

*The Ice Skating Institute is pleased to announce the*

**2014-2015  
ISI District 7 Team Competition Series**

*The first event in this exciting new series will  
be hosted by:*



**OhioHealth Chiller Easton Ice Facility  
3600 Chiller Lane  
Columbus, OH 43219**

**October 4-5, 2014**

**ENTRY DEADLINE September 6, 2014**

# Come and experience fun competitions! All ages and levels of skaters welcome!

**\*\*New Freestyle 4 Plus Event!!\*\***  
(Look on Page 4 for details!)

## *A few words about the District 7 Competition Series....*

The Ice Skating Institute is divided into 17 geographic districts, and District 7 is comprised of all members in Indiana, Kentucky, and Ohio. We are pleased to offer a new concept for recreational skating competitions where skaters will accumulate points according to placement in their events at each of the following six competitions.

Fall Seminar                      September 14, 2014              Chiller North

October 4-5, 2014	Columbus, OH
November 21, 2014	Findlay, OH
January, 2014	Youngstown, OH
Jan 31-Feb 2, 2014	Owensboro, KY
February 13-15, 2014	Oxford, OH
Feb 28-Mar 1, 2014	Newark, OH

Skaters will be able to follow their progress throughout the skating season, and overall/grand prize winners will be announced at the final event in March 2014!

### **ELIGIBILITY**

Competition events are open to any individual member of ISI(not just ISI District 7 skaters) whose membership is current up to and including the date of the competition. All competitors must compete at their highest test level passed and all tests must be registered with the ISI Headquarters at least 30 days prior to the competition date.

**Members of USFS are eligibly and welcome to compete in ISI competitions as long as they are individual members of ISI and have all their ISI tests passed and registered. For requirements for the minimum ISI test level on which USFS skaters must compete, see the *ISI Handbook*.**

All ISI competitions are team competitions where skaters earn points for their home rink/team, and therefore all competitors must represent a current ISI Administrative Member Arena.

**All coaches should review the Performance Rules for all ISI events found in the *ISI Handbook*.**

### **ENTRY FORM**

We encourage you to enter as many events as possible! The competition entry form should be postmarked by September 6, 2014. All checks should be made payable to The Chiller Ice Facility. Entry fees are not refundable.

Coach's signature must verify the entry form information; that the skater has entered at their true ability level.

### **CHECK-IN REGISTRATION INFORMATION**

The program event schedule will be posted online at [www.thechiller.com](http://www.thechiller.com) and emailed to the team coach at least one week before the competition. Please check with your team coach for your competition times. All competitors should register when they arrive at the competition to pick up their information packet. **Competitors should check in with ice monitors at least one hour prior to their warm up time.**

### **MUSIC**

CD'S only will be accepted. Music should be clearly labeled with the skater's name, age and event. Only one track of music per CD. All competitors should have a backup copy of their music with them at rink side when they compete. Music should be turned in at the registration table at least one hour prior to the event.

### **AWARDS**

Individual placement winners of 1<sup>st</sup>-6<sup>th</sup> place in each event will receive medals. Awards will be available for distribution throughout the day. Each skater in the competition is a representative of a team, and will earn team points according to placement. The overall team winner will be presented a trophy at the end of the competition.

In addition to awards earned at each competition, skaters will accumulate individual points at each of the four competitions in the series, and grand prize winners will be awarded at the March competition.

Team points are awarded as follows:

First Place: 5 team points + 1 participation point  
Second Place: 4 team points + 1 participation point  
Third Place: 3 team points + 1 participation point  
Fourth Place: 2 team points + 1 participation point  
Fifth Place: 1 team point + 1 participation point  
Sixth Place: 0 team point + 1 participation point

For the following ISI group events: Kaleidoskate, Pattern, Production, Synchronized Teams, and Team Compulsories, the team points are awarded as follows:

First Place: 25 points + 5 participation points

Second Place: 20 points + 5 participation points  
Third Place: 15 points + 5 participation points  
Fourth Place: 10 points + 5 participation points  
Fifth Place: 5 points + 5 participation points

### **Hotel Information**

Days Inn and Suites 614-436-0556 daysinnsuitescolumbus.com  
Courtyard Columbus Worthington 614-436-7070 marriott.com  
Hampton Inn and Suites Columbus 614-885-8400 hamptoninn1.hilton.com  
Hilton Columbus hilton.com  
Columbus Hyatt columbus.hyatt.com

### **EVENT DESCRIPTIONS-SOLO EVENTS**

#### **Pre-School/Tots 1-4**

Skaters are to perform a program to music (vocals allowed) for **one minute**, including all of the required compulsory maneuvers from the test level. Additional maneuvers are not to be included and will not be judged. Two-foot or one foot snowplow stops are permitted in these events. Coaches, with skates on, will be allowed on the ice if needed during these programs.

#### **Pre-Alpha •Alpha •Beta •Gamma •Delta**

Skaters are to perform a program to music (vocals allowed) for **one minute**, including all the required compulsory maneuvers from the test, and one additional FS 1 maneuver. Moves from a lower level are also permitted and any “uncaptured” moves for these levels are allowed.

