

Cupid Classic

**Presented by:
White Township Recreation / S&T Bank Arena
and the
IPA Skate Team
(Indiana, PA Skate Team)**

Saturday, February 3rd & Sunday, February 4th, 2024

**White Township Recreation Complex
S&T Bank Arena
497 East Pike Road
Indiana, PA 15701**

Dear Skaters and Coaches,

White Township Recreation / S&T Bank Arena and the IPA Skate Team would like to welcome you to our First Ever Cupid Classic Figure Skating Competition!

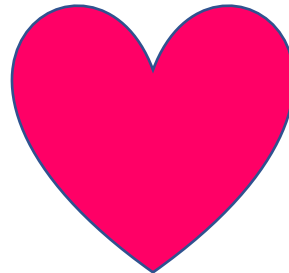
This event is open to all current members of the Ice Sports Industry (ISI).

We will be utilizing EntryEeze for competition registration as well as the collection of music.

The entry deadline is December 28, 2023.

We look forward to seeing you then!

Competition Director
Stephanie Vitalbo
724-403-3789 - Arena Phone
stephanie@whitetownship.org



Cupid Classic Figure Skating Competition Announcement

Dates: February 3rd & 4th

Location: White Township Recreation Complex / S&T Bank Arena
497 East Pike Road, Indiana, PA 15701

Contact: Stephanie Vitalbo – Competition Director
stephanie@whitetownship.org

Rules: All skaters must be current ISI members.

Eligibility: All skaters entering the competition must compete at the highest level passed as of December 28. All tests must be registered with the ISI National Office prior to December 28. Members of USFS who are individual members and have registered tests with ISI, are eligible to compete in accordance with the ISI-USFS Joint Statements Policy as shown below:

<u>If a USFS skater has passed the Freestyle test:</u>	<u>Skater may compete in ISI no lower than:</u>
Pre-Preliminary	Freestyle 3/Open Bronze
Preliminary	Freestyle 4/Open Silver
Pre-Juvenile/Pre-Bronze	Freestyle 4/Open Silver
Juvenile/Bronze	Freestyle 6/Open Gold
Intermediate/Pre-Silver	Freestyle 6/Open Gold
Novice/Silver	Freestyle 8/Open Platinum
Junior/Pre-Gold	Freestyle 8/Open Platinum
Senior/Gold	Freestyle 8/Open Platinum

Deadline: EntryEeze will be used for competition entries and for digital music upload. The EntryEeze registration deadline is **December 28, 2023**. Late entries must include a \$25 late fee. We reserve the right to decline late entries.

Music: The music deadline is **December 28, 2023**.

A \$25 fee will apply to all music uploaded or changed after December 28.

Paper Entries: Paper entries will only be accepted if postmarked by December 8 and include a \$15 processing fee per entry. Paper entries will be returned if all information is not complete.

Checks must be made to:

White Township

Mailing Address:

White Township Recreation / S&T Bank Arena
c/o: Cupid Classic
497 East Pike Road
Indiana, PA 15701

Refunds: Refunds will be assessed on a case-by-case basis until December 18. After December 18, refunds will only be given if the event is cancelled.

Awards: Individual medals/ribbons will be awarded to places 1st-6th. Team trophies will be awarded to the top three teams with the highest team point accumulation.

Locker Rooms: Locker rooms 1 and 7 are conjoined via restroom/shower. Locker rooms 3 and 9 are conjoined via restroom/shower. Locker rooms 4 and 6 are stand-alone and have their own restroom/shower. Locker room 5 will be used for any male skaters. Locker room 2 will be used for any coaches. Please keep in mind the size of Locker Room 2 and 5 are much smaller than those of the other rooms.

Structure: Participants must register/check-in at least one hour prior to their first event. Events will be judged by a three member panel and will include a gold level ISI judge who will preside over the panel. Hats and gloves are allowed. Outfits will not be judged unless specified by the category. Males and females may be combined for some events. On-ice assistance is available for Tots and Element Only participants.

Judging: Each team will provide at least one judge for every 10 skaters. Judges must be current members of the ISI. All coaches will be placed on the judging schedule unless we are notified in advance.

Divisions: Groups will be divided according to the recommendations made by the ISI. We reserve the right to combine or divide groups if necessary.

Events: The competition is conducted in accordance to the guidelines set forth in the most recent ISI Handbook (2022). Events are offered to skaters Tot - Adult.

