## BLUE LEVEL

B-1 Scull

- while gliding on two feet scull around five pylons place 1 m apart

B-2 Cross Over Weave

- demonstrate a forwards crossover weave alternating left over right and right over left while gliding down the straightaway
- swing the left leg over on the crossover while the right leg pivots


B-3 Backwards Glide on the Left Foot (upright)

- skate backwards around the arc of a circle to build speed
- at blue line balance on left foot
- maintain balance on foot until you cross blue line again
- other skate must remain off the ice
- adequate speed is required for this activity

B-4 $\quad \begin{aligned} & \text { Backwards Glide on the Right Foot } \\ & \text { (upright) }\end{aligned}$ (upright)

- skate backwards around the arc of a circle to build speed

- at blue line balance on right foot
- maintain balance on foot until you cross blue line again
- other skate must remain off the ice
- adequate speed is required for this activity



## B-7 Basic Position Arm Swing

- demonstrate a reasonably relaxed arm swing while skating in the basic position the length of the ice
- swing arms in forwards and backwards direction
- do not swing arm any higher than shoulders
- arms should not be stiff or rigid
- arms should swing in a rhythmical and relaxed manner and bend slightly at the elbow



## B-8 Weight Transfer

- demonstrate the weight transfer alternating from right leg to left leg as you extend left leg, then right leg without lifting skates off the ice
- weight transition should be smooth and somewhat rhythmical
- body is in basic position

B-9 Race 222, 333, 444, 500 and 777m

- demonstrate the attributes of a good racer
- a good start, aggressiveness, smooth technique and a defensive track are essentials of good racing results:
222
333
444
500
777


## B-10 Relay Race

- demonstrate the skills of a relay racer
- the push - strong and straight ahead
- coverage - follow just behind the skater on the inside of the track
- timing - arrive at first blue line just before previous skater and at a good speed
- push must take place between blue lines but preferred before red line

