

Announcement of
**Spring Funtastics 2018
and Colorado Showcase**

**A Competition For Beginning Skaters, Competitive Test Track Skaters,
IJS Elements Skaters, Figure Events
And An Artistic Competition for All Levels
Saturday, April 14, 2018**

**The Apex Ice Center - (303) 403-2598
13150 W. 72nd Avenue, Arvada, Colorado 80004**

**Sponsored by the Mile High Figure Skating Association
Sanctioned by US Figure Skating**

**Chief Referee – Michelle Zeles-Hahn
Co-Chief Accountants –Glenda Orr, Connie Schamaun**

Sanctioned by:



Purpose - To promote an introductory, competitive experience for the beginning skater through Pre-juvenile, and the test track skater, utilizing some of the skills being taught in classes or in private instruction at each level, IJS Elements events, beginning figure events and a fun experience for all levels as they perform a theatrical routine.

General Rules - Wherever applicable, the rules of the USFSA will apply. All other rules will be outlined in this announcement. The competition is open to all skaters who are eligible members of US Figure Skating. All skaters must compete at the same level in all events. This competition will be judged using the 6.0 system of judging or IJS where indicated.

Entries - All Entries must be received, not postmarked, or received online through Entryeeze no later than Saturday, March 10, 2018.

Please Note: There will be a \$25 change fee for each change of event or level after the entry deadline date. There will be NO changes made the week of the competition.

Entry Fees -

Funtastics/Figures*	First Singles Event		\$70.00
Pre-Pre thru Pre-Juv and	Additional Singles Events	(Per event)	\$30.00
Competitive Test Track	Beginner Dance & Pairs	(Per person)	\$40.00
First IJS Event			\$70.00
Additional IJS Events			\$40.00
Showcase*	First Artistic Event	(Per person)	\$65.00
	Additional Event	(Per person)	\$30.00

Early Bird Discount: \$5.00 off if entries and payment are received by Feb. 26th
If also doing the singles events, the cost for showcase and a figure event will be \$20 as an additional event.

Online Registration and Credit Card Payment will be available through Entryeeze.

The completed and properly signed entry form, accompanied by the entry fee should be mailed to the address below or you may register online with entryeeze at:

<http://comp.entryeeze.com/Home.aspx?cid=230>

You must include a legible email address, as all information will be sent to you and your coach via email.

If mailing your entry, please make checks payable to Mile High Figure Skating Association and send entries to:

Carol Zeles, 7278 South Iris Court, Littleton, CO 80128

Questions should be directed to: Carol Zeles (303) 979-0802, cell – (720) 219-0927 or cmzeles@aol.com
(No phone calls before 8:00 am or after 9:00 pm, please)

General Information

Age Requirements - All ages are as of April 14, 2018. Tot skaters are 5 years of age and under; Beginner 1 thru 8 is open to skaters 16 years of age and under; Adult Events are for skaters 17 years of age and older. All other event levels follow the age restrictions in the current USFS Rulebook unless new age restrictions will be in effect (Juvenile skaters must be under 13).

The committee reserves the right to limit the number of entries due to time constraints and to combine male and female skaters when needed to have an event. In Showcase events, where no competition exists at a level, levels may be combined. Music for the freeskating portion of all divisions must be provided by skater on a CD, clearly marked with skater's name and event.

All skaters must be full members of US Figure Skating.

THERE IS A \$30 FEE FOR RETURNED CHECKS. There will be no refunds after close of entries.

Facilities

The Apex Ice Center has 2 indoor ice surfaces, each measuring 200' x 85' with rounded edges. An Aquatic Center (3 swimming pools with slides and play area), exercise facilities and day care center are also available on site at a daily rate, which will be discounted for competitors and their families. A Snack Bar and spectator seating are also available. No admission will be charged.

Video/Photo

We are planning to have both services available. The committee will make every attempt to ensure that the cost is reasonable.

Liability

U.S. Figure Skating, Mile High Figure Skating Association, Alpine Skating Club and The Apex Ice Center accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

Important Notice For All Coaches

U.S. Figure Skating Rule MR 5.11 Coach Compliance. In order to be granted access to work within U.S. Figure Skating sanctioned activities, each coach must be a current full member of U.S. Figure Skating, must complete the coach registration process through the U.S. Figure Skating, must complete the appropriate CER courses and must submit proof of current general liability insurance.

The local organizing committee / club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential - no exceptions. We strongly urge all coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without compliance is an ethics violation which is reported to U.S. Figure Skating and PSA.

For more information regarding Coach Compliance, please refer to:

<http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf>

Practice Ice

Practice ice for the competition will be available the morning of the competition. The fee for each session will be \$16 per skater / singles / pairs / duets, and will be assigned on a first come, first served basis in the order forms are received. Additional sessions may become available during the day as our schedule permits.

Judging

All beginning events will be judged in 6.0

The following deductions will be taken:

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 element included.

0.1 from the technical mark for any spin that is less than the required minimum revolutions.

All figure events will be judged in 6.0.

All test track free skate events will be judged in 6.0

All well-balanced Free Skate events, spins, jumps, and footwork events will be judged using IJS. All competitors skating in IJS Freeskate events need to submit the Planned Program Content (PPC) form online via the Funtastics EntryEeze site. The forms can be found by clicking the Planned Program Content link and should be submitted by March 24 or a \$20 late fee will be applied. The forms CAN NOT be turned in at the competition.