The following events will be offered:

- Tot 1-4 Solo
- Pre-Alpha – Delta Solo
- Freestyle 1-10 solo
- Solo Compulsories Pre-Alpha – Freestyle 10
- Open Freestyle
- Elements Only Tots 1-4
- Elements Only Pre-Alpha – Delta
- Jump & Spin Team
- Footwork 1-10
- Ice Dance Solo 1-10
- Interpretive Pre-Alpha – Delta
- Interpretive Freestyle 1-10
- Spotlight Tot 1-Freestyle 10
- Couples Spotlight Tot 1-Freestyle 10
- Family Spotlight
- Stroking Alpha – Delta
- Created Stroking – Pre-Alpha
- Jump & Spin Individual
- Maneuver Team
- Spiral Challenge
- Lunge Challenge
- Shoot-the-Duck Challenge
- 1-Foot Glide Challenge
- Surprise Jumble

Event Descriptions:

TOT 1-4 SOLO

Skaters are to perform a one-minute program to music, including all the required compulsory maneuvers from the test level. If necessary, coaches may accompany skaters onto the ice during tot events. (See ISI Handbook for Tot 1-4 durations/requirements)

PRE-ALPHA-DELTA SOLO

Skaters perform a one-minute program to music emphasizing the required test level maneuvers from Pre-Alpha- Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the corresponding test of their level to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program and may include any moves from lower levels. Pre Alpha skaters may do a 2 or 1-foot snowplow stop. Alpha & Beta skaters should strive to do a minimum of 5 crossovers in each direction. In Alpha & Beta 6 strokes should be performed without any interruption. (See ISI Handbook for Pre-Alpha-Delta durations/requirements)

FREESTYLE 1-10 SOLO

A program performed to music with emphasis on the required test level maneuvers from the skater's current Freestyle level. Various skills are required, depending on the test level. All skaters must pass freestyle test level to compete in this event. (See ISI Handbook for Freestyle 1-10 durations/requirements)

SOLO COMPULSORIES - PRE-ALPHA-FREESTYLE 10

Skaters are to perform only the three maneuvers selected by the competition director in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, or gliding maneuver from a test level or any un-captured move are not allowed. One Minute suggested duration. There is no penalty given for the quantity of swizzles, wiggles, strokes or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these maneuvers should be comparatively judged. Pre-Alpha – Freestyle 5 will be done on ½ ICE ONLY. Freestyle 6 – 10 will be done on FULL ICE.

Pre-Alpha	Right 1-Foot Glide, Forward Swizzles, Backward Swizzles
Alpha	Forward Stroking, L over R Forward Crossovers, 1-Foot Snowplow Stop
Beta	Backward Stroking, Left T-Stop, Right T-Stop
Gamma	RFO Three Turn, LFO Three Turn, Hockey Stop
Delta	Lunge, RFI Three Turn, Bunny Hop
Freestyle 1	Waltz Jump, Forward Arabesque, 2-Foot Spin
Freestyle 2	½ Lutz, 1-Foot Spin, Dance Step Sequence
Freestyle 3	Salchow Jump, Change Foot Spin, Toe Loop
Freestyle 4	Flip Jump, Sit Spin, ½ Loop Jump
Freestyle 5	Fast Back Scratch Spin, Axel, Camel- Sit-Upright Spin
Freestyle 6	Axel-1/2 Loop-Flip Jump, Choice Spin (Cross-foot/Layback/Sit-Change-Sit), Split Jump
Freestyle 7	2 Walley Jumps in a Row, Flying Camel Spin, 1-foot Axel-Quarter Flip-Axel
Freestyle 8	Double Flip Jump, Camel-Jump-Camel Spin, Split Lutz
Freestyle 9	Double Lutz Jump, Opposite Spin, Axel-Double Loop Jump Combination
Freestyle 10	Double Axel-Double Toe Loop Combination, Death Drop, Three Arabian Cartwheel or Butterfly Jumps

Skaters who have only passed an ISI Open Freestyle Test must compete in Solo Compulsories as follows:

Bronze – Freestyle 3

Silver – Freestyle 5

Gold – Freestyle 7

Platinum – May choose any Freestyle 8-10 level

OPEN FREESTYLE

Skaters can participate in both Open Freestyle and Freestyle 1-10. In Open Freestyle there are no required maneuvers, but skaters are limited to the jump and elements list below. Skaters can perform any spin at any level.

