

**Keystone State Games, Inc. & Premier Amateur Sports, LLC.**  
**in cooperation with the White Rose Figure Skating Club welcomes you to the**  
**27th 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 7-9, 2014

**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, ~~New Jersey~~, Washington D.C., ~~New York~~, 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 3, 2014. 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 7-8, 2014, and will include Free Skate, Artistic, Showcase, Solo Dance, Compulsory Moves, Pro Am Dance, Basic Skills and Competitive Test Track. Adult Free Skate will be held Saturday, February 8. The 2014 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 8-9, 2014. 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:** Rose Yingling, 717-793-0386, [r57ying@aol.com](mailto:r57ying@aol.com)

**ISI Skating Coordinator:** Barbara Gahagen, 724-205-8611, [BGahagen@verizon.net](mailto:BGahagen@verizon.net)

**KSG Director of Events:** James J Costello -570-760-0352 Cell or [jcostello@ksgoffice.com](mailto:jcostello@ksgoffice.com)

**Technical Support Online Registration:** Brian Costello - [brian@premiersportingevents.com](mailto:brian@premiersportingevents.com)

**Chief Referee:** Diana Wisner, [dianask8r@mac.com](mailto:dianask8r@mac.com)

**Chief Accountant:** Maxine Ganter

**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](http://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 8. A tentative schedule of events will be posted on the White Rose FSC site at [www.whiterosefsc.org](http://www.whiterosefsc.org) on or before January 24, 2014.

**Opening Ceremonies/Exhibition Skating Performance:** Friday, February 7 at approximately 6:45 PM will be the Opening Ceremonies of the 2014 Games. The event will include a Torch/Flag Skate, Parade of Athletes, the National Anthem, and the traditional —Ringing of the Bell. Athletes should be ready to enter at 6:30 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.

**Skating Party:** Following Opening Ceremonies Friday night all skaters, friends, and family are invited to the Pennsylvania Skating Championships Skating Party for music, fun, and giveaways!

## 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 30 sec +/- 10
Pre-Preliminary	Skaters who have passed Pre-Preliminary FS but no higher. Refer to Rule 4270	1 min 30 sec +/- 10
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 2013 and 2014 elements will be accepted</i>	<b>Additional information on Requirements may be found online at <a href="http://www.usfigureskating.org/New_Judging.asp?id=355">http://www.usfigureskating.org/New_Judging.asp?id=355</a></b>	

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

Event	Requirements (in any order)	Time
No Test	No test passed. 1. Two foot spin (3 revolutions min); 2. Two (2) Bunny hops; 3. Backward skating (crossovers or stroking); 4. Full stops; 5. Stroking forward	45 sec max
Pre-Preliminary	Skaters who have passed Pre-Preliminary FS but no higher. 1. Waltz jump; 2. One foot spin (3 revolutions min); 3. Consecutive forward inside & outside edges; 4. Toe loop; 5. Salchow	60 sec max
Preliminary	Skaters who have passed Preliminary FS but no higher. 1. Camel spin (3 revolutions min); 2. Loop jump; 3. Waltz jump-toe loop combination; 4. Consecutive inside and outside spirals; 5. Flip jump	60 sec max
Pre-Juvenile	Skaters who have passed Pre-Juvenile FS but no higher 1. Lutz jump; 2. Sit spin (4 revolutions min); 3. 5 step mohawk sequence right & left; 4. Waltz jump, loop jump combination; 5. Girls– Layback spin (3 revolutions min) Boys- Camel sit spin (3 revolutions min)	80 sec max
Juvenile	Skaters who have passed Juvenile FS but no higher. 1. Girls- Layback spin (5 revolutions min) Boys– Camel sit spin (5 revolutions min); 2. Axel; 3. Spin combination with change foot, change of position (4 revolutions min on each foot); 4. Double Salchow; 5. Back power 3 turns; 6. Footwork sequence-straight line	90 sec max

