



Event # 7
Ann Arbor Skills & Showcase
Saturday, June 08, 2024

2024 Michigan Compete USA Series Competition Mission Statement

To give our skaters a chance to develop their Learn to Skate USA basic skills in a fun competitive environment. During the competition season skaters will have the chance to compete at different clubs and arenas earning points for a final standing. A skater may participate in either Freeskating and/or Compulsory/Element events in any of the Michigan Compete USA Series Competitions to be eligible for accumulating points. Awards will be presented to skaters with the highest point totals. These awards will take place on the ice at the Midland Competition - November 9, 2024.

Series Point System

Program with Music [Freeskate] and Compulsory/Element events in each of the Series Competitions will be eligible for accumulating points. Each event will have a maximum of 6 skaters. Scoring for the final award will be as follows:

1 st Place - 6 points	2 nd Place - 5 points	3 rd Place - 4 points
4 th Place - 3 points	5 th Place - 2 points	6 th Place - 1 point

Skaters must participate in at least 3 of the 14 series events to be eligible to win an award with an overall placement at the finale. Skaters receive bonus points for moving up a level during the course of the series season [bonus points only awarded once each season]. Events eligible for a series finale award are:

Element & Basic Programs w/Music Events - Learn to Skate Curriculum
 [Snowplow Sam thru Aspire 1-4]

In the event of tied total points, all skaters tied for a place will be awarded a medal, no ties will be broken.

Points are accumulated for Element/Compulsory and Program with Music [Freeskate] events separately.

Medals will be awarded [1-3 Place] in each level as highlighted in each announcement. Beyond the Basic **will NOT** be counted in the Program with Music [Freeskate] and Elements/Compulsory Program Series for this 2024 season. Spins, Dance, Pairs, Theatre on Ice, Synchronized Teams, and Showcase Events **will NOT** be counted for this 2024 season. At the end of the 2024 Series Season any skaters who moved up a level will be awarded 6 bonus points [6 points only whether they move up one level or more]. All points follow the skater throughout the year.

Please Note: The Michigan Compete USA Series is sponsored equally by all the participating ice rinks and/or U.S. Figure Skating members clubs. Competition announcements will be available on www.sk8stuff.com. Each competition will have its own entry forms and specific rules. Please make sure to read the entire announcement for each competition.

Approval Code:
34330



2024 Michigan Compete USA Series - Like us on



16th Michigan Compete USA Series [formerly Basic Skills Series]

- Hosted by the following:

Event 1 Onyx-Suburban B/S Challenge February 3, 2024 Entry Deadline – January 19, 2024 Suburban Ice Macomb Macomb, MI Contact Jeanette Daskas Phone: 248-917-9544 jendaskas@aol.com	Event 2 Mountain Town Classic March 9, 2024 Entry Deadline – February 22, 2024 The I.C.E. Arena Mt Pleasant MI Contact: Ginni Phillips Phone: 989-560-3871 gpsk8r@gmail.com	Event 3 Tuxedo Invitational March 23, 2024 Entry Deadline – March 11, 2024 Slater Family Ice Arena Bowling Green, OH Contact: Merissa Rojas Phone: 419-345-0766 Bgsk8testcompchair@gmail.com
Event 4 Arctic Basic Skills April 21, 2024 Entry Deadline – April 8, 2024 Arctic Edge Ice Arena Canton, MI Contact Stephen Scanio Phone: 248-635-4541 stephenscanio@hotmail.com	Event 5 Iceland Spring Fling May 5, 2024 Entry Deadline – April 22, 2024 Flint Iceland Arena Flint, MI Contact Cristy Bosley Phone: 810-814-1081 Chix44ever44@gmail.com	Event 6 TAFS Basic Skills Comp June 1, 2024 Entry Deadline – May 20, 2024 Buffalo Wild Wings Arena Troy MI Contact: Lindsey Vincent Phone: 248-709-2946 glinzlinz@yahoo.com
Event 7 Ann Arbor Skills/Showcase June 8, 2024 Entry Deadline - May 24, 2024 Ann Arbor Ice Cube Ann Arbor, MI Contact: Craig Forsyth Phone: 734-213-6768 aafsc.officemanager@gmail.com	Event 8 Summer Swizzle June 15, 2024 Entry Deadline – May 31, 2024 Farmington Hills Ice Arena Farmington Hills, MI Contact: Janelle Woodruff Phone: 248-613-8122 summerswizzle@fhfsc.org	Event 9 Skate the Shores July 13, 2024 Entry Deadline - June 30, 2024 St Clair Shores Civic Arena St Clair Shores, MI Contact Lindsay O'Donoghue odonoghuelindsay@gmail.com
Event 10 Skate the Zoo July 27, 2024 Entry Deadline – July 9, 2024 Wings West Kalamazoo MI Contact: Jessica LaPorte Phone: 269-720-6370 J8houk@hotmail.com	Event 11 Summer Chill Basic Skills August 3, 2024 Entry Deadline – July 22, 2024 Novi Ice Arena Novi, MI Contact: Laura Paredes lamarlau@hotmail.com	Event 12 Skate the Lakeshore September 14, 2024 Entry Deadline August 25, 2024 Griff's Ice House West Holland MI Contact: Jacqueline Alimpich Phone: 517-518-1210 coach.jay@lefsc.org
Event 13 Skate the Gate October 6, 2024 Entry Deadline – September 15, 2024 Southgate Civic Arena Southgate MI Contact: Jackie Timm Phone: 734-771-7247 ms.j.timm@gmail.com	Event 14 Skate Midland November 9, 2024 Entry Deadline – October 22, 2024 Midland Civic Arena Midland MI Contact Karen Boswell Phone: 989-751-6603 Kboswell99@gmail.com	SERIES AWARDS CEREMONY AT THE MIDLAND COMPETITION





