



**PROUDLY PRESENTS THE 33RD ANNUAL FLORIDA STATE GAMES
FIGURE SKATING CHAMPIONSHIPS**

MAY 17- 19, 2019

**LOCATION: ADVENT HEALTH CENTER ICE
3173 CYPRESS RIDGE ROAD
WESLEY CHAPEL, FL 33544**

**ENTRY DEADLINE: ONLINE REGISTRATION BY APRIL 21, 2019
POSTMARKED REGISTRATION APRIL 17, 2019**

**REGISTRATION: WWW.SUNSHINESTATEGAMES.COM
AND INFORMATION**

SANCTIONED BY U.S FIGURE SKATING



2019 FIGURE SKATING ELEMENTS AND REQUIREMENTS

EVENT: Pairs Free Skating Program

Open to all qualified skaters. At least one partner must have passed the appropriate pairs test. Partners must be male/female. Skaters are required to comply with the "well balanced program" requirements outlined in the current USFS Rule Book (Also see USFS website). ****Indicates I.J.S Event**

Pre-Juvenile**:	No Test (Time: 2:00 +/- 10 sec)
Juvenile**:	At least the USFS Pre-Juvenile Pairs Test (Time: 2:30 +/- 10 sec)
Intermediate**:	At least the USFS Juvenile Pairs Test (Time: 3:00 +/- 10 sec)
Novice**:	At least the USFS Intermediate Pairs Test (Time: 3:30 +/- 10 sec)
Junior**:	At least the USFS Novice Pairs Test (Time: 4:00 +/- 10 sec)
Senior**:	At least the USFS Junior Pairs Test (Time: 4:30 +/- 10 sec)
Adult Bronze:	No Test (Time: 2:30 max)
Adult Silver:	At least the USFS Adult Bronze Pairs test or Pre-Juvenile Pairs Test (Time: 2:50 max)
Adult Gold:	At least the USFS Adult Silver Pairs test or Juvenile Pairs Test (Time: 3:40 max)
Adult Masters:	At least the complete USFS Intermediate Free Skate Test or Intermediate Pairs Test. (Time: 3:40 max)

EVENT: Pairs Short Program

Open to all qualified skaters. At least one partner must have passed the appropriate pairs test. Partners must be male/female. Skaters are required to comply with the "well balanced program" requirements outlined in the current USFS Rule Book (Also see USFS website) ****Indicates I.J.S Event**

Novice**:	At least USFS Intermediate Pairs Test. (Time: 2:50 max)
Junior**:	At least USFS Novice Pairs Test. (Time: 2:40 +/- 10 sec)

Senior:** At least USFS Junior Pairs Test. (Time: 2:40 +/- 10 sec)

EVENT: Spins Challenge

General event parameters:

1. 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. On required elements may be included.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (3 revs) 2. Upright back spin (3 revs) 3. Sit spin (3 revs)
High Beginner	1:30 max.	<ol style="list-style-type: none"> 1. Upright one-foot spin (4 revs) 2. Upright spin with change of foot (3 revs on each foot) 3. Sit spin (3 revs)
No-Test	1:30 max.	<ol style="list-style-type: none"> 1. Upright spin with change of foot (3 revs on each foot) 2. Sit spin (3 revs) 3. Camel spin (3 revs)
Pre – Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Spin with one change of position and no change of foot (6 revs) 2. Backward sit spin (3 revs) 3. Camel spin (4 revs)
Preliminary	1:30 max.	<ol style="list-style-type: none"> 1. Spin with one change of foot and one change of position (min. 3 revs each foot) 2. Combination sit spin with change of foot (min. 3 revs each foot) 3. One position spin – skater's choice (upright, sit or camel), (4 revs)
Pre – Juvenile	1:30 max.	<ul style="list-style-type: none"> • Backward entry Camel spin (4 revs) • Combination spin – All 3 basic positions are required (camel, sit, upright), (2 revs in each position) • Forward to backward scratch spin (min 4 revs per foot)
Juvenile & Open Juv.	1:30 max.	<ul style="list-style-type: none"> • Sit spin (4) • Combination spin – with change of foot; all 3 basic positions required 2 revs in each position (min. 4 revs per foot) • Girls – layback spin (6 revs); Boys – camel spin (5 revs)
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Flying camel spin-basic camel position required (5 revs) • Sit spin to backward sit spin-basic sit position required (4 revs per foot) • Combination spin – change of foot & all 3 basic positions required (2 revs in each position & min 5 revs per foot)
Novice	1:30 max.	<ul style="list-style-type: none"> • Illusion to back scratch spin; may change feet (6 revs) • Camel spin to backward camel spin (4 revs per foot) • Combination spin – change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)
Junior	1:30 max.	<ul style="list-style-type: none"> • Flying sit spin or flying reverse sit spin (6 revs) • Solo spin of choice – may not fly (8 revs) • Combination spin – with change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)
Senior	1:30 max.	<ul style="list-style-type: none"> • Flying spin of choice (8 revs) • Solo spin of choice (8 revs) – may not fly • Combination spin – with change of foot, all 3 basic positions required (2 revs in each position & min 6 revs per foot)