## U.S. FIGURE SKATING Events & Requirements (Cont'd)

Skaters may skate at their test level, or one level higher for all events on this page

### Adult Compulsory Moves

<b>Adult Beginner</b>	<ol style="list-style-type: none"> <li>1. Forward crossovers (Min. 5 consecutive)</li> <li>2. Waltz jump</li> <li>3. Two foot upright spin</li> <li>4. Forward spiral (any edge)</li> </ol>	75 sec max
<b>Adult Pre-Bronze</b>	<ol style="list-style-type: none"> <li>1. Backward crossovers (Min. 5 consecutive)</li> <li>2. Waltz jump</li> <li>3. Forward upright spin (Min. 3 revolutions)</li> <li>4. Forward outside spiral</li> </ol>	75 sec max
<b>Adult Bronze</b>	<ol style="list-style-type: none"> <li>1. Single Salchow</li> <li>2. Waltz jump – toe loop combination jump</li> <li>3. Sit spin (Min. 3 revolutions)</li> <li>4. Spiral sequence (Min. 2 spirals)</li> </ol>	75 sec max
<b>Adult Silver</b>	<ol style="list-style-type: none"> <li>1. Single loop</li> <li>2. Single/single jump combination</li> <li>3. Sit spin (Min. 3 revolutions)</li> <li>4. Straight line step sequence</li> </ol>	90 sec max
<b>Adult Gold</b>	<ol style="list-style-type: none"> <li>1. Single Lutz or Axel</li> <li>2. Single/single or single/double jump combination</li> <li>3. Camel spin (Min. 4 revolutions)</li> <li>4. Straight line step sequence</li> </ol>	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
	<b>Adult Pre Bronze</b>	Not to exceed 1 min 40 sec
	<b>Adult Bronze</b>	Not to exceed 1 min 50 sec
	<b>Adult Silver</b>	Not to exceed 2 min 10 sec
	<b>Adult Gold</b>	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 with paid eligible skaters.	Event	Requirements (amateurs)	# of Patterns	Dances
	<b>Pre-Bronze</b>	Have not passed Bronze	2	Cha-Cha
	<b>Bronze</b>	Have not passed Pre-Silver	2	Willow Waltz
	<b>Silver</b>	Have not passed Pre-Gold	2	American Waltz
	<b>Gold</b>		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
<b>Pre-Preliminary</b>	1:30 max	<b>Junior and Senior</b>	2:40 max
<b>Preliminary and Pre-Juvenile</b>	1:40 max	<b>Adult: 21 and over</b>	1:40 max
<b>Juvenile thru Novice</b>	2:10 max		

## SOLO DANCE

Event	Requirements	Patterns	Dances
<b>Preliminary</b>	May not have passed any Pre-Bronze Dances	2	Canasta Tango
<b>Pre-Bronze</b>	May not have passed any Bronze Dances	2	Swing
<b>Bronze</b>	May not have passed any Pre-Silver Dances	2	Hickory Hoedown
<b>Pre-Silver</b>	May not have passed any Silver Dances	2	European Waltz
<b>Silver</b>	May not have passed any Pre-Gold Dances	2	Silver Tango
<b>Pre-Gold</b>	May not have passed any Gold Dances	2	Killian
<b>Gold</b>	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
<b>Pre-Preliminary</b>	1:30 max	<b>Junior and Senior</b>	2:40 max
<b>Preliminary and Pre-Juvenile</b>	1:40 max	<b>Adult 21 &amp; Over</b>	1:40 max
<b>Juvenile thru Novice</b>	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
<p><b>Beginner</b> <i>(formerly Limited Beginner)</i></p> <p>Time: 1:30 +/- 10</p>	<p><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></p>	<p><i>Max 2 spins:</i> Two upright spins, no change of foot, no flying entry (Min 3 revolutions)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests</p>
<p><b>High Beginner</b> <i>(formerly Beginner)</i></p> <p>Time: 1:30 +/- 10</p>	<p><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></p>	<p><i>Max 2 spins:</i> Two upright spins, change of foot optional, no flying entry (Min 3 revolutions)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests</p>
<p><b>Pre-Preliminary Test</b></p> <p>Time: 1:30 +/- 10</p>	<p><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></p>	<p><i>Max 2 spins:</i> Two spins of a different nature, one position only, no change of foot, not flying entry. (Min 3 revolutions)</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test</p>
<p><b>Preliminary Test</b></p> <p>Time: 1:30 +/- 10</p>	<p><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></p>	<p><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).</p>	<p>Connecting moves and steps should be demonstrated throughout the program.</p>	<p>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</p>
<p><b>Pre-Juvenile Test</b></p> <p>Time: 2:00 +/-10</p>	<p><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></p>	<p><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</p>	<p>One step sequence fully utilizing ice surface.</p>	<p>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</p>

