <p>_____ Pre-preliminary Free skate</p> <p>_____ Preliminary Free skate</p>	<p>Interpretive: G Free Skate Level _____</p>	<p>Showcase: H Free Skate Level _____</p>

Endorsement of coach _____

“These are the correct events for this skater.” (Mandatory)

Entry Fee: \$35.00 1st Event \$15.00 Per Additional Event **Total fees enclosed \$ _____**

Deadline: March 21, 2010. Make Checks Payable to: Sheryl Franks

Please review your entry form carefully as all event changes due to your error will incur a \$25.00 fee per change. Entry forms postmarked later than March 21, 2010 must pay double entry fee as late fee if accepted

I understand that I, my son or daughter, skate at this competition at my/their own risk and hereby release the Sheryl Frank's Skating Academy, Coffin Sports Center and Fessendon School, its directors and volunteers, US Figure Skating its Director and professional members, and all other personnel from all liability.

Signature (Parent of Skater if under 18) _____

Rink/Club Authorized Signature _____
(Mandatory)

MAIL TO: Sheryl Franks
c/o Basic Skills Competition
P.O. Box 95153
Newton, Ma 02459

A: BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8

Format: Each skater will have the option to perform one element at a time in the order listed below (no excessive connecting steps) **OR** will perform each element when directed by a judge or referee.

- To be skated on 1/3 to 1/2 ice
- No music
- **All elements must be skated in the order listed**
- Time: 1:00 or less

<p><u>Snowplow Sam - Tots:</u></p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles 2-6 in a row 	<p><u>Basic 5:</u></p> <ol style="list-style-type: none"> 1. Backward outside edge on a circle clockwise or counterclockwise 2. Backward crossovers 6-8 consecutive - both directions 3. One foot spin - minimum of three revolutions 4. Hockey stop 5. Side Toe hop -either direction
<p><u>Basic 1</u></p> <ol style="list-style-type: none"> 1. Forward two foot glide 2. Forward two foot swizzles 6 -8 in a row 3. Forward snowplow stop 4. Backward wiggles 6-8 in a row 	<p><u>Basic 6:</u></p> <ol style="list-style-type: none"> 1. Forward inside three turn - R & L from a standstill 2. Bunny Hop 3. Forward spiral on a straight line - R or L 4. Lunge - R or L 5. T-stop - R or L
<p><u>Basic 2</u></p> <ol style="list-style-type: none"> 1. Forward one foot glide - either foot 2. Forward alternating ½ swizzle pumps, in a straight line -across width of ice 3. Two foot turn in place forward to backward 4. Backward two foot swizzles 6 - 8 in a row 5. Moving snowplow stop 	<p><u>Basic 7:</u></p> <ol style="list-style-type: none"> 1. Forward inside open Mohawk - R to L and L to R 2. Ballet Jump - either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<p><u>Basic 3</u></p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 6 - 8 consecutive 3. Moving forward to backward two foot turn - either direction 4. Backward one foot glide - either foot 5. Two foot spin 	<p><u>Basic 8:</u></p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three turns R & L 2. Waltz jump 3. Mazurka - either direction 4. Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin - optional free foot position
<p><u>Basic 4</u></p> <ol style="list-style-type: none"> 1. Forward outside three turn - R & L from a standstill 2. Forward outside edge on a circle clockwise or counter clockwise 3. Forward crossovers 6-8 consecutive both directions 4. Backward stroking 5. Backward snowplow stop - R or L 	

B: BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8

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
- Vocal music is allowed
- The skater may use elements from a previous level
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:00 +/- 10 seconds