EVENT: Adult Spins Challenge

General event parameters:

1. 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. On required elements may be included.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses:

LEVEL	TIME	Rules/Standards
Adult Beginner	1:15	<ol style="list-style-type: none"> 1. Pivot 2. Two-foot upright spin (2)
Adult Pre-Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (3) 2. Two-foot upright spin (3)
Adult Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (4) 2. One-foot back spin (3) 3. Sit spin (3)
Adult Silver	1:30	<ol style="list-style-type: none"> 1. Camel spin (3) 2. Layback, sideways leaning or sit spin (4) 3. Combination spin with at least one change of position, no change of foot (3 in each position)
Adult Gold	1:30	<ol style="list-style-type: none"> 1. Solo spin, no change of foot (4) 2. Second solo spin, different from the first; change of foot optional (4) 3. Combination spin with only one change of foot and at least one change of position (4 each foot)

Masters Intermediate/ Novice	1:30	<ol style="list-style-type: none"> 1. Solo spin of skater's choice (Min. 6 revolutions) 2. Second solo spin, different from the first; change of foot optional (4) May have a flying entry 3. Combination spin that may have more than one change of foot and at least one change of position (4 each foot)
Masters Junior/Senior	1:30	<ol style="list-style-type: none"> 1. Solo spin of skater's choice (Min. 8 revolutions) 2. Solo spin with a flying entry 3. Combination spin that may have more than one change of foot and at least one change of position (4 each foot). May have a flying entry

EVENT: Jumps Challenge

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Pre-juvenile and lower will be skated $\frac{1}{2}$ 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.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. $\frac{1}{2}$ flip or $\frac{1}{2}$ Lutz 3. Single Salchow
High Beginner	1:15 max.	<ol style="list-style-type: none"> 1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – waltz jump-toe loop
No-Test	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single loop 3. Jump combination – Any two $\frac{1}{2}$ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 4. Single toe loop 5. Single flip 6. Jump combination - Any two $\frac{1}{2}$ or single revolution jumps (no Axel)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 4. Single flip 5. Single Lutz 6. Jump combination – Any single jump + single loop (may include Axel)
Pre – Juvenile	1:15 max.	<ul style="list-style-type: none"> • Single Axel or double Salchow • Single or double jump • Jump combination – single/single (may include Axel)
Juvenile & Open Juv.	1:15 max.	<ul style="list-style-type: none"> • Single Axel • Double Salchow or double toe loop • Jump combination – single/single or double/single (may include single Axel)
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Single Axel • Double toe loop or double loop • Jump combination – double/single or double/double (may include single Axel)
Novice	1:30 max.	<ul style="list-style-type: none"> • Double loop • Double flip • Jump combination – double/double (may include double Axel)
Junior	1:30 max.	<ul style="list-style-type: none"> • Choice of double or triple jump (Salchow, toe loop, loop, Lutz) • Double or triple flip • Jump combination – double/double (may include double Axel)
Senior	1:30 max.	<ul style="list-style-type: none"> • Choice of double or triple jump (Salchow, toe loop, loop, flip) • Double or triple Lutz • Jump combination – double/double or triple/double (may include double Axel)

EVENT: Adult Jumps Challenge

General event parameters:

1. Each jump may be attempted twice; the best attempt will be counted.
2. Adult silver and lower will be skated $\frac{1}{2}$ ice; adult gold –will be skated on full ice.

Level	Time	Elements
Adult Beginner	1:00	<ol style="list-style-type: none"> 1. Bunny Hop 2. Mazurka or ballet jump
Adult Pre-Bronze	1:00	<ul style="list-style-type: none"> • Waltz or toe loop jump • $\frac{1}{2}$ flip, $\frac{1}{2}$ Lutz or $\frac{1}{2}$ loop
Adult Bronze	1:00	<ol style="list-style-type: none"> 1. Single Salchow 2. Single toe loop 3. Any single jump + single toe loop combination (No Axels allowed)
Adult Silver	1:15	<ol style="list-style-type: none"> 1. Single flip 2. Single loop 3. Single/single combination (Axel is permitted)
Adult Gold	1:15	<ol style="list-style-type: none"> 1. Single Axel 2. Single Lutz 3. Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow)
Masters Intermediate/Novice	1:30	<ol style="list-style-type: none"> 1. Axel 2. Double Salchow , double toe loop or double loop 3. Jump combination (double/double, single/double or double/single) that may include double Salchow , double toe loop or double loop and any single jump including Axel
Masters Junior/Senior	1:30	<ol style="list-style-type: none"> 1. Double loop or double flip 2. Double Lutz 3. Jump combination that may include any double jump

EVENT: Short Programs (Singles)

Short Programs are to be skated to music of the skater's choice on a full sheet of ice. For Short Program, the current requirements in the USFS Rulebook (also see USFS website).

