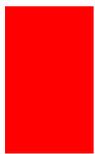


OHIO YOUTH AND ADULT INTRO DEVELOPMENT PROGRAM



BEGINNER



INTERMEDIATE



ADVANCED



**OPEN
ADULT**

OHIO YOUTH AND ADULT INTRO DEVELOPMENT PROGRAM

The Ohio Youth and Adult Development Plan was modeled after the North Central Region's program. It is designed for class skaters and skaters just beginning private lessons. The program is meant to introduce new skaters to the competitive environment at an early stage in their training.

The program is broken into 4 color coded levels:

RED This is the first level of the program which is designed for the very beginner skater. Skaters will demonstrate 5 basic elements. They will move through stations in groups .

YELLOW This level is designed for skaters with a little more ability and confidence. This level will consist of elements that fall into the 3 separate disciplines. Skaters can register for an individual discipline or multiple disciplines.

GREEN This level is designed for the more advanced beginner skater who is not quite ready for "C" level events. This level will also consist of elements in the 3 separate disciplines. Skaters can register for an individual discipline or multiple disciplines.

PURPLE This level is designed for adult skaters with beginning to advanced but not quite ready for the Fresh/Soph "C" events or the Adult events. There will be Figures, Dance and Free skating events for the adults.

AGE DIVISIONS

Youth—Color Events will be divided as follows:

- 8 and under
- 9—16

Adult—Purple Events will be as follows:

17 and up— Skaters 17 and up may skate Adult Intro events. Depending on the number of entries available the divisions may be skated together but judged separately.

RULES:

1. Skaters DO NEED the Development Amateur Card
2. Skating attire is optional. Skaters may skate in skating costumes or nice street clothes.
3. Skaters may only skate in one color level at a meet and may not challenge up to another intro color or an official event.
4. Once a skater participates in a higher color level, they may no longer return to any lower level.
5. After winning, when there are more than 5 in the event, skaters must immediately move to next color.
6. Skaters who have skated sanctioned competitions previously are not eligible to participate in this program. "C" level skaters who have not placed at Regionals may move back to the Green Level

AWARDS - Awards will be given for 1st, 2nd and 3rd places.

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RED LEVEL CONTENT ELEMENTS

"Red" Skater Warm Up and Scoring Procedure:

Red Skaters will have a one minute roll around and leg stretch. No content. Then they will have a six minute official warm up to practice all five elements anywhere on the floor. At this time, coaches may work with their skaters. After warm up, skaters will be lined up and judging will begin—Coaches will not follow skaters through the stations. [The elements will be skated in the order listed below.](#)

1. Forward Glides Returning to The Parallel "AND" Position. The skater will begin with a T-push and will skate forward and perform 4 outside forward edges (2 on each foot) returning to the parallel "AND" position.

Judging will be based on body position throughout the item, execution of the T-push and the quality of and ability to maintain the outside edges, quality of the "AND" position, free leg extension and ability to maintain a constant speed. This will not be performed to music.

2. Forward Scissors—the skater will perform forward scissors in a straight line for a distance of 25'. Scissors will begin from after a T-push.

Judging will be based on body position throughout the item, the execution of the T-push and the ability to keep the scissors straight, and speed the scissors are performed.

3. Sit & Roll with Arms Extended Forward The skater will skate forward, extend the arms forward and lower into a sitting position.

Judging will be based on body position throughout the item, ability to lower the backside all the way down, ability to remain skating straight and the distance once in the Super Skater position.

4. Forward Two Foot Jump (No Rotation) The skater will skate forward and perform (3) Three - two foot jumps (hop) with no rotation and pulling in arms on each jump (preparing for learning to jump)

Judging will be based on body position throughout the item, height of the jump, and stability while landing.

5. Scooter pushes Around Figure Circle (1 time around in each direction) The skater will perform outside forward scooter pushes returning to the "AND" position. 1 time around on each foot.

Judging will be based on body position throughout the item and tracing close to the line.

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YELLOW LEVEL ELEMENTS

Yellow Level—Figure Event — Scoring 1—100 on each element

1. 1A (ROF-LOF) Circle 8. From a T start, the skater will perform the outside edge circle 8 figure (1) one repetition. *Judging will be based on body position throughout the element, ability to remain close to the line, edge quality and ability to maintain a constant speed.*
2. 1B (LOIF-ROIF) CHANGE 8 From a T start, the skater will perform the outside change to inside edge figure, (1) one repetition. *Judging will be based on body position throughout the element, ability to remain close to the line, edge quality, change of edge and ability to maintain a constant speed.*

Yellow Level—Solo Dance & Team Dance Events—Scoring 1-100

1. Glide Waltz Corner—The skater will perform to 108 Waltz music the corner sequence (Steps 7, 8, 9, 10) of the Glide Waltz. They will perform this is a large circle until judging is completed. *Judging will be based on body position throughout the element, timing to the music, edge quality, leg extension and ability to maintain a constant speed. Team events should also include unison of the team*
2. Progressive Tango Corner - The skater will perform to 100 Tango music the corner sequence (Steps 7, 8, 9, 10) of the Progressive Tango. *Judging will be based on body position throughout, timing to the music, the cross-in-front execution and control. Team events should also include unison of the team.*