<p><u>Snowplow Sam - Tots:</u></p> <ol style="list-style-type: none"> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3-in a row 3. Backward wiggles 2-6 in a row 4. Forward snowplow stop 	<p><u>Basic 5:</u></p> <ol style="list-style-type: none"> 1. Backward outside edge on a circle clockwise or counterclockwise 2. Backward crossovers 6-8 consecutive in both directions 3. One foot spin - min of three revolutions 4. Side Toe hop -either direction 5. Hockey stop
<p><u>Basic 1</u></p> <ol style="list-style-type: none"> 1. Forward two foot glide 2. Forward two foot swizzles 6 -8 in a row 3. Backward wiggles 6-8 in a row 4. Forward snowplow stop 	<p><u>Basic 6:</u></p> <ol style="list-style-type: none"> 1. Forward inside 3-turn from a standstill - R & L 2. Bunny Hop 3. Forward arabesque spiral on a straight line R or L 4. Lunge - R or L 5. T-stop - R or L
<p><u>Basic 2</u></p> <ol style="list-style-type: none"> 1. Forward one foot glide - either foot 2. Two foot turn in place - forward to backward 3. Backward two foot swizzles 6 - 8 in a row 4. Forward alternating ½ swizzle pumps, in a straight line across width of ice 5. Moving snowplow stop 	<p><u>Basic 7:</u></p> <ol style="list-style-type: none"> 1. Forward inside open Mohawk - R to L and L to R 2. Ballet Jump either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<p><u>Basic 3</u></p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 6 -8 consecutive 3. Moving forward to backward two foot turn in either direction 4. Backward one foot glide - either foot 5. Two foot spin 	<p><u>Basic 8:</u></p> <ol style="list-style-type: none"> 1. Moving forward outside or forward inside three turns R & L 2. Waltz jump 3. Mazurka in either direction 4. Combination move - clockwise or counter clockwise - two forward crossovers into FI Mohawk, step behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin - optional free foot position
<p><u>Basic 4</u></p> <ol style="list-style-type: none"> 1. Forward outside edge on a circle clockwise or counter clockwise 2. Forward crossovers 6-8 consecutive both directions 3. Forward outside 3 turn - R & L from a standstill 4. Backward stroking 5. Backward snowplow stop - R or L 	

C: FREE SKATE 1-6 COMPULSORY EVENT

Format: In 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 but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

<p><u>Free skate level 1 Compulsory</u></p> <ol style="list-style-type: none"> 1. Advanced forward stroking - 4-6 consecutive 2. Basic forward outside edges and forward inside consecutive edges - 2-4 outside and 2-4 inside 3. Scratch spin from backward crossovers 4. Waltz jump from backward crossovers 5. Half flip jump 	<p><u>Free skate level 4 Compulsory</u></p> <ol style="list-style-type: none"> 1. Spiral sequence, FI Spiral, FI Mohawk, BO spiral, clockwise or counter clockwise 2. Forward power 3's, 2-3 consecutive sets-R or L 3. Sit spin 4. Loop jump 5. Waltz jump/loop jump
<p><u>Free skate level 2 Compulsory</u></p> <ol style="list-style-type: none"> 1. Forward outside spiral - R or L. and a forward inside spiral - R or L 2. Waltz Three's - R or L 3. Beginning back spin - entry optional 4. Waltz jump, side toe hop, waltz jump series 5. Toe loop jump 	<p><u>Free skate level 5 Compulsory</u></p> <ol style="list-style-type: none"> 1. Spiral sequence, FO spiral, forward outside 3 turn, one backward crossover, backward inside spiral 2. Camel spin 3. Forward upright spin to back upright spin 4. Loop/loop jump 5. Flip jump
<p><u>Free skate level 3 Compulsory</u></p> <ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Advanced forward outside swing rolls 4 - 6 consecutive 3. Back spin 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop 	<p><u>Free skate level 6 Compulsory</u></p> <ol style="list-style-type: none"> 1. Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) 2. Camel, sit spin combination - minimum of 4 revolutions total 3. Split jump or stag jump 4. Waltz jump, ½ loop, Salchow combination 5. Lutz jump

D: FREE SKATE 1-6 MUSIC EVENT

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

- Vocal music is allowed.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Free skate 1	Free skate 4
1. Advanced forward stroking 4-6 strokes 2. Scratch spin from back crossovers 3. Waltz jump from back crossovers 4. Half flip jump	1. Forward power 3's, 2-3 consecutive R or L 2. Sit spin 3. Loop jump 4. Waltz jump/loop jump
Free skate 2	Free skate 5
1. Forward outside spiral R or L 2. Beginning back spin 3. Waltz jump, side toe hop, waltz jump 4. Toe loop	1. Camel spin 2. Forward upright spin to back upright spin 3. Loop/loop combination jump 4. Flip jump
Free skate 3	Free skate 6
1. Forward crossovers in a figure 8 2. Back spin 3. Salchow 4. Waltz jump/Toe loop or Salchow/toe loop	1. Camel/sit spin combination, min of 4 revolutions total 2. Split or stag jump 3. Waltz jump/1/2 loop /Salchow combination 4. Lutz jump

E: Competitive Test Track Event

Skaters may enter EITHER test track free skate program or the well-balanced track free skate program but **NOT** both during the same non-qualifying competition.