****Indicates I.J.S Event**

- Juvenile **:** At least the USFS Pre-Juvenile Free Skate Test. Same as the Intermediate Short Program, except single axel only. No double axel or triple jump allowed.
(Age: 12 years of age or younger for girls; 13 years of age or younger for boys)
(Time: 2:10 max)
- Open Juvenile**:** Same as Juvenile.
Age requirement: 13 years of age or older for girls; 14 years of age or older for boys)
(Time: 2:10 max)
- Intermediate**:** At least the USFS Juvenile Free Skate Test.
(Time: 2:10 max)
- Novice**** At least the USFS Intermediate Free Skate Test.
(Time: 2:30 max)
- Junior**:** At least the USFS Novice Free Skate Test.
(Time: 2:40 +/- 10 sec) * **2019- 2020 requirements**
- Senior**:** At least the USFS Junior Free Skate Test.
(Time: 2:40 +/- 10 sec)

EVENT: Step Sequences

General event parameters:

1. Levels are based on the skaters' highest Moves in the Field test passed.
2. Music of skater's choice, including vocal music, not to exceed the max time (less time is fine).
3. Skates perform two different step sequences of their choice; any shape or pattern is permitted; however, skaters must make it clear when their first step sequence ends, and their second begins.
4. Each of the step sequences must include the required steps and/or turns listed for each level.
5. Each step sequence may, and is encouraged to, include additional steps or turns.
6. Each step sequence must utilize the full ice surface.
7. Skaters are encouraged to focus on edge quality, clarity of turns, multi-directional and one-foot skating.

Level	Time	Required elements
Pre-Preliminary	1:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. Forward outside 3-turn 2. Inside mohawk 3. Demonstration of forward outside & forward inside edges
Preliminary	1:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. At least two consecutive forward outside power 3-turns 2. Forward inside 3-turn 3. At least one set of alternating 3-turns (outside or inside)
Pre-Juvenile	1:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. Backward inside 3-turns on each foot 2. Backward outside 3-turns on each foot 3. At least 2 consecutive power pulls (backward or forward)
Juvenile & Open Juv.	1:30 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. Forward outside double 3 (either foot) 2. Forward inside double 3 (either foot) 3. At least 2 consecutive cross strokes (backward or forward)
Intermediate	1:30 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. Choice of backward double 3 2. At least 2 different brackets with clear entry & exit edges 3. Forward inside 1 ½ twizzle 4. Forward outside 1 ½ twizzle
Novice	2:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. At least 2 different counters with clear entry & exit edges 2. Forward outside & forward inside loop (either foot) 3. Backward outside double twizzle 4. Backward inside double twizzle
Junior	2:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. At least 2 different rockers with clear entry & exit edges 2. At least 2 different choctaws 3. Backward outside & backward inside loop (either foot) 4. A combination of at least 3 different turns done on one foot
Senior	2:00	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. At least 1 of each of the following turns: 3-turn, bracket, rocker, counter, choctaw, loop, and twizzle.

	max.	<ol style="list-style-type: none"> 2. A combination of at least 3 different turns, to be selected from counter, rocker, bracket, twizzle and loop, done on one foot. 3. An upper body movement. (Any movements of the arms, head and torso that have an effect on the balance of the main body core.) <p><i>Note: If necessary, skaters may combine items 1 & 2. For example, performing 3 different consecutive turns on one foot may also count towards the requirement of demonstrating all seven of the listed turns/steps.</i></p>
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EVENT: COMPULSORY MOVES

General event parameters:

1. Pre- Preliminary – Juvenile: Elements skated on ½ ice
2. Intermediate – Senior: Elements skated on full-ice
3. Elements may be performed only once and in any order.
4. Music is not allowed.
5. Connecting steps are allowed, but will not be taken into consideration in scoring.
6. The number of revolutions in spins is noted.

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 (may not use a loop or Axel) • Upright spin with change of foot – minimum 3 revolutions on each foot • Choreographic step sequence
Pre- Preliminary	1:15 max.	<ul style="list-style-type: none"> • Lutz jump • Jump combination: single/single (no Axel) • Spin with one change of position and no change of foot – minimum 6 revolutions total • Choreographic step sequence
Preliminary	1:15 max.	<ul style="list-style-type: none"> • Axel jump • Jump combination: single/single (may include Axel) • Spin with one change of foot and one change of position – minimum 3 revolutions on each foot • Choreographic step sequence
Pre – Juvenile	1:15 max.	<p>1. Axel or double Salchow</p> <ul style="list-style-type: none"> • Jump combination: single/single (may include Axel) • Layback spin or camel spin - minimum three revolutions • Step sequence – must include rotating in both directions
Juvenile & Open Juv.	1:15 max.	<ul style="list-style-type: none"> • Double Salchow or double toe loop • Jump combination: single/single or double/single • Layback spin or camel spin - minimum four revolutions • Step sequence – must include 3 difficult turns and rotating in both directions
Intermediate	1:30 max.	<ul style="list-style-type: none"> • Double Salchow, double toe loop or double loop • Jump combination: single/single or double/single, double/double • Flying spin, minimum five revolutions • Step sequence – must include 4 difficult turns and rotations in both directions
Novice	1:30 max.	<ul style="list-style-type: none"> • Double loop or double flip • Jump combination: double/single or double/double • Flying spin - minimum six revolutions • Step sequence – must include 5 difficult turns and rotations in both directions

