

2018 Virginia Commonwealth Games



Figure Skating Championships

July 21-22, 2018

Participating Rink and Host Club

**LaHaye Ice Center
Liberty University
1971 University Blvd.
Lynchburg, VA 24515
&**

Liberty University Skating Club

Hosted by:

**Virginia Commonwealth Games and Virginia Amateur Sports in cooperation
with the Liberty University Figure Skating Club**



#26433

Approval #1-3250-2018

Compete against the best from throughout the state and beyond in Olympic-style competition for Gold, Silver and Bronze medals, and 4th-6th place ribbons. This is a qualifying event for the 2019 State Games of America held in Lynchburg, VA.

Location: LaHaye Ice Center 1971 University Blvd. Lynchburg, VA 24515

Dates: Saturday, July 21st (USFSA events) and Sunday, July 22nd (ISI events), 2018

Practice Ice: Saturday, July 21st 7pm-10pm as schedule allows
Sunday, July 22nd 6:30-7:45am preference given to test applicants

USFSA Test Session: Sunday, July 22nd, 2018 8am-11am

Competition Eligibility: *This competition is sanctioned by the US FIGURE SKATING and endorsed by the ISI.*

Competition is open to all female and male skaters who are Virginia, Maryland, Washington D.C., and West Virginia residents of eligible athletic status (or any athlete in a state that does not have figure skating as part of their State Games).

Skaters must be in good standing with U.S. FIGURE SKATING or the ISI for the events they want to compete in. Age and test status as of May 31st, 2018 determines skater's level.

U.S. FIGURE SKATING skaters may compete at their passed and registered freestyle test levels or one level higher. ISI skaters will follow the rules outlined in the 2016 Handbook edition.

Individual members of U.S. FIGURE SKATING who are registered with the ISI are eligible to compete in accordance with the ISI/U.S. FIGURE SKATING joint statement policy.

REGISTRATION INFORMATION: *ALL skaters must register online only. We will not be taking checks or mail in entry forms.*

Individual Register Online:

a. Secure Online Registration and credit card payment will be available at: www.CommonwealthGames.org with a link to EntryEeze for the Virginia Commonwealth State Games 2018.

The entry fee varies depending on the number of events entered. Use the following to determine the cost of competition: \$90 for the first event EXCEPT USFSA Compete USA events (\$75 for the first event) & ISI (\$60 for the first event). All additional events for USFSA are \$45 each and additional events for ISI are \$30 each.

b. Skater and Coach schedules will be posted at www.CommonwealthGames.org with a link to EntryEeze.

c. Skaters will be able to choose their own practice ice sessions online when you register. Practice ice will be \$10 per 20 minutes.

Team Registration Online: There must be a single team contact that registers each team separately for the following events:

a. USFSA – Showcase, Theater on Ice

ISI – Couple Spotlight, Family Spotlight, Ensemble, Production Team, Theater Productions, Synchronized Skating, Jump and Spin Team

When you register the team you will need to provide the following information:

- i. "Team Contact" – this will be the contact information for a primary person who will be responsible for the team
- ii. "Team Name" – this will be the name of the team used on the skating orders and in the program.
- iii. Number of team members
- iv. The team roster – for each of the team members, you will need the following information:
 1. Skater first and last name
 2. Skater DOB
 3. Skater highest test passed
 4. Skater USFSA or ISI number

Entry Deadline: **Midnight on June 15th, 2018** (to avoid late fee) or by **June 24th, 2018** (with \$45 late fee). Walk-in registration will not be accepted.

Competition Guidelines:

US FIGURE SKATING Competition and Standards: The 2017-2018 US FIGURE SKATING Rule Book will govern the competition. The 6.0 judging system will be used. The Competition schedule will be posted on the Figure Skating page of www.CommonwealthGames.org.

US FIGURE SKATING Coaches: You must comply with the coach's registration requirement in order to be allowed to coach at the Commonwealth Games (Virginia State Games) per US FIGURE SKATING. Credentials will be checked in advance. Coaches unable to prove credentials will not be permitted into the competition or test session. No exceptions.

ISI Competition and Standards: The competition rules and guidelines will be run in accordance with the 2016 ISI Handbook. Please refer to this handbook for more information on event criteria.

For questions pertaining to the ISI application process, levels, or events, please contact **Dawn Harter** at: dharter@liberty.edu

ISI Coaches are required to register for Judges Credentials prior to competition. **ISI Events will be judged by ISI judges.** The judges schedule will be made in advance using the name of the ISI coach provided by the skater at registration.

Music: Online music submission is the ONLY acceptable method to submit program music. After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the "Competition" tab and then selecting "My Music". Please be sure you are uploading the correct music for the correct event segment. Be careful, for example, not to mix up your short program and your free skate! **All music must be uploaded by July 4th, 2018, 11:59PM ET.**

Skaters/Teams must have at least one backup copy of music on CD, **AT RINKSIDE**, during the actual competition event segment. The LOC will follow US Figure Skating Rule 1403 for interruption of music protocol. Only one track per CD and NO re-writable CD's. CD's must be clearly marked with the skater's name and event. Commonwealth Games LOC will provide all solo dance music.

Awards: Medals will be awarded to skaters placing first, second, or third in each event. Ribbons through 6th place

Contacts:

Competition Chairs: Tatiana Payne, tmgomez@liberty.edu

Dawn Harter dharter@liberty.edu

Technical Support Online Registration: Charity Waldron, cwaldron@commonwealthgames.org

Practice Ice: Tatiana Payne, tmgomez@liberty.edu

ISI Coordinator: Dawn Harter, dharter@liberty.edu

Facilities: The LaHaye Ice Center surface dimensions are 200' x 85'. The facility also has 4 locker rooms.

Schedule of Events: The schedule of events is determined by the total number of entries and by the number of entries in each event. Knowledge of the final posted schedule is the responsibility of all entrants and officials. Schedules will also be posted on www.CommonwealthGames.org figure skating section.

