



Vail Invitational  
**Figure Skating Championships**

And Vail's Mountain Fun Funtastics Competition  
July 12<sup>th</sup> – July 15<sup>th</sup> 2018

**The John A Dobson Arena**  
**321 East Lionshead Circle Vail, CO 81657**

Sponsored By The Skating Club of Vail  
[www.skateclubvail.com](http://www.skateclubvail.com) [skateclubvail@gmail.com](mailto:skateclubvail@gmail.com)

**OFFICIALS**

**Chief Referee:** Michelle Zeles-Hahn

**Chief Accountants:** Glenda Orr and Cherry Harrison **Technical Accountant:** Kim Lamb



Sanctioned By United States Figure Skating

Test Session: Thursday morning July 12th

Vail Invitational Events: Thursday, July 12th to Saturday, July 14th

Mountain Fun Funtastics Events: Sunday, July 15th

**Secure Online Registration and Credit Card payment via EntryEeze available at:**  
[www.skateclubvail.com](http://www.skateclubvail.com)

**The Skating Club of Vail Proudly Presents:**

**The 38<sup>th</sup> Annual Vail Invitational Figure Skating Championships**

The 2018 VAIL INVITATIONAL will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website. This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules, and currently registered members of a U.S. Figure Skating member club, a collegiate club or an individual member in accordance with the current rulebook. Please refer to the current rulebook for non-U.S. Citizens.

**Series Information:**

The Vail Invitational 2018 has been approved by U.S. Figure Skating as part of the Skate the State Funtastic Series.

**Eligibility/Test Level:**

**Test level:** Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event.

**Age restrictions/requirements:** Skaters entering juvenile free skate events (Well Balanced Program) must be under 13 years of age at the close of entries. Skaters entering open juvenile free skate events (Well Balanced Program), must be at least 13 years of age at the close of entries.

Skaters entering beginner–pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.

**ON-LINE ENTRY VIA ENTRYEEZE!**

**GO TO**

**[WWW.SKATECLUBVAIL.COM](http://WWW.SKATECLUBVAIL.COM)**

**CLICK ON:**

**ON-LINE ENTRY**

**ENTRY DEADLINE IS 11:59pm FRIDAY JUNE 15, 2018**

**(\$10 early bird discount if you register by May 15, 2018)**

**ENTRY FEES:**

First IJS Event	\$115.00	
First 6.0 Event	\$105.00	
Additional Events, Per Event (Solos)	\$45.00	
Duets & Pairs - as 1 <sup>st</sup> Event	\$55.00	Per skater
Duets & Pairs-as Additional Event	\$30.00	Per skater
Funtastics – as 1 <sup>st</sup> Event	\$60.00	
Funtastics – 2 <sup>nd</sup> Event	\$20.00	
Practice Ice	\$15.00	
Warm-up Ice-IJS events Only	\$10.00	

**The Skating Club of Vail  
Attn: Susan Bruno  
PO Box 416  
Vail, CO 81658**

If space is available late entries will be accepted at the discretion of the registrar and chief referee. A \$50 late entry fee will be assessed. **Entry form changes made after the entry closing date will be assessed a \$30 change fee.** PLEASE CHECK YOUR ENTRY CAREFULLY WITH YOUR COACH BEFORE ENTERING. Changes requested after the entry deadline may be made at the discretion of the competition committee, but are not guaranteed. Changes made after June 15th may not appear in the Official Program. All entries must have a valid e-mail address – that is checked regularly! E-mail is the official communication media of the competition.

**REFUND OF ENTRY FEES:** Entry fees will not be refunded after FRIDAY June 1st unless no competition exists or the event is canceled. **There will be no refunds for medical withdrawals.** The online processing fees are not refundable for any reason. Contested credit card charges 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 by email and on the web. See US Figure Skating Rulebook, Rules 3045-3047. After the close of entries, fees are refundable only if the competitive event is not held. Two entries will constitute an event.

**FACILITIES:** Dobson Arena is an indoor 85 x 200-foot ice surface with rounded corners and seating for spectators. A concession stand is open during the competition. Locker rooms are available.

**MUSIC:** Competitors must provide music for all events, as appropriate. Competition music for all events that require music must be submitted electronically via the online registration system by the music deadline of July 1, 2018 at 11:59 pm. After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the “competition” tab and then selecting “my music”. Your music must meet the following criteria. If you have questions about what format you have, please contact your coach

and get a new version of your music that meets the criteria listed below. **Anyone not submitting music by July 1, 2018 will be assessed a \$25 admin fee that will be collected online or at the registration desk before the skater is allowed to skate.**

Payment of the fee will be required before the skater is allowed to participate in practice ice or events.

