2019 COMPETE USA
South Florida Basic Skills Series

Events to take place at:

Kendall Ice Arena Date: March 3, 2019
10355 Hammocks Blvd Miami, FL 33196
Phone: 305-386-8288
Email: info@kendallicearena.com
Competition
Director: Kent Johnson
Competition Application Deadline: February 3, 2019

Pines Ice Arena Date: April 28, 2019
12425 Taft Street Pembroke Pines, Fl 33028
Phone: 954-704-8700
Email: silverbladesusa@yahoo.com
Competition Director: Jennifer Houghton Morris
Competition Application Deadline:
March 28, 2019

Palm Beach SkateZone
Date: March 30 - 31, 2019
8125 Lake Worth Rd.
Lake Worth, FL 33467
Phone: 561-963-5900
Email: audra@pbskatezone.com
Competition Director: Audra Leech
Competition Application Deadline:
March 2, 2019

Competition Website: basicskillsflorida.com - Competition Entries: entryeeze.com

MISSON STATEMENT: To give Florida skaters a chance to develop their Learn to Skate USA Skills in a fun competitive environment. During the competition season, skaters will have the chance to compete at three different arenas and earn points for a final standing. *Trophies will be awarded to all skaters who compete in at least two of the scheduled competitions. *See "Series" Point System Rules.

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

COMPETITION ANNOUNCEMENT

The **Compete USA South Florida Basic Skills Competition Series** is sponsored equally by and will be held at Kendall Ice Arena, Palm Beach SkateZone, and Pines Ice Arena. Competition packages will be available on the official competition website (basicskillsflorida.com), entryeeze.com and at all three arenas before and during the run of the "Series." Competition information and results will be posted at each rink and on the official competition website: www.basicskillsflorida.com.

ELIGIBILITY RULES FOR PARTICIPANTS

The competition is open to ALL skaters who are current eligible (ER 1.00) members of the Learn to Skate USA program, 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 Learn to Skate USA or a member club. There will be no more than six competitors maximum in an event and all six will receive an award medal.

Eligibility and Test Requirements:

Eligibility will be based on skill level as of closing date of entries. All **Snowplow Sam and Basic Skills 1-6** 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 **Pre-Free Skate, 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. Skaters may not compete at more than one level in the same type event at 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.

ELIGIBILITY RULES FOR INSTRUCTORS/COACHES

Important notice for all coaches

Coaches will need to check in at each Series competition registration desk and show a government issued photo I.D. to receive a credential. The Local organizing committee (LOC) will have a list of coaches who are cleared for a credential at the competition. For coaches who are NOT on the list, the LOC will ask to see proof of membership in U.S. Figure Skating and the PSA, a Coaches Registration Card, Proof of Category A or B compliance in CER, and a photo ID at check in. Basic Skills Instructors, who only work with Basic Skills skaters, may coach; provided that they are Learn to Skate USA registered Instructors (they may not coach at levels requiring official USFS testing). If a coach cannot provide a photo I.D. and is not on the compliant coaches list or cannot produce the necessary documents, he or she will not be allowed a credential - no exceptions. We strongly urge all coaches to have their cards with them.

The status of coaches/instructors can be determined by checking the lists on the U.S. Figure Skating website. This report can be found on www.usfigureskating.org and go to "Coaches" and click on the "Information for Clubs" or "Basic Skills Instructor Registration" pages.

If a coach/ instructor attempts to work at an event without the proper credentials, he or she is in violation of U.S. Figure Skating ethics and code of conduct rules and, as such, is subject to disciplinary action.

USFS RULE 3120 Basic Skills Competitions – Officials

3121 For Compete USA competitions, three judges not related to the competitors are required for each event. Judges may be any official U.S. Figure Skating or Skate Canada judge or any other qualified eligible or ineligible person in skating who is a U.S. Figure Skating member and/or a Learn to Skate USA member.

3122 For Compete USA competitions, the member club or other organization sponsoring and conducting the competition shall approve all judges and officials. All persons serving as judges and officials shall be at least 16 years of age.

