

Keystone State Games, Inc. & Premier Amateur Sports, LLC.
in cooperation with the White Rose Figure Skating Club welcomes you to the
28th Annual Pennsylvania Skating Championships



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 2015 State Games of America

Location: York Ice Arena, 941 Vander Ave., York, PA 17403 Phone: 717-848-1084

Dates: February 6-8, 2015

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

Competition is open to all female and male skaters who are Pennsylvania, Maryland, Delaware, Washington D.C., Ohio, 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 also be in good standing with either the U.S. FIGURE SKATING or the ISI. Age and test status as of January 3, 2014 determines skater's level. U.S. FIGURE SKATING skaters may compete at their passed and registered freestyle test levels or one level higher. Individual members of the 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. U.S. FIGURE SKATING adults over age 21 who have passed the bronze test may compete in Freestyle 3.

REGISTRATION INFORMATION:

Register Online – All registration will be done online this year. Mail in registrations will NOT be accepted.

Entry Fee: First event fee is \$85, Additional events are \$30 each. Once the registration has been completed, skaters will not be allowed to enter additional events, unless the athlete completes an additional registration and pays an additional first event fee.

Entry Deadline: Friday, January 2, 2015. Walk-on registration will not be accepted.

Competition Guidelines:

U.S. FIGURE SKATING Competition and Standards: U.S. FIGURE SKATING competition will be held Friday and Saturday, February 6-8, 2015, and will include Free Skate, Artistic, Showcase, Solo Dance, Compulsory Moves, Pro Am Dance, Basic Skills, Pairs, Synchronized and Competitive Test Track. Adult Free Skate will be held Saturday, February 7. The 2015 U.S. FIGURE SKATING Rule Book will govern the competition. The 6.0 judging system will be used.

U.S. FIGURE SKATING Coaches: You must comply with the coach's registration requirement in order to be allowed to coach at the Pennsylvania Skating Championships per U.S. FIGURE SKATING rules.

ISI Competition and Standards: ISI competition is for all levels of achievement and will be held Saturday and Sunday, February 7-8, 2015. Events include Freeskating, Footwork, Spotlight, Jump and Spin, Compulsory Moves, Stroking, Synchronized, Ensemble and Production Team Events.

ISI Coaches are required to register for Judges Credentials prior to competition.

Music: Skaters must furnish their own music. Mini Disks or CDs are acceptable. (CDs are preferred) Only one track per CD and no re-writable CDs. CDs must be clearly marked with the skater's name and event. All music must be checked-in at the registration desk one hour before each skater's event. Music must be picked up immediately after the skater's event. Keystone State Games will provide all solo dance music.

Awards: Medals will be awarded to skaters placing first, second, or third in each event. Ribbons will be awarded to skaters placing fourth, fifth, or sixth in each event. A trophy will be given to the U.S. FIGURE SKATING club with the most points in all U.S. FIGURE SKATING events. A trophy will be given to the ISI rink with the most points in all ISI events. The points for the trophies will be 6 pts. for first, 5 pts. for second, 4 pts. for third, 3 pts. for fourth, 2 pts. for fifth, and 1 pt. for sixth.

Contacts:

Competition Chair & U.S. Figure Skating Coordinator: Leanne Abugov, 717-413-6679, abugov@msn.com

ISI Skating Coordinator: Linda Huber, huberstable@gmail.com

KSG Director of Events: James J Costello –570-760-0352 Cell or jcostello@ksgoffice.com

Technical Support Online Registration: Brian Costello – brian@premiersportingevents.com

Chief Referee: Jane Reno, dyreno@verizon.net

Chief Accountant: Michael Elmaleh

Music Coordinator: Bill Bikle

Rink Description: York City Ice Arena has two ice surfaces that are 200'x85'. Competition will take place primarily on Rink #2. Rink #1 may also be used for practice ice and competition, if necessary. Locker rooms will be available. Teams with ten or more skaters will be assigned locker rooms on a first in, first assigned basis. The snack bar will be open during the competition.

Practice Ice: Practice ice may be available depending on the final schedule. A tentative schedule of available practice ice will be available on the WRFSC website at www.whiterosefsc.org

Schedule Of Events: The schedule of events is determined by the total number of entries and by the number of entries in each event. Adult Freestyle will be held Saturday, February 7. A tentative schedule of events will be posted on the White Rose FSC site at www.whiterosefsc.org on or before January 24, 2015.