Yellow Level—Freestyle & Pairs Events—Scoring 1—100

No more than 1 minute, music is recommended, but not mandatory. Skater must include the following elements and be skated in the order as listed. No added elements. Footwork and connecting steps are permitted:

1. Turning Two Foot Jump—1/2 Turn
2. Forward Crossovers in A Circle (1 time around, one direction)
3. Backward Scissors
4. Bunny Hop (up to 3 in a row)
5. Two Foot Spin

Judging will be based on the ability to perform the required elements. Pairs judging should include unison of the team.

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GREEN LEVEL ELEMENTS

Green Level Figure Event—Scoring 1-100 each element

1. 111B (LOF-ROF) Serp. 8 From a T-start, the skater will perform 2 (two) repetitions on the outside edges. *Judging will be based on body position throughout the element, ability to remain close to the line, edge quality, take offs and ability to maintain constant speed.*
2. 112A (RIF-LIF) Serp. 8 From a T-start, the skater will perform the outside change to inside figure, 2 (two) repetitions. *Judging will be based on body position throughout the e, ability to remain close to the line, edge quality, take offs and ability to maintain a constant speed.*

Free leg movement is optional. A separate score will be given for each figure.

Green Level—Solo Dance & Team Dance Events—Scoring 1—100

GLIDE WALTZ—The Skater will perform the whole dance to the 108 Waltz. They will skate until the judges are done. May use 4-8 opening strokes. *Judging will be based on timing, body posture, quality of edges, chasses and free leg extension.*

PROGRESSIVE TANGO—The Skater will perform the whole dance to the 100 Tango. They will skate until the judges are done. May use 4-8 opening strokes. *Judging will be based on timing, body posture, quality of edges, dropped chasse, swing dropped chasse and swings.*

Green Level—Freestyle & Pairs Events - Scoring—Content & MOP

No more than 2 minutes. Your own music to be used. Vocal music permitted. Routine must contain all the below listed elements: No added elements. Footwork and connecting steps are permitted. Elements must be skated in the order listed.

- 1, Waltz Jump
2. Backward Crossovers in a circle (1 time around)
3. Mohawk Jump
4. Forward primary footwork
5. One foot spin (either foot)

Judging will be based on the ability to perform the required content and manner of performance. Pairs judging should also include unison of the team.

YOUTH AND ADULT

INTRO DEVELOPMENT PROGRAM

PURPLE ADULT DIVISION

Purple Level—Beginner -Scoring 1-100 in either event

FIGURE

1. 1 (ROF-LOF) Circle 8, From a T-start, the skater will perform the outside edges—two repetitions. *Judging will be based on body position throughout the figures, ability to remain close to the line, edge quality control and take offs.*
2. 1B (LOIF-ROIF) Change 8. From a T-start, the skater will perform the outside change to inside figure, 1 repetition. *Judging will be based on body position throughout the element, ability to remain close to the line , edge quality, change of edge and ability to maintain a constant speed.*

DANCE: SOLO AND TEAM

1. STROKING: The skater will skate forward and perform 8 outside edges (4 on each foot) returning to the "AND" position. Will be skated to an 88 Blues. *Judging will be based on body position throughout the element, timing to music, use of the "AND" position, and free leg extension.*
2. GLIDE WALTZ (108) The skater will skate the Glide Waltz corner sequence (Steps 7, 8 , 9, 10) to 108 music. They will perform this in a circle until judging is completed. *Judging will be based on body position throughout the element, timing to the music, chasses, edge quality, free leg extension.*

FREESTYLE & PAIRS EVENTS—SCORING 1-100 CONTENT & MOP—SAME AS YELLOW LEVEL

Purple Level—Intermediate - Scoring 1-100 in either event

FIGURE:

1. 111B (LOF-ROF) Serp. 8 From a T-start, the skater will perform 2 repetitions of the outside edges of the figure. Judging will be based on body position throughout the element, ability to remain close to the line, edge quality and ability to maintain a constant speed.
2. 112A (RIF-LIF) Serp. 8 From a T start, the skater will perform 2 repetitions on the inside edges of the figure. Judging will be based on body position throughout the element, ability to remain close to the line, edge quality, take offs and ability to maintain a constant speed.

DANCE: SOLO OR TEAM

1. GLIDE WALTZ—The skater will perform the whole dance to a 108 Waltz—They will skate until the judges are done. May use 4-8 opening steps. *Judging will be based on timing, body posture, quality of edges, chasses and free leg extension.*
2. PROGRESSIVE TANGO—The skater will perform the whole dance to the 100 Tango. They will skate until the judges are done. May use 4-8 opening steps. *Judging will be based on timing, body posture, quality of edges dropped chasse swing dropped chasse and swings.*