ENTRIES AND FEES – Entry to each Series competition is made by signing up on the internet through Entryeeze. For a link to register, please go to www.entryeeze.com. Please see the competition package cover sheet for competition entry deadlines. All entries must be registered with Entryeeze no later than one month before the competition date of each arena. The entry fee is $90.00 and includes an Elements or Compulsory event and a Basic Program with Music or a Freeskate Program with Music event. Each additional event is $30.00. Entry fees are per person; and must be paid in U.S. dollars. Late entries will be accepted at the discretion of the competition director of the arena in question; and will be subject to a late fee of $25.00. There will be NO REFUNDS after the competition entry closing date, unless an event is cancelled by any of the 5 sponsors.

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

AWARDS - Medals will be awarded by the organizers of each competition to ALL competitors who complete an event. Any skater who competes in the minimum required two (2) events (Elements/Compulsory and Music Program) in three (3) "Series" competitions will be eligible to win a final placement trophy. (Please see the attached point system chart for a complete detailed explanation of the point system). Extra points can be earned from participation in any of the additional Series events.

SCHEDULE OF EVENTS - Will be posted online at: basicskillsflorida.com; and emailed to each participating arena (for posting) no later than one week prior to the start of each competition.

PRACTICE ICE - Practice ice will be available at each arena before the start of each competition. A schedule of Practice Ice will be posted along with the competition schedule. Reservations with payment must be made through the arena hosting the competition. Each practice session must be paid in full prior to taking the ice. A maximum of 20 skaters will be allowed on the ice during any one session.

MUSIC –Music for free skating programs and showcase must be provided on CD. CDs should be clearly marked with the following: skater's name, event entered, home club/arena name, and coach name. CDs should have only one track recorded and no mini CDs are allowed. CDs must be turned in at the time of registration. Time duration is always ± 10 seconds. We encourage you to have an additional copy of the music in case of emergency.

PHOTOGRAPHER/VIDEOGRAPHER - A photographer/videographer may be available at each rink during the competitions. If so, photographs/video will be taken of all individual participants and award ceremonies. Contact the arena hosting the competition for more information.

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

HOTEL ACCOMODATIONS – The following Hotels are near the participating facilities and may have agreed to offer the participants attending the competition a discounted rate.

For Kendall Ice Arena

Best Western – Kendall
Hotel and Suites
8560 SW 124th Avenue
Miami, Florida 33183
(305)-271-4848
For Reservations Call 1-800-WESTERN
Ask for Kendall Ice Arena Discount

Holiday Inn Express
11520 North Kendall Drive
Miami, Fl 33176 305-279-8688
gm@hiekendalleastmiami.com
Ask for Kendall Ice Arena Discount

Best Western Plus Kendall Airport & Suites
13700 SW 139th Ct. Miami, FL 33186
Reservations 305-969-1600
Group Reservations 305-969-4500
Ask for Kendall Ice Arena Discount

Comfort Suites
3901 SW 117th Ave
Miami, FL
(305) 220-3901

Ameri Suites
11520 SW 88th St
Miami, FL
(305) 279-8688

RAMADA Limited South-
Miami/Dadeland 7600
N. Kendall Drive Miami,
FL 33156 (305)-595-6000
Fax 305-279-6988

For Pines Ice Arena

Residence Inn by
Marriott 14700 Hotel
Road Miramar, FL 33027
Office: 954-450-2717 Fax:
954-450-9395

Holiday Inn Express & Suites
14651 NW 20th Street
Pembroke Pines, Fl 33028
Tel. (954)430-9404
Fax. (954)689-4183

Courtyard by Marriott
14500 Hotel Road
Miramar, FL, 33027
Office: 954-450-1801
Fax: 954-450-9130

For Palm Beach SkateZone

Hampton Inn
(In rink parking lot)
8205 Lake Worth Rd.
Lake Worth, Fl. 33467
(561)472-5980