Event # 7 Ann Arbor Skills & Showcase – Compete USA Competition
Hosted by the Ann Arbor Figure Skating Club
BIGGBY Coffee Ice Cube – Ann Arbor ♦ 2121 Oak Valley Drive ♦ Ann Arbor, MI 48103
734-213-6768 / annarborfsc.org

June 8, 2024

Entry Deadline May 24, 2024

The Ann Arbor Skills & Showcase, sponsored by the Ann Arbor Figure Skating Club will be held at the BIGGBY Coffee Ice Cube – Ann Arbor on June 8, 2024. The ice surface measures 200 X 85 feet. This is a United State Figure Skating approved Basic Skills Competition. The approvals will be posted on the official competition bulletin board.

Questions regarding this competition should be direct to Craig Forsyth in the Ann Arbor FSC office, aafsc.officemanager@gmail.com (734-213-6768) or Claire Mifsud, clairemifsud16@gmail.com (832-859-0667).

Email communications are preferred.

Mission Statement – The purpose of this competition is to promote a fun, introductory, competitive experience for the beginning skater.

Eligibility - The Competition is open to ALL skaters who are currently eligible [ER 100] members of either the Basic Skills Program and/or full members of US Figure Skating. To be eligible a skater must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club. Eligibility will be based on skill level as of closing date of entries. All Snowplow Sam and Basic 1-6 skaters must skate at highest level passed or one level higher. NO official US Figure Skating tests may have been passed including MIF or individual dances. For the Aspire1-4, Excel, Well Balanced, and Adult levels eligibility will be based only upon highest free skate test level passed. Moves in the Field test level will not determine skater's competitive level. Skaters may skate at highest level passed OR one level higher, but not both levels in the same event during the same competition. Skaters may not compete at more than one level in the same type event at the same competition

Rules – The competition will be conducted under the rules set forth by the US Figure Skating Learn to Skate USA “Compete USA Competition Manual” program.

Entry Fees – The first event is \$60, each additional event after that is \$20. All entries must be postmarked no later than May 24, 2024. Late entries will be accepted at the discretion of the organizers and are subject to a possible \$15 late fee. Entry fees are per person, U.S. dollars.

Entry forms must be filled out LEGIBLY and completely and mailed with a check made payable to AAFSC

Craig Forsyth
2121 Oak Valley Drive
Ann Arbor, MI 48103

There will be a \$35 fee for returned checks.

Awards – All competitors will receive a medal. All events are final rounds. ALL awards will be made at appropriate times throughout the competition. A podium will be available for group and individual photos.

Registration – The registration table will be open 1 hour before the competition begins. Skaters will not be allowed to compete until they have registered. ***Please register at least one hour before your competition time.***

Schedule of Events - Schedule will be posted on the Internet at the Figure Skater's Website – www.sk8stuff.com

Music - Competitors participating in events with music are required to upload their music no later than May 29, 2024. Click the “Upload Music” link in the Online Registration section for the Ann Arbor Skills & Showcase Competition on the www.sk8stuff.com website. Uploaded music will need to be in the .mp3, .mp4 or .wav format. Competitors must have a spare CD at rink side to be used in case of technical difficulties.

Practice Ice – Practice ice will be available in 20 minutes sessions. Details will be provided either online or via email prior to the competition date. Sign-in and pay \$10 at the door.





Ann Arbor Skills & Showcase Coaches Raffle

DESCRIPTION OF RAFFLE

Ann Arbor Figure Skating Club, the sponsor of this raffle, is once again, offering the coaches of the 2024 Ann Arbor Skills & Showcase the opportunity to become eligible for a drawing of a \$100.00 Amazon gift card.

HOW TO ENTER

The raffle is open to all listed coaches in the 2024 Ann Arbor Skills & Showcase. There is no fee to enter, but **coaches must properly check-in at the registration table and complete a raffle ticket in order to enter the raffle** (*sample shown below*). The registration table will have a list of all eligible coaches, blank raffle tickets, as well as a name tag that must be collected and worn at all times. Coaches that do not properly check-in at the registration table will not qualify for the raffle and forfeit their ability to win. The deadline to enter will be 30 minutes prior to the final competition event of the day.

RAFFLE DRAWING

The winner will be drawn following the last competition event on Saturday, June 8th. The drawing will take place near the awards stand in the main floor lobby. Prize may not be redeemed for cash nor credit.