Hotel Information: Please go to www.CommonwealthGames.org/hotels to reserve your accommodations.

This is a STAY TO PLAY tournament. All non-commuting teams participating in the tournament **MUST** (as a condition of acceptance) make all hotel accommodations using our tournament housing services.

Please do not call the hotels directly. Please book through the hotel reservation link below. We appreciate your support as these partnered hotels assist in sponsoring our event.

US Figure Skating Events

EVENT: Introductory Levels Free Skate Program

General event parameters:

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump 	Max. 2 spins: <ul style="list-style-type: none"> • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> • Jumps with no more than one-half rotation (front to back or back to front including half-loop) • Single rotation jumps: Salchow and toe loop only. • Max. 2 jump combinations or sequences • Max. 2 of any same type jump. 	Max. 2 spins: <ul style="list-style-type: none"> • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions) 	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Learn to Skate USA free skating badge tests

Event: TEST TRACK FREE SKATE PROGRAM (RESTRICTED) ELEMENT REQUIREMENTS

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Pre-Preliminary Test	Maximum 5 jump elements. Jumps with not more than one half rotation (front to back or back to front including half loop). Single rotation jumps: Salchow, Toe Loop & Loop only. Max 2 jump combinations or sequences. Max 2 of any same jump. Max 2 jump combinations or sequences. Max 2 spins. Two spins of a different nature, one position only, no change of foot. No flying entry. Minimum 3 revolutions. Connecting moves and steps should be demonstrated throughout program.	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test	Time :1:30 +/- 10

Preliminary Test	Maximum of 5 jump elements. Jumps with not more than one rotation (no Axels). Max two jump combinations or sequences. Max 2 of any same type jump. Max 2 spins. One spin in one position, no change of foot., no flying entry (Min 3 revs) and one consisting of a front scratch to back scratch.,, exit on spinning foot not mandatory (Min. 3 revs on each foot). Connecting moves and steps should be demonstrated throughout the program.	Skaters must have passed at least the U.S. Figure Skating pre-pre free skate test but may not have passed tests higher than preliminary free skate test	Time :1:30 +/-10
Pre-Juvenile Test	Maximum 5 jump elements. Jumps with not more than one rotation (no axels). Max 2 jump combinations or sequences. Max 2 of any same jump. Max 2 spins. One spin in one position, no change of foot (min 3 revs). And one combination spin: forward camel spin to forward sit spin, change of foot optional (min. 6 revs combined in forward sit and camel positions). Spins may not fly. One step sequence fully utilizing ice surface.	Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test	Time: 2:00 +/-10
Juvenile Test	Maximum 5 jump elements. Any single jumps with not more than 1 ½ rotations (Axel permitted). Max 2 jump combinations or sequences. Max 2 of any same jump. Max 2 spins. One spin in one position, no change of foot(min 4 revs in position)and one combination spin with one change of foot and at least one change of position, must include two of the basic spin positions (Min 4 revs on each foot). Only solo spin may fly. One step sequence fully utilizing ice surface.	Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test	Time: 2:20 +/-10
Intermediate Test	Maximum 6 jump elements. Any single jumps. Double jumps permitted: Double Salchow and Double Toe Loop. Max 3 jump combinations or sequences. Max 2 of any same jump. Max 2 spins of a different nature. One must be a flying spin (min. 5 revs). One must be a combination spin with at least one change of foot and at least one change of position. (min. 4 revs each foot). One step sequence fully utilizing ice surface.	Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test	Time: 2:40 +/-10
Novice Test	Maximum 7 jump elements for men and 6 for women. Any single jumps. Double jumps permitted are double Salchow, double toe loop and double loop. Max of 3 jump combinations or sequences. Max 2 of any same jump. Max 3 spins of different nature. One must be a combination spin with at least one change of foot and at least one change of position. (min. 5 revolutions on each foot.). Other spins are skater option (min. 6 revs). All spins may fly. One step or spiral sequence must fully utilize ice surface. See rule 4104 & 4105 for remarks.	Skaters must have passed at least the U.S. Figure Skating Intermediate free skate test but may not have passed tests higher than Novice free skate test	Time 3:00 +/-10

Level	Elements	Qualifications	Program Length
Junior Test	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i> Any single jumps. Double jumps permitted: double Salchow, double toe loop, double loop and double flip. Maximum of 3 jump combinations or sequences. Max. 2 of any same type jump. <i>Maximum of 3 spins of a different nature:</i> One spin in one position (Min. 6 revolutions), One flying spin (Min. 6 revolutions), One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot). One step sequence fully utilizing ice surface (See rule 4105 for remarks)</p>	Skaters must have passed at least the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test	Ladies: 3:30 +/- 10 sec. Men: 4:00 +/- 10 sec.
Senior Test	<p><i>Maximum of 8 jump elements for men and 7 for ladies:</i> Any single jumps. Must include at least four different double jumps, one must be a double Lutz. Triple jumps are not permitted. Maximum of 3 jump combinations or sequences. Max. 2 of any same type jump <i>Maximum of 3 spins of a different nature:</i> One spin in one position (Min. 6 revolutions), One flying spin (Min. 6 revolutions), One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot). <i>Men:</i> Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks) <i>Ladies:</i> One step sequence of advanced difficulty, covering the full ice surface and either one spiral sequence or choreographic sequence. (See rule 4104 & 4105 for remarks.)</p>	Skaters must have passed at least the U.S. Figure Skating junior free skate test	Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.

EVENT: WELL BALANCED (UNRESTRICTED) FREE SKATE AND SHORT PROGRAM

The Virginia State Games Figure Skating Competition will follow 2017-2018 United States Figure Skating Rules. Unrestricted Freestyle and Short Program Element Requirements for each level are listed in the US Rulebook under the following rule numbers.