**Music Criteria:**

- 1) File Format: MP3 (the online system will automatically check this)
- 2) Bit Rate: 192 kbps or higher (this will be checked by the music chairperson and they may request you upload a corrected file)
- 3) Sample Rate: 44,100 kHz (this will be checked by the music chairperson and they may request you upload a corrected file)
- 4) Leaders and trailers (the silence or "dead space" before and after the actual start and end of the program music) may not exceed two (2) seconds. We prefer that there be NO leaders or trailers at all. Excessive leaders and trailers may disrupt the playing of the music during competition.

**Competitors must also bring a copy of their competition music on CD as a backup in case of technical difficulties.** Competitors must furnish their own music.

**LIABILITY:** Skaters, parents, and coaches should read US Figure Skating Rule 3222 regarding club, facility, and US Figure Skating liability. Your signature on the entry form or acceptance on the on-line waiver will indicate that you have read and accept this section.

**JUDGING SYSTEM:** The IJS system will be used for Pre-Preliminary through Senior Well-Balanced Free Skate and Short Program. The 6.0 system will be used for all other events. Skaters in IJS events are REQUIRED to submit a Planned Program Content. Preliminary through Senior should submit their PPC by June 28, 2018. The PPC must be entered through The SCV EntryEeze site (located at [www.skateclubvail.com](http://www.skateclubvail.com)). The form can be found by clicking on the Planned Program Content link. Changes will be accepted until June 28, 2018. Pre-Preliminary Well Balanced Programs will be offered in both IJS & 6.0 judging systems.

**PLANNED PROGRAM CONTENT:** If you are registered for an IJS event, you are required to complete the planned program content form by Thursday, June 28 at 11:59pm in the online registration system. **Anyone not submitting a PPC by the deadline date will be assessed a \$25 admin fee that will be collected online or at the registration desk before the skater is allowed to skate.**

**REGISTRATION:** The official registration desk will be maintained at Dobson Arena. The desk will open one hour before the start of competition on Thursday, July 12th. On following days, the Registration Desk will be open one hour prior to the start of competition and will remain open during all competition events.

**PRACTICE ICE:** Practice ice will be available starting after the completion of the test session on Wednesday, July 11<sup>th</sup>, and should be requested and paid for during on-line entry. Skaters in the 2018 Vail Invitational will be able to pick their own practice ice sessions. Mountain Fun Funtastics Skaters will be assigned a practice ice session based on age and entry level. After the close of entries you will receive an e-mail with a PIN number in order to access your practice ice records and select your sessions. Practice ice fees are \$15.00 per session. Vail Invitational skaters may pre-purchase 2 sessions, Mountain Fun Funtastics skaters may purchase 1 session. Sessions are 30 minutes. Music will not be played during practice ice. Depending on entries, warm up ice will be available for IJS events only. Warm up ice will be assigned based on the number of IJS competitors at each level.

Additional ice, if available, will be sold on a first-come, first-serve basis after pre-registered skaters have chosen their sessions and during the competition. We will do everything we can to provide adequate ice, but, be aware that we have one ice surface and practice ice is limited to the evening before the competition and early morning and evening hours (as early as 6:00am, as late as 10:00pm) on competition dates. Practice ice for final rounds will be made available to competitors who qualify. Additional practice ice can be purchased whenever the registration desk is open or from the practice ice monitors. No practice ice or event times will be given out by telephone. You may check your event and practice ice schedule on-line through EntryEeze at [www.skateclubvail.com](http://www.skateclubvail.com)

**PHOTOGRAPHY/AWARDS:** All events will receive medals for first through fourth places. Pre-Preliminary 6.0 events will receive medals for all placements. An engraver will be available to personalize awards. Digital action photographs will be available for purchase. Flash photography of any kind is not permitted.

**OFFICIAL NOTICES:** An official bulletin board will be maintained at Dobson Arena during the competition and all official times of events will be posted. Skaters and coaches are required to check the official bulletin board for any changes. Posting of such notices, changes or announcements shall be considered sufficient notice to all participants. Competitors should arrive at the arena one hour prior to their scheduled event time. Events may start up to 30 minutes earlier than the posted start times.

**HOSPITALITY:** There will be separate designated hospitality areas for coaches and judges throughout the events.

**INFORMATION REGARDING 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 complete the following requirements on an annual basis by July 1:

- A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A, B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.
- E. Must be SafeSport compliant

For Basic Skills ONLY coaches - Any person, 18 and older, instructing in a U.S. Figure Skating Basic Skills Program must have successfully passed the annual background screen and be registered as a Basic Skills instructor member.

The Skating Club of Vail 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.

If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed 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>

**CONTACT INFO:** If you have questions, please contact Susan Bruno via email at [skateclubvail@gmail.com](mailto:skateclubvail@gmail.com). Email is the preferred method of communication, however if necessary you can call 970-390-3896 between the hours of 9:00 am and 5:00 pm and leave a message.

