

Snowplow Sam, Basic 1 – 8, Free Skate 1 – 6, Beginner/High Beginner and Adult 1 – 4

The Magnolia Open Basic Skills competition is designed to promote a fun introduction to the competitive sport of figure skating for beginning skaters. The competition is open to Snowplow Sam, Basic 1 – 8, and Free Skate 1 – 6 skaters, and will be conducted in accordance with the rules set forth in the 2014-15 U.S. Figure Skating Rulebook except as noted in this announcement. For clarification of skating terms and elements, please review the U.S. Figure Skating "Skate with Us" Basic Skills program. Skaters will be divided by age in all divisions. All events are separate, and there will be no final rounds.

2015 MAGNOLIA OPEN BASIC SKILLS

Hosted by the Atlanta Figure Skating Club, March 6-8, 2015

ENTRIES

The competition is open to ALL skaters who are members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must be a member in good standing or have submitted a membership application. Members of other organization are eligible to compete, but must register with a Basic Skills program/club (host or other). Eligibility will be based on skill level as of the closing date of entries. All Snowplow Sam and Basic Skills skaters through Basic 8 must skate at the highest level passed or one level higher and no official U.S. Figure Skating tests may have been passed, including Moves in the Field or individual dances.

APPLICATION DEADLINE

Secure online registration and credit card payment available at www.atlantafsc.org. **Entries must be submitted no later than 6pm Wednesday, February 4, 2015.** Late entries will be assessed a \$30 late fee.

ENTRY FEES

First Event Fee	\$45
Each additional Event	\$25

REGISTRATION

The registration desk at The Cooler will be open during the scheduled events. A tentative schedule and group assignments will be accessible through the club website. Skaters must check the official bulletin board at the rink for the schedule of events. The posting of any notices, change or announcements is considered sufficient notice.

MUSIC

Each competitor must furnish their own CD only, clearly labeled with the skater's name, event and music length. Record the program on one track only with not more than a 2-second lead. All CD's must be turned in not less than one (1) hour from the event, and may be picked up at the Registration Desk after each event. An extra copy of the skater's music should be available at all times in the event of technical difficulties.

PRACTICE ICE

Practice ice will be available during designated times throughout the competition. A tentative Practice Ice schedule will be posted on the competition website. The cost of reserved practice ice is \$12.00 per 20-minute session. Practice Ice selection period of one week will be followed by open sales for any remaining practices. A fee of \$18.00 will be charged for walk-on sessions, and availability will be limited.

REFUNDS

No refunds will be granted under any circumstances. The Atlanta FSC reserves the right to divide an event, limit the number of entries, and cancel an event (with refund) with fewer than two entries.

CHANGES

All entry changes (event, level) are subject to referee approval and a \$30.00 change fee.

AWARDS

Medals will be presented to 1st – 6th place winners in each event.

COACH CREDENTIALING

Credentials will be provided for all

coaches meeting requirements specified by U.S. Figure Skating. The credential must be carried at all times in order to instruct skaters in the rinks and to enter coaches' hospitality.

OFFICIALS

Chief Referee – Gregory Cannon
Chief Accountant – Michael Rowland

LOC

Online Registrar - Christi Fisher

PHOTOS & VIDEOTAPING

For the safety and welfare of the skater, photography and videography will be permitted in the stands only. No one will be permitted to obstruct the view of other seated spectators by standing in front of or handing over the Plexiglas barriers or to film at alternative ice entrances. In order to comply with local fire safety codes, all aisles within the stands must also remain clear. Non-compliance with this policy or refusal to comply immediately with requests from event officials will result in the violator being escorted out of the rink.

SAFETY

No tripods are allowed. Flowers, stuffed animals, and other items may NOT be thrown on to the ice.

JUDGING SYSTEM

The 6.0 judging system will be used for all events.

QUESTIONS

Please e-mail us at:
competitionchair@atlantafsc.org
rg

AREA HOTELS

Please identify the Magnolia Open when making your reservations to secure these rates:

<u>Hotel Name</u>	<u>Address</u>	<u>Phone #</u>	<u>Rate</u>	<u>Deadline</u>
<i>Homewood Suites</i>	<i>10700 Davis Drive</i>	<i>770-998-1622</i>	<i>N/A</i>	<i>N/A</i>

The Cooler is located at 10800 Davis Drive, Alpharetta, Georgia, 30004. The two ice surfaces measure 200' x 85' with rounded corners and hockey barriers.

BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8

- To be skated on 1/2 ice and the time is 1:00 or less.
- Each skater performs all of the required elements before moving to the next skater (no excessive connecting steps).
- **No music**
- **All elements must be skated in the order listed**

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:00 max.	<ol style="list-style-type: none"> 1. March followed by a two-foot glide and dip 2. Forward two-foot swizzles, 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ol style="list-style-type: none"> 1. Forward two-foot glide and dip 2. Forward two-foot swizzles, 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ol style="list-style-type: none"> 1. Forward one-foot glide, either foot 2. Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place, forward to backward 5. Backward two-foot swizzles, 6 - 8 in a row
Basic 3	1:00 max.	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide, either foot 5. Two-foot spin – minimum three revolutions
Basic 4	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward outside three-turn, right and left 2. Forward outside edge on a circle, clockwise or counter clockwise 3. Forward crossovers, 4-6 consecutive, both directions 4. Backward stroking, 4-6 strokes 5. Backward snowplow stop, right or left
Basic 5	1:00 max.	<ol style="list-style-type: none"> 1. Backward outside edge on a circle, clockwise or counterclockwise 2. Backward crossovers, 4-6 consecutive, both directions 3. Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions 4. Side toe hop, either direction 5. Hockey stop
Basic 6	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn, right and left 2. Bunny Hop 3. Forward spiral on a straight line, right or left 4. Lunge, right or left 5. T-stop, right or left
Basic 7	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside open mohawk, right to left and left to right 2. Ballet jump, either direction 3. Back crossovers to a back outside edge landing position, clockwise and counter clockwise 4. Forward inside pivot
Basic 8	1:00 max.	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump (from a standstill) 3. Mazurka, either direction 4. 1 Combination move, clockwise or counter clockwise, two forward crossovers into forward inside mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions

COMPULSORY EVENT: FREESKATE 1-6

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 is allowed**
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	<ol style="list-style-type: none"> 1. Advanced forward stroking, 4-6 consecutive 2. Backward outside three-turns, right and left 3. One-foot upright scratch spin from backward crossovers - minimum three revolutions 4. Waltz jump from backward crossovers 5. Half flip jump
Free Skate 2	1:15 max.	<ol style="list-style-type: none"> 1. Forward outside or inside spiral, right or left 2. Waltz three's, right or left, 2-3 sets 3. Beginning back spin, entry optional – minimum two revolutions 4. Waltz jump, side toe hop, waltz jump sequence 5. Toe loop jump
Free Skate 3	1:15 max.	<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Backward inside three-turns, right and left 3. Back spin - minimum three revolutions 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets, right or left 2. Sit spin - minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump combination
Free Skate 5	1:15 max.	<ol style="list-style-type: none"> 1. Camel spin - minimum three revolutions 2. Forward upright spin to back upright spin - minimum three revolutions each foot 3. Loop/loop jump combination 4. Flip jump
Free Skate 6	1:15 max.	<ol style="list-style-type: none"> 1. Five step mohawk sequence - one set alternating pattern (refer to Basic Skills Curriculum Free skate 6) 2. Camel, sit spin combination - minimum of four revolutions total 3. Split jump or stag jump 4. Waltz jump, ½ loop, Salchow jump sequence 5. Lutz jump

COMPULSORY EVENT: INTRODUCTORY LEVELS

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 is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- 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 their free skate program*

Level	Time	Skating rules/standards
Beginner	1:15 max.	1. Waltz jump 2. ½ jump of choice 3. Forward two-foot or one-foot spin, minimum three revolutions (free leg position optional) 4. Forward or backward spiral
High Beginner	1:15 max.	1. Toe loop jump 2. Salchow jump 3. Forward scratch spin - minimum three revolutions 4. Forward or backward spiral

JUMPS CHALLENGE EVENT: BEGINNER AND HIGH BEGINNER

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Pre-juvenile and lower will be skated ½ ice; Juvenile – senior will be skated on full ice
3. Jumps with an “*” must be preceded with connecting steps (intermediate – senior)

Level	Time	Skating rules / standards
Beginner	1:15 max.	1. Waltz jump (from backward crossovers) 2. ½ flip or ½ Lutz 3. Single Salchow
High Beginner	1:15 max.	1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – waltz jump-toe loop

**BASIC SKILLS SHOWCASE EVENT:
BASIC 1-8, FREESKATE 1-6, BEGINNER/HIGH BEGINNER AND ADULT 1-4**

Format: Showcase groups will be divided by number of entries and ages if possible. Vocal music is permitted and 6.0 judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

Showcase categories may include:

- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.

General event parameters:

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided competitors within one minute. A 0.2 deduction will be assessed by the referee against each judges' mark for each five 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 and artistic qualities. Technical skating skills and difficulty will not be rewarded; 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 losses 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.

Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Interpretative Events and Levels

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6/ Beginner/ High Beginner/Adult 1-4	3 jump maximum, ½ 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 tests.	Time: 1:30 Max

**INTERPRETIVE
BASIC 7 AND 8 AND FREE SKATE 1 - 6**

Music will be selected by the competition committee and will not be announced in advance. Music will be played twice for the competitors during the warm-up. Following the warm-up, all skaters except the first skater will be escorted to a soundproof area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before she/he performs to the music. The listening skater will not be allowed to view the performing skater. No props are allowed. Girls and boys will be grouped together, and levels may be combined. Skaters may enter only one level, either at their free skate level or one level higher, except as noted. Spins and jumps performed must be appropriate to competition level. **INSTRUCTION FROM COACHES, PARENTS, OR FELLOW SKATERS IS NOT PERMITTED.** Staging area is limited to ice monitor and listening skater. Skaters are judged on originality, pattern, technical (the ability to include jumps and spins), and music interpretation/expression. Fine arts judges may serve on the judging panel. **Time is 1:15.**

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
Basic 7 & 8	May have passed no higher than Basic 8	Free Skate 3 & 4	May have passed no higher than FS 4 test.
Free Skate 1 & 2	May have passed no higher than FS2 test.	Free Skate 5 & 6	May has passed no higher than FS 6 test.