All events indicated as IJS will be judged on paper using the IJS judging system.

For all IJS events that are Pre-Juv and below, please refer to Technical Notification 201.

Funtastics - Skaters will be divided by age into groups of six skaters or less in all divisions. Coaches are expected to enter their skaters at the appropriate level. Awards will be presented to all six participants at each level immediately following the posting of the official results. There will be no final rounds.

Funtastics - Beyond the Basics - Test Level Chart

Level Passed	Competition Level
Compulsory Programs	
Pre-Preliminary Preliminary	Pre-Preliminary or Preliminary NOT BOTH Preliminary
Programs with Music	
Limited Pre-Preliminary Pre-Preliminary Preliminary	Pre-Preliminary or Preliminary NOT BOTH Pre-Preliminary or Preliminary NOT BOTH Preliminary

Skaters may have passed their Field Moves Tests.

Colorado Showcase - Groups will not exceed 15 skaters. Categories are:

Dramatic -a serious, emotional, artistic interpretation, and

Light Entertainment - any performance not serious enough to be considered dramatic.

Skaters may skate as single skaters or in a duet, a theatrical performance by two competitors. Props and scenery are allowed but must be placed and removed by the unaided skater within 10 seconds and there should be no debris, live props, fire or water. Costumes are encouraged, but not mandatory, and must be in good taste.

SPRING FUNTASTICS EVENTS

Tots –

Compulsory Moves: The required elements **MUST** be skated in the order listed below on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Forward strokes or marches (Minimum of four)
2. Dip
3. Forward two-foot swizzles (Minimum of four)
4. Snowplow stop (One or two-foot stop permissible)
5. Backward wiggles (Minimum of four)
6. Two-foot hop on the spot (Standstill/no rotation)

Freeskating: Program is skated on full ice to music of skater’s choice. Vocal music is allowed. Program content is limited to elements in the compulsory program. Time allotted for each skater is 1 minute, with a ±10 second leeway.

Beginner 1 –

Compulsory Moves: The required elements **MUST** be skated in the order listed below on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Forward strokes or marches (Minimum of four)
2. Two-foot glide into dip
 3. Forward two-foot swizzles (Minimum of four)
 4. One-foot glide (Either foot)
5. Snowplow stop (One or two-foot stop)
6. Two-foot hop on the spot (Standstill/No rotation)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to elements from the compulsory programs of Tots and Beginner 1. Time allotted for each skater is 1 minute, with a ± 10 second leeway.

Beginner 2 -

Compulsory Moves: The required elements **MUST** be skated in the order listed below on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Forward strokes (Minimum of four)
2. Bunny Hop
3. Forward crossovers (Minimum of four in both directions)
4. Forward to backward two-foot turn on a circle (Either direction)
5. Backward two-foot swizzles (Minimum of four)
6. Backward one-foot glide (On right and left foot)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to elements in the compulsory programs of Beginner 2 and below. Time allotted for each skater is 1 minute, with a ± 10 second leeway.

Beginner 3 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Backward pumps (Minimum of four in each direction)
2. Backward strokes (Minimum of four)
3. Backward 2-foot turn (Either direction)
4. One forward three-turn (outside or inside, right or left)
5. Lunge
6. T-stop (Either foot)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 3 and below. All forward 3-turns are also allowed. Time allotted for each skater is 1 minute, with a ± 10 second leeway.

Beginner 4 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute and 15 seconds.

1. Forward mohawk (Either direction)
2. Backward crossovers (Minimum of four in both directions)
3. Forward straight-line spiral (Either foot)
4. Forward inside pivot
5. Two-foot spin
6. Ballet jump or mazurka

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 4 and below. Time allotted for each skater is 1 minute, with a ± 10 second leeway.

Beginner 5 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute and 15 seconds.

1. Waltz jump
2. Half flip
3. Half Lutz
4. One foot upright spin (Free foot to knee)
5. Forward outside spiral (Either foot)
6. Waltz 3's (Three sets on the same foot)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 5 and below. Jump content is limited to half revolution jumps, and these may be repeated or done in combination. Please note: A half loop is considered a full revolution jump. One and two foot upright spins are allowed. Free foot must be at the knee for one foot spins. No change of foot spins are allowed. Time allotted per skater is 1 1/2 minutes, with a ± 10 second leeway.

Beginner 6 –

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute 15 seconds.

1. Waltz jump / falling leaf / half-flip jump combination
2. Salchow jump
3. One foot scratch spin
4. Back Inside Pivot
5. Forward inside spiral (Either foot)
6. Connecting steps (Such as three-turns, mohawks, bunny hops, crossovers, etc.)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 6 and below. Jump content is limited to salchow jumps, toe loop jumps and 1/2 rotation jumps which may be repeated alone or in combination. One and two foot upright spins are allowed. No change of foot spins are allowed. Time allotted per skater is 1 1/2 minutes, with a ± 10 second leeway.

Beginner 7 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute 15 seconds.

1. Waltz jump / falling leaf / toe loop jump combination
2. Loop jump
3. Flip jump
4. Sit spin
5. Forward inside or outside spiral (Either foot)
6. 5 Step Mohawk Sequence (2 different connecting lobes)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 7 and below. Up to four different single jumps are permitted and may be repeated alone or in combination. No lutzes, axels or multi-revolution jumps are allowed. Upright and sit spins allowed with no change of foot or position. No change of foot spins are allowed. Time allotted for each skater is 1 1/2 minutes, with a ± 10 second leeway.