WINNER NOTIFICATION

Winner does not need to be present to win. The winner will be contacted by phone and/or e-mail within 48 hours of the drawing. Winner will be asked to reply with their mailing address to receive the raffle prize. If the winner does not respond within ten (10) days of raffle drawing, a new winner will be selected and notified. The Ann Arbor Skills & Showcase LOC is not responsible for any delays or obstacles in notification due to (a) erroneous contact information; (b) any outage or delay in Internet service or access; or (c) any other circumstances which may delay or prevent a winner from receiving the prize notification.

Ann Arbor Skills & Showcase Coaches Raffle	
Full Name:	_____
Phone Number:	_____
Email Address:	_____
<i>*Must be a registered coach in the 2020 Ann Arbor Skills & Showcase in order to enter</i>	



Michigan Compete USA Series 2024 – Like us on 

APPROVAL CODE: 34330

Events listed on this page ARE ELIGIBLE for Michigan Compete with Us Series Points

SNOWPLOW SAM – BASIC 6 ELEMENTS

- Each skater will perform each element when directed by a judge/referee. Judge/referee directed example: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.
- To be skated on 1/3 to 1/2 ice (determined by the LOC)
- No music
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

LEVEL	TIME	SKATING RULES/STANDARDS
SNOWPLOW SAM	1:00 max	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	1:00 max	<ul style="list-style-type: none"> • Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	1:00 max	<ul style="list-style-type: none"> • Forward one-foot glide (no variations), either foot • Scooter pushes, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	1:00 max	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	1:00 max	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:00 max	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	1:00 max	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Mohawk, right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position • T-stop, right or left

Events listed on this page ARE ELIGIBLE for Michigan Compete with Us Series Points
SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice with music.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

LEVEL	TIME	SKATING RULES/STANDARDS
SNOWPLOW SAM	1:10 max	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	1:10 max	<ul style="list-style-type: none"> • Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	1:10 max	<ul style="list-style-type: none"> • Forward one-foot glide (no variations), either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	1:10 max	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	1:10 max	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	1:10 max	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	1:10 max	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Mohawk, right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position • T-stop, right or left

**Events listed on this page ARE ELIGIBLE for
Michigan Compete with Us Series Points**

ASPIRE COMPULSORY

Simple program form, using limited connecting steps, skating order of required elements optional

- Skated on ½ ice / no music
- Deduction for each element from a higher level

Level	Time	Skating rules/standards
Aspire 1	1:15 max.	<ul style="list-style-type: none"> • Waltz jump • ½ Flip • One-foot upright spin – minimum 3 revolutions • Choreographic step sequence
Aspire 2	1:15 max.	<ul style="list-style-type: none"> • Single Salchow • Single toe loop • Sit spin – minimum 3 revolutions • Choreographic step sequence
Aspire 3	1:15 max.	<ul style="list-style-type: none"> • Single Loop • Salchow/Toe Loop jump combination • Forward upright to back upright Spin – minimum 3 revolutions • Choreographic step sequence
Aspire 4	1:15 max.	<ul style="list-style-type: none"> • Single Flip • Waltz Jump-Euler-Salchow jump combination • Camel, sit combination spin – • Choreographic step sequence



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Aspire 1 Free Skate – 1:40 MAX		
Maximum 5 jump elements- Permitted jumps: <ul style="list-style-type: none"> • Waltz Jump • ½ Flip • ½ Lutz Max 1 jump sequence – Waltz jump/waltz jump with no turns or hops in between	Maximum 2 spin: <ul style="list-style-type: none"> • Two-foot spin • Forward 1 foot spin [optional free foot] 	Maximum 1 Sequence: Choreographic Step Sequence [ChSt] <ul style="list-style-type: none"> • ½ of the ice
Aspire 2 Free Skate – 1:40 MAX		
Maximum 5 jump elements- Permitted jumps: <ul style="list-style-type: none"> • Any jump from Aspire 1 • Single sallahow • Single toe loop Max 2 jump combinations or 1 combination & 1 sequence – Waltz jump/waltz jump with no turns or hops in between	Maximum 2 spin: <ul style="list-style-type: none"> • Any spin from Aspire 1 • Back upright spin • Sit spin] 	Maximum 1 Sequence: Choreographic Step Sequence [ChSt] <ul style="list-style-type: none"> ½ of the ice
Aspire 3 Free Skate – 1:40 MAX		
Maximum 5 jump elements- Permitted jumps: <ul style="list-style-type: none"> • Any jump from Aspire 1 & 2 • Euler [1/2 loop] • Single loop Max 2 jump combinations or 1 combination & 1 sequence	Maximum 2 spin: Required – Forward upright to back upright spin combo Permitted: Any spin from Aspire 1 & 2; Camel Spin	Maximum 1 Sequence: Choreographic Step Sequence [ChSt] <ul style="list-style-type: none"> ½ of the ice
Aspire 4 Free Skate – 1:40 MAX		
Maximum 5 jump elements- Permitted jumps: <ul style="list-style-type: none"> • Any jump from Aspire 1, 2 & 3 • Single Flip • Single Lutz Max 2 jump combinations or 1 combination & 1 sequence	Maximum 2 spin: Required – Forward camel to sit spin combo Permitted: Any spin from Aspire 1, 2 & 3	Maximum 1 Sequence: Choreographic Step Sequence [ChSt] <ul style="list-style-type: none"> ½ of the ice