## Lodging Information

**Please reserve early! Be sure to book your rooms early as there are a number of other events in town.**



## **Vail International Condominiums**

300 E. Lionshead Circle, Vail, Colorado 81657  
Hotel Reservations: 1-800-622-3477 [www.vailinternational.com](http://www.vailinternational.com)

*Directly adjacent to the rink, and on the free Town of Vail shuttle. Amenities include complimentary Wi-Fi, outside heated pool, hydrotherapy whirlpool with waterfall, men's and women's steam rooms, small fitness facility, complimentary outdoor parking, non-smoking property and units. Two and three bedroom units*

*Two Night Minimum*

**Test Session Wednesday, July 11th. For info contact Tara Lane**  
[tara@poweronice.net](mailto:tara@poweronice.net)

# **Vail Invitational Competition Events**

## ARTISTIC

Artistic single events will be offered in two categories—Dramatic (a serious, emotional artistic interpretation) and Light (any performance not considered serious enough to be dramatic). Skaters may enter one or both of these categories. Costumes are encouraged but not mandatory, but they should not pose a safety hazard to the skater. Music may be vocal. Props will be allowed to be placed on the ice, and or picked up by the skater at any point in the program. Props that are on the ice need to be constructed strongly enough that there is not a safety issue. No debris can be left on the ice. A skater cannot use live props, fire, water, smoke, or explosives. A skater can only take 10 seconds to put the prop on the ice and the prop needs to be something the skater can bring on and off the ice without assistance. Props are not allowed during warm-up. Judging will be based on artistic expression, originality, creativity and musical interpretation that characterize the correct mood of the program. Program should focus on entertainment value rather than technical skill. Ladies and men will compete together. Depending on the number of entrants, levels and dramatic/light grouping maybe combined.

### **Maximum Skating Times: (Applies to Solo and Duets)**

**Solo:** Events will be offered for the Pre-Preliminary through Senior and Adult Levels. Qualifications are the same as for Free Skate. Levels with the same skating times may be combined.

Pre-Preliminary - 1:30 seconds max.

Preliminary & Pre-Juvenile – 1:40 seconds max.

Juvenile, Intermediate & Novice – 2:10 seconds max.

Junior & Senior – 2:40 seconds max.

Adults – 1:40 seconds max.

**Duets:** No test requirements. Skaters may be of the same gender. When possible, skaters will be grouped by age and/or test level. Maximum skating times same as Solo event.

Skaters placing fourth and higher in preliminary and higher artistic solo events, including adult events will be qualified to enter the next National Showcase. Additional information on National Showcase is available on the USFS website.

## COMPULSORY MOVES

Age and test requirements are the same as Free Skate. Compulsory moves will be skated without music. Required moves may be done in any order, without stops between elements. Additional or repeated elements will be penalized. Combination jumps may not have a change of foot or turn between jumps. An axel is a single jump. Required individual jumps cannot be repeated as part of the combination jump. When there are insufficient entries at a particular level, groups may be combined and male and female entrants judged together. Required elements may be skated in any order but must not exceed the maximum time restriction.

Level	Ice	Time	Skating rules/standards
Pre – Preliminary	½ ice	1:15 max.	<ol style="list-style-type: none"> <li>1. Single Toe Loop</li> <li>2. Jump combination: single/single (no Axel)</li> <li>3. Sit spin or camel spin - minimum three revolutions</li> <li>4. Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ol>
Preliminary	½ ice	1:15 max.	<ol style="list-style-type: none"> <li>1. Single Lutz</li> <li>2. Jump combination: single/single (may include Axel)</li> <li>3. Back upright spin - minimum three revolutions</li> <li>4. Forward inside spiral</li> </ol>
Pre – Juvenile	½ ice	1:15 max.	<ol style="list-style-type: none"> <li>1. Single jump (may include Axel)</li> <li>2. Jump combination: single/single (may include Axel)</li> <li>3. Layback spin or camel spin - minimum three revolutions</li> <li>4. Step sequence – circular</li> </ol>
Juvenile & Open Juv.	½ ice	1:15 max.	<ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Jump combination: single/single or double/single</li> <li>3. Layback spin or camel spin - minimum three revolutions</li> <li>4. Step sequence – circular</li> </ol>
Intermediate	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Double Salchow or double toe loop</li> <li>2. Jump combination: single/single or double/single</li> <li>3. Flying spin, minimum five revolutions</li> <li>4. Step sequence – straight line</li> </ol>
Novice	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Double loop</li> <li>2. Jump combination: double/single or double/double</li> <li>3. Flying spin - minimum five revolutions</li> <li>4. Step sequence – straight line</li> </ol>
Junior	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Double flip</li> <li>2. Jump combination: double/double or triple/double</li> <li>3. Combination spin - minimum 10 revolutions</li> <li>4. Step sequence – straight line</li> </ol>