Beginner 8 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute 15 seconds.

1. Flip jump
2. Lutz jump
3. Camel Spin or Back spin
4. Forward Spiral (either edge, either foot)
5. Back outside 3 turn, Mohawk, back crossover sequence (repeat twice)
6. Connecting steps (Such as three-turns, mohawks, bunny hops, crossovers, etc.)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 8 and below. All single jumps except an axel are permitted, and may be repeated alone or in combination. Multi-revolution jumps are not allowed. Only one position spins are allowed. No change of foot spins are allowed. Time allotted for each skater is 1 1/2 minutes, with a ±10 second leeway.

Adult Beginner 1 -

Compulsory Moves: The required elements are to be skated in the order listed below on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Forward strokes (Minimum of four)
2. Forward crossovers (Minimum of four in both directions)
3. Forward to backward two-foot turn on a circle (Either direction)
4. Backward two-foot swizzles (Minimum of four)
5. Backward one-foot glide (On right and left foot)
6. Snowplow stop (One or two-foot stop)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Jump content is limited to half revolution jumps, and these may be repeated or done in combination. Please note: A half loop is considered a full revolution jump. One and two foot upright spins are allowed. Time allotted for each skater is 1 minute, with a ±10 second leeway.

Adult Beginner 2 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute.

1. Waltz jump
2. Half flip
3. Two foot spin-pick up one foot
4. Inside mohawk (Either direction)
5. Backward strokes (Minimum of four)
6. Backward crossovers (Minimum of four in both directions)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Jump content is limited to salchow jumps, toe-loop jumps and 1/2 rotation jumps which may be repeated alone or in combination. Upright spins allowed. Time allotted for each skater is 1 1/2 minutes, with a ±10 second leeway.

Adult Beginner 3 -

Compulsory Moves: The required elements are to be skated in any order on 1/2 of the ice surface. Moves are skated in a program format with no stops between elements. Maximum time allotted for each skater is 1 minute 15 seconds.

1. Waltz jump/falling leaf/toe loop jump combination

2. Salchow jump
3. Loop jump
4. Scratch spin
5. Forward outside or inside spiral
6. Connecting steps (Such as three- turns, mohawks, bunny hops, crossovers, etc.)

Freeskating: Program is skated on full ice to music of skater's choice. Vocal music is allowed. All single jumps except an axel are permitted, and may be repeated alone or in combination. Multi-revolution jumps are not allowed. No change of foot spins is allowed. Time allotted for each skater is 1 1/2 minutes, with a ± 10 second leeway.

Beginner Solo Dance - Dance to be skated: Canasta Tango.

Beginner Couples Dance - Dance to be skated: Rhythm Blues.

Beginner Pairs - No lifts allowed. Time allotted to each team is 1 minute.

Preliminary Solo Dance – Dance to be skated: Rhythm Blues

Pre-Bronze Solo Dance – Dance to be skated: Cha Cha

Special Olympics - Open to levels 1 through 6. Elements are as per current Special Olympics Rulebook. If no competition exists, exhibitions for Special Olympians may or may not be allowed due to time constraints.

Figure Event

Compulsory Figures Beginner 1 –

Skater will perform 3 tracings of each figure.

1. Forward Outside Eight
2. Forward Inside Eight
3. Forward outside 3's to the center

*Skaters in this level may start the figures on either foot. They may use blue or red hockey lines or hockey circles for long axis/ circle line up.

Figures should be judged on consistency of lobe/ circle size, correctness of edges and pushes, steadiness, continuous flow, neatness of centers, circle and axis line up, and tracing. Circles should have a diameter equal to approximately three times the skater's height)

Compulsory Figures Beginner 2 –

Skater will perform 3 tracings of each figure.

1. Left forward outside serpentine (LFOI/RFIO)
2. RBI-LBI Circle Eight
3. LFI-RBO Three

*Skaters at this level may NOT use hockey lines, circles, or dots for a long axis or side line-up. (Circles may cross lines)

Figures should be judged on consistency of lobe/circle size, correctness of edges and pushes, turn quality, continuous flow, neatness of centers, circle and axis line up, and tracing. Circles should have a diameter equal to approximately three times the skater's height).

Compulsory Figures Beginner 3 –

Skater will perform 3 tracings of each figure

1. RBOI-LBIO Serpentine
2. LFI-RFI Double 3
3. RFO-LFO Loop

*Skaters at this level may NOT use hockey lines, circles, or dots for a long axis or side line-up. (Circles may cross lines)

Figures should be judged on consistency of lobe/circle size, correctness of edges and pushes, turn quality, continuous flow, neatness of centers, circle and axis line up, and tracing. Circles should have a diameter equal to approximately three times the skater's height)

Creative Figure Event (open to any level participant) –

Skaters will design their own creative figure, or skate a historic figure of their own choosing. It cannot be pre-drawn with a marker or heel. The figure must be drawn entirely with the blades, attached to boots, and should be traced 3 or 4 times depending on the number of changes of foot. A change of foot is not mandatory, however it demonstrates bilateral skating ability and will be considered in the overall score. Judges will evaluate the creative figure on its creativity, execution, edge, and turn quality.