CLARIFICATIONS

Jumps:

All levels – max 2 of any same jump
Aspire 1 & 2 – Euler is not permitted

Jump Sequence:

Aspire 3 & 4 – Consists of 2 or 3 jumps in which the second and/or third jump is a waltz jump with a direct step from the landing curve of the first/second jump

Jump Combinations:

Aspire 3 & 4 – Jump combinations & sequences Limited to 2 jumps except one jump combo or one Jump sequence may include 3 jumps

Spins:

All levels
*Minimum 3 revolutions
*No flying entry
*A spin may not be repeated
*Basic positions only

Aspire 3 & 4

*One spin must be the required spin
*Second spin must a spin in one position

Step Sequence:

All Levels
*Jumps may be included
*MIF & spirals allowed but not counted as elements



SPECIAL OLYMPICS EVENTS ARE ELIGIBLE FOR
MICHIGAN COMPETE WITH US SERIES POINTS

SPECIAL OLYMPICS BADGE 1-12

Competition hosts can use the skills listed below to create either an elements event or program event for Special Olympics competitors. If doing a program, music can be used and will be 1:10 max.

Badge 1

- A. Stand unassisted for five seconds
- B. Sit on ice or fall and stand up unassisted
- C. Knee dip standing still unassisted
- D. March forward ten steps assisted

Badge 2

- A. March forward ten steps unassisted
- B. Swizzles, standing still: three repetitions
- C. Backward wiggle or march assisted
- D. Two foot glide forward for distance of at least length of body

Badge 3

- A. Backward wiggle or march
- B. Five forward swizzles covering at least ten feet
- C. Forward skating across the rink
- D. Forward gliding dip covering at least length of body: left and right

Badge 4

- A. Backward two-foot glide covering at least length of body
- B. Two foot jump in place
- C. One foot snowplow stop: left and right
- D. Forward one foot glide covering at least length of body: left and right

Badge 5

- A. Forward stroking across rink
- B. Five backward swizzles covering at least ten feet
- C. Forward two-foot curves left and right across rink
- D. Two-foot turn front to back, on the spot

Badge 6

- A. Gliding forward to backward two-foot turn
- B. Five consecutive forward one-foot swizzles on circle: left and right
- C. Backward one foot glide length of body: left and right
- D. Forward pivot

Badge 7

- A. Backward stroking across the rink
- B. Gliding backward to forward two-foot turn
- C. T-stop left or right
- D. Forward two foot turn on a circle: left and right

Badge 8

- A. Five consecutive forward crossovers: left and right
- B. Forward outside edge: left and right
- C. Five consecutive backward ½ swizzles on a circle: left and right
- D. Two-foot spin

Badge 9

- A. Forward outside 3 turn: left and right
- B. Forward inside edge: left and right
- C. Forward lunge or shoot the duck at any depth
- D. Bunny hop

Badge 10

- A. Forward inside three-turn: left and right
- B. Five consecutive backward crossovers: left and right
- C. Hockey stop
- D. Forward spiral three times length of body

Badge 11

- A. Consecutive forward outside edges: minimum of two on each foot
- B. Consecutive forward inside edges: minimum of two on each foot
- C. Forward inside Mohawk: left and right
- D. Consecutive backward outside edges: minimum of two on each foot
- E. Consecutive backward inside edges: minimum of two on each foot

Badge 12

- A. Waltz jump
- B. One foot spin: minimum of three revolutions
- C. Forward crossover, inside Mohawk, backward crossover, step forward: step sequence should be repeated clockwise and counter clockwise
- D. Combination of three moves chosen from badges 9-12

Excel Pre-Preliminary/Preliminary Compulsory Events are NOT eligible for Michigan Compete with Us Series Points

EXCEL COMPULSORY

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice. – No music
- The skater must demonstrate the required elements listed.
- A 0.2 deduction will be taken for each element performed from a higher level.
- *Skaters may have the option to skate one level higher in compulsories than free skate program.*

Level	Time	• Skating rules/standards
Excel Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> • Flip jump • Loop/loop jump combination • Camel spin – minimum 3 revolutions • Choreographic step sequence
Excel Preliminary	1:15 max.	<ul style="list-style-type: none"> • Lutz jump • Flip/loop jump combination • Camel, sit combination spin – minimum 6 revolutions total • Choreographic step sequence

EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR
Michigan Compete with Us Series Points

EXCEL FREE SKATE

- Skaters may not enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same competition
- Skaters will skate to the music of their choice.
- Level determined by highest Free Skate test passed. Skater may compete at that level or one level higher

EXCEL PRE-PRELIMINARY – 1:40 MAX
*Must not have passed higher than U.S. Figure Skating pre- preliminary free skate test - * means required element*
Learn to Skate USA membership OR full U.S. Figure Skating membership required

