

FOURTH ANNUAL BERKLEY ROYAL SKATE-FEST
HOSTED BY BERKLEY ROYAL BLADES FSC
Sanctioned by USFSA
MARCH 30, 2003
CLOSING DATE: February 22, 2003 (extended to Mar 1)

The Berkley Royal Blades FSC is hosting the Fourth Annual Berkley Royal Skate-Fest Competition at the Berkley Ice Arena, 2300 Robina, Berkley, MI 48072 on March 30, 2003. The ice surface is oval shaped and measures 85' x 200'.

RULES Berkley Royal Skate-Fest Competition will be conducted under the rules and regulations set forth in the current edition of the USFSA Rule Book.

ELIGIBILITY The competition is open to ALL skaters who have been or are currently enrolled in either the "Learn to Skate" program or a USFSA member in good standing during the 2002-2003 season (September to date). ALL BASIC SKILLS SKATERS, LEVELS 1 thru 8 and BASIC FREESTYLE, LEVELS 1 THRU 4 MUST SKATE AT THE HIGHEST LEVEL PASSED OR MAY COMPETE 1 LEVEL ABOVE, BUT **NOT BOTH. SKATERS SKATING JUVENILE OR INTERMEDIATE SHORT PROGRAM MAY NOT DO A COMPULSORY EVENT.** Please note the changes to our "Spins" event.

ENTRIES AND FEES The entry fee is \$55 for the first event and \$25 for the second and any subsequent events. **If skating Basic Skills and Basic Freestyle 1-4 ONLY, the entry fee is \$40.** All entry fees must be included with a completed application and must be postmarked no later than February 22, 2003. Please make check payable to Berkley Royal Blades FSC (BRBFSC), in U.S. DOLLARS only. Entries will be accepted on a first come, first serve basis with a limit of 150 applicants. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers and are subject to a late fee of \$10.00 per skater. **If you check the wrong event on your application or your USFSA # is missing, you will be assessed a \$10.00 processing fee.** No refunds after closing date unless event is canceled. There will be a \$20.00 fee for returned checks. Mail applications to:

Berkley Royal Skate-Fest
C/O Lisa Dupuie
1054 W. Lewiston
Ferndale MI 48220

AWARDS: All events will be final rounds. Medals will be awarded first thru fourth places. All other places will receive ribbons. All awards will be made at appropriate times throughout the competition.

PRACTICE ICE: Practice ice will be available in 20 minute increments at \$8 per session on Sunday. Times will be provided on registration forms sent with skating times. Advanced registration is required. Drop-in will be permitted if space permits. A maximum of 20 skaters will be allowed on the ice during any one session. No music will be played. Practice ice will also be available throughout the day on STUDIO ICE on a first-come first-served basis limited to 3 skaters per 15-minute session. Cost is \$5.00 per session. Sign up at the registration table for STUDIO ICE.

MUSIC The music for all free skating programs must be provided by the skater on cassette tapes **only**. Competition music is to be turned in at the time of registration.

REGISTRATION

Registration will begin on Sunday, one hour before the start of competition. Skaters will not be allowed to compete unless they have checked in at the registration table one hour prior to their event.

FACILITIES

The Berkley Ice Arena is located at 2300 Robina, Berkley, Michigan. The arena telephone number is (248) 546-2460. There is ample seating for spectators.

VIDEO TAPING AND PHOTOGRAPHS

This will be available through Ledin, Inc. and can be arranged for at the rink. You may furnish your own tape or purchase one. Award photographs will be taken and may be purchased. Individual photographs may be requested and purchased from the photographer. All basic skills, basic freestyle and compulsory events are videotaped by event in its entirety. NO FLASH PHOTOGRAPHY OR LIGHTED VIDEO TAPING WILL BE PERMITTED. No power is available for individual videotaping.

QUESTIONS

Any questions relative to the competition may be addressed to:

Lisa Dupuie

(248) 546-9038 (phone)

(248) 546-1835 (fax)

KDDLAFD@aol.com (e-mail address)

Sandy Engman

(248) 543-4315 (phone)

seengman@comcast.net (e-mail address)

COMPETITION EVENTS AND ELIGIBILITY

BASIC SKILLS 1-8

ALL ELEMENTS SHALL BE SKATED ONE AT A TIME IN ROTATION ON A 1/2 SHEET OF ICE
A SECOND ATTEMPT MAY BE REQUESTED BY THE SKATER WITH THE RAISE OF A HAND
ONLY THE SECOND ATTEMPT WILL THEN BE JUDGED.
ALL ELEMENTS MUST BE SKATED IN THE ORDER LISTED.

