

WARWICK FIGURE SKATERS

26th ANNUAL BASIC SKILLS COMPETITION

WHEN: SATURDAY, MARCH 10, 2012

WHERE: THAYER ARENA- MICKEY STEVENS SPORTS COMPLEX
975 SANDY LANE
WARWICK, RHODE ISLAND 02886
(401) 738-2000 EXT 6811

ELIGIBILITY:

- ✦ The competition is open to **ALL** skaters who are eligible 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 register with the host Basic Skills program/club or any other Basic Skills program/club.
- ✦ Eligibility will be based on skill level as of closing date of entries. All Snowplow Sam and Basic Skills skaters through Basic 8 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 Free skate 1-6, Test Track and Well Balanced levels, eligibility will be based on highest free skate test level passed. (The moves-in-the-field test will not determine a skater's competitive level.) Skaters may skate at the highest level passed OR one level higher but not both levels in the same event during the same competition.

NOTES:

- ✦ If a skater competes in a non-qualifying competition in a "Beginner" or "NO Test" category, then that skater must compete at the equivalent or higher level in a Basic Skills approved competition.
- ✦ Age and badge (test) level as of February 19, 2012.
- ✦ Levels 1 through 8 will be skated on 1/5 ice, compulsory programs will be skated on 1/2 ice. Free skate programs will be skated on full ice. Ice surface 85' x 185' rounded corners.

INFORMATION: **BASICS:** A private professional is not necessary. See dance clarification** at bottom of Element Requirements page. TO encourage competitive skating and to assure a feeling of accomplishment among skaters, a maximum of three skaters will be assigned to each flight. Medals will be awarded to first, second, and third place.

BEGINNER FREESKATE: Open to all skaters who have **not** passed any official **freeskate** tests higher than Skate With US Basic Skills badge levels. Medals will be awarded to first, second, and third place only.

Free Skating events will be skated on full ice. Skaters will provide their own music marked with name and event to be handed in at front desk during check in.

ENTRY FEES: \$30.00 FIRST EVENT
\$10.00 EACH ADDITIONAL EVENT

PLEASE MAKE CHECKS PAYABLE TO: **WARWICK FIGURE SKATERS**

RETURN DEADLINE: APPLICATIONS MUST BE POST MARKED **NO LATER THAN FEBRUARY 19, 2012.** IF SPACE IS AVAILABLE, LATE ENTRIES WILL BE ACCEPTED AND MAY REQUIRE A \$10 LATE FEE. ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS AN EVENT IS CANCELLED.

RETURN COMPLETED APPLICATIONS TO: Rita Bapties
130 Gorham Avenue
Warwick, RI 02886

Questions may be directed to: Cheryl St.George (401) 467-5479 cst1335@aol.com
Rita Bapties (401) 739-1606 rlbapties@juno.com
Beth Flanders (401) 823-5436 beth.flanders@cox.net

Visit our club Web Site for further information: www.warwickfs.org

Tentative Time Schedule: Basics Skills Events 9 - 11am, All Other Events 11am – 3pm
Directions to the Arena and flight information will be mailed to you by March 3, 2012

USFS Approval # BSC37283

WARWICK FIGURE SKATERS

26th ANNUAL BASIC SKILLS COMPETITION

SATURDAY, MARCH 10, 2012

NAME _____ M F _____ AGE _____ yrs _____ mos. (As of 2/19/12)
 (Please Print) (Circle One) DOB: _____
 USFS # _____

STREET _____ CITY _____ STATE _____ ZIP _____

PHONE _____ CLUB OR RINK _____

COACHES NAME _____ COACHES PHONE# _____

LAST BASIC BADGE LEVEL PASSED (SPS 1 – 3, Basics 1 - 8 (or) Freeskate 1-6) _____, DANCE (1-6) _____

Have you tested or skated in any of the following competitions? Please answer questions below.