<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> o No single Axels, double, or higher jumps allowed o Maximum of two of any of the same jump, may be as solo jumps or part of jump combinations/sequence • Max 2 jump combinations, or 1 jump combination and 1 jump sequence <ul style="list-style-type: none"> o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps o A jump sequence consists of two or three jumps in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump into the take-off curve of the waltz jump 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be in a single position with no change of foot* <ul style="list-style-type: none"> o No flying entry o Minimum 3 revolutions • One spin may be either a single position spin with no change of foot or a combination spin with or without a change of foot <ul style="list-style-type: none"> o No flying entry • Spins must be of a different character <p align="center"><i>Max Level: 1</i></p>	<p>Maximum 1 Sequence: One Choreographic Sequence (pChSq)</p> <ul style="list-style-type: none"> o Must be clearly visible
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EXCEL PRELIMINARY – 2:00 +/- 10 SECONDS
*Must not have passed higher than U.S. Figure Skating preliminary free skate test - * means required element*
Learn to Skate USA membership OR full U.S. Figure Skating membership required

<p>Maximum 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps allowed, except for the Axel <ul style="list-style-type: none"> o No single Axels, double, or higher jumps allowed o Maximum of two of any of the same jump, may be as solo jumps or part of jump combinations/sequence • Max 2 jump combinations, or 1 jump combination and 1 jump sequence <ul style="list-style-type: none"> o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps o A jump sequence consists of two or three jumps in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump into the take-off curve of the waltz jump 	<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> • One spin must be a camel or layback spin with no change of foot and no change of position* <ul style="list-style-type: none"> o No flying entry o Minimum 3 revolutions • 1 spin combination, with or without change of foot* <ul style="list-style-type: none"> o Minimum 6 revolutions o No flying entry <p align="center"><i>Max Level: 1</i></p>	<p>Maximum 1 Sequence: One Choreographic Sequence (pChSq)</p> <ul style="list-style-type: none"> o Must be clearly visible
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EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS
WELL BALANCED PRE-PRELIMINARY TO PRELIMINARY FREE SKATE PROGRAM

- Skaters may not enter both a well-balanced free skate event and an excel free skate event at the same competition
- Skaters will skate to the music of their choice
- Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up one level higher.

PRE-PRELIMINARY — 1:40 MAX

<i>JUMPS</i>	<i>SPINS</i>	<i>STEP SEQUENCES</i>
Max 5 Jump Elements <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed <ul style="list-style-type: none"> o No double, triple or quadruple jumps allowed o Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels) o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed o Jump sequence is any listed jump immediately followed by an Axel-type jump 	Max 2 Spins <ul style="list-style-type: none"> • One spin MUST be in one position • One Spin may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))	Max 1 Sequence <ul style="list-style-type: none"> • Step sequence <ul style="list-style-type: none"> o Must use one-half the ice surface o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence If IJS is used, then CphSq

PRELIMINARY — 2:00 +/- 10 SECONDS

<i>JUMPS</i>	<i>SPINS</i>	<i>STEP SEQUENCES</i>
Max 5 Jump Elements <ul style="list-style-type: none"> • 1 must be an Axel-type jump or a waltz jump* • All single jumps, including single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop) <ul style="list-style-type: none"> o Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed o An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination o Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or sequences <ul style="list-style-type: none"> o Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed o Jump sequence is any listed jump immediately followed by an Axel-type jump 	Max 2 Spins <ul style="list-style-type: none"> • One spin MUST be in one position • One Spin may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 6103 (E))	Max 1 Sequence <ul style="list-style-type: none"> • Step sequence <ul style="list-style-type: none"> o Choreographic step sequence full ice o Moves in the field and spiral sequences are allowed but will not be counted as elements o Jumps may be included in the step sequence If IJS is used, then pChSq



**EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR
MICHIGAN COMPETE WITH US SERIES POINTS**

ADULT 1-6, BEGINNER-BRONZE COMPULSORY

- The skating order of the elements is optional. Element may only be attempted once.
- To be skated in simple program format with limited connecting steps, ½ ice.
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Elements
Adult 1 Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2 Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3. Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Forward chasses on a circle, clockwise and counterclockwise • Backward skating to a long two-foot glide • Backward snowplow stop, Right and Left
Adult 4 Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Hockey stop, both directions • Backward one-foot glides, right and left
Adult 5 Time: 1:30 Max.	<ul style="list-style-type: none"> • Backward outside edge and backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin (min 2 revs)
Adult 6 Time: 1:30 Max.	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns – utilizing only ½ sheet of ice surface • Backward stroking with crossover end patterns – utilizing only ½ sheet of ice surface • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner Time: 1:30 Max.	<ul style="list-style-type: none"> • Waltz Jump • Mazurka • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult High Beginner Time: 1:30 Max.	<ul style="list-style-type: none"> • Waltz Jump • ½ Flip • Forward upright spin – minimum 3 revolutions • Backward outside three- turn, right and left • Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult Pre- Bronze Time: 1:30 Max.	<ul style="list-style-type: none"> • Single Toe loop jump • Jump combination or sequence consisting of half revolution jumps (½ flip, ½ Lutz, ½ loop, waltz), toe loop, or Salchow – maximum of 2 jumps in combination and 3 jumps in a sequence • Forward upright spin - minimum 3 revolutions • Two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • Forward spiral (any edge)
Adult Bronze Time: 1:30 Max.	<ul style="list-style-type: none"> • Single Salchow jump • Jump combination or sequence consisting of ½ revolution jumps and/or full revolution jumps (no Lutz or Axel) – maximum 2 jumps in combination and 3 jumps in a sequence • Solo spin with no change of foot (min. 3 revolutions) • Backward inside three-turn, right and left • Spiral sequence (Minimum 2 spirals)- must change edge or foot

**EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR
MICHIGAN COMPETE WITH US SERIES POINTS**

ADULT 1-6 FREE SKATE WITH MUSIC

General event parameters:

- The skating order of the required elements is optional.
- The elements are not restricted to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program.
- To be skated on full ice
- The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements
Adult 1	1:40 Max	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:40 Max	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:40 Max	<ul style="list-style-type: none"> • Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Backward skating to a long two-foot glide • Forward chasses on a circle, clockwise and counterclockwise • Backward snowplow stop, Right and Left
Adult 4	1:40 Max	<ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Backward one-foot glides, right and left • Hockey stop, both directions
Adult 5	1:40 Max	<ul style="list-style-type: none"> • Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin
Adult 6	1:40 Max	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)

EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

ADULT BEGINNER – BRONZE FREE SKATE PROGRAM WITH MUSIC

General event parameters:

- Skaters will skate to the music of their choice and vocal music is allowed.
- To be skated on full ice
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Adult Beginner 1:40 Maximum	Max. 4 jump elements <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet and Waltz jump • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump 	Max. 2 spins <ul style="list-style-type: none"> • Two forward upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1
Adult High Beginner 1:40 Maximum	Max 4 jump elements: <ul style="list-style-type: none"> • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ loop, ½ flip, ½ Lutz, toe loop, salchow. • Max 1 combination or sequence consisting of only the allowed listed jumps. • Max. 2 of any same type jump. 	Max 2 spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed any U.S. Figure Skating Free Skate tests
Adult Pre-Bronze 1:40 Maximum	Max 4 Jump Elements: Max 2 combinations or sequences <ul style="list-style-type: none"> • 1 jump combination may contain 3 jumps, and the other may contain only 2 jumps • Jump sequence is any listed jump immediately followed by an Axel-type jump • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are permitted • No single Lutz, single Axel, double or triple jumps are permitted 	Max 2 Spins: <ul style="list-style-type: none"> • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E) • No flying entry spins • 2-foot spin permitted and considered of a different character 	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate
Adult Bronze 1:50 maximum	Max 4 Jump Elements: <ul style="list-style-type: none"> • Max 2 combinations or sequences [Jump sequence is any listed jump immediately followed by an Axel-type jump]; • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted 	Max 2 Spins: <ul style="list-style-type: none"> • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position • No flying spins are permitted 	Max 1 Sequence: 1 choreographic step sequence, fully utilizing at least ½ of the ice surface (may include moves in the field and spirals) Additional moves spiral and step sequences will not be counted as elements but will be counted as transitions and marked as	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze or Preliminary Free Skate

EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR MICHIGAN COMPETE WITH US SERIES POINTS

Showcase Events

Skaters must enter at the same level as their free skate event or highest test level of skater's in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher.

Show costumes are permitted if they do not touch or drag on the ice. Costuming and make up for showcase programs should enhance the feeling created by the performance and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories or anything else that may fall to the ice and be hazardous to the skaters are allowed. (a 0.1 deduction will be taken). Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.1 deduction will be assessed by the referee against each judge's mark for every 10 seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint for theatrical 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. Unintended falls, poorly executed skating elements and obvious loss of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. The 6.0 judging system will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

<i>LEVEL</i>	<i>ELEMENTS</i>	<i>QUALIFICATIONS</i>	<i>LENGTH</i>
BASIC 1-6	Elements only from Basic 1-6 curriculum	Must not have passed any higher than Basic 6 level	Time: 1:00 max
ASPIRE 1 TO 4 / ADULT 1-6/ ADULT BEGINNER/ADULT HIGH BEGINNER	3 jump maximum. Half-rotation jumps only, plus the following full rotation jumps: Salchow and toe loop	May not have passed any official U.S. Figure Skating free skate or free dance tests	Time: 1:20 max
NO TEST	No prescribed or restricted elements	Must not have passed pre-preliminary free skate or any free dance tests	Time: 1:20 max
PRE-PRELIMINARY	No prescribed or restricted elements	Must have passed no higher than U.S. Figure Skating pre-preliminary or any free dance test	Time: 1:20 max
PRELIMINARY	No prescribed or restricted elements.	Must have passed no higher than U.S. Figure Skating preliminary free skate or adult bronze free skate or free dance test; see National Showcase guidelines for more specific information regarding adults	Time: 1:30 max
ADULT PRE-BRONZE	No prescribed or restricted elements	Must have passed no higher than adult pre-bronze free skate test; see National Showcase guidelines for more specific information regarding adults	Time: 1:40 max
MINI PRODUCTION ENSEMBLE [4 TO 8 SKATERS]/ PRODUCTION ENSEMBLE [9 OR MORE SKATERS]	No prescribed or restricted elements		Time: 3:00 max



Jump Challenge

GENERAL EVENT PARAMETERS:

- Each jump may be attempted twice; the best attempt will be counted
- To be skated on half-ice

ASPIRE LOW — 1:15 MAX

ELEMENTS

- Waltz jump (from backward crossovers)
- Half flip or half Lutz
- Single Salchow