No Test	US Rule 4280
Pre—Preliminary	U.S Rule 4270
Preliminary	U.S Rule 4260
Pre-Juvenile	U.S Rule 4250
Juvenile	U.S Rule 4240
Intermediate	U.S Rule 4230
Novice	U.S Rule 4220
Junior	U.S Rule 4210
Senior	U.S Rule 4200

EVENT: ADULT FREE SKATE PROGRAM

- Adult events are in accordance with 2017-2018 U.S. Figure Skating Rules **4570-4600**
- Masters events are in accordance with 2017-2018 U.S. Figure Skating Rules **4510-4540**
- Unrestricted Freestyle and short program technical requirements are in accordance with 2017-2018 USFS Rules **4000-4270**.

EVENT: COMPULSORY MOVES

General event parameters:

1. No Test – Juvenile: Elements skated on ½ ice
2. Intermediate – Senior: Elements skated on full-ice
3. The skater must demonstrate the required elements (performed once only) and may use any additional elements from previous levels.
4. A 0.2 deduction will be taken for each element performed from a higher level.
5. Music is not allowed.
6. Skaters may compete at their test level or one level higher.

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ol style="list-style-type: none">1. Loop jump2. Jump combination to include a toe loop (may not use a loop or Axel)3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions4. Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.
Pre-Preliminary	1:15 max.	<ol style="list-style-type: none">1. Toe Loop jump2. Jump combination: single/single (no Axel)3. Sit spin or camel spin - minimum three revolutions4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max.	<ol style="list-style-type: none">1. Single Lutz2. Jump combination: single/single (may include Axel)3. Back upright spin - minimum three revolutions4. Forward inside spiral
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none">1. Single jump (may include Axel)2. Jump combination: single/single (may include Axel)3. Layback spin or camel spin - minimum three revolutions4. Step sequence - circular
Juvenile & Open Juv.	1:15 max.	<ol style="list-style-type: none">1. Single Axel2. Jump combination: single/single or double/single3. Layback spin or camel spin - minimum three revolutions4. Step sequence – circular
Intermediate	1:30 max.	<ol style="list-style-type: none">1. Double Salchow or double toe loop2. Jump combination: single/single or double/single3. Flying spin, minimum five revolutions4. Step sequence – straight line
Novice	1:30 max.	<ol style="list-style-type: none">1. Double loop2. Jump combination: double/single or double/double3. Flying spin - minimum five revolutions4. Step sequence – straight line
Junior	1:30 max.	<ol style="list-style-type: none">1. Double flip2. Jump combination: double/double or triple/double3. Combination spin - minimum 10 revolutions4. Step sequence – straight line
Senior	1:30 max.	<ol style="list-style-type: none">1. Double Lutz2. Jump combination: double/double or triple/double3. Combination spin - minimum 10 revolutions4. Step sequence – straight line



U.S. Figure Skating Nonqualifying Competitions

EVENT: Adult Compulsory Moves

General event parameters:

1. Pre-Bronze to Silver: Elements skated on $\frac{1}{2}$ ice
2. Gold/Masters: Elements skated on full-ice
3. Elements may be performed only once
4. Music is not allowed
5. Minimum number of revolutions is noted in parentheses

Level	Time	Elements
Adult Pre-Bronze	1:30 MAX	<ul style="list-style-type: none">• Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise• Jump combination or sequence consisting of only $\frac{1}{2}$ revolution jumps (half loop is considered a full revolution jump) – maximum of 2 jumps in a combination and 3 jumps in a sequence• Forward upright spin (Min. 3 revolutions)• Forward spiral (any edge)
Adult Bronze	1:30 MAX	<ul style="list-style-type: none">• Single Salchow• Waltz jump – toe loop combination jump• Backward Upright Spin – entry optional (Min. 3 revolutions)• Spiral sequence (Min. 2 spirals)
Adult Silver	1:30 MAX	<ul style="list-style-type: none">• Single loop• Single/single jump combination• Sit spin (Min. 3 revolutions)• Straight line step sequence
Adult Gold	1:30 MAX	<ul style="list-style-type: none">• Single Lutz or Axel• Single/single or single/double jump combination• Camel spin (Min. 4 revolutions)• Straight line step sequence
Masters Intermediate/Novice	1:30 MAX	<ul style="list-style-type: none">• Axel, double Salchow, double toe loop or double loop• Jump combination (double/double, single/double or double/single) that may include double Salchow, double toe loop or double loop and any single jump including Axel• Solo spin of skater's choice (Min. 6 revolutions)• Straight line step sequence
Masters Junior/Senior	1:30 MAX	<ul style="list-style-type: none">• Choice of any double jump• Jump combination that may include any double jump• Solo spin of skater's choice (Min. 8 revolutions)• Straight line step sequence

EVENT: SNOWPLOW SAM – BASIC 6 Program with Music

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:10 max.	<ul style="list-style-type: none"> • Forward two-foot glide and dip • Forward two-foot swizzles, 6-8 in a row • Beginning snowplow stop on two-feet or one-foot • Backward wiggles, 6-8 in a row
Basic 2	1:10 max.	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot swizzles, 6-8 in a row
Basic 3	1:10 max.	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:10 max.	<ul style="list-style-type: none"> • Backward one-foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:10 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:10 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left



U.S. Figure Skating Nonqualifying Competitions

EVENT: Pre-Free Skate – Free Skate 6 Program with Music

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times an element is executed, length of glides, number of revolutions, etc., unless otherwise stated.

Connecting steps and transitions should be demonstrated throughout the program.