Event	Level Passed	Duration	Maneuver Limitations
Bronze	FS 1-3	2:00	Jumps from FS 3 and below
Silver	FS 4-5	2:00	Jumps from FS 5 and below
Gold	FS 6-7	3:00	Jumps from FS 7 and below
Platinum	FS 8-10	3:20	Any maneuvers

JUMP AND SPIN TEAM

A Jump & Spin Team consists of any two skaters competing in the same category level, but they do not have to be at the same test level. The category entered must be the higher of the two skater's test levels. Only the technical accuracy of the maneuvers is judged, not the difficulty.

Event	Level Passed	Skater 1	Skater 2
Low	Tot – Delta	2 Foot Hop or Bunny Hop	2 Foot Spin
Bronze	FS 1-3	½ Flip or Toe Loop	2 Foot or 1 Foot Spin
Silver	FS 4-5	½ Lopp or Axel	Sit Spin or Back Spin
Gold	FS 6-7	Double Salchow or Double Toe Loop	Layback or Flying Camel
Platinum	FS 8-10	Double Loop or Double Lutz	Flying Sit or Camel-Jump-Camel Spin

FOOTWORK 1-10

Footwork is an event, in which the skaters perform a program to music consisting of original footwork sequences. Footwork programs should be different than the required dance step sequences. Skaters must have passed Freestyle 1 or Dance 1 to compete in Footwork. Skaters must perform at the highest level of Dance or Freestyle. One-half rotation jumps and spins less than three revolutions are permitted. Note: 1/2 Loop is a full rotation jump and is not allowed, but 1/2 Loop Stop is now listed as an uncaptured maneuver and must land on both toe picks without gliding on the landing. Duration: 1 minute for all.

ICE DANCE SOLO 1-10

All skaters must pass the required dance tests to compete in these events. Skaters are not required to pass the Delta test to participate in Ice Dance events. Skaters are not required to pass the entire dance test for the next higher level before competing individual dances from that next higher level that have already been passed. All dancers can choose to compete in any or all dances from their highest test level. A separate event entry fee is required for each dance selected.

Dance 2	Dutch Waltz
Dance 3	Canasta Tango, Rhythm Blues
Dance 4	Cha Cha, Swing Dance, Fiesta Tango
Dance 5	Ten Fox, Hickory Hoedown, Willow Waltz
Dance 6	European Waltz, 14 Step, Foxtrot
Dance 7	Tango, American Waltz, Rocker Foxtrot
Dance 8	Killian, Blues
Dance 9	Paso Doble, Starlight, Quickstep
Dance 10	Westminster, Viennese, Argentine

INTERPRETIVE - PRE-ALPHA – DELTA AND FREESTYLE 1-10

In this event, the skater interprets a piece of music, which is heard for the first time just prior to the event, twice during the group warm-up and once more before competing. Handheld props are not allowed. Skaters are not allowed to receive communication from instructors, parents, friends, skaters, or anyone else during this event. The emphasis is on the skater's ability to choreograph to the music; not the difficulty of the skating maneuvers performed.

<u>Levels</u>	<u>Maneuver Limitation</u>
Pre-Alpha – Delta	FS 1 and below
Freestyle 1-3 / Bronze	FS 4 and below
Freestyle 4-5 / Silver	FS 6 and below
Freestyle 6-7 / Gold	Any maneuvers
Freestyle 8-10 / Platinum	Any maneuvers

SOLO SPOTLIGHT TOT 1 – FREESTYLE 10 AND COUPLES SPOTLIGHT TOT 1 – FREESTYLE 10

Skaters may choose to enter one or more of the following categories, but different programs must be performed if entering more than one category.

Solo spotlight = 1 skater

Couples spotlight = 2 skaters

Character – the skater portrays a famous, easily recognizable character.

Light Entertainment – the skater performs a light-hearted, vaudeville program.

Dramatic – an artistic, theatrical performance to create a mood that is enhanced by the style, creativity, costume, and props.

<u>Event</u>	<u>Level Passed</u>	<u>Duration</u>	<u>Maneuver Limitation</u>
Low	Tot – Delta	1:00	Jumps from FS 1 and below
Bronze	FS 1-3	1:30	Jumps from FS 4 and below
Silver	FS 4-5	1:30	Jumps from FS 6 and below
Gold	FS 6-7	2:00	Any maneuvers
Platinum	FS 8-10	2:00	Any maneuvers

FAMILY SPOTLIGHT

Two or more related family members only, of any age and ability, perform an entertainment-based program. Costumes and props are encouraged to help illustrate the act. All participants must wear skates. There are no required elements and no technical score. Any skating maneuvers can be performed at any level.