Opening Ceremonies/Exhibition Skating Performance: Friday, February 6 at approximately 12:15 PM will be the Opening Ceremonies of the 2015 Games. The event will include a Torch/Flag Skate, Parade of Athletes, the National Anthem, and the traditional —Ring of the Bell. Athletes should be ready to enter at 12 PM. Skate clubs are encouraged to bring their club flag to march behind. Attendance is not required, but is encouraged. There will not be an admission charge for the Opening Ceremonies.

6.0 FREE SKATE

U.S. FIGURE SKATING Events & Requirements – Skaters may skate at their test level, or one level higher

Event	Requirements	Time
No Test	Skaters who have not passed any tests. Axels or double jumps are not allowed. Refer to Rule 4280	1 min 40 sec max
Pre-Preliminary	Skaters who have passed Pre-Preliminary FS but no higher. Refer to Rule 4270	1 min 40 sec max
Preliminary	Skater who have passed Preliminary FS but no higher. Refer to Rule 4260	1 min 30 sec +/- 10
Pre-Juvenile	Skaters who have passed Pre-Juvenile FS but no higher. Refer to Rule 4250	2 min +/- 10
Juvenile	Skaters who are age 13 or younger and have passed Juvenile FS but no higher. Refer to Rule 4240	2 min 15 sec +/- 10
Open Juvenile	Skaters who are age 14 and older and have passed Juvenile FS but no higher. Refer to Rule 4240	2 min 15 sec +/- 10
Intermediate- Long	Skaters who have passed Intermediate FS but no higher. Refer to Rule 4230	2 min 30 sec
Intermediate- Short	Skaters who have passed Intermediate FS but no higher. Refer to Rule 4230	2 min max
Novice- Long	Skaters who have passed Novice FS but no higher. Refer to Rule 4220	Ladies- 3 min Men- 3 min 30 sec
Novice- Short	Skaters who have passed Novice FS but no higher. Refer to Rule 4220 (ladies) 4220 (mens)	2 min 30 sec max
Junior- Long	Skaters who have passed Junior FS but no higher. Refer to Rule 4210	Ladies-3 min 30 sec Men- 4 min
Junior-Short	Skaters who have passed Junior FS but no higher. Refer to Rule 4210 (ladies) 4210 (mens)	2 min 50 sec max
Senior- Long	Skaters who have passed Senior FS. Refer to Rule 4200	Ladies- 4 min Men- 4 min 30 sec
Senior- Short	Skaters who have passed Senior FS. Refer to Rule 4200 (ladies) 4200 (mens)	2 min 50 sec max
<i>FS= abbreviation for Freestyle</i>	<i>Short and Long Programs are considered separate events. One skater may enter both events.</i>	
<i>Short Program rules Both the 2014 and 2015 elements will be accepted</i>	Additional information on Requirements may be found online at http://www.usfigureskating.org/New_Judging.asp?id=355	

COMPULSORY MOVES - Skaters may skate at their test level, or one level higher

Beginner	1:15 max.	<ol style="list-style-type: none">1. Waltz jump2. ½ jump of choice3. Forward two-foot or one-foot spin, minimum three revolutions (free leg position optional)4. Forward or backward spiral	
High Beginner	1:15 max.	<ol style="list-style-type: none">1. Toe loop jump2. Salchow jump3. Forward scratch spin - minimum three revolutions4. Forward or backward spiral	
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.	
Requirements (in any order)			Time
Pre-Preliminary		<ol style="list-style-type: none">1. Single flip2. 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)	60 sec max
Preliminary		<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	60 sec max

