Updated: 8/22/2026

NEW SKATER & BEGINNER EVENTS

Description Overview

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

Event Qualifications

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

New Skater Events

- Dance: Forward strokes on the straight-a-way, corner steps to be determined by the draw
- Freestyle: Any combination of a bunny hop, low/medium/high balance maneuver on the straight-a-way; forward crossovers around the corner

Beginner Events

- Dance: The draw will consist of: Glide Waltz, Progressive Tango, and Academy Blues
- Figures: The draw will consist of: 111A/B, 112A/B, 1
- Freestyle
  - A two-minute routine that consists of:
    - Solo jumps:
      - All jumps should be a half rotation with the option of one single jump (choice of toe loop or salchow)
      - Each jump cannot be performed more than once unless in the combination
      - No single lutz, flip, loops or euler
    - x1 Jump combo:
      - Consist of 2 or 3 jumps
      - All jumps should be a half rotation with the option of one single jump (choice of toe loop or salchow)
    - Maximum of eight (8) jumps (including jumps used in combinations)
    - Spins that may be included:

        - Two-foot spin, IB upright, IF upright
        - No combo spins
        - Each spin cannot be performed more than once
    - One sequence of footwork that may be included: Forward primary straight-line, forward primary diagonal, or backward straight-line
        - Primary footwork must be all one direction (ie. All forward or all backwards, no two foot or one foot turns allowed)
    - Breaking the rules will lead to a 10-point deduction
- <u>Creative</u>
    - Two age divisions: 17 y/o and below – or – 18 y/o and above
    - 1:30min max
    - Maximum 1 jump (1/2 turn rotation)
    - Maximum 1 spin (upright)
    - Up to 1 section max of footwork (sequence down the long axis - straight line pattern)
    - Footwork can include one-foot turns and cover ¾ of the floor
    - * Skaters must only skate one creative event per contest