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump
Free Skate 1	1:40 max	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop jump • Half flip jump
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:40 max	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump-toe loop or Salchow-toe loop jump combination
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half Loop jump • Flip jump
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz-loop jump combination • Lutz jump
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> • Split jump or stag jump • Camel, sit spin combination - minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump



U.S. Figure Skating Nonqualifying Competitions

ADULT 1-6 AND INTRODUCTORY COMPULSORY

General event parameters:

- The skating order of the elements is optional.
- Element may only be attempted once
- To be skated in program format with limited connecting steps
- To be skated on ½ ice
- A 0.2 deduction will be taken for each element MISSING, REPEATED or from a higher level

Level	Time	Elements
Adult 1	1:30 MAX	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle (4-6 in a row) • Forward snowplow stop – two feet or one foot
Adult 2	1:30 MAX	<ul style="list-style-type: none"> • Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
Adult 3	1:30 MAX	<ul style="list-style-type: none"> • Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Forward chasses on a circle, clockwise and counterclockwise • Backward skating to a long two-foot glide • Backward snowplow stop, Right and Left
Adult 4	1:30 MAX	<ul style="list-style-type: none"> • Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Hockey stop, both directions • Backward one-foot glides, right and left
Adult 5	1:30 MAX	<ul style="list-style-type: none"> • Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin (min 2 revs)
Adult 6	1:30 MAX	<ul style="list-style-type: none"> • Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (min 2 revs on 1 foot)
Adult Beginner	1:30 MAX	<ul style="list-style-type: none"> • Bunny hop or mazurka • Forward beginning one-foot spin from backward crossovers (min 2 revs) • Forward moving inside open Mohawk (right and left) – heel to instep • Alternating right and left forward outside edges across the width of the ice • Alternating right and left forward inside edges across the width of the ice • Backward moving outside 3-turn right and left
Adult High Beginner	1:30 MAX	<ul style="list-style-type: none"> • Waltz Jump • ½ Flip • Alternating right and left backward outside edges across the width of the ice • Alternating right and left backward inside edges across the width of the ice • Backward moving inside 3-turn right and left



U.S. Figure Skating Nonqualifying Competitions

EVENT: SNOWPLOW SAM – BASIC 6 Elements

Format choice of the host: Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the order listed below (no excessive connecting steps). Referee driven format examples: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.

- To be skated on 1/3 to 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**

Level	Time	Skating rules/standards
Snowplow Sam	1:00 max.	<ul style="list-style-type: none"> • March followed by a two-foot glide and dip • Forward two-foot swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ul style="list-style-type: none"> • Forward two-foot glide and dip • Forward two-foot swizzles, 6-8 in a row • Beginning snowplow stop on two-feet or one-foot • Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> • Forward one-foot glide, either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward two-foot swizzles, 6-8 in a row
Basic 3	1:00 max.	<ul style="list-style-type: none"> • Beginning forward stroking showing correct use of blade • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive • Forward slalom • Beginning backward one-foot glide, either foot • Moving forward to backward two-foot turn on a circle
Basic 4	1:00 max.	<ul style="list-style-type: none"> • Backward one-foot glides, right and left • Forward outside edge on a circle, clockwise or counter clockwise • Forward crossovers, 4-6 consecutive, both directions • Beginning two-foot spin, 2-4 revolutions • Backward ½ swizzle pumps on a circle, one direction only
Basic 5	1:00 max.	<ul style="list-style-type: none"> • Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, 4-6 consecutive, both directions • Advanced two-foot spin, 4-6 revolutions • Forward outside three-turn, right and left • Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> • Forward inside three-turn, right and left • Bunny Hop • Forward spiral on a straight line, right or left • Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry • T-stop, right or left



U.S. Figure Skating Nonqualifying Competitions

EVENT: Pre-Free Skate – Free Skate 6 Compulsory

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 max

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> • Forward inside open Mohawk from a standstill position (R to L and L to R) • Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise • One-foot upright spin, optional entry and free-foot position (minimum three revolutions) • Mazurka • Waltz jump
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Forward power stroking, 4-6 consecutive strokes • Backward outside three-turns, right and left • Upright spin, entry from backward crossovers - minimum 4-6 revolutions • Toe loop • Half flip jump
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> • Alternating forward outside and inside spirals on a continuous axis (2 sets) • Backward inside three-turns, right and left • Beginning back spin, up to two revolutions • Half Lutz • Salchow jump
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> • Alternating Mohawk/crossover sequence, right to left and left to right • Waltz three-turns, clockwise and counterclockwise • Advanced back spin with free foot in crossed leg position, min 3 revs • Loop jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Half loop jump • Flip jump
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> • Backward outside three-turn, Mohawk (backward power three-turn), both directions • Camel spin - minimum three revolutions • Waltz jump-loop jump combination • Lutz jump
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> • Forward power pulls, right and left • Split jump or stag jump • Camel, sit spin combination - minimum of four revolutions total • Waltz jump, ½ loop, Salchow jump sequence • Axel jump

SOLO DANCE			
Event	Requirements	Patterns	Dances
Preliminary	May not have passed any Pre-Bronze Dances	2	Canasta Tango/Rhythm Blues
Pre-Bronze	May not have passed any Bronze Dances	2	Cha-Cha/Fiesta Tango
Bronze	May not have passed any Pre-Silver Dances	2	Willow Waltz/Ten Fox
Pre-Silver	May not have passed any Silver Dances	2	European Waltz/Foxtrot
Silver	May not have passed any Pre-Gold Dances	2	Silver Tango/Rocker Foxtrot
Pre-Gold	May not have passed any Gold Dances	2	Killian/Blues
Gold	Passed Gold Dances	3	Viennese Waltz/Argentine Tango

EVENT: Showcase Events – Mini Production Ensemble Events

Formats:

- **Mini production ensemble** events are theatrical performances by three to seven competitors. Props and scenery are permitted. Programs are performed under full arena lighting
 - NOTE: Skaters may enter only one duet, mini production AND production event each.

Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Mini Production Ensemble Events:

Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Must not have passed Free Skate or Dance test (solo or partnered standard track)	Age	Program Duration
Mini Production	Open	Open	No age restriction	3:10 max

EVENT: Showcase Events – Duet Events

Format:

- Duets are theatrical or artistic performances by any competitors.
- Props and scenery ARE permitted.

EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase program that should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Props and scenery are permitted.

EVENT: Showcase Events – Dramatic Entertainment Events

Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness.
- Props and scenery ARE permitted.

Duet/Light/Dramatic Entertainment Levels:

General event parameters:

1. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
2. The determination of level will be based upon test requirement at the entry deadline.
3. Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Except for Adult events, skaters must compete at the highest level for which they qualify.

Event	Must meet requirements*	Must not have passed	Age	Time
No Test (does not qualify for National Showcase)	No Free Skate test passed	Pre-Preliminary Free Skate OR Any Free Dance	No age restriction	1:30 max
Pre-Preliminary (does not qualify for National Showcase)	Pre-Preliminary Free Skate	Preliminary Free Skate OR Any Free Dance	No age restriction	1:30 max
Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
Juvenile	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	3 and under	2:10 max
Teen	Juvenile Free Skate OR Juvenile Free Dance	Intermediate Free Skate OR Intermediate Free Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate OR Intermediate Free Dance	Novice Free Skate OR Novice Free Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate OR Juvenile Free Dance	Novice Free Skate OR Novice Free Dance	18-20	2:10 max
Novice	Novice Free Skate OR Novice Free Dance	Junior Free Skate OR Junior Free Dance		2:10 max
Junior	Junior Free Skate OR Junior Free Dance	Senior Free Skate OR Senior Free Dance		2:40 max
Senior	Senior Free Skate OR Senior Free Dance			2:40 max

Event	Must meet requirements* Must have passed Free Skate or Dance Test (solo or partnered, standard, adult, or masters track)	Must not have passed Free Skate or Dance Test (solo or partnered; standard, adult, or masters track) or higher	Age	Time
Adult Pre-Bronze (does not qualify for National Showcase)	Adult Pre-Bronze Free Skate OR Pre-Preliminary Free Skate	Adult Bronze Free Skate Preliminary Free Skate OR Any Free Dance	21 and older	1:40 max
Adult Bronze	Adult Bronze Free Skate Preliminary Free Skate Juvenile Free Dance OR Pre-Bronze Dance Test (prior to 4/30/17)	Adult Silver Free Skate Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Silver	Adult Silver Free Skate Juvenile Free Skate (prior to 10/1/94) Pre Juvenile Free Skate Adult Silver Free Dance Intermediate Free Dance Preliminary Free Dance (prior to 9/2/2000) OR 3rd Figure (prior to 10/1/77)	Adult Gold Free Skate Juvenile Free Skate (On/after 10/1/94) Adult Gold Free Dance Novice Free Dance Bronze Free Dance (prior to 9/2/2000) OR 4th Figure (prior to 10/1/77)	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate Juvenile Free Skate Adult Gold Free Dance Novice Free Dance OR 3rd Figure (prior to 10/1/77)	Intermediate FS (on/after 10/1/91) Junior Free Dance Silver Free Dance (Prior to 9/2/2000) OR 5th Figure Test (prior to 10/1/77)	21 and older	1:40 max
Masters	Intermediate Free Skate Adult Gold Free Dance Junior Free Dance Silver Free Dance (Prior to 9/2/2000) 3rd Figure Test (prior to 10/1/77) OR 8th Figure Test (10/1/77-9/30/79)		21 and older	1:40 max

EVENT: Compete USA Showcase Events

Format: Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater’s in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted. 6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
- Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- Duets: Theatrical/artistic performances by any competitors.
- Mini production ensembles: Theatrical performances by three to seven competitors.
- Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production or production event.

General event parameters:

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge’s mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint, for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant’s marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice.

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
Pre-Free Skate-Free Skate 6/ Beginner/High Beginner/ Adult 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary/ Adult Pre-Bronze	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 max.
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.

EVENT: Theatre On Ice (TOI) Events – Choreographic Exercise (CE) and Free Skate

Format: Theatre On Ice consists of two programs the free skate and the Choreographic Exercise (CE). These two events are judged separately.

A Theatre On Ice team may roster from 8-24 skaters. The same number of skaters must skate the CE and FS segments of a competition. A maximum of four rostered skaters may be different between the CE and Freestyle programs. Curtain: There will not be any curtain used for the Theatre On Ice events.

Current guidelines and procedures for Theatre On Ice Choreographic Exercise (CE) and Free Skate can be found at www.usfigureskating.org, under "Programs" on the Theatre On Ice page.

Theatre On Ice is a creation using all aspects of figure skating, incorporating a theme, emotion or story, enhanced by music. It is a package that includes five dimensions:

- Theme
- Music/Sound
- Choreography/Skating movements
- Performance/The rapport between the skaters and/or sub-groups of skaters
- Costuming, props and/or scenery

THEATRE ON ICE CHOREOGRAPHIC EXERCISE (CE)

All three Choreographic Elements should be present and integrated into the entire program. Development of the elements in a variety ways will be rewarded. Elimination of an element will be reflected in the score.

Theme: The Meaning of Life

Choreographic Process: Diminution

A choreographic sequence of movement that decreases upon repetition.

Note: Diminution can be used to relate to size, energy, density, and number of movements in a sequence. (Opposite of Accumulation)

Gesture: Adagio (Slow)

Slow, continuous, and sustained body movement.