ASPIRE HIGH — 1:15 MAX

ELEMENTS

- Waltz jump (from backward crossovers)
- Single Salchow
- Jump combination: waltz jump-toe loop

NO TEST — 1:15 MAX

ELEMENTS

- Single Salchow
- Single loop
- Jump combination: Any two half or single revolution jumps (no Axel)

PRE-PRELIMINARY — 1:15 MAX

ELEMENTS

- Single toe loop
- Single flip
- Jump combination: Any two half or single revolution jumps (no Axel)

PRELIMINARY — 1:15 MAX

ELEMENTS

- Single flip
- Single Lutz
- Jump combination: Any single jump + single loop (may be Axel)

ADULT BEGINNER — 1:15 MAX

ELEMENTS

- Mazurka or ballet jump
- Waltz jump

ADULT PRE_BRONZE — 1:15 MAX

ELEMENTS

- Single Toe loop jump
- Half flip, half Lutz or Half loop

ADULT BRONZE — 1:15 MAX

ELEMENTS

- Single Salchow
- Single Toe loop
- Any single jump plus a toe loop combination (no Axels allowed)

Spin Challenge

GENERAL EVENT PARAMETERS:

- Spins may be skated in any order
- Connecting steps are allowed but will not be taken into consideration when scoring
- Spins may not be repeated; only required elements may be included
- All events are skated on half-ice
- Minimum number of revolutions are noted in parentheses
- **Unless stated, spins may not change feet**
- Max spin level:
Aspire low/Aspire high: Base
No test/Pre-Preliminary: Level 1
Preliminary: Level 2
- Spins may not fly

ASPIRE LOW — 1:30 MAX

ELEMENTS

- Upright one-foot spin (3)
- Upright back spin (3)
- Sit spin (3)

ASPIRE HIGH — 1:30 MAX

ELEMENTS

- Upright one-foot spin (4)
- Upright spin with change of foot (3 each foot)
- Sit spin (3)

NO TEST — 1:30 MAX

ELEMENTS

- Upright spin with change of foot (3 each foot)
- Sit spin (3)
- Camel spin (3)

PRE-PRELIMINARY — 1:30 MAX

ELEMENTS

- Spin combo - all 3 basic positions required (3revs)
- Backward sit spin (3)
- Camel spin (4)

PRELIMINARY — 1:30 MAX

ELEMENTS

- Spin combo with change of foot -all 3 basic positions required (3 revs)
- Sit spin with change of foot (min 3. each foot)
- Spin in one position, skater's choice (upright, sit or camel) (4)

ADULT BEGINNER — 1:30 MAX

ELEMENTS

- Pivot, forward or backward
- Upright two-foot spin (2)

ADULT PRE_BRONZE — 1:30 MAX

ELEMENTS

- Upright one-foot spin (3)
- Upright two-foot spin (3)

ADULT BRONZE — 1:30 MAX

ELEMENTS

- Upright one-foot spin (3 revs)
- Solo spin (3 revs), must be different from the upright spin (sit, camel or layback)

**EVENTS LISTED ON THIS PAGE ARE NOT ELIGIBLE FOR
MICHIGAN COMPETE WITH US SERIES POINTS**

Solo Pattern Dance

GENERAL EVENT PARAMETERS:

- Levels are based upon the skaters' highest pattern dance test passed
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30-July 2), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the second quarter).
- Skaters will complete both dances at each level. Dances will be scheduled at the discretion of the chief referee for each competition and may be competed consecutively or with a break in-between pattern dance groupings.
- Skaters with physical disabilities may register for standard track or Skate United Track for events

PRELIMINARY			
JANUARY 1-MARCH 31	APRIL 1-JUNE 30	JULY 1-SEPTEMBER 30	OCTOBER 1-DECEMBER 31
1. Dutch Waltz 2. Canasta Tango	1. Rhythm Blues 2. Dutch Waltz	1. Canasta Tango 2. Rhythm Blues	1. Rhythm Blues 2. Dutch Waltz

PRE-BRONZE			
JANUARY 1-MARCH 31	APRIL 1-JUNE 30	JULY 1-SEPTEMBER 30	OCTOBER 1-DECEMBER 31
1. Swing Dance 2. Cha-Cha	1. Fiesta Tango 2. Swing Dance	1. Cha-Cha 2. Fiesta Tango	1. Swing Dance 2. Cha-Cha



ANN ARBOR SKILLS & SHOWCASE EVENT #7

Entry Form [PLEASE PRINT CLEARLY]

Name _____ Age _____ **Birth Date** _____
 Last First
E-Mail Address _____
 Address _____ City _____ State _____ Zip _____
 Area Code/Phone # _____ **Home Club** _____ **Member #** _____
Highest Level Passed _____ Male Female Name Parent/Guardian _____