Junior	1:30 max.	<ul style="list-style-type: none"> • Double flip or double Lutz • Jump combination: double/double or triple/double • Combination spin - minimum 10 revolutions all 3 basic positions required (min 5 on each foot) • Step sequence – must include 7 difficult turns and rotations in both directions
Senior	1:30 max.	<ul style="list-style-type: none"> • Double Lutz or Double Axel • Jump Combination: double/double or triple/double • Combination spin- all 3 basic positions required (min 6 revs on each foot) • Step sequence- must include 7 difficult turns and rotations in both directions

EVENT: Adult Compulsory Moves

General event parameters:

1. Pre-Bronze to Silver: Elements skated on ½ ice
2. Gold/Masters: Elements skated on full-ice
3. Elements may be performed only once
4. Music is not allowed
5. Minimum number of revolutions is noted in parentheses

Level	Time	Elements
Adult Beginner	1:30 MAX	<ul style="list-style-type: none"> • Bunny hop • <u>Mazurka</u> • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • <u>Alternating right and left forward inside and outside edges across the width of the ice (one inside edge on each foot and one outside edge on each foot)</u>
Adult High Beginner	1:30 MAX	<ul style="list-style-type: none"> • Waltz Jump • ½ Flip • <u>Forward upright spin (Min. 3 revolutions)</u> • <u>Backward outside 3-turn right and left</u> • <u>Alternating right and left backward outside and inside edges across the width of the ice (one inside edge on each foot and one outside edge on each foot)</u>
Adult Pre-Bronze	1:30 MAX	<ul style="list-style-type: none"> • <u>Single Toe Loop</u> • Jump combination or sequence consisting of only ½ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in combination and 3 jumps in a sequence • <u>Forward upright spin (Min. 3 revolutions)</u> • 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 <u>either direction</u> • Forward spiral (any edge)
Adult Bronze	1:30 MAX	<ul style="list-style-type: none"> • Single Salchow • Waltz jump – toe loop combination jump • Backward Upright Spin – entry optional (Min. 3 revolutions) • <u>Backward inside 3-turn right and left</u> • Spiral sequence (Min. 2 spirals)
Adult Silver	1:30 MAX	<ul style="list-style-type: none"> • Single loop • Single/single jump combination • Sit spin (Min. 3 revolutions) • Straight line step sequence
Adult Gold	1:30 MAX	<ul style="list-style-type: none"> • Single Lutz or Axel • Single/single or single/double jump combination • Camel spin (Min. 4 revolutions)

		<ul style="list-style-type: none"> • Straight line step sequence
Masters Intermediate/Novice	1:30 MAX	<ul style="list-style-type: none"> • Axel, double Salchow , double toe loop or double loop • Jump combination (double/double, single/double or double/single) that may include double Salchow , double toe loop or double loop and any single jump including Axel • Solo spin of skater's choice (Min. 6 revolutions) • Straight line step sequence
Masters Junior/Senior	1:30 MAX	<ul style="list-style-type: none"> • Choice of any double jump • Jump combination that may include any double jump • Solo spin of skater's choice (Min. 8 revolutions) • Straight line step sequence

EVENT: ADULT SINGLES FREE SKATE EVENTS

General Parameters:

Events are open to Adults 21 years and older. Requirements are listed in the USFS Rulebook and on the USFS website.

Adult Pre- Bronze: No completed tests higher than USFS Pre- Preliminary or Adult Pre- Bronze Free Skate.
USFS Rule 6560 and 6561.
(Time: 1:40 max)

Adult Bronze: No completed tests higher that USFS Preliminary Free Skate or Adult Bronze Free Skate.
USFS Rule 6550 and 6551
(Time: 1:50 max)

Adult Silver: No completed test higher than USFS Pre-Juvenile Free Skate or Adult Silver Free Skate.
USFS Rule 6540 and 6541
(Time: 2:10 max)

Adult Gold: No completed test higher than the USFS Juvenile FS or Adult Gold Free Skate.
USFS Rule 6530 and 6531
(Time: 2:40 max)

Adult Masters Intermediate–Novice
Refer to USFS Rule 6520 and 6521 for test and element requirements.
(Time: 3:10 max)

Adult Masters Junior-Senior
Refer to USFS Rule 6510 and 6511 for test and element requirements.
(Time: 3:40 max)

EVENT: Well Balanced Free Skate Programs

Skaters may enter either Excel Series **OR** the Well-Balanced Free Skate Program both **NOT** both. Skaters are required to comply with the “well balanced program” requirements outlined in the current USFS Rule Book. Skaters may skate at their test level or one level higher.