Senior	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Double Lutz</li> <li>2. Jump combination: double/double or triple/double</li> <li>3. Combination spin - minimum 10 revolutions</li> <li>4. Step sequence – straight line</li> </ol>
Adult Beginner	½ ice	1:15 max.	<ol style="list-style-type: none"> <li>1. Forward crossovers (Min. 5 consecutive)</li> <li>2. Waltz jump</li> <li>3. Two foot upright spin</li> <li>4. Forward spiral (any edge)</li> </ol>
Adult Pre-Bronze	½ ice	1:30 max.	<ol style="list-style-type: none"> <li>1. 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 counter clockwise.</li> <li>2. Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of two jumps in combination and three jumps in a sequence</li> <li>3. Forward upright spin (Min. 3 revolutions)</li> <li>4. Forward spiral</li> </ol>
Adult Bronze	½ ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Single Salchow</li> <li>2. Waltz jump – toe loop combination jump</li> <li>3. Backward upright spin – entry optional (min 3 revolutions)</li> <li>4. Spiral sequence (Min. 2 spirals)</li> </ol>
Adult Silver	½ ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Single loop</li> <li>2. Single/single jump combination</li> <li>3. Sit spin (Min. 3 revolutions)</li> <li>4. Straight line step sequence</li> </ol>
Adult Gold	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Single Lutz or Axel</li> <li>2. Single/single or single/double jump combination</li> <li>3. Camel spin (Min. 4 revolutions)</li> <li>4. Straight line step sequence</li> </ol>
Masters Intermediate/Novice	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. Axel, double Salchow , double toe loop or double loop</li> <li>2. 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</li> <li>3. Solo spin of skater’s choice (Min. 6 revolutions)</li> <li>4. Straight line step sequence</li> </ol>
Masters Junior/Senior	Full ice	1:30 max.	<ol style="list-style-type: none"> <li>1. 2. Choice of any double jump</li> <li>3. Jump combination that may include any double jump</li> <li>4. Solo spin of skater’s choice (Min. 8 revolutions)</li> </ol> <p>Straight line step sequence</p>

**SINGLES FREE SKATING EVENTS**

See current rulebook or [click here](#) for current rules and requirements.

Illustration of Singles Free Skating Events:

Test Track Free Skate

Well Balanced  
Program Free Skate

Pre-Preliminary

Pre-Pre/Ltd. Pre-Pre

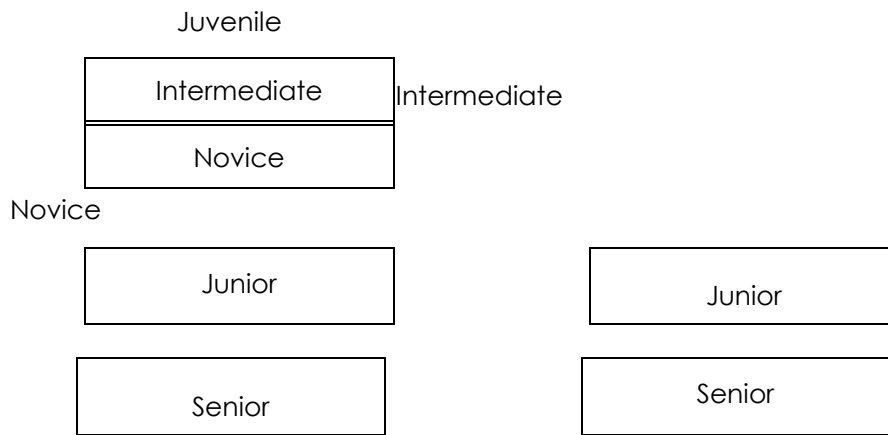
Preliminary

Preliminary

Pre-Juvenile

Pre-Juvenile

Juvenile/Open Juv.



### **WELL-BALANCED FREE SKATE**

Skaters may enter either the Well-Balanced Free Skate or the Test Track Free Skate but not both. Program requirements as well as skater's age and test requirements as listed in the US Figure Skating Rule book Rules 4200-4270, or as amended at May Governing Council. If entries warrant, a final round will be held for Juvenile levels and higher. The IJS system will be used for Pre-Preliminary through Senior levels and Planned Program Content must be submitted at [www.skateclubvail.com](http://www.skateclubvail.com).

\*Pre-Preliminary Well Balanced Programs will be offered in both IJS & 6.0 judging systems.

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.

<u>Level</u>	<u>Time</u> <u>+/- :10</u>	<u>Requirements/Restrictions</u>	<u>TEST</u>
Ltd. Pre-Preliminary	1:30	No axels or double jumps	
Pre-Preliminary	1:30	No double jumps	
Preliminary	1:30	Only two double jumps allowed	
Pre-Juvenile	2:00		
Juvenile	2:20	Age 12 and under as of June 1, 2018	
Open Juvenile	2:20	Age 13 and over as of June 1, 2018	
Intermediate	2:40		
Novice	3:00 Ladies/3:30 Men		
Junior	3:30 Ladies/3:30 Men		
Senior	4:00 Ladies/4:00 Men		

### **Adult Events Open to Skaters Age 21 and over as of June 1, 2018.**

	<u>MAX. TIME</u>	<u>OPEN TO SKATERS WHO HAVE PASSED</u>
Adult Pre-Bronze	1:40	Adult Pre-Bronze or No USFS Tests.
Adult Bronze	1:50	Adult Bronze or Preliminary Free Skate
Adult Silver	2:10	Adult Silver or Juvenile Free Skate
Adult Gold	2:40	Adult Gold or Juvenile Free Skate
Adult Masters	3:40	Adult Gold or Intermediate Free Skate

### **TRACK FREE SKATE**

Skaters may enter the Well-Balanced Free Skate or the Test Track Free Skate but not both. Skaters may skate to vocal or non-vocal music of their choice. 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.

