

# EVENT INFORMATION

## WARM-UP TIMES

- 5 minutes: Interpretive Spotlight, Team Interpretive, Pairs, Open Freestyle, Dance Figures, Artistic, Freestyle, Family Spotlight, Solo Spotlight, Couples Spotlight, Rhythmic, Team Compulsories, Tots -- Delta
- 3 minutes: Jump & Spin (1.5 minutes for each, first jumpers, then spinners)  
Footwork, Ensemble
- 0 minutes: Production  
(built-into Production event times)



## INTERPRETIVE SPOTLIGHT

The first skater in each warm-up event group will be asked to report to the chaperone area early to hear the music for the first time. All other skaters will hear the music during warm-up and just before they skate.

- (1) First skater in each warm-up group -- report to chaperone area early. Just before warm-up, we will play the music for the first time for that skater.
- (2) During warm-up, we will play music two more times for all skaters.
- (3) All but first two skaters are taken somewhere they can't hear the music.
- (4) While first skater performs; second skater will sit or stand with back to the ice surface, face to the wall, to hear the music one more time. Same procedure to be repeated for each additional skater in that warm-up.

## TEAM JUMP & SPIN

Skaters enter the ice as a team. The first skater performs their choice of a required maneuver two times, followed by the second skater performing their choice of a required maneuver two times, etc. Only the best attempt of each required element will be judged. Only the technical accuracy of the required jump is judged; difficulty of the chosen element is not considered.

### **2-Person Jump & Spin:**

<i>Low (Pre-Alpha -- Delta)</i>	2-Foot Hop or Bunny Hop 2-Foot Spin
<i>Bronze (Freestyle 1-3)</i>	1/2 Flip or Toe Loop 2-Foot or 1-Foot Spin
<i>Silver (Freestyle 4-5)</i>	Half Loop or Axel Sit Spin or Backscratch Spin
<i>Gold (Freestyle 6-7)</i>	Double Salchow or Double Toe Loop Layback or Flying Camel
<i>Platinum (Freestyle 8-10)</i>	Double Loop or Double Lutz Flying Sit or Camel-Jump-Camel

### **4-Person Jump & Spin Team:**

<i>Low (Pre-Alpha -- Delta)</i>	2-Foot Hop or Bunny Hop; Waltz Jump; 2-Foot Spin; Pivot
<i>Medium (Freestyle 1-3)</i>	1/2 Flip or Toe Loop; Waltz Jump or Salchow; 2-Foot or 1-Foot Spin; Pivot (Forward or Backward)
<i>Intermediate (Freestyle 4-5)</i>	Half Loop or Axel; Flip or Lutz Jump; Sit Spin; Backscratch Spin or Camel Spin
<i>High (Freestyle 6-10)</i>	Db1 Salchow or Db1 Toe Loop; Split or Opposite Jump; Layback or Flying Camel; Flying Sit Spin or Flying Back Sit (Open Axel Sit) Spin