Pre-Juvenile	<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 revolutions 4. Step sequence - circular 	75 sec max
Juvenile & Open Juvenile	<ol style="list-style-type: none"> 1. Single Axel 2. Jump combination: single/single or double/single 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence – circular 	75 sec max
Adult Compulsory Moves		
Adult Beginner	<ol style="list-style-type: none"> 1. Forward crossovers (Min. 5 consecutive) 2. Waltz jump 3. Two foot upright spin 4. Forward spiral (any edge) 	75 sec max
Adult Pre-Bronze	<ol style="list-style-type: none"> 1. Backward crossovers (Min. 5 consecutive) 2. Waltz jump 3. Forward upright spin (Min. 3 revolutions) 4. Forward outside spiral 	75 sec max
Adult Bronze	<ol style="list-style-type: none"> 1. Single Salchow 2. Waltz jump – toe loop combination jump 3. Sit spin (Min. 3 revolutions) 4. Spiral sequence (Min. 2 spirals) 	75 sec max
Adult Silver	<ol style="list-style-type: none"> 1. Single loop 2. Single/single jump combination 3. Sit spin (Min. 3 revolutions) 4. Straight line step sequence 	90 sec max
Adult Gold	<ol style="list-style-type: none"> 1. Single Lutz or Axel 2. Single/single or single/double jump combination 3. Camel spin (Min. 4 revolutions) 4. Straight line step sequence 	2 min max
Compulsory Moves are done on half the ice surface in all categories except for Juvenile. No music will be utilized for this event. Required elements may be skated in any order. Additional jumps or spins are not permitted, and will result in deductions if included.		

ADULT FREE SKATE				
Age Classes 1-4 will be used, although groupings may be merged together without prior notification to provide for a competitive event. Flying spins and lutz, axles, double jumps are not permitted in Pre Bronze competition. Rule 4500	Event		Time	
	Adult Pre Bronze		Not to exceed 1 min 40 sec	
	Adult Bronze		Not to exceed 1 min 50 sec	
	Adult Silver		Not to exceed 2 min 10 sec	
	Adult Gold		Not to exceed 2 min 40 sec	
PRO-AM COUPLE DANCE				
Professional-Amateur Dance Competition will be grouped by age and skating level, as entries warrant. Professionals may skate unlimited times at no fee	Event	Requirements (amateurs)	# of Patterns	Dances
	Pre-Bronze	Have not passed Bronze	2	Cha-Cha
	Bronze	Have not passed Pre-Silver	2	Willow Waltz

with paid eligible skaters.	Silver	Have not passed Pre-Gold	2	American Waltz
	Gold		2	Viennese Waltz

ARTISTIC

Music may be instrumental or vocal. No jump higher than an axel. Event will be judged on artistic impression and interpretation of the music.

Event	Time	Event	Time
Pre-Preliminary	1:30 max	Junior and Senior	2:40 max
Preliminary and Pre-Juvenile	1:40 max	Adult: 21 and over	1:40 max
Juvenile thru Novice	2:10 max		

SOLO DANCE

Event	Requirements	Patterns	Dances
Preliminary	May not have passed any Pre-Bronze Dances	2	Canasta Tango
Pre-Bronze	May not have passed any Bronze Dances	2	Swing
Bronze	May not have passed any Pre-Silver Dances	2	Hickory Hoedown
Pre-Silver	May not have passed any Silver Dances	2	European Waltz
Silver	May not have passed any Pre-Gold Dances	2	Silver Tango
Pre-Gold	May not have passed any Gold Dances	2	Killian
Gold	Passed Gold Dances	2	Argentine Tango

SHOWCASE

The level is determined by the Freestyle tests. Effort will be made to separate groups from individual entrants. No jump higher than an axel. Live animals, flame or smoke oriented props, or anything that would alter the ice surface such as shaving cream, glitter, or dry ice are prohibited. Props must be carried on and off the ice by the participant(s) in one trip. Emphasis is placed on the illustration of the character through the music, costumes, props, and overall audience appeal. Music may be vocal. Judged on originality of program, props, and interpretation of music and costume.

Event	Time	Event	Time
Pre-Preliminary	1:30 max	Junior and Senior	2:40 max
Preliminary and Pre-Juvenile	1:40 max	Adult 21 & Over	1:40 max
Juvenile thru Novice	2:10 max		

Competitive Test Track

Skaters may enter EITHER the new test track free skate program or the well-balanced track free skate program but **NOT** both during the same nonqualifying competition. Competitors will skate to music of their choice, vocal music permitted. The 6.0 judging system will be used for all Test Track events.

Deductions **WILL** be made for skaters including technical elements not permitted in the event description.