Level	Jumps	Spins	Step Sequences	Qualifications
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<p>Pre-Preliminary</p> <p>1:30 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>)</li> <li>• Single rotation jumps: Salchow, toe loop and loop only.</li> <li>• Max. 2 jump combinations or sequences.</li> <li>• Max. 2 of any same type jump.</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)</li> </ul>	<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 prepreliminary free skate test</p>
<p>Preliminary</p> <p>1:30 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump combinations or sequences.</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions)</li> <li>• One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)</li> </ul>	<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>
<p>Pre-Juvenile</p> <p>2:00 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels).</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One spin in one position, no change of foot (Min. 3 revolutions)</li> <li>• One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly.</li> </ul>	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than prejuvenile free skate test</p>
<p>Juvenile</p> <p>2:20 +/- 10 sec.</p>	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Any single jumps, including Axel, are permitted.</li> <li>• Max. 2 jump combinations or sequences.</li> <li>• Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> <li>• One solo spin in one position, no change of foot (Min. 4 revolutions).</li> <li>• One combination spin with one change of foot and at least one change of position must include two of the basic spin positions. (Min. 4 revolutions per foot)</li> <li>• <i>Only solo spin may fly</i></li> </ul>	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test</p>
<p>Intermediate</p> <p>2:40 +/- 10 sec.</p>	<p><i>Maximum of 6 jump elements:</i></p> <ul style="list-style-type: none"> <li>• Any single jumps.</li> <li>• Double jumps permitted: double Salchow and double toe loop.</li> <li>• Maximum of 3 jump combinations or sequences</li> <li>• Max. 2 of any same type jump</li> </ul>	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> <li>• One must be a flying spin (min 5 revolutions),</li> <li>• One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot).</li> </ul>	<p>One step sequence fully utilizing ice surface</p>	<p>Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test</p>

<p>Novice</p> <p>Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.</p>	<p><i>Maximum of 7 jump elements for men and 6 for ladies:</i></p> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop and double loop.</li> <li>Maximum of 3 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 3 spins, of a different nature:</i></p> <ul style="list-style-type: none"> <li>One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot)</li> <li>The other spins are the option of the skater (min 6 revolutions per foot)</li> <li><i>All spins may fly</i></li> </ul>	<p>One step sequence or spiral sequence fully utilizing ice surface</p> <p>(see rule 4104 &amp; 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test</p>
<p>Junior</p> <p>Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Double jumps permitted: double Salchow, double toe loop, double loop and double flip</li> <li>Maximum of 3 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> <li>One spin in one position (Min. 6 revolutions)</li> <li>One flying spin (Min. 6 revolutions)</li> <li>One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot)</li> </ul>	<p>One step sequence fully utilizing ice surface</p> <p>(See rule 4105 for remarks)</p>	<p>Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test</p>
<p>Senior</p> <p>Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.</p>	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i></p> <ul style="list-style-type: none"> <li>Any single jumps.</li> <li>Must include at least four different double jumps, one must be a double Lutz.</li> <li>Triple jumps are not permitted</li> <li>Maximum of 3 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul>	<p><i>Maximum of 3 spins of a different nature:</i></p> <ul style="list-style-type: none"> <li>One spin in one position (Min. 6 revolutions)</li> <li>One flying spin (Min. 6 revolutions)</li> <li>One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot)</li> </ul>	<p><i>Men:</i> Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks)</p> <p><i>Ladies:</i> One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 &amp; 4105 for remarks.)</p>	<p>Skaters must have passed at least the U.S. Figure Skating junior free skate test</p>

## PAIRS

Please contact the registrar at [skateclubvail@gmail.com](mailto:skateclubvail@gmail.com) if you are interested in competing in or exhibiting in pairs.

## SHORT PROGRAM

Short Program-only events will be offered at the Juvenile, Open Juvenile, Intermediate, Novice, Junior, and Senior levels. Refer to the 2017 USFS Rulebook sections 4200-4230 for all test, age and program requirements. Ladies and Men will utilize the Short Program requirements for the 2018 -2019 competitive season. Competitors skate to music of their choice. Vocal music is permitted per US Figure Skating Rule 4040.

## SPINS ONLY

Age and test requirements are the same as those listed under Free Skate. No music allowed in this event. Spins must be skated exactly as stated but may be skated in any order. Connecting steps may be used but will not affect the score. All levels skated on half ice. Genders and levels with the same requirements will be combined if entries warrant.