NEICC Competition? Yes/No (Circle one) Any Open Competition? Yes/No (Circle one)

HIGHEST TEST LEVEL PASSED: MIF _____ FREESKATE _____ DANCE _____

BASIC SKILLS EVENTS

PLEASE CIRCLE EVENT (S) TO BE ENTERED:

<u>BASIC SKILLS EVENTS</u>	<u>COMPULSORIES</u>	<u>FREESKATE PROGRAMS</u>	<u>BASIC DANCE SOLO</u>
Snow Plow Sam (tots)	Freeskate 1	Basic 7	Dutch Waltz
Basic 1	Freeskate 2	Basic 8	Canasta Tango
Basic 2	Freeskate 3	Freeskate Program level 1	Rhythm Blues
Basic 3	Freeskate 4	Freeskate Program level 2	
Basic 4	Freeskate 5	Freeskate Program level 3	
Basic 5	Freeskate 6	Freeskate Program level 4	
Basic 6	Spins B 1-8	Freeskate Program level 5	
Basic 7	Spins FS 1-6	Freeskate Program level 6	
Basic 8	Spins Pre-Pre		
	Jumps B 1-8	<u>Test Track Programs – w/Music</u>	<u>Well-Balanced Programs</u>
	Jumps FS 1-6	Limited Beginner	<u>w/Music</u>
	Jumps Pre-Pre	Beginner	No Test
		Pre-Preliminary	Pre-Preliminary
		Preliminary	Preliminary

MAKE CHECKS PAYABLE TO “WFS” AND MAIL COMPLETED APPLICATION TO:

RITA BAPTIES
 130 GORHAM AVENUE
 WARWICK, RI 02886

First event \$30.00 _____
 add'l event \$10.00 _____
 add'l event \$10.00 _____
 add'l event \$10.00 _____
 Late Fee \$10.00 _____

Change of Event \$10.00 _____
 TOTAL AMOUNT ENCLOSED \$ _____

APPLICATIONS MUST BE POST MARKED NO LATER THAN FEBRUARY 19, 2012

Warwick Figure Skaters assumes no responsibility for injuries sustained by any skater while on the ice, in the building or on the premises.

 Parent or Guardian (If Under 18)

 Date

For Office Use

Check # _____ Amt: _____ Date Rec'd: _____

BASIC SKILLS REQUIRED ELEMENTS

ELEMENTS EVENT- No music

All elements must be skated in the order listed

Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the order listed below. **All elements must be skated in the order listed.**

Snowplow Sam (tots)

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

Basic 1

1. Forward two-foot glide and dip
2. Forward two-foot swizzles - 6-8 in a row
3. Forward snowplow stop
4. Backward wiggles - 6-8 in a row

Basic 2

1. Forward one foot glide – either foot
2. Forward alternating ½ swizzle pumps, in a straight line- 2-3 each foot
3. Moving snowplow stop
4. Two-foot turn in place - forward to backward
5. Backward two-foot swizzles - 6-8 in a row

Basic 3

1. Forward stroking
2. Forward ½ swizzle pumps on circle, either clockwise or counter clockwise - 4-6 consecutive
3. Backward one-foot glide - either foot
4. Forward slalom
5. Two-foot spin - minimum three revolutions

Basic 4

1. Standstill forward outside three-turn – R & L
2. Forward outside edge on a circle clockwise or counter clockwise
3. Forward crossovers 4-6 consecutive both directions
4. Backward stroking – 4-6 strokes
5. Backward snowplow stop - R or L

Basic 5

1. Backward outside edge on a circle clockwise or counter clockwise
2. Backward crossovers - 4-6 consecutive- both directions
3. Basic one-foot spin – free leg held to side of spinning leg – minimum three revolutions
4. Side toe hop - either direction
5. Hockey stop

Basic 6

1. Standstill forward inside 3-turn - R & L
2. Bunny Hop
3. Forward spiral on a straight line - R or L
4. Lunge - R or L
5. T-stop - R or L

Basic 7

1. Standstill 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

Basic 8

1. Moving forward outside or forward inside three-turns R & L
2. Waltz jump
3. Mazurka - either direction
4. One combination move - clockwise or counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge
5. Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -minimum three revolutions

Freeskate Compulsory Programs

In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional. The skater must demonstrate the required elements and may use any additional elements from previous levels. A .2 deduction will be taken for each element performed from a higher level.