Per US Figure Skating Standardized Non-Qualifying Event Elements for Compulsory Events

Level	Time	Skating rules/standards
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single Toe Loop 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 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

Per US Figure Skating Standardized Non-Qualifying Event Elements for Freeskate

Well Balanced Program Free Skate (Judged under IJS)

Pre-Preliminary thru Pre-Juvenile IJS calling specifications will be governed by Technical Notification 201 and a maximum of level 1 will be allowed for the Pre-Preliminary and Preliminary level and a maximum of level 2 will be allowed for the Pre-Juvenile level.

Level	Time	Jumps	Spins	Step Sequences
LIMITED PRE-PRELIMINARY* & PRE-PRELIMINARY	1:30 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • Any single jumps, including Axel*, allowed • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps • Number of jumps in a jump sequence is limited to a max. of 3 single jumps (1/2 loop not considered a single jump) • Axel* may be repeated as an individual jump, as part of a jump combination or jump sequence • Max of 2 Axels* • Double or triple jumps are not allowed *NO AXEL ALLOWED IN LIMITED PRE-PRELIMINARY*	Maximum of 2 spins: <ul style="list-style-type: none"> • Spins must be of a different nature • Spins may change feet and/or position. • Spins may start with a fly. • Min. of 3 revolutions 	<ul style="list-style-type: none"> • One step sequence that must use 1/2 of the ice surface.
PRELIMINARY	1:30 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • One must be an Axel or waltz-jump. • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Number of jumps in a jump sequence is limited to a max. of 3 single jumps (1/2 loop not considered a single jump) • Only 2 different double jumps may be attempted, selected from: double Salchow, double toe, double loop) • Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences • Max. of 2 Axels or any double jump • Double flip, double Lutz, double Axel and triple jumps are not allowed 	Maximum of 2 spins: <ul style="list-style-type: none"> • Spins must be of a different nature • Spins may change feet and/or position. • Spins may start with a fly. • Min. of 3 revolutions 	<ul style="list-style-type: none"> • One step sequence that must use 1/2 of the ice surface
PRE-JUVENILE	2:00 +/- 10 sec.	Maximum of 5 jump elements: <ul style="list-style-type: none"> • One must be an Axel or waltz-jump • Max. 2 jump combinations or sequences • Jump combinations limited to 2 jumps • Number of jumps in jump sequence is limited to a max. of 3 single or double jumps. (1/2 loop is not considered a single 	Maximum of 2 spins: <ul style="list-style-type: none"> • 1 spin combination; with or without change of foot*, may fly. • 1 spin with only 1 position*, may fly, no change of foot • Min. 4 revolutions; 6 	<ul style="list-style-type: none"> • One choreographic step sequence Fully utilizing the ice surface

	<ul style="list-style-type: none"> jump) Number of different double jumps is not limited. Axel and no more than 3 different double jumps may be repeated as individual jumps, as part of jump combination or jump sequence Maximum of 2 Axels or any double jump No double Axels or triple jumps 	<ul style="list-style-type: none"> revolutions for combo Spins must be of a different nature 	
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COMPETITIVE TEST TRACK

LEVEL	COMPETITIVE TEST TRACK	TIME
Pre-Preliminary	Highest FS test passed = Pre-Preliminary Two spins in one position: must be of a different nature. No change of foot and no flying spins (min 3 revs each). Max 5 jump elements including only Salchow, Toe Loop, Loop and all 1/2 rotation jumps. Max 2 jump combos or sequences. Max 2 of any same type of jump. Connecting moves and steps should be demonstrated throughout the program.	1:00 - 1:40 Well-Balanced 1:30 +/- 10sec Test Track
Preliminary	Highest FS test passed = Preliminary Two spins: one position spin with no change of foot and no flying entry and a front scratch to back scratch (min 3 revs). Max 5 jump elements. Jumps with not more than one rotation allowed (no Axels). Max 2 jump combos or sequences. Max 2 of any same type of jump. Connecting moves and steps should be demonstrated throughout the program.	1:30 +/- 10sec
Pre-Juvenile	Highest FS test passed = Pre-Juvenile Two spins: one position spin with no change of foot (min 3 revs) and a forward camel to forward sit combo spin may change feet (min 6 revs). Neither spin may fly. Max 5 jump elements. Jumps with not more than one rotation allowed (no Axels). Max 2 jump combos or sequences. Max 2 of any same type of jump. One step sequence fully utilizing ice surface.	2:00 +/- 10sec
Juvenile Open Juvenile	Highest FS test passed = Juvenile Two spins: one position spin with no change of foot, may begin w/fly (min 4 revs), one combo spin w/ one change of foot and at least one change of position) and must include 2 of the basic spin positions (min 4 revs each foot). Max 5 jump elements. Any single jumps and jump combinations with not more than 1 1/2 rotations. (Axel permitted). Max 2 jump combos or sequences. Max 2 of any same type of jump. One step fully utilizing ice surface.	2:20 +/- 10sec
Intermediate	Highest FS test passed = Intermediate Two spins: one must be a flying spin (min 5 revs) and one must be combo spin with at least one change of foot and at least one change of position (min 4 revs/foot). Max 6 jump elements. Any single jumps. Double jumps may only be double Salchow and double Toe Loop. Max 3 jump combos or sequences. Max 2 of any same type of jump. One step fully utilizing ice surface.	2:40 +/- 10sec
Novice	Highest FS test passed = Novice Three spins of a different nature: one must be a combination spin with at least one change of foot and at least one change of position (min 5 revs/foot). All spins may fly. Max 7 jump elements for men, 6 for ladies. Any single jumps. Double jumps may only be the double Salchow, double Toe Loop and the double Loop. Max 3 jump combos or sequences. Max 2 of any same type of jump. One step or spiral sequence (see Rule 4104 and 4105 for description).	Ladies 3:00 +/- 10sec Men 3:30 +/- 10sec
Junior	Highest FS test passed = Junior Three spins of a different nature: one must be a flying spin, one a spin in one position (min 6 revs each) and a combination spin consisting of all three positions and one change of foot (min 2 continuous revs in each basic position and min 5 revs on each foot). Max 8 jump elements for men and 7 for ladies. Any single jumps. Double jumps may only be the double Salchow, double Toe Loop, double Loop and the double Flip. Max 3 jump combos or sequences. Max 2 of any same type of jump. One step sequence fully covering the ice surface (see Rule 4105 for description)	Ladies 3:30 +/- 10sec Men 4:00 +/- 10sec
Senior	Highest FS test passed = Senior Three spins of a different nature: one must be a flying spin, one a spin in one position (min 6 revs each) and a combination spin consisting of all three positions and one change of foot (min 2 continuous revs in each basic position and min 5 revs on each foot). Max 8 jump elements for men and 7 for ladies. Must include at least four different double jumps one must be a double Lutz. Max 3 jump combos or sequences. Max 2 of any same type of jump. Men: Two different step sequences can be of same nature (see Rule 4104 and 4105) Ladies: One step sequence and one spiral sequence (see chart in Rule 4104 and 4105 for descriptions).	Ladies 4:00 +/- 10sec Men 4:30 +/- 10sec