Hampton Inn and Suites
2155 Wellington Green Drive
Wellington, Fl. 33414
561-472-9696

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

SNOWPLOW SAM – BASIC 6 ELEMENTS

Two format options for the Elements Event:

1. Each skater will perform each element when directed by a judge/referee OR
2. Skater will perform one element at a time in the order listed below (no excessive connecting steps or choreography)
   Judge/referee directed example: 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 (determined by the LOC)
- No music
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant
- **All elements must be skated in the order listed.**

Level	Time	Skating rules/standards
Snowplow Sam	1:00 max.	• 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.	• 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.	• 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.	• 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.	• 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	1:00 max.	• 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.	• 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

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

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 with music.
- 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.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	• 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.	• 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.	• 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.	• 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	1:10 max.	• 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.	• 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.	• 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 entry and free leg position • T-stop, right or left

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

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.

- To be skated on ½ ice.
- No music
- The skater must demonstrate the required elements listed
- **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: 1:15 maximum

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max.	• 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.	• 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.	• 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.	• 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.	• 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.	• Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum 3 revolutions • Waltz jump-loop jump combination • Lutz jump
Free Skate 6	1:15 max.	• 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

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

PRE-FREE SKATE – FREE SKATE 1-6 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.	• 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 • *NOT ALLOWED -Waltz jump, side toe hop, waltz jump*
Free Skate 1	1:40 max.	• 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 • *NOT ALLOWED – Waltz jump/toe loop combination*
Free Skate 2	1:40 max.	• 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 • *NOT ALLOWED – Salchow/toe loop combination*
Free Skate 3	1:40 max.	• 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 • *NOT ALLOWED – Waltz/loop combination*
Free Skate 4	1:40 max.	• Forward power 3's, 2-3 consecutive sets, right or left • Sit spin – minimum 3 revolutions • Half Loop jump (Euler) • Flip jump • *NOT ALLOWED – Waltz/half-loop/Salchow sequence*
Free Skate 5	1:40 max.	• Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin – minimum 3 revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	• 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

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

EXCEL 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 ½ ice.
- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum
- *Skaters may have the option to skate one level higher in compulsories than free skate program.*

Level	Time	Skating rules/standards
Excel Beginner	1:15 max.	• Toe loop jump • Salchow jump • One-foot upright spin - minimum 3 revolutions • Choreographic step sequence
Excel High Beginner	1:15 max.	• Loop jump • Salchow/toe loop combination • Sit spin - minimum 3 revolutions • Choreographic step sequence
Excel Pre-Preliminary	1:15 max.	• Flip jump • Loop/loop jump combination • Upright spin with change of foot – minimum 3 revolutions on each foot • Choreographic step sequence
Excel Preliminary	1:15 max.	• Lutz jump • Flip/loop jump combination • Camel, sit combination spin – minimum 6 revolutions total • Choreographic step sequence

WELL BALANCED 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 ½ ice.
- No music
- The skater must demonstrate the required elements listed
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum
- *Skaters may have the option to skate one level higher in compulsories than free skate program.*

Level	Time	Skating rules/standards
No-Test	1:15 max.	• 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.	• 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.	• 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

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

EXCEL FREE SKATE

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and an Excel Free Skate event at the same 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 one level higher.