Level	Time	Skating rules / standards
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> <li>Upright one-foot spin (3)</li> <li>Upright back scratch spin (3)</li> <li>Sit spin (3)</li> </ol>
Preliminary	1:30 max.	<ol style="list-style-type: none"> <li>Forward scratch to back scratch spin (3)</li> <li>Combination spin with no change of foot (4)</li> <li>Sit spin (3)</li> </ol>
Pre – Juvenile	1:30 max.	<ol style="list-style-type: none"> <li>Camel spin (3)</li> <li>Combination spin – camel to sit spin; no change of foot (6)</li> <li>Forward to backward scratch spin (3 per foot)</li> </ol>
Juvenile & Open Juv.	1:30 max.	<ol style="list-style-type: none"> <li>Sit spin (4)</li> <li>Combination spin – change of foot; optional change of position (4 per foot)</li> <li>Girls – layback spin (4); Boys – camel spin (4)</li> </ol>
Intermediate	1:30 max.	<ol style="list-style-type: none"> <li>Flying camel spin (5)</li> <li>Sit spin to backward sit spin (4 per foot)</li> <li>Combination spin – change of foot &amp; change of position (4 per foot)</li> </ol>
Novice	1:30 max.	<ol style="list-style-type: none"> <li>Choice of camel, sit or layback spin (6)</li> <li>Camel spin to backward camel spin (4 per foot in position)</li> <li>Combination spin – change of foot &amp; two changes of position (2 per position &amp; 5 per foot)</li> </ol>
Junior	1:30 max.	<ol style="list-style-type: none"> <li>Flying sit spin or flying reverse sit spin (6)</li> <li>Ladies – layback spin (6); men – cross-foot spin (6)</li> <li>Combination spin – with change of foot &amp; utilizing all three positions (2 per position &amp; 5 per foot)</li> </ol>
Senior	1:30 max.	<ol style="list-style-type: none"> <li>Flying spin of choice (6)</li> <li>Solo spin of choice (6) – may not fly</li> <li>Combination spin – with change of foot &amp; utilizing all three positions (2 per position &amp; 5 per foot)</li> </ol>
Adult Beginner	1:15 max.	<ol style="list-style-type: none"> <li>Pivot</li> <li>Two-foot upright spin (2)</li> </ol>
Adult Pre-Bronze	1:15 max.	<ol style="list-style-type: none"> <li>One-foot upright spin (3) Two-foot upright spin (3)</li> <li>Two-foot upright spin (3)</li> </ol>
Adult Bronze	1:15 max.	<ol style="list-style-type: none"> <li>One-foot upright spin (4) One-foot back spin (3)</li> <li>One-foot back spin (3)</li> <li>Sit spin (3)</li> </ol>
Adult Silver	1:30 max.	<ol style="list-style-type: none"> <li>Camel spin (3)</li> <li>Layback, sideways leaning or sit spin (4)</li> <li>Combination spin with at least one change of position, no change of foot (3 in each position)</li> </ol>
Adult Gold	1:30 max.	<ol style="list-style-type: none"> <li>Solo spin, no change of foot (4)</li> <li>Second solo spin, different from the first; change of foot optional (4)</li> <li>Combination spin with only one change of foot and at least one change of position (4 each foot)</li> </ol>
Masters Intermediate/Novice	1:30 max.	<ol style="list-style-type: none"> <li>Solo spin of skater's choice (Min. 6 revolutions)</li> <li>Second solo spin, different from the first; change of foot optional (4) May have a flying entry</li> <li>Combination spin that may have more than one change of foot and at least one change of position (4 each foot)</li> </ol>
Masters Junior/Senior	1:30 max.	<ol style="list-style-type: none"> <li>Solo spin of skater's choice (Min. 8 revolutions) Solo spin with a flying entry</li> <li>Solo spin with a flying entry</li> <li>Combination spin that may have more than one change of foot and at least one change of position (4 each foot). May have a flying entry</li> </ol>

### JUMPS ONLY

Age and test requirements are the same as those listed under Free Skate. Pre-Preliminary through Pre-Juvenile and Adult (Beginner thru Silver) will be skated on ½ ice. All other levels will skate on full ice. Jumps must be skated in the order in which they are listed, exactly as listed, however the order of jumps within the combination jump is optional (example double/single or single/double). This is not a mini-program. Only the stroking and edges necessary to prepare for the jumps are allowed. Extra moves and excessive connecting steps will be penalized. An axel is a single jump. Combination jumps may not have a change of foot or turn between the jumps. The event will be conducted as follows: At the conclusion of the warm-up, the skater will perform the first jump twice, then the second jump twice, then the combination jump twice. The judges will score only the best performance of each jump. This will then be repeated for all skaters. In levels where skaters have a choice of jumps, skaters may not change jumps on the second attempt. Genders and Levels with the same requirements will be combined if entries warrant. Jumps labeled with a "\*" must be preceded with connecting steps.