- No Test**:** May not have passed any USFS Free Skate Test.
(Time: 1:40 max)
- Pre- Preliminary**:** At least the USFS Pre-Preliminary Free Skate.
(Time: 1:40 max)
- Preliminary**:** At least the USFS Pre-Preliminary Free Skate.
(Time: 1:30 +/- 10 sec)
- Pre-Juvenile**:** At least the USFS Preliminary Free Skate Test.
(Time: 2:00 +/- 10 sec)
- Juvenile**:** At least the USFS Pre-Juvenile Free Skate Test.
Age: 12 years of age or younger for girls; 13 years of age or younger for boys.
(Time: 2:20 +/- 10 sec)
- Open Juvenile**:** At least the USFS Pre-Juvenile Free Skate Test.
Age: 13 years of age or older for girls; 14 years of age or older for boys.
(Time: 2:20 +/- 10 sec)
- Intermediate**:** At least the USFS Juvenile Free Skate Test.
(Time: 3:00 +/- 10 sec)
- Novice**:** At least the USFS Intermediate Free Skate.
(Time: 3:30 +/- 10 sec)

Junior:** At least the USFS Novice Free Skate Test.
(Time: 3:30 +/- 10 sec)

Senior:** At least the USFS Junior Free Skate Test.
(Time: 4:00 +/- 10 sec)

**** Indicates I.J.S.**



EVENT : EXCEL SERIES

General event parameters:

- Skaters may **not** enter both a Well-Balanced Free Skate event and an Excel Free Skate event.
- 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.
- **All information on the Excel Program can be located on the USFS website with the test requirements and the required elements for each level, along with the required time of the programs.**
- The **IJS** will be used for the Excel Pre-Juvenile and above events *.
- The **6.0** judging system will be used for the Excel Beginner through Excel Preliminary Plus level.

Excel Beginner Free Skate
Excel High Beginner Free Skate
Excel Pre- Preliminary
Excel Preliminary
Excel Preliminary Plus
Excel Pre- Juvenile *
Excel Pre- Juvenile Plus *

Excel Juvenile *
Excel Juvenile Plus *
Excel Intermediate *
Excel Novice *
Excel Junior *
Excel Senior *

*** Indicates IJS events**

EVENT: Solo Pattern Dance

Introductory steps and poses cannot exceed eight measures of music. The dance listed will be skated alone. The number of patterns skated will be set by the event referee (Rule8075). Male and female will be combined.

Preliminary:	Rhythm Blues, Dutch Waltz. (No test or passed Preliminary)
Pre-Bronze:	Swing Dance, Fiesta Tango (Passed Preliminary or Pre- Bronze)
Bronze:	Hickory Hoedown, Ten- Fox (Passed Pre- Bronze or Bronze)
Pre-Silver:	Foxtrot, Fourteenstep (Passed Bronze or Pre-Silver)
Silver:	Rocker Foxtrot, American Waltz (Passed Pre-Silver or Silver)
Pre-Gold:	Paso Doble, Starlight Waltz (Passed Silver or Pre- Gold)
Gold:	Westminster Waltz, Quickstep (Passed Pre-Gold or Gold)

EVENT: Adult Solo Pattern Dance

Introductory steps and poses cannot exceed eight measures of music. The dances listed will be skated alone. The number of patterns skated will be set by the event referee (Rule 8075). Male and female will be combined. (Same test requirements or equivalent as above). Age Requirement: 21 years and older.

Preliminary:	Rhythm Blues, Dutch Waltz	
Pre- Bronze:	Swing Dance, Fiesta Tango	
Bronze:	Fiesta Tango, Willow Waltz	USFS Rule 8661
Pre- Silver:	Willow Waltz, Fourteen step	USFS Rule 8651
Silver:	Foxtrot, American Waltz	USFS Rule 8641
Pre- Gold:	American Waltz, Paso Doble	USFS Rule 8631
Gold:	Starlight Waltz, Argentine Tango	USFS Rule 8621

EVENT: Partnered (Couples) Pattern Dance

Open to all qualified skaters. Partners must be male/female. Skaters are required to comply with the requirements outlined in the current USFS Rule Book . The number of patterns skated will be set by the event referee (Rule 8075).

Pre-Juvenile:	Dutch Waltz, Cha Cha	(8461B)
Juvenile:	Hickory Hoedown, Ten-Fox	(8451 B)
Intermediate:	Foxtrot, American Waltz	(8441B)
Novice:	Westminster Waltz, Kilian	(8431B)

EVENT: Adult Partnered (Couples) Pattern Dance

Open to All Adult couples (male/female). Age requirements: both partners must be 21 years or older. The number of patterns skated will be set by the event referee. Rule 8075. For test requirements, see current USFS rulebook or USFS website.

Adult Pre- Bronze:	Dutch Waltz, Rhythm Blues	(8591)
Adult Bronze:	Cha Cha, Ten-Fox	(8581)
Adult Pre- Silver:	Willow Waltz, Hickory Hoedown	(8571)
Adult Silver:	European Waltz, Tango	(8561)
Adult Pre- Gold:	American Waltz, Paso Doble	(8531)
Adult Gold:	Kilian, Starlight Waltz	(8521)

EVENT: Rhythm Dance (Couples Only) Events

Open to all qualified skaters. Partners must be male/female. Skaters are to comply with the requirements outlined in the current USFS Rulebook in sections 8421 and 8411. Adult and youth couples will be grouped together.