- BASIC 1**
1. Forward two foot glide
 2. Forward two-foot swizzles 6-8 in a row
 3. Forward snow plow stop
 4. Backward wiggles 6-8 in a row
- ALL GLIDES MUST BE HELD TWICE THE SKATERS' HEIGHT
- BASIC 2**
1. Forward one-foot glide – either foot
 2. Backward two foot swizzles – 6-8 in a row
 3. Moving snowplow stop
 4. Two-foot turn in place - forward to backward
- ALL GLIDES MUST BE HELD TWICE THE SKATERS' HEIGHT
- BASIC 3**
1. Forward stroking
 2. Forward 1/2 swizzle pumps on a circle, either clockwise or counterclockwise – 6-8 consecutive
 3. Backward one foot glide – either foot
 4. Two foot spin – minimum of 2 revolutions
- BASIC 4**
1. Forward outside edge on a circle – clockwise or counterclockwise
 2. Forward crossovers – 6-8 consecutive – both directions
 3. Forward outside three turn – R and L
 4. Backward snowplow stop – R or L
- BASIC 5**
1. Backward crossovers – 6-8 consecutive – both directions
 2. One-foot spin – minimum of 3 revolutions
 3. Hockey Stop
 4. Side Toe hop – either direction
- BASIC 6**
1. Forward inside 3 turn – R and L
 2. Bunny Hop
 3. Forward spiral on a straight line – R or L
 4. Lunge - R or L
- BASIC 7**
1. Forward inside open Mohawk – R to L and L to R
 2. Ballet jump – either direction
 3. Backward crossovers to a backward outside edge landing position, clockwise and counterclockwise
 4. Forward inside pivot
- BASIC 8**
1. Moving forward outside or forward inside 3 turns – R and L
 2. Waltz jump
 3. Mazurka, either direction
 4. Combination move – clockwise or counterclockwise (from Basic 8 curriculum)

BASIC FREESTYLE 1-4

**ALL ELEMENTS SHALL BE SKATED ONE AT A TIME IN ROTATION ON A 1/2 SHEET OF ICE
A SECOND ATTEMPT MAY BE REQUESTED BY THE SKATER WITH THE RAISE OF A HAND
ONLY THE SECOND ATTEMPT WILL BE JUDGED.**

ALL ELEMENTS MUST BE SKATED IN THE ORDER LISTED.

- FREESTYLE 1**
1. Advanced forward stroking 4-6 consecutive strokes
 2. Basic forward outside edges and forward inside consecutive edges 2-4 outside edges, 2-4 inside edges
 3. Scratch spin from backward crossovers
 4. Waltz jump from backward crossovers
 5. Half flip
- FREESTYLE 2**
1. Forward outside spiral R or L, and a forward inside spiral R or L
 2. Waltz Three's R or L
 3. Beginning back spin – entry optional
 4. Waltz jump, side toe hop, waltz jump series
 5. Toe loop jump
- FREESTYLE 3**
1. Forward crossovers in a figure 8
 2. Advanced forward outside swing rolls 4-6 consecutive
 3. Back spin
 4. Salchow jump
 5. Waltz jump/toe loop or Salchow/toe loop
- FREESTYLE 4**
1. Spiral sequence, FI spiral, FI Mohawk, BO spiral, clockwise or counterclockwise
 2. Forward power 3's, 2-3 consecutive sets, R or L
 3. Sit spin
 4. Loop jump
 5. Waltz jump/loop jump

COMPULSORY SKILLS

LOW BEGINNER - PRE-JUVENILE

**THESE EVENTS SHALL BE SKATED IN PROGRAM FORM
WITH NO MUSIC ON A HALF SHEET OF ICE.**

LOW BEGINNER

(Time: 1 minute or less)

1. Waltz-ballet jump combination
2. Two foot spin – minimum 3 revolutions
3. Toe loop
4. Lunge

HIGH BEGINNER

(Time: 1 minute or less)

1. Loop
2. Forward scratch spin – minimum 3 revolutions
3. Salchow/Toe Loop combination
4. Any forward spiral, bauer or spread eagle (limit one)

PRE-PRELIMINARY

(Time: 1 minute or less)

1. Single jump (no Axel, may not be repeated in combination)
2. Single-single combination jump (no axel)
3. Forward spin (min. 4 rev.)
4. Forward inside & outside spiral sequence

PRELIMINARY A

(Time: 1 ½ minute or less)

1. Flip
2. Lutz-loop combination
3. Forward camel spin (min. 4 rev.)
4. Any forward spiral, bauer, or spread eagle (limit one)
5. Upright back spin (min. 4 rev.)

PRELIMINARY B

(Time: 1 ½ minute or less)

1. Axel
2. Lutz-loop combination
3. Forward camel spin (min. 4 rev.)
4. Split jump-falling leaf combination
5. Upright back spin (min. 4 rev.)