Theatre On Ice Events and Levels Offered For Competition

- All test levels are as of **April 1, 2018.**
- All age requirements are as of **January 1, 2018.**

Level	# of skaters	Minimum Test	Maximum Test	Age	Age Flexibility	CE Length	FS Length
Senior	8-24	Juvenile MIF	None	> 16	4 rostered skaters may be outside age range by no more than 3 years	2:30 +/- 10 sec.	5:30 +/- 15 sec.
Junior	8-24*	Juvenile MIF	None	>10 <19		2:30 +/- 10 sec.	5:00 +/- 15 sec.
Novice	8-24*	Preliminary MIF	None	>7 <16		2:30 +/- 10 sec.	4:30 +/- 15 sec.
Intermediate	8-24	Pre-Preliminary MIF	None	<19		2:30 +/- 10 sec.	<u>4:00 +/- 15 sec.</u>
Preliminary**	8-24	Pre-Preliminary MIF	None	<13		2:00 +/- 10 sec.	2:00 +/- 15 sec.
Open	8-24	At least one MIF or Dance test***	None	All	N/A	2:30 +/- 10 sec	<u>4:00 +/- 15 sec.</u>
Adult****	8-24		None	>18	N/A	2:30 +/- 10	5:30 +/- 15 sec.

						sec	
Special Olympics/Therapeutic Skating	8-20	See below	None	All	N/A	N/A	<u>3:30</u> <u>max</u>

EVENT: Showcase Events – Interpretive Events

Format: Interpretive is a performance choreographed by the competitor, unaccompanied and unassisted, to music supplied by the competition committee / LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements.

- The music will be played continuously during a 30-minute off-ice session in a room and twice during an on-ice warm-up prior to the performance.
 - The room will be attended only by the adult monitor assigned to play the music and the competing skaters.
- **After the warm up, skaters will go back to a room, with no music being played.**
- Skaters will be brought to the ice when the previous skater finishes.
- All competitors in an event will interpret the same music.
- Props are permitted but must be brought into the room prior to listening to the music, and be taken to the ice only when the skater is called to perform. Props may not be pre-positioned on the performance surface.

Current guidelines and procedures for nonqualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Interpretative Events and Levels:

Except for Adult events, skaters must compete at the highest level for which they qualify

Level	Program Duration	Test Requirements (Freestyle or Free Dance)
Pre-juvenile and below	1:00 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Juvenile - novice	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Junior and senior	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
Teen and young adult	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.
All adult events	1:30 maximum	Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline.

EVENT: Spins Challenge

General event parameters:

- * Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included
- * All events are skated on ½ ice
- * Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Beginner	1:30 max.	1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
High Beginner	1:30 max.	1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
No-Test	1:30 max.	1. Upright one-foot spin (3) 2. Upright two-foot spin (3) 3. Sit spin (3)
Pre – Preliminary	1:30 max.	1. Upright one-foot spin (3) 2. Upright back scratch spin (3) 3. Sit spin (3)
Preliminary	1:30 max.	5. Forward scratch to back scratch spin (3) 6. Combination spin with no change of foot (4) 7. Sit spin (3)
Pre – Juvenile	1:30 max.	5. Camel spin (3) 6. Combination spin – camel to sit spin; no change of foot (6) 7. Forward to backward scratch spin (3 per foot)
Juvenile & Open Juv.	1:30 max.	5. Sit spin (4) 6. Combination spin – with change of foot; optional change of position (4 per foot) 7. Girls – layback spin (4); Boys – camel spin (4)
Intermediate	1:30 max.	5. Flying camel spin (5) 6. Sit spin to backward sit spin (4 per foot) 7. Combination spin – change of foot & change of position (4 per foot)
Novice	1:30 max.	5. Choice of camel, sit or layback spin (6) 6. Camel spin to backward camel spin (4 per foot in position) 7. Combination spin – change of foot & two changes of position (2 per position & 5 per foot)
Junior	1:30 max.	5. Flying sit spin or flying reverse sit spin (6) 6. Solo spin of choice (6) – may not fly 7. Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)
Senior	1:30 max.	5. Flying spin of choice (6) 6. Solo spin of choice (6) – may not fly 7. Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot)

EVENT: Jumps Challenge

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted.
- Pre-juvenile and lower will be skated ½ ice; Juvenile – senior will be skated on full ice
- Jumps with an “*” must be preceded with connecting steps (intermediate – senior)

Level	Time	Skating rules / standards
Beginner	1:15 max.	1. Waltz jump (from backward crossovers) 2. ½ flip or ½ Lutz 3. Single Salchow
High Beginner	1:15 max.	1. Waltz jump (from backward crossovers) 2. Single Salchow 3. Jump combination – waltz jump-toe loop
No-Test	1:15 max.	1. Single toe loop 2. Single loop 3. Jump combination – Any two ½ or single revolution jumps (no Axel)
Pre – Preliminary	1:15 max.	4. Single toe loop 5. Single flip 6. Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	8. Single flip 9. Single Lutz 10. Jump combination – Any single jump + single loop (may be Axel)
Pre – Juvenile	1:15 max.	8. Single Axel 9. Single or double jump 10. Jump combination – single/single (no Axel)
Juvenile & Open Juv.	1:15 max.	8. Single Axel 9. Double Salchow 10. Jump combination – single/single or double/single (no Axel)
Intermediate	1:30 max.	8. Single Axel 9. Double loop* 10. Jump combination – double/single (no Axel)
Novice	1:30 max.	8. Double loop 9. Double flip* 10. Jump combination – double/double (may be double Axel)
Junior	1:30 max.	8. Choice of double or triple jump 9. Double or triple flip* 10. Jump combination – double/double (may be double Axel)
Senior	1:30 max.	8. Choice of double or triple jump 9. Double or triple Lutz* 10. Jump combination – double/double or triple/double (may be double Axel)



