



**Queen City Invitational
June 2nd, 2018
Northland Ice Center**



Sanction # 27671

The 28th annual Queen City Invitational will be held on Saturday, June 2nd, 2018, at Northland Ice Center in Cincinnati. The competition is hosted by the Queen City Figure Skating Club and is sanctioned by U. S. Figure Skating. Events are offered for levels including Basic Skills Snowplow Sam through Basic 8, Free Skate 1-6, Introductory levels through Preliminary, as well as some Adult levels, including Pre Bronze and Bronze.

ELIGIBILITY/TEST LEVEL:

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills program and/or are full members of U.S. Figure Skating. To be eligible, skaters 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 Skills 1-8 skaters must skate at 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. For the free skate 1-6, test track and Well Balanced 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.

It is very important to the success of the competition that skaters are placed in the correct divisions. If, for whatever reason, the Local Organizing Committee discovers that a skater has been placed in a category that is below his/her class level, the chairman and referee will have the option to move the skater into the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors. Please be sure to check for the director/instructor's signature confirming the level of the skater.

ENTRIES AND FEES

A secure, online registration is available through Entryeeze at www.Queencityfsc.com. Paper entries may be mailed, but forms must be received by the May 15th deadline. Entry fee must be included with the completed application. Late applications will be charged a \$10 late fee, if accepted. A skater who wishes to change their event or level after the close of entries will be charged a \$10 fee per change. Checks returned for non-sufficient funds will incur a \$15 charge. Entry fees are \$50 for the first event, and \$25 for each additional event.

REFUND POLICY: Entry fees will not be refunded after the entry deadline unless no competition exists or the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable.

JUDGING SYSTEM:

The 6.0 majority judging system will be used for all events.

FACILITY:

The competition will be held at Northland Ice Center. Northland has an ice surface measuring 200' X 85'. Ample parking is available.

LOCATION:

Northland Ice Center is located just north of Cincinnati.

From I-75 take exit #14, Woodlawn / Evendale exit, and proceed east on Glendale-Milford Road. Northland Ice Center will be on your right just past the intersection of Reading and Glendale-Milford Roads.

From I-71 take exit #15, Pfeifer Road exit, and proceed west on Pfeifer. Pfeifer Road becomes Glendale-Milford Road. The rink will be on your left.

REGISTRATION:

The registration desk will be open approximately ½ hour before the first scheduled practice of the day and will remain open through the last event each day. Please register promptly upon arrival. A copy of your competition music must be turned in at the registration desk at time of check-in.

MUSIC:

Skaters may provide their own music for Basic Skills Programs 1-6, or they may use the designated Basic Skills CD for the 2017 season. The skater must provide their own music for all Free Skate and Showcase events. All music must be submitted at time of check in and should be labeled with skater's name, event, and level. It is recommended that a duplicate copy be brought to rink side during the competition event. Only CD's will be accepted. Music should be picked up at the registration desk after the event.

AWARDS:

Medals will be awarded to 1st, 2nd, and 3rd place in all events. Ribbons will be given to 4th place and higher. Awards presentations will take place shortly after the posting of the results for each event or as early as is possible. Skaters should report to the awards area promptly in competition attire and skates.

PRACTICE ICE:

Practice ice will be available at \$12 per 20 minute session (prepaid) and \$15 at the competition (if available). Sessions are limited to a maximum number of skaters determined by level.

SCHEDULE:

Please include a self-addressed, stamped envelope (**addressed in skater's name**) if you would like a Practice Ice or Competition Event schedule mailed to you. Schedules will be mailed as soon as possible after the close of entries. If you would prefer to be notified via e-mail, please provide your e-mail address clearly printed on the registration form. Competition schedule will also be posted on the queen city website. www.queencityfsc.com

For questions regarding the competition please contact Darlene Wetterich at 489-7535 or by email: dwett619@aol.com.

BASIC ELEMENTS: SNOWPLOW SAM – BASIC 6

Format choice of the host: Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the **order listed below** (no excessive connecting steps). Referee driven format examples: 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.
- No music.
- All elements must be skated in the order listed.

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 two-foot 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 two-foot swizzles, 6-8 in a row • Forward snowplow stop • Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot 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 ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Backward one foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backwards ½ swizzle pumps on a circle, one direction only
Basic 5	1:00 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions. • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left

BASIC PROGRAM: SNOWPLOW SAM – BASIC 6

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.
- Skaters may provide their own music. Vocal music is allowed.
- 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	1:10 max.	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward two-foot 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 two-foot swizzles, 6-8 in a row • Beginning snowplow stop on two feet or one foot • Backward wiggles, 6-8 in a row
Basic 2	1:10 max	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot 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 ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:10 max.	<ul style="list-style-type: none"> • Backward one foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:10 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counter clockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:10 max	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left

PRE-FREE SKATE - FREE SKATE 6 COMPULSORY MOVES

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.