- 0.1 from EACH mark for each technical element included that is not permitted in the event description.
- 0.2 from the technical mark for each extra element.
- 0.1 for any spin with less than required revolutions.

LEVEL	JUMP ELEMENTS	SPINS	STEPS	QUALIFICATIONS
Beginner <i>(formerly Limited Beginner)</i> Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one-half rotation (front to back or back to front). <i>Max 2 jump sequences</i> <i>Max 2 of any same jump</i>	<i>Max 2 spins:</i> 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 Basic Skills free skating badge tests
High Beginner <i>(formerly Beginner)</i> Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow and toe loop only. <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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 Basic Skills free skating badge tests
Pre-Preliminary Test Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only. <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> Two spins of a different nature, one position only, no change of foot, not 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 pre-preliminary free skate test
Preliminary Test Time: 1:30 +/- 10	<i>Max 5 jump elements:</i> Jumps with not more than one rotation (no Axels). <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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-preliminary free skate test but may not have passed tests higher than the preliminary free skate test
Pre-Juvenile Test Time: 2:00 +/-10	<i>Max 5 jump elements:</i> Jumps with not more than one rotation (no Axels). <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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

LEVEL	JUMP ELEMENTS	SPINS	STEPS	QUALIFICATIONS
Juvenile Test Time: 2:15 +/-10	<i>Max 5 jump elements:</i> Any single jumps with not more than 1 ½ rotations (Axel permitted) <i>Max 2 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins:</i> 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
Intermediate Test Time: 2:30 +/-10	<i>Max 6 jump elements:</i> Any single jumps. Double jumps permitted: double Salchow and double toe loop. <i>Max 3 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 2 spins of a different nature:</i> 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 on 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
Novice Test Time: Ladies 3:00 +/-10 Men 3:30+/-10	<i>Max 7 jump elements for men and 6 for ladies:</i> Any single jumps. Double jumps permitted: double Salchow, double toe loop and double loop. <i>Max of 3 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 3 spins of a different nature:</i> 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). The other spins are the option of the skater (Min 6 revs) All spins may fly	One step or spiral sequence fully utilizing ice surface. (see rule 4104 & 4105 for description).	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
Junior Test Time: Ladies 3:30 +/-10 Men 4:00+/-10	<i>Max 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. <i>Max of 3 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 3 spins of a different nature:</i> One must be a spin in one position (6 revs), one a flying spin (6 revs) and one a combination spin consisting of all three basic spin positions and one change of foot (Minimum 2 continuous revs in each basic position and minimum 5 revs on each foot).	One step sequence fully utilizing ice surface. (See rule 4105 for description)	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
Senior Test Time: Ladies 4:00 +/-10 Men 4:30+/-10	<i>Max 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. No triple jumps permitted <i>Max of 3 jump combinations or sequences</i> <i>Max 2 of any same type jump</i>	<i>Max 3 spins of a different nature:</i> One must be a spin in one position (min 6 revs), one a flying spin (min 6 revs) and one a spin combination consisting of all three basic spin positions and one change of foot (Min 2 continuous revs in each basic position and min 5 revolutions on each foot).	Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105) Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for description).	Skaters must have passed at least the U.S. Figure Skating junior free skate test

SYNCHRONIZED SKATING STANDARD LEVELS

General event parameters:

1. Teams will skate to the music of their choice. Vocal music is permitted.
2. All age restrictions are as of the preceding July 1st.
3. Teams may have a maximum of four alternates, in addition to the maximum number of skaters allowed per level.
4. See the current U.S. Figure Skating Rulebook, technical notification and/or ISU communication for skating requirements.
5. Host clubs may choose to waive the moves in the field test level requirement at nonqualifying competitions.
6. The following rules apply to teams of all levels:
 - Rule 7020 - Clothing
 - Rule 7120 – Definitions of Steps and Turns
 - Rule 7130, 7140 – Definitions of Features and Requirements
 - Rule 7150 – General Criteria for Basic Requirements for Elements
 - Rule 7160 – Illegal Elements/Features/Additional Features/Movements