Excel Beginner Free Skate 1:40 Max. Must not have passed higher than Learn to Skate USA Free Skate 2	**Maximum 4 jump elements:** • Jumps with no more than one-half rotation (front to back or back to front) • Single rotation jumps: Salchow, toe loop only • Eulers (half loops) are not allowed. • Maximum 2 jump combinations or sequences Maximum 2 of any same jump	**Maximum 2 spins:** • Two upright spins • No change of foot • No flying entry • Minimum 3 revolutions	**Maximum 1 Sequence:** Choreographic Step Sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements • Jumps may be included in the step sequence
Excel High Beginner Free Skate 1:40 Max. Must not have passed higher than Learn to Skate USA Free Skate 4	**Maximum 5 jump elements:** • Jumps with no more than one-half rotation (front to back or back to front) • Single rotation jumps: toe loop, Salchow, Euler (half-loop), loop • Flip, Lutz, & Axel NOT permitted • Maximum 2 jump combinations or sequences Maximum 2 of any same jump	**Maximum 2 spins:** • Both spins must be in a single position • No flying entry • Permitted forward spins: upright, sit, camel • Permitted back spins: upright • Minimum 3 revolutions • Spins must be of a different character	**Maximum 1 Sequence:** Choreographic Step Sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements • Jumps may be included in the step sequence
Excel Pre-Preliminary 1:40 Max. Must not have passed higher than U.S. Figure Skating Pre- preliminary free skate test *means required element Full U.S. Figure Skating membership required	**Maximum 5 jump elements:** • All single jumps allowed, except for the Axel • No single Axels, double, or higher jumps allowed • Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences • Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump	**Maximum 2 spins:** • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions • Spins must be of a different character	**Maximum 1 Sequence:** Choreographic Step Sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements • Jumps may be included in the step sequence

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

Excel Preliminary 1:30 +/- 10 sec. <u>Must not</u> have passed higher than U.S. Figure Skating Preliminary free skate test *means required element Full U.S. Figure Skating membership required	**Maximum 5 jump elements:** • All single jumps allowed, except for the Axel • No single Axels, double, or higher jumps allowed • Number of single jumps (except single Axel) is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences • Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump	**Maximum 2 spins:** • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions • Spins must be of a different character	**Maximum 1 Sequence:** Choreographic Step Sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements • Jumps may be included in the step sequence
Excel Preliminary Plus 1:30 +/- 10 sec. <u>Must not</u> have passed higher than U.S. Figure Skating preliminary free skate test *means required element Full U.S. Figure Skating membership required	**Maximum 5 jump elements:** • All single jumps allowed, including single Axel • No double, or higher jumps allowed • Single Axel may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 single Axels) • Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or jump sequences • All single jumps, including the single Axel are allowed as part of a jump combination or sequence (no double jumps) • Jump combinations limited to 2 jumps. One 3-jump combination is allowed Jump sequence is any listed jump immediately followed by a waltz jump	**Maximum 2 spins:** • One spin must be in a single position* • One spin may change feet and/or position • No flying entry • Minimum 3 revolutions Spins must be of a different character	**Maximum 1 Sequence:** Choreographic Step Sequence* (ChSt) • Must use one-half of the ice surface • Moves in the field and spiral sequences are allowed but will not be counted as elements Jumps may be included in the step sequence

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

WELL BALANCED FREE SKATE PROGRAM

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and an Excel Free Skate event at the same 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 one level higher.
- **Per ISU rules, the new definition for a jump sequence will be in effect. A jump sequence consists of two jumps; beginning with any listed jump immediately followed by a waltz jump.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Max.	**Max 5 Jump Elements** • All single jumps allowed except for the single Axel ○ No single Axels, double, triple or quadruple jumps allowed ○ Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or jump sequences ○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed ○ Jump sequence is any listed jump immediately followed by a waltz jump	**Max 2 Spins** • Spins may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	**Max 1 Sequence** • Step Sequence ○ Must use one-half the ice surface ○ Moves in the field and spiral sequences are allowed but will not be counted as elements ○ Jumps may be included in the step sequence
Pre-Preliminary	1:40 Max.	**Max 5 Jump Elements** • All single jumps, including the single Axel, allowed ○ No double, triple or quadruple jumps allowed ○ Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (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 jump sequences ○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed ○ Jump sequence is any listed jump immediately followed by a waltz jump	**Max 2 Spins** • Spins may change feet and/or position • Spins may start with a flying entry • Min 3 revs. These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))	**Max 1 Sequence** • Step Sequence ○ Must use one-half the ice surface ○ Moves in the field and spiral sequences are allowed but will not be counted as elements ○ Jumps may be included in the step sequence

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

Preliminary	1:40 Max.	**Max 5 Jump Elements**
		• 1 must be an Axel-type jump or a waltz jump*
		• All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)
		  ○ Double flip, double Lutz, double Axel, triple and quadruple jumps 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 a jump sequence or jump combination
		  ○ 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 limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed
		  ○ Jump sequence is any listed jump immediately followed by a waltz jump
			Max 2 Spins
			• Spins may change feet and/or position
			• Spins may start with a flying entry
			• Min 3 revs.
			