COLORADO SHOWCASE EVENTS

Colorado Showcase is a competition in theatrical skating. It is sanctioned under the US Figure Skating Rules Part Two, Number 1040. Events are open to eligible and reinstated persons.

Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Ladies and men will compete together.

Duets, and all other artistic events based on numbers of entries at each entered level, will be grouped as follows:

Beginner:	All levels
Low:	Pre-Preliminary through Pre-Juvenile
Medium:	Juvenile through Intermediate
High:	Novice through Senior
Adult:	All adult levels

One mark will be given by each judge for each performance.

Warm-ups for each group will be 4 minutes.

Performance Times

Tots and all Beginner levels:	One minute, 30 seconds maximum
Preliminary and Pre-Juvenile:	One minute, 40 seconds maximum
Juvenile through Novice:	Two minutes, 10 seconds maximum
Junior and Senior Events:	Two minutes, 40 seconds maximum
Adult and Masters Events:	One minute, 40 seconds maximum

Event Levels, Ages and Test Requirements

Where applicable, per USFSA Rulebook. Required age and test qualifications are as of April 15, 2017. All skaters may skate up one test level.

CLASS	TEST LEVEL	AGE
Tots	No test requirements	5 and under
Beginner 1 thru 7	No test requirements	Per Funtastics Rules
Beginner Adults	No test requirements	17 and up
Pre-Preliminary	Pre-Preliminary FS test, no higher	Max Age 20
Preliminary	Preliminary FS Test, no higher	Max Age 20
Pre-Juvenile	Pre-Juvenile FS Test, no higher	Max Age 20
Open Pre-Juvenile	Pre-Juvenile FS Test, no higher	Max Age 20
Juvenile	Juvenile FS Test, no higher	Under 13
Teen/Open-Juvenile	Juvenile FS Test, no higher	14 - 17
Intermediate	Intermediate FS Test, no higher	Under 17
Young Adult	Juvenile/Intermediate FS, no higher	18 - 20
Novice	Novice FS Test, no higher	
Junior	Junior FS Test, no higher	
Senior	Senior FS Test	
Adult/Masters	Adult/Master's Rules	21 years minimum
Duet	As above, according to the level of the highest tested partner	

SINGLES JUMPS CHALLENGE

- Each jump may be attempted twice; the best attempt will be judged.
- Jumps with an “*” must be preceded with connecting steps (Intermediate – Senior).
- All levels will be judged IJS.
- If entries warrant, groups will be divided by the skaters’ Well-balanced or Test Track Free Skate entry.
- Entrants in Jumps may enter any level at or above that which they qualify but may not skate down.
- Entrants may enter multiple Jumps events with a maximum of two entries (registrations).
- In all Full Ice jump events competitors MAY skate opposite another skater: have the entire ice to prepare the jump but the jump performed must be on their assigned “end (L or Z)” of the arena.

Level	Ice	Time	Skating rules / standards
No-Test	1/2 Ice	1:15 max.	1. Single toe loop 2. Single loop 3. Jump combination–Any two 1/2 or single revolution jumps (no Axel)
Pre – Preliminary	1/2 Ice	1:15 max.	1. Single toe loop 2. Single flip 3. Jump combination–Any two 1/2 or single revolution jumps (no Axel)
Preliminary	1/2 Ice	1:15 max.	1. Single flip 2. Single Lutz 3. Jump combination–Any single jump + single loop (may be Axel)
Pre – Juvenile	1/2 Ice	1:45 max.	1. Single Axel 2. Single or double jump 3. Jump combination–single/single (no Axel)
Juvenile & Open Juv.	Full Ice	1:45 max.	1. Single Axel 2. Double Salchow 3. Jump combination–single/single or double/single (no Axel)
Intermediate	Full Ice	2:00 max.	1. Single Axel 2. Double loop* 3. Jump combination–double/single (no Axel)
Novice	Full Ice	3:00 max.	1. Double loop 2. Double flip* 3. Jump combination–double/double (may be double Axel)
Junior	Full Ice	3:00 max.	1. Choice of double or triple jump 2. Double or triple flip* 3. Jump combination–double/double (may be double Axel)
Senior	Full Ice	3:00 max.	1. Choice of double or triple jump 2. Double or triple Lutz* 3. Jump combination–double/double or triple/double (may be double Axel)
Adult Pre-Bronze	1/2 Ice	1:15 max.	1. Waltz or toe loop jump 2. 1/2 flip, 1/2 Lutz or 1/2 loop
Adult Bronze	1/2 Ice	1:45 max.	1. Single Salchow 2. Single toe loop 3. Any single jump + single toe loop combination (No Axels allowed)
Adult Silver	1/2 Ice	1:45 max.	1. Single flip 2. Single loop 3. Single/single combination (Axel is permitted)
Adult Gold	Full Ice	1:45 max.	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)