- Junior:** See USFS website for rhythm. (Time: 2:50 +/- 10 sec)
- Senior:** See USFS website for rhythm. (Time: 2:50 +/- 10 sec)

EVENT: Couples Free Dance

Open to all qualified skaters. Partners must be male/female. Skaters are required to comply with the requirements outlined in the current USFS Rule Book.

- Pre- Juvenile:** At least 1 Preliminary Dance. USFS Rule 8462
(Time: 2:00 +/- 10 sec)
- Juvenile:** At least 2 Preliminary Dances. USFS Rule 8452
(Time: 2:15 +/- 10 sec)
- Intermediate:** At least USFS Juvenile Free Dance Test. USFS Rule 8442
(Time: 2:30 +/- 10 sec)
- Novice:** At least USFS Intermediate Free Dance Test. USFS Rule 8432
(Time: 3:00 +/- 10 sec)
- Junior:** At least USFS Novice Free Dance Test. USFS Rule 8422
(Time: 3:30 +/- 10 sec)
- Senior:** At least USFS Junior Free Dance Test. USFS Rule 8412
(Time: 4:00 +/- 10 sec)

EVENT: Adult Solo Free Dance Event

- Adult Gold :** Time: 2:40 +/- 10 sec USFS Rule 8701
- Adult Silver:** Time: 2:00 +/- 10 sec USFS Rule 8721
- Adult Bronze:** Time 1:40 +/- 10 sec USFS Rule 8741

SNOWPLOW SAM – BASIC 6 ELEMENTS

Format: All skaters 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 • Beginning snowplow stop on two-feet or one-foot • Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one-foot glide(no variations), 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 counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise, or counterclockwise • Forward crossovers, 4-6 consecutive, clockwise and counterclockwise • Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Beginning one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
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, clockwise and counterclockwise • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Basic forward spiral on a straight line(no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg held position and entry • T-stop, right or left

SNOWPLOW SAM – BASIC 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 the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- 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. Bonus skills from the same level or below are allowed but will not be judged elements.

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 (no variations), 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 • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
Basic 4	1:10 max.	<ul style="list-style-type: none"> • Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, 4-6 consecutive, clockwise and counterclockwise • Backward ½ swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
Basic 5	1:10 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, clockwise and counterclockwise • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
Basic 6	1:10 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg held position and entry • T-stop, right or left

PRE-FREE SKATE – FREE SKATE 1-6 COMPULSORY

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

1. To be skated on ½ ice.
2. No music
3. The skater must demonstrate the required elements listed
4. **Bonus skills from the same level or below are allowed but will not be judged elements.**
5. A 0.2 deduction will be taken for each element performed from a higher level.
6. Time: 1:15 maximum

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 counterclockwise • Basic 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 stroking, 4-6 consecutive powerful strokes • Backward outside three-turns, right and left • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin) - minimum 4 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Backward inside three-turns, right and left • Beginning back spin- maximum 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, 2 sets clockwise and 2 sets counterclockwise • 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 3 revolutions • Half loop jump (Euler) • 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 3 revolutions • Waltz jump-loop jump combination

		<ul style="list-style-type: none"> • Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Forward power pulls, minimum 3 on each foot • Camel, sit spin combination - minimum of 4 revolutions total • Waltz jump, half loop (Euler), Salchow jump combination • Beginning 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 steps and transitions should be demonstrated throughout the program.

- 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. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

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 counterclockwise • Basic one-foot upright spin, optional entry and free-foot position- minimum 3 revolutions • Mazurka • Waltz jump • <i>NOT ALLOWED -Waltz jump, side toe hop, waltz jump</i>
Free Skate 1	1:40 max.	<ul style="list-style-type: none"> • Forward stroking, 4-6 consecutive powerful strokes • One-foot upright spin, entry from backward crossovers, with free foot in crossed leg position (scratch spin) - minimum 4 revolutions • Toe loop jump • Half flip jump • <i>NOT ALLOWED – Waltz jump/toe loop combination</i>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside spiral (right and left) and forward inside spiral (right and left) on a continuous axis • Beginning back spin- maximum 2 revolutions • Half Lutz • Salchow jump • <i>NOT ALLOWED – Salchow/toe loop combination</i>
Free Skate 3	1:40 max.	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • 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 • <i>NOT ALLOWED – Waltz/loop combination</i>
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 3 revolutions • Half Loop jump (Euler) • Flip jump • <i>NOT ALLOWED – Waltz/half-loop/Salchow sequence</i>
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 3 revolutions

		<ul style="list-style-type: none"> • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Creative step sequence using a variety of three turns, Mohawks and toe steps • Camel, sit spin combination - minimum of 4 revolutions total • Waltz jump/ half-loop (Euler)/Salchow jump combination • Beginning Axel jump

EVENT: Light Entertainment and Dramatic Entertainment Showcase Events*

Light Entertainment Showcase should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.

Dramatic Entertainment Showcase should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions.

Props and scenery are permitted.

Level will be determined by the highest free skate or dance test passed. Skaters may compete at the highest level they have passed or skate up to one level higher.

Determination of level will be based upon test requirement at the entry deadline.

Except for Adult events, skaters must compete at the highest level for which they qualify.

*Please be sure to specify **Light Entertainment** or **Dramatic Entertainment** when registering for your event.