<b>LEVEL</b>	<b>JUMP ELEMENTS</b>	<b>SPINS</b>	<b>STEPS</b>	<b>QUALIFICATIONS</b>
<b>Juvenile Test</b> 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
<b>Intermediate Test</b> 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
<b>Novice Test</b> 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
<b>Junior Test</b> 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
<b>Senior Test</b> 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

# 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
- Time: 1:00 +/- 10 seconds

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

**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**

<p><b>Free skate 1</b></p> <ol style="list-style-type: none"> <li>1. Advanced forward stroking 4-6 strokes</li> <li>2. One-foot upright scratch spin from back crossovers- minimum three revolutions</li> <li>3. Waltz jump from back crossovers</li> <li>4. Half flip jump</li> </ol>	<p><b>Free skate 4</b></p> <ol style="list-style-type: none"> <li>1. Forward power 3's, 2-3 consecutive sets R or L</li> <li>2. Sit spin-minimum three revolutions</li> <li>3. Loop jump</li> <li>4. Waltz jump/loop jump combination</li> </ol>
<p><b>Free skate 2</b></p> <ol style="list-style-type: none"> <li>1. Forward outside spiral R or L</li> <li>2. Beginning back spin- minimum two revolutions</li> <li>3. Waltz jump, side toe hop, waltz jump sequence</li> <li>4. Toe loop jump</li> </ol>	<p><b>Free skate 5</b></p> <ol style="list-style-type: none"> <li>1. Camel spin-minimum three revolutions</li> <li>2. Forward upright spin to back upright spin- minimum three revolutions each foot</li> <li>3. Loop/loop jump combination</li> <li>4. Flip jump</li> </ol>
<p><b>Free skate 3</b></p> <ol style="list-style-type: none"> <li>1. Forward crossovers in a figure 8</li> <li>2. Back spin-minimum three revolutions</li> <li>3. Salchow jump</li> <li>4. Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ol>	<p><b>Free skate 6</b></p> <ol style="list-style-type: none"> <li>1. Camel/sit spin combination-minimum four revolutions total</li> <li>2. Split or stag jump</li> <li>3. Waltz jump/1/2 loop /Salchow jump sequence</li> <li>4. Lutz jump</li> </ol>

# ISI Events & Requirements

<b>FREESTYLE</b>		
<b>Events</b>	<b>Requirements</b>	<b>Time</b>
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 2013 ISI Handbook will be allowed according to level restrictions recommended.		
<b>Tots</b>	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
<b>Pre-Alpha</b>	Skaters are still required to perform one additional move from Freestyle 1.	1 min
<b>Alpha and Beta</b>	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
<b>Gamma</b>	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
<b>Delta</b>	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
<b>Freestyle 1-10</b>	Entrants should compete according to elements listed in the Test Standards.	Refer to Rule Book
<b>Freestyle Open</b>	Entrants should see <a href="http://www.skateisi.org">www.skateisi.org</a> or the 2012 ISI Handbook for event details.	Refer to Rule Book