ISI Events & Requirements

Events are offered to all ages - Tots through Adults

FREESTYLE

Events	Requirements	Time
Program time will allow for a 10-second leeway over the recommended time. A penalty will be given for those over the time limit. Uncaptured maneuvers as listed in the 2016 ISI Handbook will be allowed according to level restrictions recommended.		
Tots	Maneuvers are as listed in ISI Handbook for each level. The skater may elect to have one additional move from Freestyle 1. Two-foot snowplows are permitted. Coaches are permitted on the ice to assist a Tot, if necessary. Props are not allowed during Tot Competition.	1 min
Pre-Alpha	Skaters are still required to perform one additional move from Freestyle 1.	1 min
Alpha and Beta	Skaters are still required to perform one additional move from Freestyle 1. The foot must be lifted off the ice for back crossovers, cutbacks do not meet test requirements.	1 min
Gamma	Skaters are still required to perform one additional move from Freestyle 1. At least three strokes must precede the mohawk combination for a total of seven steps.	1 min
Delta	Skaters are still required to perform one additional move from Freestyle 1. The lunge must be completed with a one foot glide and in a straight line. The edges must be done consecutively outside-outside, inside-inside on an axis.	1 min
Freestyle 1-10	Entrants should compete according to elements listed in the Test Standards.	Refer to Rule Book
Freestyle Open	Entrants should see www.skateisi.com or the 2016 ISI Handbook for event details.	Refer to Rule Book

ARTISTIC SOLO 1-10

Levels	Maneuver Limitations	Time
Skaters perform a program to music with emphasis on strong edges, flow, choreography, innovative moves and musical interpretation. There is no score for technical ability in this event. Event level is based on skater's freestyle test level.		
Freestyle 1-3/ Bronze	FS 4 and below	1 min 30 sec
Freestyle 4-5/ Silver	FS 6 and below	1 min 30 sec
Freestyle 6-7/Gold	FS 8 and below	2 min
Freestyle 8-10/Platinum	Any maneuvers	2 min

FOOTWORK / STROKING

Events	Requirements	Time
Footwork FS1-FS10	The event is open to skaters in the Freestyle 1-10 levels. Skaters must comply with event description in the ISI Handbook. Focus is on cleanness and variety of turns and edges.	1 min
Pre-Alpha	The stroking event is for skaters in pre-alpha. Skaters must skate forward, both directions, around ice surface.	N/A

Alpha - Delta	The stroking event is for skaters in levels alpha, beta, gamma, and delta. Skaters must skate forward, both directions, around ice surface.	N/A
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SPOTLIGHT		
Events	Requirements	Time
	Spotlight events are open to skaters in all levels. ISI spotlight format has changed, please review current rulebook or ISI website. Skaters may enter up to two spotlight events as long as the music and routines are different (see ISI Handbook for description and format). Events offered per level are Solo and Couple in Drama, Character, and Light Entertainment. If competing in Couples, all partners must enter separately and pay the team fee. <i>The following times and levels apply to couples' spotlight: Tots- Delta is 1 min, Freestyle 1-3 is 1 min and 30 sec, and Freestyle 4-5 is 1 min 30 sec and Freestyle 6-10 is 2 min.</i> In spotlight, ANY action initiated after the music starts will commence timing of the entrant's program.	
Tots and Pre-Alpha- Delta		1 min
Freestyle 1-3 / Bronze		1:30 min
Freestyle 4-5 /Silver		1:30 min
Freestyle 6-7/Gold		2 min
Freestyle 8-10/Platinum		2 min

SOLO COMPULSORIES (Pre-Alpha - Freestyle 10)	
Events	Requirements
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 uncaptured moves are not allowed. Please Note: There should be no penalty given for the quantity of swizzles, stroking, or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged. Pre- Alpha- Freestyle 5 will be on ½ ICE ONLY. Freestyle 6-10 will be on FULL ICE.	
Pre- Alpha	Forward Swizzles/ 2 Foot Glide/ Backward Wiggles
Alpha	Forward Stroking/ Right Forward Crossovers/ 1-Foot Snowplow Stop
Beta	Backward Stroking/ Left Backward Crossovers/ Right T-Stop
Gamma	Right Forward Outside 3-turn/ Left Forward Inside Mohawk Combo/ Hockey Stop
Delta	Left Forward Inside 3-turn/ Bunny Hop/ Lunge
Freestyle 1	Waltz Jump/ 2-foot spin/ •• Flip jump
Freestyle 2	Ballet jump/ 1-foot spin/ ½ Lutz jump
Freestyle 3	Salchow jump/ Backward Pivot/ Toe Loop jump
Freestyle 4	Flip jump/ Sit spin/ ½ Loop jump
Freestyle 5	Camel spin/ Lutz jump/ Back spin
Freestyle 6	Jump combination/ Choice spin (Cross-Foot/Layback/Sit-Change-Sit)/ Split jump
Freestyle 7	Two Walley jumps/ Flying Camel spin/ Double Toe Loop jump
Freestyle 8	Double Flip Jump/ Flying Sit spin/ Split Lutz jump
Freestyle 9	Double Lutz jump/ Flying Camel into Jump Sit Spin/ Axel-Double Loop jump combination
Freestyle 10	Double Axel-Double Toe Loop jump combination/ Death Drop/ Three Arabian Cartwheel or Butterfly jumps

RHYTHMIC SKATING
<p>This new entertaining event requires the use of on hand-held prop listed below. The program should contain elements that employ the use of the prop throughout the routine. The skater must maintain control of the prop at all times. Props of the same kind (i.e. Ball/Hoop/Ribbon) must be grouped together and cannot be combined for competition event groups.</p> <p>The skater chooses only one rhythmic prop per routine (ball, hoop, or ribbon) and must maintain control of the prop at all times throughout the program. This means the prop must be used by the skater throughout the routine. It can be thrown, bounces, and juggled but should be maintained. The prop should not be put down on the ice while the skater does jumps & spins. No additional props are permitted.</p> <p>Props are not allowed on the event Warm-Ups.</p> <p>Choice of one:</p> <p>Hoop- Must be made from wood or plastic (from a rigid non-bending material) The hoop diameter should measure between 2 feet 7 inches – 2 feet 11 inches.</p>

Ball- Must be made of rubber or plastic. The ball diameter should measure approximately 7-3/4 inches.
 Ribbon- Stick must be made of wood, plastic, or fiberglass. Stick length should be between 20-30 inches. Ribbon material should be one single piece of satin or non-starched material. Ribbon should be 2-4 inches wide, and between 6-9 feet long.