Level	Time	Roster	Age	Test level	Rules
Preliminary	2:00 +/- 10 sec.	8 – 16 skaters	All under age 12 Majority under age 10	None	Well balanced program: Rule 7270
Pre-Juvenile	2:15 +/- 10 sec.	8 – 16 skaters	Majority under age 12	None	Well balanced program: Rule 7260
Open Juvenile	2:30 +/- 10 sec.	8 – 16 skaters	Under age 20	Pre-preliminary moves in the field	Well balanced program: Rule 7250
Juvenile	3:00 +/- 10 sec.	12 – 20 skaters	Under age 13	Preliminary moves in the field	Well balanced program: Rule 7240
Intermediate	3:30 +/- 10 sec.	12 – 20 skaters	Under age 18	Pre-Juvenile moves in the field	Well balanced program: Rule 7230
Novice	3:30 +/- 10 sec.	12 – 20 skaters	Under age 16, with the exception of up to 4 skaters who may be 16 or 17.	Juvenile moves in the field	Well balanced program: Rule 7220
Junior	FS: 4:00 +/- 10 sec. SP: max 2:50	12 – 16 skaters	At least age 13, must be under 19	Intermediate moves in the field	WBP & Short Program: Rule 7210
Senior	FS: 4:30 +/- 10 sec. SP: max 2:50	16 skaters	At least age 15	Novice moves in the field	WBP & Short Program: Rule 7200
Collegiate	4:00 +/- 10 sec.	12 – 20 skaters	All must be enrolled in a college or university degree program as full-time students	Juvenile moves in the field	Well balanced program: Rule 7280
Open Collegiate	3:00 +/- 10 sec.	8 – 16 skaters	All must be enrolled in a college or university degree program as full-time students	None	Well balanced program: Rule 7290
Adult	3:30 +/- 10 sec.	12 – 20 skaters	At least age 21, with the exception of up to 4 skaters who may be 18 – 20.	Preliminary moves in the field, dance or figure	Well balanced program: Rule 7500
Masters	3:00 +/- 10 sec.	12 – 20 skaters	At least age 25, with the majority of the team at least 30	None	Well balanced program: Rule 7510
Open Adult	2:30 +/- 10 sec.	8 – 16 skaters	Majority at least age 19	None	Well balanced program: Rule 7520
Open Masters	2:30 +/- 10 sec.	8 – 16 skaters	At least age 25, with the majority of the team at least 30	None	Well balanced program: Rule 7530

Basic Skills Events

BASIC PROGRAM EVENT: SNOWPLOW SAM – BASIC 8

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. Vocal music is allowed.

- To be skated on full ice
- The skater may use elements from a previous level
- A .2 deduction will be taken for each element performed from a higher level

<u>Snowplow Sam 1-3:</u> 1. March followed by a two foot glide and dip 2. Forward two foot swizzles 2-3-in a row 3. Backward wiggles 2-6 in a row 4. Forward snowplow stop	<u>Basic 5:</u> 1. Backward crossovers 4-6 consecutive in both directions 2. Basic one-foot spin – free leg held to side of spinning leg - minimum three revolutions 3. Side toe hop -either direction 4. Hockey stop
<u>Basic 1</u> 1. Forward two foot glide and dip 2. Forward two foot swizzles 6 -8 in a row 3. Backward wiggles 6-8 in a row 4. Forward snowplow stop	<u>Basic 6:</u> 1. Standstill forward inside three-turn - R & L 2. Bunny Hop 3. Forward spiral on a straight line R or L 4. Lunge - R or L 5. T-stop - R or L
<u>Basic 2</u> 1. Forward one foot glide - either foot 2. Two foot turn in place- forward to backward 3. Backward two foot swizzles 6 - 8 in a row 4. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 5. Moving snowplow stop	<u>Basic 7:</u> 1. Standstill forward inside open Mohawk - R to L and L to R 2. Ballet Jump- either direction 3. Back crossovers to a back outside edge landing position clockwise and counter clockwise 4. Forward inside pivot
<u>Basic 3</u> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive 3. Backward one foot glide – either foot 4. Forward slalom 5. Two foot spin – minimum three revolutions	<u>Basic 8:</u> 1. Moving forward outside or forward inside three-turns R & L 2. Waltz jump 3. Mazurka in either direction 4. 1 Combination move - clockwise or counter clockwise - two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin - free foot held to side of spinning leg or crossed position -minimum three revolutions
<u>Basic 4</u> 1. Forward crossovers 4-6 consecutive both directions 2. Standstill forward outside three- turn - R & L 3. Backward stroking - 4-6 strokes 4. Backward snowplow stop - R or L	

- Time: 1:00 +/- 10 seconds

Skaters may skate at their test level, or one level higher

FREE SKATE 1-6 PROGRAM EVENT

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times element is executed, or length of glides, number of revolutions, etc. unless otherwise stated. Connecting moves and steps should be demonstrated throughout the program. Vocal music is allowed.

