


AAFSC Fall Ice Registration opens at Noon on August 28, 2025


How to Purchase an AAFSC Virtual Punch Card

1. Log in to your skater's account.
2. Select **Contract Ice** from the toolbar.
3. Click **Browse & Purchase**.
4. Find **Fall Ice**:
 - **\$9.50 Half Sessions – FALL 2025**
 - **\$19.00 Full Sessions – FALL 2025**
5. Select your skater from the dropdown box.
 - **◆ Important:** Punch cards are for **one skater only**. Families with more than one skater must purchase separate punch cards for each skater.
6. Click **Packages Available**.
7. Select **Add to Cart** for your desired punch card.
 - For 40, 55, 70, and 85 punch cards, a dropdown box will let you choose **full payment** or **4-installment payments** (due at purchase, October 1, November 1, and December 1).
 - **⚠** Do **not** select more than one punch card per shopping cart purchase.
8. Go to your shopping cart and complete your purchase.
9. You may purchase ice up until the **end of that session**.

How to Use an AAFSC Virtual Punch Card

1. Log in to your skater's account.
2. Select **Contract Ice** from the toolbar.
3. Click **Browse & Purchase**.
4. Find **Fall Ice**:
 - **\$9.50 Half Sessions – FALL 2025**
 - **\$19.00 Full Sessions – FALL 2025**

5. Select your skater from the dropdown box.
6. Open **Sessions Available Ann Arbor Ice C.**
7. Select your desired ice sessions.
8. Watch the indicator on the right side of the screen—it shows how many punches remain on your card.
9. To cancel a purchased session, return to this screen.
10. Click **Deselect this session** to return the session back to your punch card.
11. Sessions can be canceled up until the **end of that session**.
12.  *All punch card sales are final. They cannot be changed nor refunded until after June 12, 2026. The AAFSC office cannot return punches to your card or apply them toward sessions. Any refunds will be issued as an Entry Eeze account credit.*

 If you have any questions, please contact the AAFSC office at **734-213-6768**.