			These spins must be of a different character
			(For definition see U.S. Figure Skating rule 4103 (E))
				Max 1 Sequence
				• Step Sequence
				  ○ Must use one-half the ice surface
				  ○ Moves in the field and spiral sequences are allowed but will not be counted as elements
				  ○ Jumps may be included in the step sequence

ADULT 1-6, BEGINNER-BRONZE COMPULSORY

- The skating order of the elements is optional. Element may only be attempted once.
- To be skated in simple program format with limited connecting steps, ½ ice.
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Time	Elements
Adult 1	1:30 Max.	• Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:30 Max.	• Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:30 Max.	• Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Forward chasses on a circle, clockwise and counterclockwise • Backward skating to a long two-foot glide • Backward snowplow stop, Right and Left
Adult 4	1:30 Max.	• Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Hockey stop, both directions • Backward one-foot glides, right and left
Adult 5	1:30 Max.	• Backward outside edge and backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin (min 2 revs)

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

Events on this page are eligible for Series final placement trophy points

Adult 6	1:30 Max.	• Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner	1:30 Max.	• Bunny hop • Mazurka • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult High Beginner	1:30 Max.	• Waltz Jump • ½ Flip • Forward upright spin – minimum 3 revolutions • Backward outside three- turn, right and left • Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)
Adult Pre-Bronze	1:30 Max.	• Toe loop jump • 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 • Forward upright spin - minimum 3 revolutions • Two forward crossovers into a forward inside Mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • Forward spiral (any edge)
Adult Bronze	1:30 Max.	• Salchow jump • Waltz jump – toe loop combination jump • Backward Upright Spin – entry optional (Min. 3 revolutions) • Backward inside three-turn, right and left • Spiral sequence (Minimum 2 spirals)- must change edge or foot

Events on this page are eligible for Series final placement trophy points

ADULT 1-6 FREE SKATE WITH MUSIC

General event parameters:

- The skating order of the required elements is optional.
- The elements are not restricted to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps 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 (lower) levels.
- A 0.2 deduction will be taken for each required element MISSING and for those elements performed from a higher level.

Level	Time	Elements
Adult 1	1:40 Max	• Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:40 Max	• Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:40 Max	• Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Backward skating to a long two-foot glide • Forward chasses on a circle, clockwise and counterclockwise • Backward snowplow stop, Right and Left
Adult 4	1:40 Max	• Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Backward one-foot glides, right and left • Hockey stop, both directions
Adult 5	1:40 Max	• Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin
Adult 6	1:40 Max	• Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

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ADULT BEGINNER – BRONZE FREE SKATE PROGRAM WITH MUSIC

General event parameters:

- Skaters will skate to the music of their choice and vocal music is allowed
- To be skated on full ice
- The minimum number of required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Adult Beginner 1:40 Maximum	Max. 4 jump elements • Jumps limited to bunny hop, mazurka, ballet and Waltz jump • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump	Max. 2 spins • Two forward upright spins, no change of foot, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA Free Skate 1
Adult High Beginner 1:40 Maximum	Max 4 jump elements: • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, ½ flip, ½ Lutz • Max 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump.	Max 2 spins: • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed any U.S. Figure Skating Free Skate tests
Adult Pre-Bronze 1:40 Maximum	Max 4 Jump Elements: • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • 1 jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No single Lutz, single Axel or double jumps are allowed	Max 2 Spins: • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 E)	Connecting steps throughout the program are required	Skaters may not have passed tests higher than U.S. Figure Skating Adult Pre-Bronze or Pre-Preliminary Free Skate
Adult Bronze 1:50 maximum	Max 4 Jump Elements: • Max 2 combinations or sequences; • 1 combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except single Axel) • No single Axel, double or triple jumps are permitted	Max 2 Spins: • Max Level 1 • Spins must be of different character (for definition, see U.S. Figure Skating rule 4103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position • No flying spins are permitted	Max 1 Sequence: • Choreographic Step Sequence Must use at least ½ ice surface May include Moves in the Field and spirals	Skaters may not have passed tests higher than U.S. Figure Skating Adult Bronze or Preliminary Free Skate

