

NEW SKATER & BEGINNER EVENTS

Description Overview

- New Skater events:
 - Created for the athletes who are new to skating
- Beginner events:
 - Created for the beginner athlete that is interested in pursuing more advanced competitions

Event Qualifications

- Skaters in these events will not have competed at Regionals in the same discipline (**with the only exception being Super Tot**)
 - I.e. A skater who competed at Regionals in Figures may skate beginner Freestyle the following season, but not Beginner Figures
- A skater must move up after two wins (would move up during that season)
 - Or if the skater places twice in the season, the next season the skater must move up if there were 3 or more in the event
 - Or if a skater wins C or Bronze in the same discipline as a New Skater/ Beginner, and they place twice in C or Bronze– the skater must move out during that season
- Age breaks for all Beginner and New Skater events:
 - 10 and under
 - 11-17
 - 18 and up
 - It is up to the Meet Director to combine if there are less than 3 skaters per event.

New Skater Events

- Dance: Forward strokes on the straight-a-way, corner steps to be determined by the draw
- Freestyle: Any combination of a bunny hop, forward spiral (**ie. A one foot balance maneuver with the free leg at or above head level**), or forward shoot-the-duck (**ie. A one or two foot maneuver with the employed leg bent at least 90 degrees or lower**) on the straight-a-way; forward crossovers around the corner

Beginner Events

- Dance: The draw will consist of: Glide Waltz, Progressive Tango, and Academy Blues
- Figures: The draw will consist of: 111A/B, 112A/B, 1
- Freestyle
 - A two-minute routine that consists of :
 - Jumps: Bunny hop, Mohawk jump, ½ toe loop, Waltz jump, ½ flip, **single (toe loop or salchow)**
 - **All solo jumps should be a half rotation with one single jump (choice of toe loop or salchow)**
 - **Each jump cannot be performed more than once unless in the combination**
 - No single lutz, flip, loops or euler
 - **X1** Jump combo that is 2 or 3 jumps using any of the following: Mohawk, bunny hop, waltz, 1/2 Flip or 1/2 toe loop, kangaroo jump, ½ jump (on two feet), or single jump (toe loop or salchow)

- Spins that may be included: Two-foot spin, one-foot spin, IB upright, IF upright (no combo spins)
 - Each spin cannot be performed more than once
- One sequence of footwork that may be included: Forward primary straight-line, forward primary diagonal, or backward straight-line
 - Primary footwork must be all one direction (ie. All forward or all backwards, no two foot or one foot turns allowed)
- Breaking the rules will lead to a 10-point deduction
- Creative
 - Two age divisions: 17 y/o and below – or – 18 y/o and above
 - 1:30min max
 - Maximum 1 jump (1/2 turn rotation)
 - Maximum 1 spin (upright)
 - Up to 1 section max of footwork (sequence down the long axis - straight line pattern)
 - Footwork can include one-foot turns
 - * Skaters must only skate one creative event per contest