Level	Time	Skating rules / standards
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> <li>1. Single toe loop</li> <li>2. Single flip</li> <li>3. Jump combination - Any two ½ or single revolution jumps (no Axel)</li> </ol>
Preliminary	1:30 max.	<ol style="list-style-type: none"> <li>1. Single flip</li> <li>2. Single Lutz</li> <li>3. Jump combination – Any single jump + single loop (may be Axel)</li> </ol>
Pre – Juvenile	2:00 max.	<ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Single or double jump</li> <li>3. Jump combination – single/single (no Axel)</li> </ol>
Juvenile & Open Juv.	2:00 max.	<ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Double Salchow</li> <li>3. Jump combination – single/single or double/single (no Axel)</li> </ol>
Intermediate	2:30 max.	<ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Double loop*</li> <li>3. Jump combination – double/single (no Axel)</li> </ol>
Novice	2:30 max.	<ol style="list-style-type: none"> <li>1. Double loop</li> <li>2. Double flip*</li> <li>3. Jump combination – double/double (may be double Axel)</li> </ol>
Junior	2:30 max.	<ol style="list-style-type: none"> <li>1. Choice of double or triple jump</li> <li>2. Double or triple flip*</li> <li>3. Jump combination – double/double (may be double Axel)</li> </ol>
Senior	2:30 max.	<ol style="list-style-type: none"> <li>1. Choice of double or triple jump</li> <li>2. Double or triple Lutz*</li> <li>3. Jump combination – double/double or triple/double (may be double Axel)</li> </ol>
Adult Beginner	1:00 max.	<ol style="list-style-type: none"> <li>1. Bunny Hop</li> <li>2. Mazurka or ballet jump</li> </ol>
Adult Pre-Bronze	1:00 max.	<ol style="list-style-type: none"> <li>1. Waltz or toe loop jump</li> <li>2. ½ flip, ½ Lutz or ½ loop</li> </ol>
Adult Bronze	1:00 max.	<ol style="list-style-type: none"> <li>1. Single Salchow</li> <li>2. Single toe loop</li> <li>3. Any single jump + single toe loop combination (No Axels allowed)</li> </ol>
Adult Silver	1:15 max.	<ol style="list-style-type: none"> <li>1. Single flip</li> <li>2. Single loop</li> <li>3. Single/single combination (Axel is permitted)</li> </ol>
Adult Gold	1:15 max.	<ol style="list-style-type: none"> <li>1. Single Axel</li> <li>2. Single Lutz</li> <li>3. Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow)</li> </ol>
Masters Intermediate/Novice	1:30 max.	<ol style="list-style-type: none"> <li>1. Axel</li> <li>2. Double Salchow , double toe loop or double loop</li> <li>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</li> </ol>
Masters Junior/Senior	1:30 max.	<ol style="list-style-type: none"> <li>1. Double loop or double flip</li> <li>2. Double Lutz</li> <li>3. Jump combination that may include any double jump</li> </ol>

# Vail's Mountain Fun Funtastics

A Competition for Beginner Skaters using  
Colorado's "Funtastics" Format

Sanctioned by US Figure Skating Hosted by The Skating Club of Vail

**Sunday, July 15, 2018**

The John A. Dobson Arena  
321 East Lionshead Circle, Vail, CO 81657

Sponsored By The Skating Club of Vail

[www.skateclubvail.com](http://www.skateclubvail.com) skateclubvail@gmail.com

OFFICIALS

Chief Referee: Michelle Zeles-Hahn

Chief Accountants: Glenda Orr and Cherry Harrison

The purpose of these events is to promote a fun introduction to the competitive sport of figure skating. **Skaters must be members of a US Figure Skating Club.** You should check with your instructor, coach or club officer as to the correct membership needed. Members of US Figure Skating Basic Skill programs need to have an additional US Figure Skating Club membership as well. The competition is open to all beginning skaters who are either enrolled in a class program or receiving private instruction at the beginning level. A skater who has passed the USFS Pre-Preliminary Free Skate test or higher as of May 30, 2018 is NOT eligible to compete in Vail's Mountain Fun Funtastics Competition. Skater's entered in a Vail Invitational Free Skate or Compulsory Moves event is not eligible to compete.

## Rules and Format/Competition Announcement

Entries: The entry fee is \$60 for the first event and \$20 for an additional event.

**Entry form changes made after the entry closing date will be assessed a \$30 change fee.** PLEASE CHECK YOUR ENTRY CAREFULLY WITH YOUR COACH BEFORE ENTERING. Changes requested after the entry deadline may be made at the discretion of the competition committee, but are not guaranteed. Changes made after June 15th may not appear in the Official Program. All entries must have a valid e-mail address – that is checked regularly! E-mail is the official communication media of the competition.

Secure Online Registration and Credit Card payment via EntryEeze available at: [www.skateclubvail.com](http://www.skateclubvail.com)

Entry Deadline is 11:59pm FRIDAY June 15, 2018.