All events listed on this page are eligible for One (1) additional point <u>PROVIDED</u> that competitors are also entered in a music program and a compulsory or elements event

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.	• Waltz jump (from backward crossovers) • ½ flip or ½ Lutz • Single Salchow
High Beginner	1:15 max.	• Waltz jump (from backward crossovers) • Single Salchow • Jump combination – Waltz jump-toe loop
No Test	1:15 max.	• Single toe loop • Single loop • Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	• Single toe loop • Single flip • Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	• Single flip • Single Lutz • Jump combination – Any single jump + single loop (may be Axel)
Adult Beginner	1:15 max.	• Bunny hop • Mazurka or ballet jump
Adult Pre-Bronze	1:15 max.	• Waltz or toe loop jump • ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:15 max.	• Salchow • Toe loop • Any single jump plus a toe loop combination (no Axels allowed)

All events listed on this page are eligible for One (1) additional point PROVIDED that competitors are also entered in a music program and a compulsory or elements event

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.	• Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
High Beginner	1:30 max.	• Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
No Test	1:30 max.	• Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
Pre – Preliminary	1:30 max.	• Upright one-foot spin (3) • Upright back-scratch spin (3) • Sit spin (3)
Preliminary	1:30 max.	• Forward scratch to back scratch spin (3) • Combination spin with no change of foot (4) • Sit spin (3)

All events listed on this page are eligible for One (1) additional point PROVIDED that competitors are also entered in a music program and a compulsory or elements event

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. Costuming and make-up for showcase programs should enhance the feeling created by the performance; and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. A 0.1 deduction will be taken. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.1 deduction will be assessed by the referee against each judge's mark for each ten 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.

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

Showcase themes should be Dramatic or Light Entertainment themes.

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness. Dramatic programs should not be depressing. Even if the emotion is sadness, there should be an enlivened feeling given to the audience.
- Light entertainment: Programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Duets: Theatrical/artistic performances by any competitors.

16th Annual
Compete USA South Florida Basic Skills Series
Kendall Ice Arena - PB SkateZone - Pines Ice Arena

SHOWCASE EVENTS

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/ Adult Beginner/Adult High Beginner	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 or free dance tests.	Time: 1:30 max.
No Test	No prescribed or restricted elements.	Must not have passed Pre-Preliminary Free Skate or any Free Dance tests.	Time: 1:30 max.
Pre-Preliminary	No prescribed or restricted elements.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary May not have passed any free dance test.	Time: 1:30 max.
Adult Pre-Bronze	No prescribed or restricted elements.	Must have passed no higher than Adult pre-Bronze free skate test. See National Showcase guidelines for more specific information regarding adults.	Time: 1:40 max.
Preliminary/ Adult Bronze	No prescribed or restricted elements.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze Free Skate or Free Dance test. See National Showcase guidelines for more specific information regarding adults.	Time: 1:40 max.

All events listed on this page are eligible for One (1) additional point PROVIDED that competitors are also entered in a music program and a compulsory or elements event

INTERPRETIVE

Competition Format
The Organizing Committee must pre-select and edit musical choices appropriate for these events. During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Levels: Levels should be broken by ability with ages divided appropriately.

Judging Rules: Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression.
Spins and jumps performed must be appropriate to competition level.

Time: Music Duration: Pre-Free Skate - No Test: 1:00 Max
Pre-Preliminary - Preliminary: 1:00 Max

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.