BASIC PROGRAM EVENT WITH MUSIC: SNOWPLOW SAM – BASIC 8

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. Vocal music is allowed.

- To be skated on full ice
- The skater may use elements from a previous level
- A 0.2 deduction will be taken for each element performed from a higher level

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. March followed by a two-foot glide and dip 2. Forward two-foot swizzles, 2-3 in a row 3. Forward snowplow stop 4. Backward wiggles, 2-6 in a row
Basic 1	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward two-foot glide and dip 2. Forward two-foot swizzles, 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles, 6-8 in a row
Basic 2	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward one-foot glide, either foot 2. Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place, forward to backward 5. Backward two-foot swizzles, 6 - 8 in a row
Basic 3	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide, either foot 5. Two-foot spin, minimum three revolutions
Basic 4	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward outside three-turn, right and left 2. Forward crossovers, 4-6 consecutive both directions 3. Backward stroking, 4-6 strokes 4. Backward snowplow stop, right or left
Basic 5	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Backward crossovers, 4-6 consecutive, both directions 2. Basic one-foot spin, free leg held to side of spinning leg, minimum three revolutions 3. Side toe hop, either direction 4. Hockey stop
Basic 6	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn, right and left 2. Bunny Hop 3. Forward spiral on a straight line, right or left 4. Lunge, right or left 5. T-stop, right or left
Basic 7	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Standstill forward inside open Mohawk, right to left and left to right 2. Ballet Jump, either direction 3. Back crossovers to a back outside edge landing position, clockwise and counter clockwise 4. Forward inside pivot
Basic 8	1:00 +/-10 max.	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump (from at standstill) 3. Mazurka, either direction 4. 1 Combination move, clockwise <u>or</u> counter clockwise – two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position -minimum three revolutions

INTRODUCTORY LEVEL PROGRAM EVENT WITH MUSIC: BEGINNER AND HIGH BEGINNER

General event parameters:

4. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
5. Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
6. Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	<i>Max. 2 spins:</i> <ul style="list-style-type: none"> • Two 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 Basic Skills free skating badge tests
High Beginner 1:40 Maximum	<i>Max. 5 jump elements:</i> <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump. 	<i>Max. 2 spins:</i> <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 tests higher than U.S. Figure Skating Basic Skills free skating badge tests

FREESKATE PROGRAM EVENT WITH MUSIC: FREESKATE 1-6

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

Connecting moves and steps should be demonstrated throughout the program. Vocal music is allowed.

- 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 levels
- A 0.2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Level	Time	Skating rules / standards
Free Skate 1	1:30+/-10 sec	1. Advanced forward stroking, 4-6 consecutive 2. One-foot upright scratch spin from backward crossovers, minimum three revolutions 3. Waltz jump from backward crossovers 4. Half flip jump
Free Skate 2	1:30+/-10 sec	1. Forward outside spiral, right or left 2. Beginning back spin – entry optional, minimum two revolutions 3. Waltz jump, side toe hop, waltz jump sequence 4. Toe loop jump

Free Skate 3	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Back spin, minimum three revolutions 3. Salchow jump 4. Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Forward power 3's, 2-3 consecutive sets, right or left 2. Sit spin, minimum three revolutions 3. Loop jump 4. Waltz jump-loop jump combination
Free Skate 5	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Camel spin, minimum three revolutions 2. Forward upright spin to back upright spin, minimum three revolutions each foot 3. Loop-loop jump combination 4. Flip jump
Free Skate 6	1:30+/-10 sec	<ol style="list-style-type: none"> 1. Camel, sit spin combination, minimum of four revolutions total 2. Split jump or stag jump 3. Waltz jump, ½ loop, Salchow jump sequence 4. Lutz jump

FREE SKATE PROGRAM EVENT WITH MUSIC: ADULT 1-4

Adult 1	<ul style="list-style-type: none"> • Backward swizzles • Forward one-foot glides, R & L, one time skater's height • Two-foot turns • Snowplow stops: R or L • Forward curves on two feet 	Adult 3	<ul style="list-style-type: none"> • Backward crossovers, clockwise and counter clockwise • Inside Mohawk, either direction • Backward snowplow stops: R and L • Forward progressives • Beginning two-foot spin
Adult 2	<ul style="list-style-type: none"> • Forward stroking • Forward crossovers, clockwise or counter clockwise clockwise • Backward one-foot glide: R or L • Forward pivot • Forward Chasses on a circle 	Adult 4	<ul style="list-style-type: none"> • Forward three turns, outside or inside: R & L • Alternate backward crossovers with two foot transition • Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle • Power three turns: one direction only • Backward Chasses on a circle