Vail's Mountain Fun Funtastics is limited to the first 225 starts.

Online processing fees are not refundable for any reason.

**Competition Information:** Skaters will be divided by age into groups of six skaters or less in all divisions. Skaters may enter at their highest USFS Basic Skills, ISI test or Learn-To-Skate level or one level higher. Skaters may not skate down a level. Medals will be presented to all six participants at each level immediately following the posting of the official results. The competition committee reserves the right to combine event levels, as well as boys and girls groups. The Committee also reserves the right to limit the number of entries accepted or to cancel an event due to time constraints. Entry fees will not be refunded unless no competition in an event exists. Two entries constitute an event. The Tots event is open to skaters age 5 and under as of June 1, 2018. Beginner events are open to skaters who are 16 years of age and under as of June 1, 2018. Adult Beginner events are open to skaters 17 years of age and older as of June 1, 2018. No axels or double jumps are allowed. Deductions will be taken if elements from a higher level are skated. Competitors should arrive at the arena one hour prior to their scheduled event time. Events may start up to 30 minutes earlier than the posted start times.

CONTACT INFO: If you have questions, please contact Susan Bruno via email at [skateclubvail@gmail.com](mailto:skateclubvail@gmail.com)

Email is the preferred method of communication, however if necessary you can call 970-390-3896 between the hours of 9:00am and 5:00 pm and leave a message

## Funtastics Events

### Tots

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 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 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 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 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.

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 3 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  $\pm 10$  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. 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. No change of foot spins are allowed. Time allotted per skater is 1 1/2 minutes, with a  $\pm 10$  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 3 turns, mohawks, bunny hops, crossovers, etc.)

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. 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  $\pm 10$  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. Up to four different single jumps are permitted and may be repeated alone or in combination. No lutz, 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 Funtastics Events is 1 1/2 minutes, with a  $\pm 10$  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, Mohawk, Back crossover sequence (repeat twice)
6. Connecting steps (Such as 3 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. 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 3 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

### **Funtastics Series Point System**

Free Skate and Compulsory Program Awards: During the competition season, skaters will have the chance to compete at 7 different Funtastics competitions and earn points for a final standing. Trophies and medals will be awarded at the conclusion of the Funtastics Series at the Spring Funtastics competition. A skater must enter BOTH Free Skating AND Compulsory events IN THE SAME LEVEL AND IN THE FUNTASTICS FORMAT in each of at least 3 of the 7 registered Funtastics competitions to be eligible for the Funtastics Series awards. Skaters must compete in a minimum of 3 competitions. The skaters best 4 competition scores (free skate and compulsory events added together from each Funtastics competition) of the season will be totaled for the final score in the Funtastics Series. Each event will have a maximum of six skaters. Both youth and adults, plus pre-preliminary and preliminary may accumulate points! The system for scoring points for the trophies and medals will be as follows:

1st place	6 points	2 points for moving up a level
2nd place	5 points	1 point for skater who chooses to skate alone
3rd place	4 points	
4th place	3 points	
5th place	2 points	
6th place	1 point	

A skater will earn 2 points toward their overall standing each time the skater enters a level that is higher than the level competed in at the previous competition throughout the duration of the Funtastics Series. In order to keep the extra points, the skater must compete in that level or higher in all subsequent competitions. The points for skaters moving up will be awarded each time the skater competes at a level higher than in their previous competition. 1 point will be awarded for the second through the final Funtastics competition (even though the event point scores may not be one of the final 3 best scores).

In the event that there is only one skater in an event, the skater will have the choice to skate alone OR move up a level to compete against other skaters, HOWEVER, THE SKATER WILL HAVE TO MOVE UP IN BOTH FREE SKATE AND COMPULSORY EVENTS. In this case, that skater will be allowed to move back to their original level to compete at the next competition and shall be awarded 1 point for attempting to compete at a higher level.

If an event has 2-6 skaters, the points will be awarded as if there were 6 skaters in the group. If there is only one skater in the group and they decide to remain at that level, that skater will be awarded 1 point.

In case of a tie, the total score for all Free Skate events during the season will be the 1st tie breaker, and the number of levels increased throughout the season will be the 2nd tie breaker.

All points follow the skater throughout the Funtastics Series. When skaters move up to higher levels, the points follow along with them. Once a skater moves up a level, they may not compete at a lower level unless they moved up as a result of having no other skaters in their group.

Trophies will be awarded for 1<sup>st</sup> place and medals will be awarded for 2-6 places in each level from Beginner 1 through Beginner 8 and Adult Beginner 1-Adult Beginner 3. The trophies and medals will be awarded to the skaters at their level as of the last competition in the Funtastics Series.

**Advertise Your Business to The 300 Skaters and Their Coaches, Friends and Family Who Will Visit Vail July 11-15th, 2018!**

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***Deadline is June 1, 2018.  
Make check payable to:  
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