\$60 for First Event; \$20 Each Additional Event

Basic Elements	Aspire Compulsory	SPEC.OLYMPICS	Adult Compulsory	Adult Prog w/Music
Snowplow Sam*	Aspire 1*	Badge 1*	Adult 1	Adult 1
Basic 1*	Aspire 2*	Badge 2*	Adult 2	Adult 2
Basic 2*	Aspire 3*	Badge 3*	Adult 3	Adult 3
Basic 3*	Aspire 4*	Badge 4*	Adult 4	Adult 4
Basic 4*		Badge 5*	Adult 5	Adult 5
Basic 5*	Aspire Free Skate	Badge 6*	Adult 6	Adult 6
Basic 6*	Aspire FS 1*	Badge 7*	Adult Beginner	Adult Beginner
	Aspire FS 2*	Badge 8*	Adult High Beg	Adult High Beg
Basic Prog w/Music	Aspire FS 3*	Badge 9*	Adult Pre-Bronze	Adult Pre-Bronze
Snowplow Sam*	Aspire FS 4*	Badge 10*	Adult Bronze	Adult Bronze
Basic 1*		Badge 11*		
Basic 2*	EXEL COMPULSORY	Badge 12*		
Basic 3*	Excel Pre-Prelim			SOLO DANCE
Basic 4*	Excel Preliminary			Preliminary
Basic 5*				Pre-Bronze
Basic 6*	EXCEL Free Skate	Basic 1-6	SHOWCASE EVENTS	
	Excel Pre-Prelim	Aspire 1-4	Adult 1-6	
SPIN CHALLENGE	Excel Preliminary	No Test	Adult Beginner	
Aspire Low		Pre-Preliminary	Adult High Beg	JUMPS CHALLENGE
Aspire High	Well-Balanced FS	Preliminary	Adult PreBronze	Aspire Low
No Test	Pre-Preliminary			Aspire High
Pre-Preliminary	Preliminary	PRODUCTION ENSEMBLES		No Test
Preliminary		Mini [4-8 skaters]	Standard [9 or more]	Pre-Preliminary
Adult Beginner				Preliminary
				Adult Beginner
				Adult Pre-Bronze
Adult Pre-Bronze				Adult Bronze
Adult Bronze				

**PRODUCTION ENSEMBLE COST
\$100 PER TEAM**

*Events listed above with an * after them will be eligible for Michigan Compete with Us Series Points
 Entry Fees are not refundable after the entry deadline unless an event is cancelled.
 If you are not a U.S. Figure Skating member add \$15 to fee / enter through our Basic Skills Program*

First Event \$ _____
 Additional Event \$ _____
 Additional Event \$ _____
 Additional Event \$ _____
 Join USF/S \$ _____
TOTAL: \$ _____

ENTRIES MUST BE POST MARKED BY May 24, 2024

Mail form and fees to: Craig Forsyth
 2121 Oak Valley Drive, Ann Arbor, MI 48103
 Make check or money order payable to **AAFSC**
 INTERESTED IN PAYING BY CREDIT CARD?
 CONTACT: AAFSC Office 734-213-6768 OR Go To
<https://form.jotform.com/240437098554159>



Certification of Competitor

Competitor Name: _____

1. The competitor is eligible to enter the events checked. It is agreed that the competitor and family hold the Ann Arbor Figure Skating Club and The Ann Arbor Ice Cube harmless from any and all liability either during practice or the competition, from any and all liability for damages to or loss of property.
2. As a participant, or parent/guardian of a minor participant, in the Ann Arbor Skills & Showcase /Basic Skills Series, I understand that the Ann Arbor Skills & Showcase /Basic Skills Series, or its agents, may take photographs, video and/or film of my, my minor's and/or my family's involvement, participation, viewing or interaction at the Ann Arbor Skills & Showcase /Basic Skills Series scheduled ice time, activities, classes or events. I hereby authorize the taking and use of such photographs, video, film or likeness of myself, my minor child (or children), and/or my family in all forms and media and in all manners, including composite or other representations, for any lawful and legitimate Ann Arbor Skills & Showcase /Basic Skills Series purpose, including dissemination and distribution of the same; and further waive any right to approve or object to any finished, modified or derivative product or media
3. I have read the Concussion Awareness Information located on www.sk8stuff.com and by signing below, I am agreeing to the terms and conditions.

Parent/Guardian Signature _____ Date _____

Club Officer/Program Director _____
Title _____ Date _____

COMPETITOR SIGNATURE _____ Date _____

Coach Signature: _____	Print Name: _____
Please print clearly	
Registered on U.S. Figure Skating Coaches Registry for the current season? Yes <input type="checkbox"/> # _____	
If you are not registered, go to www.usfigureskating.org , click on the Coaches Registration button and follow the instruction for registration.	
<u>COACHES WILL BE REQUIRED TO CHECK IN AT REGISTRATION AT EACH EVENT</u>	
Phone _____	E-mail Address: _____
Please print clearly	

CHECKLIST [please be sure the following is included]:

____ Entry form with U.S. F/S Number ____ Club Officer/Program Director Signature

____ Check payable to **AAFSC** ____ Events to be entered checked properly



HAPPY AD ADVERTISING FORM

[Put an encouraging note to your skater or entire club in our program]

Ad sizes available: Ads are available in business card size only however you may purchase more than one ad to make a larger tribute to your skater.

_____ # of Business Card ads X \$5 = \$ _____
Please include payment with your copy

Contact Name _____

Address _____

Phone Number _____

Insert Ad copy here or attach camera-ready artwork to this form.