- 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 .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Skaters may skate at their test level, or one level higher

Free skate 1	Free skate 4
1. Advanced forward stroking 4-6 strokes 2. One-foot upright scratch spin from back crossovers- minimum three revolutions 3. Waltz jump from back crossovers 4. Half flip jump	1. Forward power 3's, 2-3 consecutive sets R or L 2. Sit spin-minimum three revolutions 3. Loop jump 4. Waltz jump/loop jump combination
Free skate 2	Free skate 5
1. Forward outside spiral R or L 2. Beginning back spin- minimum two revolutions 3. Waltz jump, side toe hop, waltz jump sequence 4. Toe loop jump	1. Camel spin-minimum three revolutions 2. Forward upright spin to back upright spin- minimum three revolutions each foot 3. Loop/loop jump combination 4. Flip jump
Free skate 3	Free skate 6
1. Forward crossovers in a figure 8 2. Back spin-minimum three revolutions 3. Salchow jump 4. Waltz jump/toe loop or Salchow/toe loop jump combination	1. Camel/sit spin combination-minimum four revolutions total 2. Split or stag jump 3. Waltz jump/1/2 loop /Salchow jump sequence 4. Lutz jump

BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8

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 1-3	1:00 max.	<ol style="list-style-type: none"> 5. March followed by a two-foot glide and dip 6. Forward two-foot swizzles, 2-3 in a row 7. Forward snowplow stop 8. Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ol style="list-style-type: none"> 5. Forward two-foot glide and dip 6. Forward two-foot swizzles, 6-8 in a row 7. Forward snowplow stop 8. Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ol style="list-style-type: none"> 5. Forward one-foot glide, either foot 6. Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot 7. Moving snowplow stop 8. Two-foot turn in place, forward to backward 9. Backward two-foot swizzles, 6 - 8 in a row
Basic 3	1:00 max.	<ol style="list-style-type: none"> 5. Forward stroking 6. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive 7. Forward slalom 8. Backward one-foot glide, either foot 9. Two-foot spin – minimum three revolutions
Basic 4	1:00 max.	<ol style="list-style-type: none"> 5. Standstill forward outside three-turn, right and left 6. Forward outside edge on a circle, clockwise or counter clockwise 7. Forward crossovers, 4-6 consecutive, both directions 8. Backward stroking, 4-6 strokes 9. Backward snowplow stop, right or left
Basic 5	1:00 max.	<ol style="list-style-type: none"> 5. Backward outside edge on a circle, clockwise or counterclockwise 6. Backward crossovers, 4-6 consecutive, both directions 7. Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions 8. Side toe hop, either direction 9. Hockey stop
Basic 6	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside three-turn, right and left 2. Bunny Hop 3. Forward spiral on a straight line, right or left 4. Lunge, right or left 5. T-stop, right or left
Basic 7	1:00 max.	<ol style="list-style-type: none"> 1. Standstill forward inside open mohawk, right to left and left to right 2. Ballet jump, either direction 3. Back crossovers to a back outside edge landing position, clockwise and counter clockwise 4. Forward inside pivot
Basic 8	1:00 max.	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns, right and left 2. Waltz jump 3. Mazurka, either direction 4. 1 Combination move, clockwise <u>or</u> counter clockwise, two forward crossovers into forward inside mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions

FREE SKATE 1-6 COMPULSORY EVENT

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 .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	<ol style="list-style-type: none"> 1. Advanced forward stroking, 4-6 consecutive 2. Backward outside three-turns, right and left 3. One-foot upright scratch spin from backward crossovers - minimum three revolutions 4. Waltz jump from backward crossovers 5. Half flip jump
Free Skate 2	1:15 max.	<ol style="list-style-type: none"> 9. Forward outside or inside spiral, right or left 10. Waltz three's, right or left, 2-3 sets 11. Beginning back spin, entry optional – minimum two revolutions 12. Waltz jump, side toe hop, waltz jump sequence 13. Toe loop jump
Free Skate 3	1:15 max.	<ol style="list-style-type: none"> 1. Forward crossovers in a figure 8 2. Backward inside three-turns, right and left 3. Back spin - minimum three revolutions 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ol style="list-style-type: none"> 10. Forward power 3's, 2-3 consecutive sets, right or left 11. Sit spin - minimum three revolutions 12. Loop jump 13. Waltz jump/loop jump combination
Free Skate 5	1:15 max.	<ol style="list-style-type: none"> 10. Camel spin - minimum three revolutions 11. Forward upright spin to back upright spin - minimum three revolutions each foot 12. Loop/loop jump combination 13. Flip jump
Free Skate 6	1:15 max.	<ol style="list-style-type: none"> 10. Five step mohawk sequence - one set alternating pattern (refer to Basic Skills Curriculum Free skate 6) 11. Camel, sit spin combination - minimum of four revolutions total 12. Split jump or stag jump 13. Waltz jump, ½ loop, Salchow jump sequence 14. Lutz jump

BASIC SKILLS SHOWCASE EVENT

Format: Showcase groups will be divided by number of entries and ages if possible. Vocal music is permitted and 6.0 judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

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 competitors within one minute. A 0.2 deduction will be assessed by the referee against each judges' 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 and artistic qualities. Technical skating skills and difficulty will not be rewarded; 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.

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

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6/ Limited beginner/ Beginner/Adult 1-4	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

BEGINNER SYNCHRONIZED SKATING

The beginner competition program is also part of the U.S. Figure Skating Basic Skills program. The beginner competition program is for Basic Skills level skaters who are interested in a first competition or "team" experience, taking the Synchro 1-4 badges a step further. Beginner teams compete at Basic Skills competitions and nonqualifying synchronized skating competitions around the country.

Required elements – Each level has specific required elements that must be completed:	CIRCLE	LINE	BLOCK	WHEEL	INTERSECTION
LEVEL BEGINNER 1 8-16 skaters, majority under 9 years old 1 ½ - 2 minutes +/- 10 seconds	One circle, which must contain a two foot turn (stroking from backward to forward is permitted). Must contain a forward inside and/or forward outside edge glide.	One line, which must cover half ice to full ice and must have only forward skating.	One block, which must cover half ice to full ice, and must have only 1 configuration.	One wheel, choice of 4-spoke or 3 spoke with backward pumps.	One intersection: Two lines facing each other, 2-foot glide at point of intersection.
BEGINNER 2 8-16 skaters , majority 9 – 11 years old 1 ½ - 2 minutes +/- 10 seconds	One circle, which must include the choreographed step sequence: 2 forward crossovers, FO 3 turn, back pump, BO 1 foot glide (held for at least 2 counts), back pump, 1 backward crossover, FI stroke (1 direction	One line, which must cover the ice and may include forward and backward skating.	One block, which must cover the ice and must have 1 or 2 configurations.	One wheel of the team's choice with backward pumps.	One intersection: Two lines facing each other, 2-foot or 1-foot glide at point of intersection.

	only, don't need to repeat)				
BEGINNER 3 8-16 skaters, majority at least 12 years old 2 – 2 ½ minutes +/- 10 seconds	Circle element, which must include the combination move from Basic 8. (1 direction only, don't need to repeat)	Line element, which must cover the ice and must include forward and backward skating.	One block, which must cover the ice and must have 2 or 3 configurations.	Wheel element of the team's choice with backward pumps, chasses, or crossovers.	One intersection: Two lines facing each other, 1-foot glide or forward lunge at point of intersection.