Duration 1:30

STROKING ALPHA-DELTA

Skaters will perform forward stroking with crossovers around the ends in both directions to music selected by the host rink. Skaters will compete in groups wearing colored items provided by the rink for easy identification. Skaters will be judged on posture and correct stroking technique.

STROKING PRE-ALPHA

This is a “created event” for this competition. Skaters will perform forward stroking with crossovers around the ends in both directions to music selected by the host rink. Skaters will compete in groups wearing colored items provided by the rink for easy identification. Skaters will be judged on posture and correct stroking technique. Crossovers are optional at the end of the rink, but not required and are not judged. This event does not follow the ISI Rulebook for Stroking Events.

SURPRISE JUMBLE

This event is open to skaters of all levels. Skaters are teamed up with skaters from different rinks and different levels to complete a task they do not know until the time of the event. This event usually consists of tasks not related to skating and typically asks skaters to perform a race-type event. The team that completes the race first, is the winner of the event.

ELEMENTS ONLY TOTS 1-4 AND PRE-ALPHA – DELTA

This is a “created event” for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook. Skaters compete performing ONLY the test elements identified below; no connecting steps or moves are required. Judges or Competition Director will call out/guide the skaters through the series of elements per level.

Tot 1	Fall, Get Up, Standing Marching, Marching while moving
Tot 2	Two-Foot Glide, Forward Swizzle in place (3), Forward Swizzle while moving (3), Two-Foot Jump in place
Tot 3	Push and Glide Stroking, Forward Swizzle (3), Dip, Snowplow Prep (perform on both feet)
Tot 4	T-position and Push (Right & Left), One- or Two- Foot Snowplow Stop, Backward Swizzle (3), Backward Wiggle
Pre-Alpha	2-Foot Glide, Right 1-Foot Glide, Left-Left-1 Foot Glide, Forward Swizzles (3), Backward Swizzles (3), Backward Wiggle
Alpha	Forward Stroking, L over R Forward Crossovers (5), R over L Forwards Crossovers (5) R and L 1-Foot Snowplow Stops
Beta	Backward Stroking, L over R Backward Crossovers (5), R over L Backward Crossovers (5), Left T-Stop, Right T-Stop
Gamma	RFO Three Turn, LFO Three Turn, R and L Hockey Stop, Right Forward Inside Open Mohawk Combination, Left Forward Inside Open Mohawk Combination
Delta	Forward Outside Edges, Forward Inside Edges, RFI Three Turn, LFI Three Turn, Forward Lunge or Shot-the-Duck, Bunny Hop

JUMP AND SPIN INDIVIDUAL

This is a “created event” for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook. The Jump & Spin Individual event consists of one skater. The skater will select One Spin and One Jump from their correct category. Only the technical accuracy of the maneuvers is judged, not the difficulty.

Event	Level Passed	Skater 1	Skater 1
Low	Tot – Delta	2 Foot Hop or Bunny Hop	2 Foot Spin
Bronze	FS 1-3	½ Flip or Toe Loop	2 Foot or 1 Foot Spin
Silver	FS 4-5	½ Lopp or Axel	Sit Spin or Back Spin
Gold	FS 6-7	Double Salchow or Double Toe Loop	Layback or Flying Camel
Platinum	FS 8-10	Double Loop or Double Lutz	Flying Sit or Camel-Jump-Camel Spin

SPIRAL CHALLENGE

This is a “created event” for this competition. The event guidelines and criteria will not be found in the ISI Handbook. This event is open to all levels. Skaters will perform entry steps to gain speed from the goal line to the first blue line that is reached before entering into their spiral position. Judging will stop if a fall, additional pushes, or touchdown and/or if the free leg falls below hip-level. Skaters will have two attempts. Skaters will be judged on position and length of time that the spiral-position is held.

LUNGE CHALLENGE

This is a “created event” for this competition. The event guidelines and criteria will not be found in the ISI Handbook. This event is open to all levels. Skaters will perform entry steps to gain speed from the goal line to the first blue line that is reached before entering into their lunge position. Judging will stop if a fall, additional pushes or a touchdown occurs. Skaters will have two attempts. Skaters will be judged on position and length of time that the lunge-position is held.