Event	- Must meet requirements passed free skating or dance test (solo or partnered)	Must not have passed	Age	Time
No Test	- No Free Skate test passed	Pre-Preliminary Free Skate Any Free Dance	No minimum (max age 20)	1:30 max
Pre-Preliminary	- Pre- Preliminary Free Skate	Preliminary Free Skate	No minimum (max age 20)	1:30 max
Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate OR Juvenile Free Dance	No min. Max age 20	1:40 max
Pre-Juvenile	Pre-Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No min. Max age 20	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	Under 13	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	13-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max

Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance	No age restriction	2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance	No age restriction	2:40 max
Senior	Senior Free Skate OR Senior Free Dance	N/A		2:40 max

EVENT: Adult Light Entertainment and Dramatic Entertainment Showcase Events

Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Pre-Bronze	Adult Pre-Bronze Free Skate OR Pre-Preliminary Free Skate	Adult Bronze Free Skate Preliminary Free Skate OR Any Free Dance	21 and older	1:40 max
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile Free Skate (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3rd Figure (prior to 10/1/77)	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5th Figure Test (prior to 10/1/77)	21 and older	1:40 max

Please be sure to specify either Adult Light Entertainment OR Adult Dramatic Entertainment when registering for your showcase event.

ISI PROGRAM MEMBERS: If you are in an ISI program, please use the conversion chart below to determine your appropriate competition level to enter.

If you passed ISI level	Enter USFS level	If you passed ISI level	Enter USFS level
Tot or Pre-Alpha (age 7 and older) Alpha	Basic 1	Freestyle 8 / Open Platinum	Junior or Senior
Advanced Pre-Alpha	Basic 2	Freestyle 9 / Open Platinum	Senior
Advanced Pre-Alpha	Basic 3	Freestyle 10 / Open Platinum	Senior
Alpha/Gamma	Basic 4	Freestyle 2 / Open Bronze	Adult Pre-Bronze
Beta	Basic 5	Freestyle 3 / Open Bronze	Adult Bronze
Delta	Basic 6	Freestyle 4 / Open Silver	Adult Silver
		Freestyle 5 / Open Gold	Adult Gold
Gamma-Freestyle 1	Pre-Free Skate-Free Skate 6*	Dance 3	Preliminary Dance
Freestyle 2 or 3 / Open Bronze	Pre-Preliminary	Dance 4	Pre-Bronze Dance
Freestyle 4 / Open Silver	Preliminary	Dance 5	Bronze Dance
Freestyle 5 / Open Silver	Pre-Juvenile	Dance 6	Pre-Silver Dance
Freestyle 6 / Open Gold	Juvenile or Intermediate	Dance 7	Silver Dance
Freestyle 7 / Open Platinum	Novice	Dance 9	Pre-Gold Dance

LEARN TO SKATE – COMPETE USA EVENTS

The initial registration fee of **\$ 50.00** covers the first Learn to Skate- Compete USA event entered. If you choose to enter an **additional** Learn to Skate-Compete USA event, a **\$ 25.00** fee is required.

The Learn to Skate – Compete USA events are:

1. Basic Program: Snowplow Sam- Basic 6
2. Pre-Free Skate- Free Skate 6 Program
3. Snowplow Sam – Basic 6 Elements
4. Pre- Free Skate- Free Skate 6 Compulsory

IF you choose to enter other events offered in the competition (Spins, Jumps, Showcase etc.), those events will be \$ 45.00 for each subsequent event entered.

2019

**THE 33rd FLORIDA STATE GAMES
FIGURE SKATING CHAMPIONSHIPS**

DATES

Friday, May 17– Sunday, May 19, 2019

SITE

Advent Health Center Ice
3173 Cypress Ridge Road
Wesley Chapel, Florida 33544
813-802-7372

SCHEDULE

The competition schedule will be available online at www.sunshinestategames.com by **May 1, 2019**, and will be available at athlete check-in. Skating order and groups will be posted at the rink on **May 16, 2019**. Skating groups (not skating order) will be posted online if needed.

ENTRY REQUIREMENTS

1. The initial individual registration fee for **ALL skaters** is \$50.00 per person.
2. For each **non IJS Event**, the fee is \$50.00 per skater for their first event, and \$45.00 for each subsequent event entered. Therefore, an athlete entering 2 non IJS events will pay \$ 145 (\$50+\$50+\$45).
1. For each **IJS singles event** the fee is \$70.00 per skater per event. Therefore, an athlete entering 2 IJS single events will pay \$190 (\$50+\$70+\$70).
2. **IJS pairs**: Each partner/skater will pay the individual registration fee of \$ 50.00 and each partner/skater will pay \$35.00 each to total up to the \$ 70.00 to cover the cost of the **IJS** pair event. If the pair chooses to skate an additional pair event, and additional \$ 35.00 each is required.
3. **Couples/ partnered dance events**. Each skater will pay the registration fee of \$ 50.00 and each partner/skater will pay \$25.00 each to total up to the \$50.00 to cover the cost of the the event entered.
6. **Learn to Skate- Compete USA Skater**: the initial individual registration fee of \$50.00 will cover their first event. If they choose to enter a second Learn to Skate-Compete USA event an additional \$25.00 is required. If they choose to enter any other events offered in the competition, (Spins, Jumps, Showcase, etc.) those events will be \$45.00 for each subsequent event entered.
7. Your registration includes an official Sunshine State Games T-Shirt. NO REFUNDS.
8. **The IJS Scoring System** will be used for the following events:
 - All Pairs Free Skating Program and Pairs Short Program events.
 - All Singles Short Programs events.
 - All Well Balanced Free Skate Program events.
 - Excel Series: Pre- Juvenile and above events.
- . **IJS forms** can be completed online at www.usfsaonline.org