Competitors will skate to music of their choice, **vocal music permitted**.

Deductions **WILL** be made for skaters including technical elements not permitted in the event description.

- 0.1 from EACH mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra or lacking element.
- 0.1 for any spin with less than required revolutions.

LEVEL	Jumps	Spins	Steps	QUALIFICATIONS
<p>Limited Beginner</p> <p>Time: 1:40 max</p>	<p>Jumps with not more than one-half rotation (front to back or back to front). Jump sequences are allowed. Maximum 5 jump elements.</p>	<p>Two upright spins, no change of foot (Min 3 revolutions)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests</p>
<p>Beginner</p> <p>Time: 1:40 max</p>	<p>Jumps with not more than one-half rotation (front to back or back to front) Single rotation jumps: Salchow and toe loop only. Jump combinations and sequences are allowed. Maximum 5 jump elements.</p>	<p>Two upright spins, change of foot optional (Min 3 revolutions)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests</p>
<p>Pre-Preliminary Test</p> <p>Time: 1:40 max</p>	<p>Jumps with not more than one rotation (no Axels). Jump combinations or sequences using only a waltz jump, toe loop, and Salchow are permitted. Maximum 5 jump elements.</p>	<p>Two spins held in one position only of a different nature, no change of foot (Min 3 revolutions and no flying spins)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>
<p>Preliminary Test</p> <p>Time: 1:30 +/- 10</p>	<p>Jumps with not more than one rotation (no Axels). Jump combinations and sequences are allowed. Maximum 5 jump elements.</p>	<p>Two spins of a different nature, combination spins allowed (Min 3 revolutions each and no flying spins)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>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</p>

F: Well-balanced Program Requirements (U.S. Figure Skating rulebook requirements)

F

<p>No Test Free skate</p>	<p>A well balanced program consisting of: Jumps: maximum of 5 jump elements. No axels or double jumps permitted. Spins: maximum of 2 spins of a different nature Steps: one step sequence utilizing ½ ice surface</p> <p><i>Refer to U.S. Figure Skating rulebook #3721 for more information</i></p>	<p>May <u>not</u> have passed any official U.S. Figure Skating free skate tests.</p>	<p>Time: 1:30+/-10</p>
<p>Pre-preliminary Free skate</p>	<p>A well-balanced program consisting of: Jumps: maximum of 5 jump elements. Axels allowed. No double jumps permitted. Spins: maximum of 2 spins of a different nature Steps: one step sequence utilizing ½ ice surface</p> <p><i>Refer to U.S. Figure Skating rulebook #3711 for more information</i></p>	<p>Must have passed no higher than U.S. Figure Skating Pre-preliminary free skate test</p>	<p>Time: 1:30 +/-10</p>
<p>Preliminary Free skate</p>	<p>A well-balanced program consisting of: Jumps: maximum of 5 jump elements, one of which must be an axel/waltz jump-type jump Spins: maximum of 2 spins of a different nature Steps: one step sequence utilizing ½ the ice surface</p> <p><i>Refer to U.S. Figure Skating rulebook #3701 for more information</i></p>	<p>Must have passed no higher than U.S. Figure Skating Preliminary free skate test.</p>	<p>Time: 1:30 +/-10</p>

Judges for the Interpretive and Showcase may be Theatrical artists, dance instructors, non skating performance professionals who are looking to be entertained like a Broadway or Movie audition.
Shine like a STAR!

G: Interpretive Event

Express yourself!

- This is freedom of movement on ice for free spirits and expressing the joy of skating.
- Its a fun choice! Free skate levels may be combined.
- Skaters will listen to Sheryl's inspired choice of music in the warming room with a person who shares ideas, actions, arms, expressional moves.
- Then on the ice with other contestants, they listen, skate, explore their expression and interpret the music on the ice 2 times.
- Then they wait for their turn and go back into isolation in the warming room and come out just as the skater before performs. They are not allowed to watch the skater before them. No coaching from the sidelines or viewing stands allowed!
- When their name is announced, they are on and get to skate and create for the audience and judges.

H: Showcase Event

Show Off a fun of costume, make up and use props.

Duration: 1:30 or less - may divide into age and level categories

1. Theme of skater's choice or designated by the organization
2. May have music with words
3. Judging to emphasize interpretation of music rather than technical skills
4. Costumes that complement music

May use hand props or any items that skater can get on and off ice without assistance.