NO MUSIC – 1/2 ICE - 1:15 MINUTE or LESS

Freeskate 1 Compulsory

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. One-foot upright scratch spin from backward crossovers – minimum three revolutions
4. Waltz jump from backward crossovers
5. Half flip jump

Freeskate 2 Compulsory

1. Forward outside or inside spiral - R or L
2. Waltz Three's - R or L, 2-3 sets
3. Beginning back spin - optional entry
4. Waltz jump, side toe hop, waltz jump series
5. Toe loop jump

Freeskate 3 Compulsory

1. Forward crossovers in a figure 8
2. Advanced forward outside swing rolls 4-6 consecutive
3. Back spin - minimum three revolutions
4. Salchow jump
5. Waltz jump/toe loop or Salchow/toe loop

Freeskate 4 Compulsory

1. Forward power 3s, 2-3 consecutive sets – R or L
2. Sit spin – minimum three revolutions
3. Loop jump
4. Waltz Jump/loop jump

Freeskate 5 Compulsory

1. Camel spin – minimum three revolutions
2. Forward upright spin to back upright spin – minimum three revolutions each foot
3. Loop/loop jump
4. Flip jump

Freeskate 6 Compulsory

1. Five step Mohawk sequence – 1 set alternating pattern (Refer to basic Skills Curriculum Freeskate 6)
2. Camel, sit spin combination – minimum of four revolutions total
3. Split jump or stag jump
4. Waltz jump, ½ loop, Salchow combination
5. Lutz jump

Basic Dance**

Dutch Waltz

Canasta Tango

Rhythm Blues

****Skaters may not have passed any of the preliminary dances.**

Skaters may skate all three dances.

May have passed Pre-Preliminary MIF

COMPULSORIES: SPINS & JUMPS

Compulsory Spins – Required spins minimum 3 revolutions skated in optional order in a program form using limited number of connecting steps. NO JUMPS allowed. NO MUSIC, skated on 1/2 ice. Program length 1 minute.

SPINS – Badge 1-8

2-Foot Spin
Forward upright to beginning back scratch spin
Beginning back spin
One foot upright spin. Optional entry and free foot position.

SPINS – Freeskate Badge 1-6

Scratch Spin
Sit Spin
Back Spin
2-Foot Spin
Forward upright spin to back scratch spin. 3 revolutions each foot

SPINS – Pre-Preliminary (No Test Level)

Scratch Spin
Sit Spin
Back Spin
2-Foot Spin
Forward upright spin to back scratch spin. 3 revolutions each foot

Compulsory Jumps – Required jumps skated in optional order in program form using limited number of connecting steps. NO SPINS allowed. NO MUSIC. Skated on 1/2 ice. Program length 1 minute.

JUMPS – Badge 1-8

2-Foot hop
Side toe hop
Mazurka
Bunny hop
Waltz jump-from standing position

JUMPS – Freeskate Badge 1-6

Waltz jump – optional entry
Ballet Jump
Toe Loop
Half flip
Salchow
Waltz jump, side toe hop, waltz jump combination

JUMPS – Pre-Preliminary

Waltz jump – optional entry
Ballet Jump
Toe Loop
Half flip
Salchow
Waltz jump, side toe hop, waltz jump combination

MUSIC PROGRAM EVENTS

BASIC PROGRAMS WITH MUSIC

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. **Vocal music is allowed.** 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. To be skated on full ice.

BASIC 7

1. Standstill 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

BASIC 8

1. Moving forward outside or forward inside 3 turns R and L
2. Waltz Jump
3. Mazurka – either direction
4. One combination move – clockwise or counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge
5. Beginning one-foot upright spin, free foot position held to side of spinning leg or crossed position – minimum three revolutions

FREESKATE PROGRAM (FOR FREESTYLE 1 – 6 SKATERS) FULL ICE – WITH MUSIC: 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. 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. **Vocal music is allowed.** Program duration 1:30 +/- 10 seconds skated on full ice.

PROGRAMS MUST CONTAIN THE FOLLOWING REQUIRED ELEMENTS:

FREESKATE PROGRAM LEVEL 1

1. Advance forward stroking (4-6 strokes)
2. One foot upright scratch spin from backward crossovers–min. 3 revolutions
3. Waltz jump from backward crossovers
4. Half flip jump

FREESKATE PROGRAM LEVEL 4

1. Forward power 3s, 2-3 consecutive sets, R or L
2. Sit spin – min. 3 revolutions
3. Loop jump
4. Waltz jump/loop jump

FREESKATE PROGRAM LEVEL 2

1. Forward outside spiral – R or L
2. Beginning back spin
3. Waltz jump, side toe hop, waltz jump
4. Toe loop

FREESKATE PROGRAM LEVEL 5

1. Camel spin – minimum 3 revolutions
2. Forward upright spin to back upright spin – min. 3 rev. each foot
3. Loop/loop combination jump
4. Flip jump

FREESKATE PROGRAM LEVEL 3

1. Forward crossovers in a figure 8
2. Back spin – minimum 3 revolutions
3. Salchow
4. Waltz jump/toe loop or Salchow/toe loop

FREESKATE PROGRAM LEVEL 6

1. Camel, sit spin combination – minimum 4 revolutions total
2. Split or stag jump
3. Waltz jump, ½ loop, Salchow combination
4. Lutz jump

TEST TRACK PROGRAM FREESKATE EVENTS

Skaters may enter EITHER the new 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. The 6.0 judging system will be used for all Test Track events. 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.