Events	Maneuver Limitations	Time
Freestyle 1-3/Bronze	FS 4 and below	1 min 30 sec
Freestyle 4-5/ Silver	FS 6 and below	1 min 30 sec
Freestyle 6-7/ Gold	FS 8 and below	2 min
Freestyle 8-10/Platinum	Any maneuvers	2 min

ENSEMBLE

This Team event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and there is no technical score for this event. The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 min

PRODUCTION TEAM (All Levels)

This Team event is for groups of 8 or more skaters. Teams will be judged on the performance value of the program. There are no required maneuvers and no technical score for this event. The group should use music along with elaborate costumes and props to enhance the theme while creating an entertaining performance. Skaters from all levels can participate in this event. Event entries will be divided into Small/ Medium/ Large/ Extravaganza categories, as registration warrants. Duration: 4 min 30 sec

THEATER PRODUCTION(All Levels)

This new production event is for your entire skating team. Skaters of all ages and advanced ability level can participate in this theatrical team event. This is a creative and artistic program usually based on a story or theme, using costumes, props and technical skating to enhance the production performance. Duration 6 min 30 sec

SYNCHRONIZED SKATING

Synchronized Compulsories- Formation/ Skating

Synchronized Formation and Skating teams must perform 4 or 5 required elements to music, with no additional maneuvers permitted. Teams will be divided by age groups. For details of compulsory maneuvers and program duration limitations, please see the current 2016 edition of the ISI Handbook.

Synchronized Team- Dance/Formation/Skating/Advanced Formation/ Open Skating

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences, and dance steps. For description of Formation, Skating, and Dance categories please see the current 2016 edition of the ISI Handbook.

JUMP AND SPIN TEAM

TEAM OF 2 SKATERS

No Music, each skater will perform one element (jump or spin) two times. If partners are from different levels, the skaters must compete in the level of the highest skater.

Low (Tots – Delta): 2 Foot hop or Bunny hop and 2 foot spin

Bronze (Freestyle 1-3): Half Flip or Toe Loop and 2 foot or 1 foot spin

Silver (Freestyle 4-5): Half Loop or Axel and Sit Spin or Back Spin

Gold (Freestyle 6-7): Double Salchow or Double Toe Loop and Flying Camel or Layback

Platinum (Freestyle 8-10): Double Loop or Double Lutz and Flying Sit or Camel-Jump Spin

TEAM OF 4 SKATERS

No Music, each skater will perform one element two times. In the event one team member cannot participate, substitutions are not allowed but one skater may attempt two of the elements.

Low (Pre Alpha – Delta): One ft glide, Forward Crossover (R over L), Backward Crossover (L over R), Right T-stop

Medium (FS 1-4): R Mohawk sequence, L outside 3-turn, Inside edges, Bunny Hop

Intermediate (FS 4-5): Waltz jump, Half Lutz, Back Spiral, Sit spin

High (FS 6 – 10): Axel, Spin Combo with change of foot and position, Jump in opposite direction, Double flip

INTERPRETIVE

During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a locker room. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Judging Rules: Skaters are judged on originality, pattern, and music interpretation/expression. Spins and jumps performed must be appropriate to competition level.

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters.

Levels: Tots – Delta, Freestyle 1-3 (Bronze), Freestyle 4-5 (Silver), Freestyle 6-7 (Gold), Freestyle 8-10 (Platinum)

ISI competition is for all levels of achievement. Skaters must enter at their current test level. Age groups for female and male skaters will be as follows: 5 & under, 6-8, 9-12, 13-15, 16-20, 21-39, and 40 & over. (may be altered due to participation)

When there is only one entry in an event, the skater will compete and place according to the rules of the ISI competition Standards. When competing against the book, the skater must earn 80% of the total possible points to place first in that category.

Not all uncaptured jumps and spins are legal for all levels of competition. The penalty for performing an uncaptured maneuver at the wrong level will be the grade of 2.0 under content on the judges' sheets. Check the ISI Handbook for further information.

All routines will start from a stationary position. The timing of the routine will start with any movement.

In Delta, Freestyle 3, 6, 7, 8 certain maneuvers are listed under the heading Choice-Of-One. This means only one should be performed. In the case of misinterpretation of "choice-of-one", the performance of the first maneuver will be graded. All dance step sequences in Freestyle have mandatory patterns, but Freestyle 2 & 3 dance step sequences may be performed in either direction.

There will be a 10-second leeway in freestyle and spotlight with set duration times. Judging will stop at 10 seconds over the prescribed time. Performing a required maneuver past the 10-second leeway will not be counted. The penalty for skating 11-14 seconds over the prescribed time will be the grade of 8 for the duration; skating 15 seconds or beyond will be a grade of 5. There is no penalty for skating under the prescribed time.

2016 ISI HANDBOOK CLARIFICATIONS

On Page 340, the first sentence under Uncaptured Moves can be further clarified as follows:

Uncaptured gliding maneuvers, jumps and spins may be performed at any level, **unless otherwise indicated below.**

As a reminder:

- Uncaptured jumps may be performed at Pre-Alpha level and higher.
- Uncaptured spins and the Illusion maneuver may be performed at Freestyle 1, Couple 1 or Pair 1 levels or higher.
- Uncaptured gliding maneuvers may be performed at any level, unless specifically noted in the list.

On Page 66, Platinum Freestyle test requirement #2 can be further clarified as follows:

Two different additional double jump combinations with at least one double jump in each combination from ISI Freestyle 8-10 levels. **The other jump in each combination can be any other double or single jump.**