Masters Intermediate/Novice	Full Ice	2:00 max.	1. Axel 2. Double Salchow, double toe loop or double loop 3. Jump combination (double/double, single/double or double/single) that may include double Salchow, double toe loop or double loop and any single jump including Axel
Masters Junior/Senior	Full Ice	2:00 max.	1. Double loop or double flip 2. Double Lutz 3. Jump combination that may include any double jump

SINGLES SPINS CHALLENGE

- Spins may be skated in any order with only one attempt per spin.
- Connecting steps are allowed, but will not be taken into consideration in scoring.
- All events will be skated on 1/2 Ice.
- Pre-Preliminary – Senior Spins are offered in IJS.
- No spin may have a flying entry unless stated.
- Minimum number of revolutions is noted in parentheses.
- Events as IJS:

Each spin is leveled independently from the other spins. For example, features will be counted once per spin, not once per program. (Note this is different from FS and SP events).

Level requirements will follow rules as stated in the ISU Technical Handbook and accompanying US Technical Notifications from No Level to Level 4.

Pre-Juvenile and below will be limited to a max level 1

- Entrants in Spins may enter any level at or above that which they qualify but may not skate down.
- Entrants may enter max 2 Spin events in either IJS or 6.0 but not both

No-Test	1:30 max.	1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
Pre – Preliminary	1:30 max.	1. Upright one-foot spin (3) 2. Upright backscratch spin (3) 3. Sit spin (3)
Preliminary	1:30 max.	1. Forward scratch to backscratch spin (3) 2. Combination spin with no change of foot (4) 3. Sit spin (3)
Pre – Juvenile	1:30 max.	1. Camel spin (3) 2. Combination spin–camel to sit spin; no change of foot (6) 3. Forward to backward scratch spin (3 per foot)
Juvenile & Open Juv.	1:30 max.	1. Sit spin (4) 2. Combo spin–w/ change of foot; optional change of position (4/foot) 3. Girls – layback spin (4); Boys – camel spin (4)
Intermediate	1:30 max.	1. Flying camel spin (5) 2. Sit spin to backward sit spin (4 per foot) 3. Combination spin–change of foot & change of position (4 per foot)
Novice	1:30 max.	1. Choice of camel, sit or layback spin (6) 2. Camel spin to backward camel spin (4 per foot in position) 3. Combo spin–w/ change of foot & two changes of position (2/position, 5/foot)
Junior	1:30 max.	1. Flying sit spin or flying reverse sit spin (6) 2. Solo spin of choice (6)–may not fly 3. Combo spin–w/ change of foot & all three positions (2/position, 5/foot)
Senior	1:30	1. Flying spin of choice (6)

	max.	2. Solo spin of choice (6)–may not fly 3. Combo spin–w/ change of foot & all three positions (2/position, 5/foot)
Adult Pre-Bronze	1:15 max.	1. One-foot upright spin (3) 2. Two-foot upright spin (3)
Adult Bronze	1:15 max.	1. One-foot upright spin (4) 2. One-footback spin (3) 3. Sit spin (3)
Adult Silver	1:30 max.	1. Camel spin (3) 2. Layback, sideways leaning or sit spin (4) 3. Combo spin w/ at least 1 change of position, no change of foot 3/position)
Adult Gold	1:30 max.	1. Solo spin, no change of foot (4) 2. Second solo spin, different from the first; change of foot optional (4) 3. Combo spin with one change of foot, at least one change of position (4/foot)
Masters Int/Novice	1:30 max.	1. Solo spin of skater’s choice (Min. 6 revolutions) 2. Second solo spin, different from first; change of foot optional (4) May fly 3. Combination spin that may have more than one change of foot and at least one change of position (4 each foot)
Masters Jr/Sr	1:30 max.	1. Solo spin of skater’s choice (Min. 8 revolutions) 2. Solo spin with a flying entry 3. Combination spin that may have more than one change of foot, at least one change of position (4 each foot). May have a flying entry.

SINGLES STEP SEQUENCES

- Levels are based on the skaters’ highest Moves in the Field test passed.
- Skater may skate to music of their choice or choose no music.
- Skaters perform two different step sequences of their choice; any shape or pattern; however, skaters must make it clear when their first step sequence ends, and their second begins.
- Each of the step sequences must include the required steps and/or turns listed for each level.
- Each step sequence may, and is encouraged to, include additional steps or turns.
- Each step sequence must utilize the full ice surface.
- Skaters are encouraged to focus on edge quality, clarity of turns, multi-directional and one-foot skating.
- Pre-Preliminary –Juvenile Steps and Intermediate - Senior Steps judged using IJS.
- For IJS events, the Technical Panel will follow the level requirements (No level – Level 4) as stated in the ISU Technical Handbook.
- Entrants in Steps may enter any level at or above that which they qualify but may not skate down.
- Entrants may enter multiple Step events with a maximum of two entries (registrations).
- Step sequences for Juvenile and below will be called as Choreographic Steps, not leveled step sequences.