Series Point System

The Basic Programs with Music, Pre Freeskate with Music, Freeskate Programs with Music and the Compulsory/Elements events in each of the 3 Series Competitions will be eligible for accumulating points (Be sure to read the point trophy rules below).

The system for scoring points for the final trophy will be as follows:

Each event will have a maximum of 6 skaters

1st Place	6 points
2nd Place	5 points
3rd Place	4 points
4th Place	3 points
5th Place	2 points
6th Place	1 point

If an event has less than 6 skaters, the points will be adjusted. i.e. For a group of 3 skaters the 1st place would receive 3 points, 2nd place would be 2 points and 3rd place would be 1 point.

ALL SKATERS WHO PARTICIPATE IN <u>THREE</u> (3) OF THE SERIES COMPETITIONS WILL BE ELIGIBLE TO WIN A TROPHY WITH AN OVERALL PLACEMENT. ***PLEASE NOTE THAT THE ELEMENTS/COMPULSORY AND FREESKATE EVENTS MUST <u>BOTH</u> BE ENTERED AND COMPLETED TO COUNT IN THE FINAL POINTS TABULATION. POINT RESULTS WILL BE POSTED ON: basicskillsflorida.com***

PLEASE NOTE: EACH SPIN, JUMP, INTERPRETIVE AND SHOWCASE EVENT ENTERED WILL <u>GIVE</u> <u>ONE (1) ADDITIONAL POINT EACH, PROVIDED THAT THE SKATERS COMPLETE AN ELEMENTS/COMPULSORY EVENT AND BASIC PROGRAM/FREESKATE EVENT</u>

SKATERS MOVING TO THE NEXT LEVEL DURING THE SERIES WILL TAKE THEIR POINTS WITH THEM AND EARN A ONE TIME 3-POINT BONUS.

REGISTRATION PROCESS INSTRUCTIONS

*All competition entries must be made online through **entryeeze.com**. A separate online application and payment is necessary for each of the three competitions. 2019 COMPETE USA, South Florida Basic Skills Series Competitions will be held at:*

Kendall Ice Arena □ **PB SkateZone □** **Pines Ice Arena □**

Go online to entryeeze.com

Since you are searching for a competition in the USA, click on the American Flag

Look for the button that says "Select State",..... Select Florida

Select one of the three Compete USA South Florida Basic Skills Series Competitions icons for the Series competitions listed above.

Skaters and parents (click here to register for a competition)

You will see 2 boxes coming up. The first time you register for each of the Series competitions you will use the box on the right.

The box on the left is the one you use later to login to make changes, payments, practice ice and also to see your schedule for that particular competition.

Enter your Compete USA Number or USFS Number:_____. You should have a little Member Card with a Compete USA or United States Figure Skating Logo on it. If you do not have this card check with your arena skate school office so that we can get you one. *All competitors must be current members of Compete USA or Full USFS Members. Membership is renewed annually on July 1st.*

Follow the directions by filling out the forms. Ask your coach about what your current skating level and what events you will be entering. *Please refer to the event checklist below*.

Troubleshooting: If you are not able to select a level to compete in, it may be because you did NOT fill out the current skating level correctly. A current skating level IS the level of the last test signed by your coach in your Learn to Skate USA Skills Book or last USFS Test passed and registered with USFS. **Please contact YOUR COACH if you have questions about the registration process. If the coach is NOT able to help you, please come to the office at the rink.**

THE ENTRY FEE IS $90.00 WHICH INCLUDES A MUSIC PROGRAM AND EITHER AN ELEMENTS OR COMPULSORY EVENT. ADDITIONAL EVENTS ARE $30 PER EACH EVENT

MUSIC PROGRAM PLUS ELEMENTS OR COMPULSORY	**$90.00**
Additional Event	$_____
Additional Event	$_____
Personal Program ad $20 (1/4 page, 25 word max.)	$_____
Total:	**$_____**