ISI Events & Requirements

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 2014 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.org or the 2014 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 6-10/Gold/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

SPOTLIGHT		
Events	Requirements	Time
Tots	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 appropriate fee. <i>The following times and levels apply to couples' spotlight: Tots-Pre Alpha is 1 min and low, Freestyle 1-3 is 1 min and 30 sec and medium, and Freestyle 4-5 is 1 min 30 sec and intermediate 6-10 is 2 min and high.</i> In spotlight, ANY action initiated after the music starts will commence timing of the entrant's program.	1 min
Pre-Alpha		1 min
Alpha and Beta		1 min
Gamma		1 min
Delta		1 min
Freestyle 1-3		1 min 30 sec
Freestyle 4-5		1 min 30 sec
Freestyle 6-10		2 min

JUMP AND SPIN

Events	Requirements
Two skaters enter the ice as a team. The first skater performs their choice of a required jump 2 times, followed by the second skaters performing their choice of a required spin 2 times. Only the best attempt of each required element will be judged. Only the technical accuracy of the required element is judged- the difficulty of the chosen element is not considered during judging for this event. ALL JUMP & SPIN EVENTS will be done on ½ ICE ONLY	
Low- Both skaters must be in Pre-Alpha to Delta levels only	Jump- 2-Foot Hop or Bunny Hop Spin – 2-Foot Spin
Medium- Both skaters must be in Freestyle 1-3/Bronze levels or below	Jump- ½ Flip or Toe Loop Spin- 2-Foot Spin or 1-Foot Spin
Intermediate- Both skaters must be in Freestyle 4-5/ Silver levels or below	Jump- ½ Loop or Axel Spin- Sit Spin or Back Spin
High- Both skaters must be in Freestyle 6-10/Gold/ Platinum levels or below	Jump- Double Salchow or Double Loop Spin- Flying Camel or Flying Sit Spin
If two skaters from different levels wish to compete together, the team will be entered in the highest level of the two skaters.	

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/ ½ 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

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.

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.

Props are not allowed on the event Warm-Ups.

Choice of one:

- 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.
- 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 6-10/ Gold/Platinum	Any Maneuvers	2 min

FAMILY SPOTLIGHT (All Levels)

Two or more family members can perform an entertaining spotlight routine using costumes & props. If necessary, the event groupings are divided first by number of skaters, and then by age groups and/ or ability levels. Duration: 1 min 30 sec

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 2014 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 2014 edition of the ISI Handbook.

DANCE 1-10 – SOLO & PARTNER DANCE – SHADOW/ MIXED/ PRO PARTNER

All skaters must pass the required dance tests to compete in these events. Ice Dancing can be enjoyed at any age or level. Skaters are not required to pass the Delta test to participate in Ice Dance events. *Skaters are no longer 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.*

For State Games of America, all dancers can choose to compete in any or all dances from their highest completed test level and also any dance they have completed in the next level. A separate event entry fee is required for each dance selected.

Professionals and their students can compete together in the Pro Partner dance events at the student's current Ice Dance test level. The Professional must be a current ISI Professional member, but does not have to pay any entry fees for that event. The professional will not receive any medal for Pro Partner dance event participation.

COUPLES

All partners must enter separately and pay the appropriate fee. A couple consists of a male and a female. All program lengths are 1 min 30 secs.

Couple 1- One-Half Flip Jumps (Side by Side) Swing Rolls – (1 Backward / 1 Forward) Lunge or Shoot the Duck- Holding Shoulders Forward Pivots (Side by Side) Two-Foot Spins (Side by Side) 3 Bunny Hops (Side by Side)

Couple 2- Forward Crossovers – Holding Shoulders Backward Crossovers – Holding Shoulders Arabesques (Side by Side) One-Half Lutz Jumps (Side by Side) One-Foot Spins (Side by Side) Dance Step Sequence

Couple 3- 3 Waltz Jumps (Side by Side) Salchow Jumps (Side by Side) Change Foot Spins (Side by Side) Arabesque – In Sequence Toe Loop or Toe Walley Jumps (Side by Side – Choice of one) Dance Step Sequence

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) Events include Stroking (Pre-Alpha through Delta), Freeskating (Tots, Pre-alpha, Alpha, Beta, Gamma, Delta, and FS 1-10, Open); Footwork (FS 1-10); Solo, Couples, and Family Spotlight (Tots through FS 10) , Dance, Artistic, Rhythmic, Ensemble, Jump and Spin, Synchronized Skating, and Production Team. The new test and competition rule changes as of January 1, 2012, from the ISI handbook will govern the ISI competition events. See ISI website www.skateisi.org for updates.

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 now 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.