SHOOT-THE-DUCK CHALLENGE

This is a “created event” for this competition. The event guidelines and criteria will not be found in the ISI Handbook. This event is open to all levels. Skaters will perform entry steps to gain speed from the goal line to the first blue line that is reached before entering into their shoot-the-duck position. Judging will stop if a fall, additional pushes or a touchdown occurs. Skaters will have two attempts. Skaters will be judged on position and length of time that the shoot-the-duck-position is held.

1-FOOT GLIDE CHALLENGE TOT 1-ALPHA

This is a “created event” for this competition. The event guidelines and criteria will not be found in the ISI Handbook. This event is open to skaters in levels Tot 1 - Alpha. Skaters will perform entry steps to gain speed from the goal line to the first blue line that is reached before entering into their 1-foot glide position. Judging will stop if a fall, additional pushes or a touchdown occurs. Skaters will have two attempts. Skaters will be judged on position and length of time that the 1-foot glide-position is held.

MANUEVER TEAM TOTS – FREESTYLE 10

This is a “created event” for this competition. The event guidelines and criteria will not be found in the ISI Handbook. This event is open to all levels of skaters from Tot 1 – Freestyle 10. A team of 4 skaters at the same level will perform all the skills at that level (1 skater performs 1 element. If there are more than 4 skills at a level, the team decides which skater will perform more than one element.) There is no music and no choreography in between elements. Judges/Competition Director will determine the order the skills will be demonstrated in. Rinks can enter more than one team at a level. Posters with team names and coordinated outfits are encouraged. Skaters will be judged on the technical performance of the elements.

Tot 1	Fall, Get Up, Standing Marching, Marching while moving
Tot 2	Two-Foot Glide, Forward Swizzle in place (3), Forward Swizzle while moving (3), Two-Foot Jump in place
Tot 3	Push and Glide Stroking, Forward Swizzle (3), Dip, Snowplow Prep (perform on both feet)
Tot 4	T-position and Push (Right & Left), One- or Two- Foot Snowplow Stop, Backward Swizzle (3), Backward Wiggle
Pre-Alpha	2-Foot Glide, Right 1-Foot Glide, Left-Left-1 Foot Glide, Forward Swizzles (3), Backward Swizzles (3), Backward Wiggle
Alpha	Forward Stroking, L over R Forward Crossovers (5), R over L Forwards Crossovers (5), R and L 1-Foot Snowplow Stops
Beta	Backward Stroking, L over R Backward Crossovers (5), R over L Backward Crossovers (5), Left T-Stop, Right T-Stop

MANUEVER TEAM TOTS – FREESTYLE 10 (CONT.)

- Gamma** RFO Three Turn, LFO Three Turn, R and L Hockey Stop, Right Forward Inside Open Mohawk Combination, Left Forward Inside Open Mohawk Combination
- Delta** Forward Outside Edges, Forward Inside Edges, RFI Three Turn, LFI Three Turn, Forward Lunge or Shot-the-Duck, Bunny Hop
- Freestyle 1** Waltz Jump, Forward Arabesque, 2-Foot Spin, Forward inside Pivot, Backward Outside Edges, Backward Inside Edges, ½ Flip
- Freestyle 2** ½ Lutz, 1-Foot Spin, Dance Step Sequence, Ballet Jump, Jump Sequence: Waltz-tap toe-3-turn or mohawk-1/2 flip, 2 forward spirals
- Freestyle 3** Salchow Jump, Change Foot Spin, Toe Loop or toe walley, Backward outside or inside pivot, backward arabesque, dance step sequence
- Freestyle 4** Flip Jump, Sit Spin, ½ Loop Jump, Loop, 2 Backward Spirals, Dance Step Sequence
- Freestyle 5** Fast Back Scratch Spin, Axel, Camel- Sit-Upright Spin, Lutz, Camel, Dance step sequence
- Freestyle 6** Axel-1/2 Loop-Flip Jump, Choice Spin (Cross-foot/Layback/Sit-Change-Sit), Split Jump, Split falling leaf, Jump Sequence: Axel-1/2 loop-flip, double salchow, Spin combination: 3 positions and change of foot, Dance Step Sequence
- Freestyle 7** 2 Walley Jumps in a Row, Flying Camel Spin, 1-foot Axel-Quarter Flip-Axel, Double toe or double toe walley, Flying combination spin with change of foot and position, Opposite Jump: Flip, Loop or Lutz, Dance Step Sequence
- Freestyle 8** Double Flip Jump, Camel-Jump-Camel Spin, Split Lutz, Double Loop, Flying Sit or Open Axel Sit Spin, Jump Sequence: 1 ¼ Flip-1 ¼ Flip-Double Salchow, Dance Step Sequence
- Freestyle 9** Double Lutz Jump, Opposite Spin, Axel-Double Loop Jump Combination, Axel in the opposite direction or double axel, double axel, Jump Combination: Rocker or counter Double Jump-Double Toe assisted jump-Double loop, Flying camel into Jump Sit Spin, Dance Step Sequence
- Freestyle 10** Double Axel-Double Toe Loop Combination, Death Drop, Three Arabian Cartwheel or Butterfly Jumps, Triple edge jump, Four alternating axels in a tow or triple toe assisted jump, Double jump to the right and to the left or Triple Toe Assisted Jump-Double Loop Combination, Created Dance Step Sequence