PRELIMINARY C

(Time 1 ½ minutes or less)

1. Axel
2. Single-Single combination jump
3. Layback
4. Combination spin with no change of foot
5. Spiral sequence

PRE-JUVENILE

(Time: 1 ½ minute or less)

1. Single Jump (may not be repeated in combination)
2. Single-Single combination
3. Spin combination with one change of foot (min. 4 rev. each position)
4. Step Sequence
5. Solo Spin (may not commence with a jump, minimum 4 revolutions in position)

SHORT PROGRAM

All short programs will be skated WITH music.

Juvenile	1.	Axel (not to be repeated in combination)
Time: 1 min. 40 sec	2.	Lutz
	3.	Combination Jump Single/Double
	4.	Combination spin one change of foot and position (min. 4 rev. per foot)
	5.	Step sequence - straight line, serpentine or circular
	6.	Solo spin (min. 4 revolutions)

Intermediate Required elements per SSR 3.08 & 3.09
Time: 2 minutes

FREE SKATING EVENTS LOW-BEGINNER - INTERMEDIATE

All events will be skated on the full ice surface to the music of the skater=s selection.
There will be a ten second leeway in the specified time limit.
Skaters may skate up one level but may not skate at more than one level.

Low Beginner	(Time: 1 ½minutes) Open to skaters who have NOT passed the Pre-Preliminary Freestyle Test. May include any ½ revolution jumps, salchow, toe loop and half-loop. May not include flying spins, combination spins or backspins.
High Beginner	(Time: 1 ½minutes) Open to skaters who have NOT passed the Pre-Preliminary Freestyle Test. May include single jumps up to, but not including lutz. Program may NOT include backspins or flying spins.
Pre Preliminary	(Time: 1 ½minutes) Open to skaters who have passed the U.S.F.S.A. Pre-Preliminary Freestyle Test and no higher. May NOT include axels, double jumps or flying spins.
Preliminary A	(Time: 1 ½minutes) Open to skaters who have passed the U.S.F.S.A. Preliminary Freestyle Test and no higher. May NOT include axels, double jumps or flying spins.
Preliminary B	(Time: 1 ½minutes) Open to skaters who have passed the U.S.F.S.A. Preliminary Freestyle Test and no higher. May include jumps up to and including axel. No double jumps or flying spins.
Preliminary C	(Time: 1 ½minutes) Open to skaters who have passed the U.S.F.S.A. Preliminary Freestyle Test and no higher. May include axel, double salchow and/or double toe loop and flying spins. Program may NOT include any double jumps other than double salchow and double toe loop.
Pre Juvenile	(Time: 2 minutes) Open to skaters who have passed the U.S.F.S.A. Pre-Juvenile Freestyle Test and no higher. No restrictions
Juvenile	(Time: 2 / 2 ¼ minutes) Open to skaters who have passed the U.S.F.S.A. Juvenile Free Skate Test and no higher. No restrictions
Intermediate	(Time: 2 ½minutes)

Open to skaters who have passed the U.S.F.S.A. Intermediate Free Skate Test and no higher.
No restrictions

SPINS EVENT

**ALL LEVELS WILL BE SKATED ON A 1/8 SHEET OF ICE.
SPINS SHALL BE SKATED IN PROGRAM FORM IN THE ORDER THEY ARE LISTED.**

- Pre Preliminary** (Minimum 3 revolutions in each spin position)
1. 1 foot spin
 2. Sit spin
 3. Back spin
- Preliminary** (Minimum 3 revolutions in each spin position)
1. Sit spin
 2. Camel spin
 3. Back spin
- Pre Juvenile** (Minimum 4 revolutions in each spin position)
1. Layback
 2. Sit change sit combination
 3. Camel
- Juvenile** (Minimum 4 revolutions in each spin position)
1. Flying camel
 2. Camel-back sit combination
 3. Layback
- Intermediate** (Minimum 5 revolutions in each spin position)
1. Layback
 2. Flying spin
 3. Combination spin (1 change of foot, at least 2 changes of position). Must change position at least twice. Example: Camel, layback, back sit or camel, layback, sit, back sit.

ARTISTIC SHOWCASE

Open themes for each level. Skaters will provide their own music. Vocal music is allowed. Skaters will be judged according to how well they interpret their theme. Props may be used. The skater has 30 seconds for transporting the props on and off the ice.

NOTE: Props will not be allowed on the warm-up.

- | | |
|------------------|------------------------------------|
| Group 1 | Beginner |
| Time 1 ¼ minutes | No axels or double jumps |
| Group 2 | Pre-Preliminary / Preliminary |
| Time 1 ¼ minutes | No axels or double jumps |
| Group 3 | Pre-Juvenile / Juvenile |
| Time 1 ½ minutes | No double jumps |
| Group 4 | Intermediate and Above |
| Time 1 ½ minutes | May include ONE double jump |

