Quad Cities Basic Skills Competition

June 9-11, 2017

Hosted by:
The Figure Skating Club of the Quad Cities
The River's Edge
700 W. River Drive
Davenport, IA 52802
(563) 322-5220

Web site: www.fscqc.org
Online Entry at www.entryeeze.com
For more information, please contact:
Susan Collins **E-mail: Sscollins3@aol.com**
Susan Schwaegler **E-mail: SDSCHWAEG@aol.com**

Entry deadline – May 1, 2017

Referee: Sandy Bowen **Accountant: Sandi Phelan**

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn To Skate USA 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.
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 higher and NO official U.S. Figure Skating tests may have been passed including dance tests. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

SERIES INFORMATION - This competition is part of the Illinois Basic Skills Series.

ENTRIES AND FEES

Registration on www.entryeeze.com

The following information will be needed to register:
Skater's Name Address Date of Birth USFSA # or Basic skills # Email address Home Club/Learn to Skate USA program Coach's Name Highest test levels
***Please provide an email address that is checked daily/regularly since this will be the method used for all contact.
The first event is $50.00 Additional events are $25.00 each

Entry deadline – May 1, 2017 Late fee is $35.00. No entries after this date without Competition Committee approval. Any changes after the close date will have a $35 fee per change.

REFUND POLICY - Entry fees will not be refunded after entry deadline unless no competition exists or the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Contested credit card charges or returned checks will be issued a $ 30 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be available on www.entryeeze.com.

AWARDS – Everyone will receive an award. All events will be final rounds. Medals will be awarded to first, second, and third places. ALL other places will receive ribbons. ALL awards will be made at appropriate times throughout the competition.

SCHEDULE OF EVENTS - Will be posted on www.entryeeze.com approximately 2 weeks before the competition.

PRACTICE ICE – Practice ice will be reserved on www.entryeeze.com. Additional practice ice may be available at the Registration Desk during the competition

MUSIC - The music for all free skating programs and showcase must be provided on CD's by the skater. CD's should be clearly marked with the name of the skater, event entered and length of music (not skating time). Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds.

VIDEO TAPING AND PHOTOGRAPHS - Videotaping and photography services will be provided if number of entrants is sufficient. No flash photography is permitted in the ice arena. The use of ice arena power sources is prohibited.

HOTEL ACCOMMODATIONS - We are holding standard rooms at the Radisson Quad City Plaza for Friday June 9 and Saturday June 10 at a rate of $109.00/night. You may make your reservations by calling 1-800-333-3333, mentioning the dates of your stay AND Figure Skating Club of the Quad Cities. Please make your reservations early, reservations made after **May 9** will be at the regular rate.

EVENTS: The Quad Cities Championship will be using the standard 2016-2017 USFSA Non-Qualifying event elements which are found at http://www.usfsa.org/events?id=84207 for the following singles events:

- Basic Programs for levels Snowplow Sam – Basic 8
- Freeskate Programs for levels Freeskate 1-6
- Basic Elements for levels Snowplow Sam – Basic 8
- Compulsory Moves for levels Freeskate 1-6

FUN/BONUS EVENTS: The events below do NOT follow the USFSA guidelines.

Artistic

Music may be vocal. Skater must interpret theme and temperament. Judging will emphasize interpretation and originality. Costumes are encouraged to enhance mood of music. Props allowed. Event will be divided by age where appropriate. Levels will be combined if entries warrant.

Duration is shown as a range, to accommodate those skaters with music for National Showcase.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 Max

INTERPRETIVE

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

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

Music Duration: Basic Skills and Free Skate 1-6: 1 minute max.

Theme: The music theme will be the 80's.

EVENT: Basic Program Event: SNOWPLOW SAM – BASIC 6

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.

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	• March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:10 max.	• Forward two-foot glide and dip • 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
Basic 2	1:10 max.	• Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot swizzles, 6-8 in a row
Basic 3	1:10 max.	• Beginning forward stroking showing correct use of blade • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:10 max.	• Backward one-foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:10 max.	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:10 max.	• Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left

EVENT: Pre-Free Skate – Free Skate 6 Program Event

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.
- 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	• 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 • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump
Free Skate 1	1:40 max	• Forward power stroking, 4-6 consecutive strokes • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop jump • Half flip jump
Free Skate 2	1:40 max.	• Alternating forward outside and inside spirals on a continuous axis (2 sets) • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:40 max	• Alternating Mohawk/crossover sequence, right to left and left to right • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	• Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half Loop jump • Flip jump
Free Skate 5	1:40 max.	• Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	• Split jump or stag jump • Camel, sit spin combination - minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 6

Format choice of the host: 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 (no excessive connecting steps). Referee driven format examples: 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.
- No music.
- **All elements must be skated in the order listed.**

Level	Time	Skating rules/standards
Snowplow Sam	1:00 max.	• March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	• Forward two-foot glide and dip • 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
Basic 2	1:00 max.	• Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot swizzles, 6-8 in a row
Basic 3	1:00 max.	• Beginning forward stroking showing correct use of blade • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:00 max.	• Backward one-foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:00 max.	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:00 max.	• Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left

EVENT: **Pre-Free Skate – Free Skate 6 Compulsory Event**

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.
- Time: 1:15 max

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	• Forward inside open Mohawk from a standstill position (R to L and L to R) • 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 • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump
Free Skate 1	1:15 max.	• Forward power stroking, 4-6 consecutive strokes • Backward outside three-turns, right and left • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	• Alternating forward outside and inside spirals on a continuous axis (2 sets) • Backward inside three-turns, right and left • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:15 max.	• Alternating Mohawk/crossover sequence, right to left and left to right • Waltz three-turns, clockwise and counterclockwise • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	• Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:15 max.	• Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz jump-loop jump combination • Lutz jump
Free Skate 6	1:15 max.	• Forward power pulls, right and left • Split jump or stag jump • Camel, sit spin combination - minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

FUN/BONUS EVENTS: The events below do NOT follow the USFSA guidelines.

Artistic		
Music may be vocal. Skater must interpret theme and temperament. Judging will emphasize interpretation and originality. Costumes are encouraged to enhance mood of music. Props allowed. Event will be divided by age where appropriate. Levels will be combined if entries warrant. Duration is shown as a range, to accommodate those skaters with music for National Showcase.		
Event	**Elements**	**Duration**
Beginner	No Axel.	1:00 to 1:30 max
Pre-Preliminary/Preliminary	Maximum of 2 single jumps and 1 single/single jump combination are allowed. Axel is highest jump allowed and may not be repeated.	1:00 to 1:40 max
Pre-Juvenile/Juvenile	Maximum of 2 single jumps and 1 single/single jump combination are allowed. Axel is highest jump allowed and may not be repeated.	1:40 (Pre-juv) to 2:10 max
Intermediate/Novice	Maximum three jumps. No triple jumps allowed.	2:10 to 2:30 max
Junior/Senior	Maximum three jumps. No triple jumps allowed.	2:30 to 2:40 max
Adult (all levels)	Maximum of 2 single jumps and 1 single/single jump combination are allowed. Axel is highest jump allowed and may not be repeated.	1:30 to 2:00 max

Interpretive

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

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

Music Duration: Pre-Juvenile and below: 1 minute max
Juvenile through Senior and Adults: 1:30 max

Theme: The music theme will be the 80's.