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max.	<ul style="list-style-type: none"> • Forward inside open Mohawk from a standstill position (R to L and L to R) • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counter clockwise • One-foot upright spin, optional entry and free-foot position (minimum 3 revolutions) • Mazurka • Waltz jump
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Backward outside three-turns, right and left • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Backward inside three turns, right and left • Beginning back spin, up to 2 revolutions • Half Lutz • Salchow jump
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> • Alternating Mohawk/ crossover sequence, right to left and left to right • Waltz three-turns, clockwise and counter clockwise • Advanced back spin with free foot in crossed leg position, minimum 3 revolutions • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz jump-Loop jump combination • Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Forward power pulls, right and left • Split jump or stag jump • Camel/ sit spin combination – minimum 4 revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

PRE-FREE SKATE - FREE SKATE 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 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.

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counter clockwise • One-foot upright spin, optional entry and free foot position – minimum 3 revolutions • Mazurka • Waltz jump
Free Skate 1	1:40 max	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop jump • Half flip jump
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:40 max	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, R to L and L to R • Advanced back spin with free foot in crossed leg position - minimum 3 revolutions • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half Loop jump • Flip jump
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz/Loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Split jump or stag jump • Camel, sit spin combination - minimum of 4 revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Beginning Axel jump

Introductory Levels Free Skate Program

General event parameters:

- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- 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.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Qualifications: Skaters may not have passed tests higher than USFS Learn To Skate free skating badge tests.

Level	Jumps	Spins	Step Sequences
Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than 1/2 rotation (front to back or back to front). • Maximum 2 jump sequences • Maximum 2 of any same jump 	Max. 2 spins: <ul style="list-style-type: none"> • 2 upright spins, no change of foot, no flying entry (Minimum 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than 1/2 rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump. 	Max. 2 spins: <ul style="list-style-type: none"> • 2 upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program

Introductory Levels 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 1/2 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.	<ul style="list-style-type: none"> • <i>Waltz jump</i> • 1/2 jump of choice • Forward two-foot or one foot spin - minimum 3 revolutions (free leg position optional) • Forward or backward spiral
High Beginner	1:15 Max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin – minimum 3 revolutions • Forward or backward spiral

WELL BALANCED FREE SKATE PROGRAM

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying 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 to one level higher.

Level	Jumps	Spins	Step Sequences
No Test 1:40 max.	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> • Single jumps (<u>no</u> Axel) are allowed • No single Axels, double jumps or triple jumps • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps except that one 3-jump combination is permitted • Jump sequences limited to a maximum of 3 single jumps <p>Half-loop is considered a listed jump with the value of a single Loop when used in a combination or sequence</p>	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>Max. 1 sequence:</p> <p>Must use ½ the ice surface</p> <p>MIF and spiral sequences are permitted but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Pre-Preliminary 1:40 max.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps <p>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</p>	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>Max. 1 sequence:</p> <p>Must use ½ the ice surface</p> <p>MIF and spiral sequences are permitted but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Preliminary 1:40 max.	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> • One must be an Axel or Waltz-jump • All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) • Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed • An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded 	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum 3 revolutions <p>These spins must be of a different character (For definition see</p>	<p>Max. 1 sequence</p> <p>Step sequence:</p> <ol style="list-style-type: none"> 1. Must use ½ the ice surface 2. Moves-in-the-field and spiral sequences are permitted but will not be counted as elements

	<ul style="list-style-type: none"> • Maximum 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted. • Jump sequences limited to a maximum of 3 single or double jumps <p>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</p>	Rule 4103 (E)	3. Jumps may be included in the step sequence
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TEST TRACK FREE SKATE

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- 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.
- Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- 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 less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	Max. of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one-half rotation (<i>front to back or back to front, including half-loop</i>) • Single rotation jumps: Salchow, toe loop and loop only • Max. 2 jump Comb. or Seq. • Max. 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • Two spins of a different nature, one position only. No change of foot, no flying entry (Minimum 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed tests higher than U.S. Figure Skating Pre-preliminary free skate test.
Preliminary 1:40 max.	Max. of 5 jump elements: <ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels) • Maximum 2 jump combinations or sequences • Maximum 2 of any same type jump 	Maximum of 2 spins: <ul style="list-style-type: none"> • One spin in 1 position; no change of foot, no flying entry. (Min. 3 revs) • One spin consisting of a front scratch to back scratch; exit on spin foot not req. (Min. 3 revs per foot) 	Connecting moves and steps should be demonstrated throughout the program.	Skaters must have passed at least the U.S.F.S. pre-prelim. free skate test, but no tests higher than the preliminary free skate test.