9. The **6.0 judging system** will be used for the following events:
All Spins Challenge, All Jumps Challenge, All Compulsory Moves, Step Sequences,
Adult Free Skating Events, All Dance Events, All Compete USA/Learn to Skate Events,
All Showcase Events. And Excel Preliminary Plus and below events.
10. All applicants must complete an Official Sunshine State Games entry form and Waiver of Liability and submit them by the entry deadline.
11. All entries must be **postmarked by April 17, 2019 or register online by April 21, 2019 at www.sunshinestategames.com**
12. Late entries may be accepted at the **discretion of the Event Director** and must be accompanied by a **\$ 50 late fee.**
13. **NO** registration additions will be taken the day of the event.
14. Any changes requested after **May 1, 2019** are at the discretion of the Event Director and will require a **\$ 35 change fee per event changed.**
15. It is the responsibility of the applicant to confirm their registration by visiting **www.sunshinestategames.com** or calling toll-free 1-866-FLGAMES (866-354-2637).
16. Age and test level will be determined by **April 17, 2019.**
17. Unless otherwise stated in all events, skaters may skate at their test levels or one higher.
18. Skaters who skate both ISI and USFS must use their USFS test level as their guideline in entering events. Skaters who skate only ISI and have not taken any USFS test, may skate at their ISI test level or one level lower to place themselves on a more even and competitive level with the USFS competitor. Please refer to the chart on page 24 of the announcement for levels.

FORMAT

1. All event requirements will be in accordance to USFS regulations. A description of elements, moves, and time requirements will be available online at **www.sunshinestategames.com**.
2. Athletes must check-in with the ice monitor at the ice at least 15 minutes prior to the scheduled competition time for each event in which they are competing. Athlete Check-in, where athlete pick-up their shirts and goodie bags, is NOT event check-in.

AWARDS

1. Gold, Silver and Bronze medals will be awarded to the first, second and third place finishers in each event. Ribbons will be awarded to 4th – 6th place in the Learn to Skate-Compete USA events.
2. The Dorothy Dodson Award, named after veteran Figure Skating Judge, Dorothy Dodson, recognizes the highest combined score in the Intermediate Ladies Free Skating and Short Program events. This Award will be presented at the end of competition.
3. The Elizabeth “Betty” Stark Award, named after veteran Figure Skating Judge, Elizabeth “Betty” Stark recognizes the Juvenile Girl with the highest points in the Juvenile Girls Free Skate program. This award will be presented at the end of the competition.

SPORT RULES

1. This competition will be conducted in accordance with United States Figure Skating (USFS) rules, as per the current rulebook, unless stated otherwise.
2. This event is sanctioned by United States Figure Skating (USFS).

PRACTICE ICE

Limited practice ice will be available during competition dates and will be included in the schedule. Do not call Florida Hospital Center Ice for practice ice sessions during the dates of competition. Practice ice sessions during competition will be sold online from **May 9- May 16, 2019** and limited to the **first 25**

skaters at a cost of \$20 per 30-minute session (**Do not include** practice ice fees with entry fees). **NO REFUNDS**. Any time after **May 16, 2019**, practice ice can be purchased on-site between the hours of athlete check-in.

Please note that **NOT** all events receive Official Practice Ice. Official Practice Ice will be offered only if it is feasible based upon final competition schedule, number of participants in the event, and available Official Practice Ice time available.

Additional practice ice will be available at Florida Hospital Center Ice. Please click the link below to register for these sessions as registration is only available online or in person. Practice ice may not be purchased over the phone.

MUSIC

All competition music must be on CD and clearly labeled with the skater's name, event and running time on the side that is to be played. No **cassette tapes, mini disc** or **DATS**. CD's must only have one track per CD in a format that is widely readable by most CD players. CD/RW is discouraged. I phone/I pod music replay is also discouraged. Music must be turned into athlete check-in on the day of competition, and no later than one hour before the skater's first event. All skaters should have a back-up copy of their music readily **available at rink side** during their event if it is needed. Music may be picked up at athlete check-in after each event, but only by the athlete, coach or guardian. Athletes may not pick up music for any other persons.

VOLUNTEERS

The Florida Sports Foundation is always seeking volunteers to help with athlete check-in and running music at the Sunshine State Games Figure Skating Championships. Anyone interested in volunteering should visit the volunteer section of the Sunshine State Games website at www.sunshinestategames.com.

FSF STAFF CONTACT

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