Cupid Classic – February 3 & 4, 2024 – Entry Form
White Township Recreation / S&T Bank Arena
Registration Deadline: December 28, 2023

Name _____ Birthdate _____ Sex _____
Email _____ Phone _____
Address _____ City, State, Zip _____
Highest ISI Test Passed _____ Highest Ice Dance Passed _____
ISI Number _____ Exp. Date _____
Home Rink _____
Rink Address _____ City, State, Zip _____
Coach's Name _____
Coach's Address _____ City, State, Zip _____
Coach's Email _____
Coach's Phone _____ Coach's ISI # _____
Highest USFS Freestyle Test Level _____
Are you an active member who has competed at or above the Novice Level at any USFS National
Championship within the last two years? _____ Yes _____ No
Highest Test Level _____

Individual Events:

- Tot 1-4 Solo
- Pre-Alpha-Delta Solo
- Freestyle 1-10 Solo
- Solo Compulsaries Pre-Alpha – Freestyle 1
- Open Freestyle
- Elements Only Tots 1-4
- Elements Only Pre-Alpha – Delta
- Footwork 1-10
- Ice Dance Solo 1-10

Circle Level and Choice of Dance(s)

- Dance 2** Dutch Waltz
- Dance 3** Canasta Tango, Rhythm Blues
- Dance 4** Cha Cha, Swing Dance, Fiesta Tango
- Dance 5** Ten Fox, Hickory Hoedown, Willow Waltz
- Dance 6** European Waltz, 14 Step, Foxtrot
- Dance 7** Tango, American Waltz, Rocker Foxtrot
- Dance 8** Killian, Blues
- Dance 9** Paso Doble, Starlight, Quickstep
- Dance 10** Westminster, Viennese, Argentine

- Interpretive Pre-Alpha – Delta
- Interpretive Freestyle 1-10
- Spotlight Tot 1-Freestyle 10
- Stroking Alpha – Delta
- Created Stroking – Pre-Alpha
- Jump & Spin Individual
- Spiral Challenge
- Lunge Challenge
- Shoot-the-Duck Challenge
- 1-Foot Glide Challenge
- Surprise Jumble

Partner/Team Events:

___ Jump & Spin Team - Partner Name _____

Partner's ISI Number _____

___ Family Spotlight – Family Members/Name _____ ISI # _____

Name _____ ISI # _____

Name _____ ISI # _____

Name _____ ISI # _____

___ Maneuver Team – Team Name _____

Teammate 1. _____ ISI# _____

Teammate 2. _____ ISI# _____

Teammate 3. _____ ISI# _____

Teammate 4. _____ ISI# _____

Fees:

First Event \$50

Each Additional Event \$20

Partner Additional Event \$15

Partner ONLY Event \$ 25 (each skater if only event for both)

Family Spotlight Per Person \$10 x # of people _____

Late Fee (postmarked or \$25

submitted after Dec. 8th)

Paper Processing Fee \$15

of Individual Events _____

of Partnered Events _____

Total Event Fee: _____

Hoodie Orders: Due December 28

\$35

Youth and Adult Sizes

Size _____ Quantity _____

Hoodie Total

GRAND TOTAL _____

Parent and Skater Verification

Date _____

I skate at this competition at my own risk, I release the ISI, the White Township S&T Bank Arena and their personnel, from all liability.

Skater Signature _____

Parent Signature _____

Coach Signature _____