

Announcement of
2019 Broadmoor Open Skate the State
Funtastics Series

A Competition for Beginning Skaters

Sunday, June 23, 2019

**Broadmoor World Arena
3185 Venetucci Blvd
Colorado Springs, CO 80906**

**Sponsored by the Broadmoor Skating Club
Sanctioned by US Figure Skating**



Purpose - To promote an introductory, competitive experience for the beginning skater utilizing some of the skills being taught in classes or in private instruction at each level.

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

Entries - All Entries must be postmarked, or received online no later than April 29, 2019.

Please Note: There will be no refunds of entry fees or practice ice after the close of entries for any reason.

Entry Fees -

First Event	\$60.00
Additional Events	\$20.00 each

**Online Registration and Credit Card Payment will be available at
www.broadmoorskatingclub.com.**

Questions should be directed by email only to: Barbara Bradley (honeyb23@aol.com) or David Hamula (dwhamula2@aol.com).

General Information

Age Requirements - All ages are as of April 29, 2019. Tot skaters are 5 years of age and under; Beginner 1 thru 8 is open to skaters 16 years of age and under; Adult Events are for skaters 17 years of age and older. All other event levels follow the age restrictions in the current USFS Rulebook unless new age restrictions will be in effect.

The committee reserves the right to limit the number of entries due to time constraints and to combine male and female skaters when needed to have an event. In artistic events, where no competition exists at a level, levels may be combined. Music for the freeskating portion of all divisions must be emailed to broadmooropenmusic@gmail.com prior to the competition.

Instructions for emailing music will be posted on the website at www.broadmoorskatingclub.com.

All skaters must be full members of US Figure Skating.

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

Facilities

The Broadmoor World Arena has an indoor ice surface measuring 200' x 100' with rounded edges. Practice ice may be held on the Olympic Rink measuring 200' by 100' in the Colorado Springs Ice Hall. No admission will be charged.

Video/Photo

We are planning to have both services available. The committee will make every attempt to ensure that the cost is reasonable. Depending upon demand for professional services, parents may be allowed to take their own photos.

Liability

U.S. Figure Skating, the Broadmoor World Arena, and the Broadmoor Skating Club accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

Important Notice For All Coaches

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

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

For more information regarding Coach Compliance, please refer to:

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

Practice Ice

Practice ice for the competition will be available the morning of the competition. The fee for each session will be \$15 per skater, and will be assigned on a first come, first served basis in the order forms are received. Additional sessions may become available during the day as our schedule permits.

Practice ice may be held on the Olympic Rink. Sessions are 30 mins long.

No music will be played.

Judging

All beginning events will be judged in 6.0

The following deductions will be taken:

0.1 from each mark for each technical element included that is not permitted in the event description.

0.2 from the technical mark for each extra element included.

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

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

Artistic Events - Groups will not exceed 6 skaters. Levels will be combined as listed on the entry form.

Props are allowed but must be placed and removed by the unaided skater within 20 seconds and there should be no debris, live props, fire or water. Costumes are encouraged, but not mandatory, and must be in good taste.

FUNTASTICS EVENTS

Tots –

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

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

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

Beginner 1 –

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

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

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

Beginner 2 -

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

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

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

Beginner 3 -

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

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

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

Beginner 4 -

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

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

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

Beginner 5 -

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

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

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

Beginner 6 –

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

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

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

Beginner 7 -

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

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

Freestyle: Program is skated on full ice to music of skater's choice. Vocal music is allowed. Program content is limited to the elements in the compulsory programs of Beginner 7 and below. Up to four different single jumps are permitted and may be repeated alone or in combination. No 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 is 1 1/2 minutes, with a ± 10 second leeway.

Beginner 8 -

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

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

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

Adult Beginner 1 -

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

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

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

Adult Beginner 2 -

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

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

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

Adult Beginner 3 -

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

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

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

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

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