<b>ARTISTIC SOLO 1-10</b>		
<b>Levels</b>	<b>Maneuver Limitations</b>	<b>Time</b>
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.		
<b>Freestyle 1-3/ Bronze</b>	FS 4 and below	1 min 30 sec
<b>Freestyle 4-5/ Silver</b>	FS 6 and below	1 min 30 sec
<b>Freestyle 6-10/Gold/Platinum</b>	Any Maneuvers	2 min

<b>FOOTWORK / STROKING</b>		
<b>Events</b>	<b>Requirements</b>	<b>Time</b>
<b>Footwork FS1-FS10</b>	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
<b>Pre-Alpha</b>	The stroking event is for skaters in pre-alpha. Skaters must skate forward, both directions, around ice surface.	N/A
<b>Alpha - Delta</b>	The stroking event is for skaters in levels alpha, beta, gamma, and delta. Skaters must skate forward, both directions, around ice surface.	N/A

<b>SPOTLIGHT</b>		
<b>Events</b>	<b>Requirements</b>	<b>Time</b>
<b>Tots</b>	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
<b>Pre-Alpha</b>		1 min
<b>Alpha and Beta</b>		1 min
<b>Gamma</b>		1 min
<b>Delta</b>		1 min
<b>Freestyle 1-3</b>		1 min 30 sec
<b>Freestyle 4-5</b>		1 min 30 sec

Freestyle 6-10	2 min
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## 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. <b>ALL JUMP &amp; SPIN EVENTS will be done on ½ ICE ONLY</b>	
<b>Low-</b> Both skaters must be in Pre-Alpha to Delta levels only	Jump- 2-Foot Hop or Bunny Hop Spin – 2-Foot Spin
<b>Medium-</b> 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
<b>Intermediate-</b> Both skaters must be in Freestyle 4-5/ Silver levels or below	Jump- ½ Loop or Axel Spin- Sit Spin or Back Spin
<b>High-</b> 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. <b>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.</b> Pre- Alpha- Freestyle 5 will be on ½ ICE ONLY. Freestyle 6-10 will be on FULL ICE.	
<b>Pre- Alpha</b>	Forward Swizzles/ 2 Foot Glide/ Backward Wiggles
<b>Alpha</b>	Forward Stroking/ Right Forward Crossovers/ 1-Foot Snowplow Stop
<b>Beta</b>	Backward Stroking/ Left Backward Crossovers/ Right T-Stop
<b>Gamma</b>	Right Forward Outside 3-turn/ Left Forward Inside Mohawk Combo/ Hockey Stop
<b>Delta</b>	Left Forward Inside 3-turn/ Bunny Hop/ Lunge
<b>Freestyle 1</b>	Waltz Jump/ 2-foot spin/ ½ Flip jump
<b>Freestyle 2</b>	Ballet jump/ 1-foot spin/ ½ Lutz jump
<b>Freestyle 3</b>	Salchow jump/ Backward Pivot/ Toe Loop jump
<b>Freestyle 4</b>	Flip jump/ Sit spin/ ½ Loop jump
<b>Freestyle 5</b>	Camel spin/ Lutz jump/ Back spin
<b>Freestyle 6</b>	Jump combination/ Choice spin (Cross-Foot/Layback/Sit-Change-Sit)/ Split jump
<b>Freestyle 7</b>	Two Walley jumps/ Flying Camel spin/ Double Toe Loop jump
<b>Freestyle 8</b>	Double Flip Jump/ Flying Sit spin/ Split Lutz jump
<b>Freestyle 9</b>	Double Lutz jump/ Flying Camel into Jump Sit Spin/ Axel-Double Loop jump combination
<b>Freestyle 10</b>	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, bounced, 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
<b>Freestyle 1-3/Bronze</b>	FS 4 and below	1 min 30 sec
<b>Freestyle 4-5/ Silver</b>	FS 6 and below	1 min 30 sec
<b>Freestyle 6-10/ Gold/Platinum</b>	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 2012 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 2012 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.

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](http://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.