Level	Time	Required elements
Pre-Preliminary	1:00 max.	Each of the two step sequences must include: - Forward outside 3-turn - Inside mohawk - Demonstration of forward outside & forward inside edges
Preliminary	1:00 max.	Each of the two step sequences must include: - At least two consecutive forward outside power 3-turns - Forward inside 3-turn - At least one set of alternating 3-turns (outside or inside)
Pre-Juvenile	1:00 max.	Each of the two step sequences must include: 1. Backward inside 3-turns on each foot 2. Backward outside 3-turns on each foot 3. At least 2 consecutive power pulls (backward or forward)
Juvenile & Open Juv.	1:30 max.	Each of the two step sequences must include: 1. Forward outside double 3 (either foot) 2. Forward inside double 3 (either foot) 3. At least 2 consecutive cross strokes (backward or forward)
Intermediate	1:30 max.	Each of the two step sequences must include: 1. Choice of backward double 3

		2. At least 2 different brackets with clear entry & exit edges 3. Forward inside 1 1/2 twizzle 4. Forward outside 1 1/2 twizzle
Novice	2:00 max.	Each of the two step sequences must include: 1. At least 2 different counters with clear entry & exit edges 2. Forward outside & forward inside loop (either foot) 3. Backward outside double twizzle 4. Backward inside double twizzle
Junior	2:00 max.	Each of the two step sequences must include: 1. At least 2 different rockers with clear entry & exit edges 2. At least 2 different choctaws 3. Backward outside & backward inside loop (either foot) 4. A combination of at least 3 different turns done on one foot
Senior	2:00 max.	Each of the two step sequences must include: 1. At least 1 of each of the following turns: 3-turn, bracket, rocker, counter, choctaw, loop, and twizzle. 2. A combination of at least 3 different turns, to be selected from counter, rocker, bracket, twizzle and loop, done on one foot. 3. An upper body movement. (<i>Any movements of the arms, head and torso that have an effect on the balance of the main body core.</i>) <i>Note: If necessary, skaters may combine items 1 & 2. For example, performing 3 different consecutive turns on one foot may also count towards the requirement of demonstrating all seven of the listed turns/steps.</i>

ENTRY FORM FOR SPRING FUNTASTICS 2018 - APRIL 14, 2018

Please type or print clearly

Name: _____ Sex _____ Birthdate ____/____/____
First Name Last Name

Address: _____
Street City State Zip Code

Phone Number - Cell: (____) _____ Home: (____) _____ Email: _____

USFSA No.: _____ Club: _____

Highest USFSA test passed: _____

Check the event(s) the skater wishes to enter. **Be sure to check with instructor first!**

Spring Funtastics

	<u>Comp</u>	<u>FS</u>
Tots	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 1	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 2	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 3	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 4	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 5	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 6	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 7	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 8	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 1	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 2	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 3	<input type="checkbox"/>	<input type="checkbox"/>
Pre-Preliminary	<input type="checkbox"/>	<input type="checkbox"/>
Limited Pre-Preliminary	<input type="checkbox"/>	<input type="checkbox"/>
Preliminary	<input type="checkbox"/>	<input type="checkbox"/>
Pre-Juvenile	<input type="checkbox"/>	<input type="checkbox"/>
Special Olympics - Level _____	<input type="checkbox"/>	<input type="checkbox"/>

Beginner Pairs	<input type="checkbox"/>
Partner Name: _____	
Beginner Couples Dance	<input type="checkbox"/>
Partner Name: _____	
Beginner Solo Dance	<input type="checkbox"/>
Preliminary Solo Dance	<input type="checkbox"/>
Pre-Bronze Solo Dance	<input type="checkbox"/>

Test Track

Pre-Preliminary	<input type="checkbox"/>
Preliminary	<input type="checkbox"/>
Pre-Juvenile	<input type="checkbox"/>
Juvenile	<input type="checkbox"/>
Open Juvenile	<input type="checkbox"/>
Intermediate	<input type="checkbox"/>
Novice	<input type="checkbox"/>
Junior	<input type="checkbox"/>
Senior	<input type="checkbox"/>

Figures (Comp.)

Beginner 1	<input type="checkbox"/>
Beginner 2	<input type="checkbox"/>
Beginner 3	<input type="checkbox"/>
Creative Figures	<input type="checkbox"/>