COMPULSORY MOVES

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules/standards
No Test	1:15 max.	<ul style="list-style-type: none"> • Loop jump • Jump combination to include a toe loop (no Loop or Axel) • Solo spin – sit or camel spin – Minimum 3 revolutions • Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included
PrePreliminary	1:15 max.	<ul style="list-style-type: none"> • Toe Loop jump • Jump combination: single/single (no Axel) • Sit spin or camel spin - minimum three revolutions • Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Lutz jump • Jump combination: single/single (may include Axel) • Back upright spin - minimum three revolutions • Forward inside spiral

Spins Challenge

General event parameters:

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
High Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
No Test	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
Pre-Preliminary	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright back-scratch spin (3) • Sit spin (3)
Preliminary	1:30 max.	<ul style="list-style-type: none"> • Forward scratch to back scratch spin (3) • Combination spin with no change of foot (4) • Sit spin (3)

Jumps Challenge

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted.
- To be skated on ½ ice

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
No Test	1:15 max.	1. Single toe loop 2. Single loop 3. Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre- Preliminary	1:15 max.	1. Single toe loop 2. Single flip 3. Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	1. Single flip 2. Single Lutz 3. Jump combination – Any single jump and single loop (may be axel)

SHOWCASE EVENTS:

Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by number of entries and ages if possible. 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. Vocal music is permitted.

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 singles within one minute. A 0.2 deduction will be assessed by the referee against each judge's 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 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 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.

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:

- **DUETS-** Theatrical/artistic performances by any competitors.
- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- 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.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
Pre-Free Skate- Free Skate 6 / Beginner / High Beginner/ Adult 1-6	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.
No Test / Pre-Preliminary/ Adult PreBronze	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 max.
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.

Queen City Invitational Entry Form

Name _____ Age _____ Sex _____

Address _____ City _____

State _____ Zip _____ Email Address _____

Area Code/Phone # _____ Birth Date _____

U.S. Figure Skating Number _____ Highest Level Passed _____

Program/Club Affiliation _____

Director's/Instructor's Name _____

Please check the event(s) you are entering:

Basic Elements

Snowplow Sam
 Basic 1
 Basic 2
 Basic 3
 Basic 4
 Basic 5
 Basic 6

Basic Free Skate Program:

Snowplow Sam
 Basic 1
 Basic 2
 Basic 3
 Basic 4
 Basic 5
 Basic 6

Spins Challenge

Beginner
 High Beginner
 No Test
 Pre Preliminary
 Preliminary

Compulsory Moves

Pre-Free Skate
 Free Skate 1
 Free Skate 2
 Free Skate 3
 Free Skate 4
 Free Skate 5
 Free Skate 6
 Beginner
 High Beginner
 No Test
 Pre-Preliminary
 Preliminary

Free Skate Program

Pre-Free Skate
 Free Skate 1
 Free Skate 2
 Free Skate 3
 Free Skate 4
 Free Skate 5
 Free Skate 6
 Beginner
 High Beginner

Jumps Challenge

Beginner
 High Beginner
 No Test Pre Preliminary
 Pre-Preliminary
 Preliminary
 PreJuvenile

Test Track Free Skate Program

Pre-preliminary Test Track
 Preliminary Test Track

Showcase

Basic 1-6
 Pre-Free Skate-Free Skate 6 / Beginner / High Beginner / Adult
 NoTest / Pre-Preliminary / Adult Pre-Bronze
 Preliminary / Adult Bronze
 Duet - Must Indicate Level _____ and
Partner _____

Well Balanced Free Skate

No Test
 Pre-Preliminary
 Preliminary

Practice Ice - Available at \$12 (prepaid) for each 20 minute session. Sessions will be \$15 the day of the event, if available. Sessions are limited by number of skaters. If you are competing in more than one event, please list the events for which you would like a practice session. Remember that some events use ½ ice, while others use whole ice.

1st session _____

2nd session _____

3rd session _____

**ENTRY FEE IS \$50 FOR THE FIRST EVENT, \$25 FOR EACH ADDITIONAL EVENT .
MAKE CHECKS PAYABLE TO QUEEN CITY FSC.**

First Event	\$ <u>50</u>
Additional Events (@ each \$25)	\$ _____
Practice Ice (\$12 each 20 min. session)	\$ _____
USFS registration (if not a current member) - \$12	\$ _____
Program ad - \$6	\$ _____
Total	\$ _____

The completed entry form, with fees, must be received no later than May 165, 2018.

Make check or money order payable to Queen City FSC and mail to:

Darlene Wetterich
8294 Glenmill Court
Cincinnati, Ohio 45249

ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS AN EVENT IS CANCELED.

Certification of Competitor:

The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds the Queen City Figure Skating Club and Northland Ice Center harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property.

Parent/Guardian Signature _____ Date _____

Competitor Signature _____ Date _____

Instructor/Coach Signature _____ Date _____

Program Director/Club Officer _____ Date _____

Program Ad

A short "Good Luck" message for skater or coach:
