## 2022-2023 High School – Moves in the Field to Music

	Time	Required Elements
Pre – Preliminary	2:10 max.	<ol> <li>Forward perimeter stroking – Clockwise direction only</li> <li>Backward outside consecutive edges</li> <li>Forward right foot spiral</li> <li>Waltz Eight</li> </ol>
Preliminary	2:20 max.	<ol> <li>Forward and Backward Crossovers</li> <li>Consecutive outside spirals</li> <li>Forward power three-turns – Right foot only</li> <li>Alternating Bkwd Crossovers to Bkwd Outside Edges</li> </ol>
Pre – Juvenile	2:20 max.	<ol> <li>Forward perimeter power stroking</li> <li>RFO – LBI three-turns in the field</li> <li>Backward Circle Eight</li> <li>Five-step mohawk sequence</li> </ol>
Juvenile	2:40 max.	<ol> <li>Backward power circle – Clockwise only</li> <li>Eight-Step Mohawk Sequence</li> <li>Forward free skate cross strokes</li> <li>Forward double three-turns – Outside only</li> </ol>
Intermediate	3:10 max.	<ol> <li>Spiral sequence – First side only</li> <li>RFO – LBI Brackets in the field sequence</li> <li>Forward twizzles – Inside only</li> <li>Inside slide chasse</li> </ol>
Novice	3:40 max.	<ol> <li>Forward and backward outside counters – Right only</li> <li>Forward outside loops</li> <li>Backward Rocker Choctaw Sequence</li> <li>Backward twizzles – Outside only</li> </ol>
Junior	3:40 max.	<ol> <li>Forward &amp; Backward Inside rockers – Left only</li> <li>Power pulls – Right foot only</li> <li>Choctaw sequence – R – L – R</li> <li>Backward loop sequence – Inside only</li> <li>Straight line step sequence – Right foot start only</li> </ol>
Senior	4:10 max.	<ol> <li>Sustained edge step – Clockwise only</li> <li>Spiral step – Left foot start and side only</li> <li>BO power double three-turns to double inside rockers – Left foot only</li> <li>BI power double three-turns to power double outside rockers – Right foot only</li> <li>Serpentine step sequence – Counterclockwise only</li> </ol>

## General event parameters:

- 1. Each level will skate a program consisting of specified moves in the field elements skated to music of the skater's choice.
- 2. Each program must contain the specified moves within the required time duration.
  - a. Note: The time duration is maximum time no deduction will be given for being under the specified time.
- 3. The moves may be skated in any order.
- 4. Music may be vocal or instrumental.
- 5. Skaters must wear all black skating attire or costume
- 6. This will be judged on the 6.0 system.
- 7. Skaters receive two marks.
  - a. The technical mark will be based on the focuses of the specified moves. Difficulty of transitional elements will not be rewarded in the technical mark.
  - b. The presentation mark will be based on carriage, projection, style, ice coverage, phrasing of movements to music and creativity of transitional elements.