Colorado Showcase

	<u>Drama</u>	<u>Lt. Ent</u>		<u>Drama</u>	<u>Lt. Ent</u>
Tots	<input type="checkbox"/>	<input type="checkbox"/>	Pre-Preliminary	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 1	<input type="checkbox"/>	<input type="checkbox"/>	Preliminary	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 2	<input type="checkbox"/>	<input type="checkbox"/>	Pre-Juvenile	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 3	<input type="checkbox"/>	<input type="checkbox"/>	Open Pre-Juvenile	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 4	<input type="checkbox"/>	<input type="checkbox"/>	Juvenile	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 5	<input type="checkbox"/>	<input type="checkbox"/>	Teen	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 6	<input type="checkbox"/>	<input type="checkbox"/>	Intermediate	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 7	<input type="checkbox"/>	<input type="checkbox"/>	Young Adult	<input type="checkbox"/>	<input type="checkbox"/>
Beginner 8	<input type="checkbox"/>	<input type="checkbox"/>	Novice	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 1	<input type="checkbox"/>	<input type="checkbox"/>	Junior	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 2	<input type="checkbox"/>	<input type="checkbox"/>	Senior	<input type="checkbox"/>	<input type="checkbox"/>
Adult Beginner 3	<input type="checkbox"/>	<input type="checkbox"/>	Adult/Masters	<input type="checkbox"/>	<input type="checkbox"/>
			Duet	<input type="checkbox"/>	<input type="checkbox"/>
			Level: _____		
			Partner Name: _____		

ENTRY FORM FOR SPRING FUNTASTICS 2017 - APRIL 14, 2018, Page 2 of 3

Skater: _____ USFSA NO.: _____

IJS EVENTS

	<u>Free Skate</u>	<u>Jumps</u>	<u>Spins</u>	<u>Single Step Sequence</u>
No Test		<input type="checkbox"/>	<input type="checkbox"/>	
Pre-Preliminary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Preliminary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pre-Juvenile	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open Pre-Juvenile	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Juvenile & Open Juvenile		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intermediate		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Novice		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Junior		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senior		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult Pre-Bronze		<input type="checkbox"/>	<input type="checkbox"/>	
Adult Bronze		<input type="checkbox"/>	<input type="checkbox"/>	
Adult Silver		<input type="checkbox"/>	<input type="checkbox"/>	
Adult Gold		<input type="checkbox"/>	<input type="checkbox"/>	
Masters Int/Novice		<input type="checkbox"/>	<input type="checkbox"/>	
Masters Junior/Senior		<input type="checkbox"/>	<input type="checkbox"/>	

ENTRY FORM FOR SPRING FUNTASTICS 2017 - APRIL 14, 2018, Page 3 of 3

Skater: _____ USFSA NO.: _____

ENTRY FEES

Funtastics/Figures*	First Singles Event		\$70.00
Pre-Pre thru Pre-Juv and	Additional Singles Events	(Per event)	\$30.00
Competitive Test Track	Beginner Dance & Pairs	(Per person)	\$40.00
IJS Event	First IJS Event		\$70.00
	Additional IJS Events	(Per event)	\$40.00
Showcase*	First Artistic Event	(Per person)	\$65.00
	Additional Event	(Per person)	\$30.00
		Total	\$._____

Entry fees per above. Make checks payable to **Mile High Figure Skating Association**. Entries **MUST BE RECEIVED** by March 10, 2018. Mail completed entry form and entry fee to: Carol Zeles, 7278 So. Iris Ct., Littleton, CO 80128.

Skating School Director or Coach's consent - Entry will **not** be accepted unless this portion is complete. I certify that the above information is correct and that this skater is eligible to compete at the level indicated. I also certify that I will follow the rules stated as such for each level.

Signature	USFSA #	Title	Ice Arena	Date
Name of Professional - Please Print		Work Phone Number	Home Phone Number	Email

Club Certification - I certify that the skater is a member in good standing.

Club Officer _____ Title _____ Club _____

I understand that this entry form must be in the hands of the committee by March 10, 2018 and in accordance with the USFS rule book, entry fees are not refundable after the close of entries unless no competition exists in a particular event or division. I understand that the committee reserves the right to limit the number of entries accepted due to time constraints. Further, I will not hold liable The Apex Ice Arena or Mile High Figure Skating Association for any injury incurred by me or my child during this competition.

Skater's Signature	Parent or Guardian's Signature	Date
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2018 FUNTASTICS PRACTICE ICE

Practice ice will be offered before the competition begins on a first come, first serve basis. Please fill out the form completely to reserve your session(s). Send forms and payment to Clara Artymovich, 7819 Mona Court, Denver, CO 80221. Please make all checks payable to MHFSA or register for practice ice through entryeze.

Name of Skater: _____

USFSA # _____

Address: _____

City, State, Zip Code: _____

Email Address*: _____

Evening Phone _____

Coach's Name: _____

Coaches Email: _____

Events Entered _____

Level Entered: _____

Number of Singles Sessions Requested: _____ x \$16.00 = _____

PLEASE NOTE: REGISTRATION FORM AND PRACTICE ICE FORM
NEED TO BE MAILED SEPARATELY.

PLEASE MAKE SURE THAT THE EMAIL ADDRESS IS LEGIBLE. ALL
CORRESPONDENCE WILL BE SENT TO THIS EMAIL ADDRESS.

Questions email cartymovich@gmail.com

2018 SPRING FUNTASTICS
COACHES' REGISTRATION FORM

Spring Funtastics would like to request all coaches, both primary and secondary, who will be bringing skaters to our competition, fill out and submit this registration form. This information will be used to make sure we have all entries for your skaters, especially if your skater does a paper entry. We will be sending everything by email, so please supply us with a legible email address.

Coach Name _____

Street Address _____

City _____ State _____ Zip Code _____

Home Phone _____ Work Phone _____

USFSA # _____ Email Address _____

Skater's Name	Competition Level and Event	Primary or Secondary Coach
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Please complete and email to: Cartymovich@gmail.com and cmzeles@aol.com