<u>LEVEL/TIME</u>	<u>ELEMENTS</u> Connecting moves and steps should be demonstrated throughout the program	<u>QUALIFICATIONS</u>
Limited Beginner Time: 1:30 +/- 10	Jumps: Jumps with not more than one-half rotation (front to back or back to front). Maximum 5 jump elements; Maximum 2 jump sequences; Maximum 2 of any same jump. Spins: Two upright spins, no change of foot, no flying entry (minimum 3 revolutions). Maximum 2 spins.	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
Beginner Time: 1:30 +/- 10	Jumps: Jumps with not more than one-half rotation (front to back or back to front including half-loop). Single rotation jumps: Salchow and toe loop only. Maximum 5 jump elements; Maximum 2 jump combinations or sequences; Maximum 2 of any same type jump. Spins: Two upright spins, change of foot optional, no flying entry (minimum 3 revolutions). Maximum 2 spins.	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
Pre-Preliminary Test Time: 1:30 +/- 10	Jumps: Jumps with not more than one-half rotation (front to back or back to front including half-loop). Single rotation jumps: Salchow, toe loop and loop jump only. Maximum 5 jump elements; Maximum 2 jump combinations or sequences; Maximum 2 of any same type jump. Spins: Two spins of a different nature, one position only, no change of foot, no flying entry (minimum 3 revolutions). Maximum 2 spins.	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test
Preliminary Test Time: 1:30 +/- 10	Jumps: Jumps with not more than one rotation (no Axels). Maximum 5 jump elements; Maximum 2 jump combinations or sequences; Maximum 2 of any same type jump. Spins: One spin in one position, no change of foot, no flying entry (minimum 3 revolutions) and One consisting of a front scratch to back scratch, exit on spinning foot not mandatory (minimum 3 revolutions on each foot). Maximum 2 spins.	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

WELL-BALANCED PROGRAM FREESKATE EVENTS (U.S. Figure Skating rulebook requirements)

No Test Free Skate Time: 1:00-1:30 +/- 10	Jumps: Max. 5. Single jumps (no Axel) maximum 2 combos or sequences. Combos limited to 2 jumps. Number of jumps in sequence is not limited Spins: Max. 2. Spins must be a different nature, minimum 3 revolutions each. Spins may change feet, position and start with a fly. Steps: Max. 1. Straight line, circular or serpentine. Must use one half the ice surface.	May <u>not</u> have passed any official U.S. Figure Skating free skate tests.
Pre-preliminary Free Skate Time: 1:30 +/- 10	Jumps: Max. 5. Single jumps (Axel permitted). Maximum 2 combos or sequences. Combos limited to 2 jumps. Number of jumps in sequence is not limited. Axel may be repeated as individual jump, combo or sequence. Maximum 2 Axels. Spins: Max. 2. Spins must be a different nature, minimum 3 revolutions each. Spins may change feet, position and start with a fly. Steps: Max. 1. Straight line, circular or serpentine. Must use one half the ice surface.	Must have passed no higher than U.S. Figure Skating Pre-preliminary free skate test
Preliminary Free Skate Time: 1:30 +/- 10	Jumps: Max. 5. 1 Axel or waltz jump type jump. Maximum 2 combos or sequences. Combos limited to 2 jumps. Number of jumps in sequence is not limited. Only 2 different double jumps may be attempted (double Salchow, toe or loop only). Axel and no more than 2 different double jumps may be repeated as individual jumps, combos or in sequence. Max. of 2 Axels or any double jump. Spins: Max. 2. Spins must be a different nature, minimum 3 revolutions each. Spins may change feet, position and start with a fly. Steps: Max. 1. Straight line, circular or serpentine. Must use one half the ice surface.	Must have passed no higher than U.S. Figure Skating Preliminary free skate test.