#### **Stroking**

Stroking is open to skaters in Pre-Alpha-Delta levels. Skaters are grouped together by age and ability level, and perform forward stroking (crossovers not graded) in both directions, all at the same time, to music selected by the competition director.

#### **Freestyle 1-10**

Skaters are to perform a program to music (vocals allowed), including all the required compulsory maneuvers from the test. Additional maneuvers from a higher test level are NOT permitted. Moves from a lower level are permitted and any “uncaptured” moves for these levels are allowed.

**\*\*NEW\*\* Freestyle 4 will be divided in to two different groups.... “Freestyle 4” and “Freestyle 4 Plus”. “Freestyle 4” will be for freestyle 4 skaters who have been in this level for less than a year and have not won 1<sup>st</sup> place in a Freestyle 4 event during a competition. “Freestyle 4 Plus” is for Freestyle 4 skaters who have been in this level for more than a year or have won 1<sup>st</sup> place in a Freestyle 4 event at a competition.**

#### **Freestyle Event Program Duration:**

Freestyle 1-3           1.5 minutes  
Freestyle 4-5           2 minutes

FS 6	2.5 minutes
FS 7	3 minutes
FS 8	3.5 minutes
FS 9-10	4 minutes

**ISI Open Freestyle Events**

Open to skaters who have already passed any ISI Freestyle level tests or ISI Bronze, Silver, Gold or Platinum Freestyle tests. This competition event has no required elements!

**ISI Open Freestyle Event Maneuver Limitations and Program Times:**

<b>Level</b>	<b>Maneuvers Allowed</b>	<b>Program Duration</b>
<b>Bronze (FS 1-3)</b>	<b>FS 3 and below</b>	<b>2 minutes</b>
<b>Silver (FS 4-5)</b>	<b>FS 6 and below</b>	<b>2 minutes</b>
<b>Gold (FS 6-7)</b>	<b>FS 7 and below</b>	<b>3 minutes</b>
<b>Gold Short (FS6-7)</b>	<b>FS 7 and below</b>	<b>2 minutes</b>
<b>Platinum (FS 8-10)</b>	<b>any maneuvers</b>	<b>4 ½ minutes</b>
<b>Platinum Short (FS 8-10)</b>	<b>any maneuvers</b>	<b>3 minutes</b>

The following judging criteria will be used for all Open Freestyle levels including the Short programs: Correctness, variety of moves, music interpretation, choreography and pattern, posture, presentation, duration and general overall.

There is no penalty for skating a program that is shorter in duration than the times listed above, and there is no score for extra content in this event.

The penalty for performing an uncaptured maneuver at the wrong level will be the grade of 2.0 under Correctness of Jumps (Judge 1)

**Artistic**

Open to skaters in Freestyle 1-10 levels. Skaters perform a routine to music in which the emphasis is on strong edging, body positions, flow, choreography, artistry, innovative moves and music interpretation. There is no grade for technical merit.

**Artistic Event Maneuver Limitations and Program Times:**

<b>Level</b>	<b>Maneuvers Allowed</b>	<b>Program Duration</b>
<b>FS 1-3 skaters</b>	<b>FS 4 and below</b>	<b>1.5 minutes</b>
<b>FS 4-5 skaters</b>	<b>FS 6 and below</b>	<b>1.5 minutes</b>
<b>FS 6-10 skaters</b>	<b>any maneuvers</b>	<b>2.0 minutes</b>

**Footwork**

Skaters perform a program to music (vocals permitted), containing footwork sequences of their own design. Half rotation jumps and spins less than three revolutions are permitted.

**Footwork program duration:**

**FS 1-10          1 minute**

**Interpretive**

Skaters listen to music selected by the competition director. Our theme this year will be Patriotic Music! Emphasis is placed on the skater’s ability to choreograph a program, not on the difficulty of the skating maneuvers performed. Skaters are not allowed to be coached during this event. This event will be performed on full ice, and may have two skaters from different events performing at the same time.

**Interpretive Event Maneuver Limitations:**

<u>Level</u>	<u>Maneuvers Allowed</u>
<b>FS 1-3 skaters</b>	<b>FS 4 and below</b>
<b>FS 4-5 skaters</b>	<b>FS 6 and below</b>
<b>FS 6-10 skaters</b>	<b>any maneuvers</b>

**Rhythmic Skating**

This event is open to freestyle level skaters. Skaters may enter one or more events, using different programs and props. Skaters are limited as to the maneuvers that may be performed in this event (see below). This event requires the use of one 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 are not allowed on the event warmup. Skaters may not be given off ice assistance or participation during their routine.

**Ball:** Made of rubber or plastic with ball diameter of 7 ¾ inches.

**Hoop:** Made of wood or plastic, but must be from rigid, non-bending material. Diameter should be between 2 feet 7 inches and 2 feet 11 inches.

**Ribbon:** The ribbon stick should be made of wood, plastic, or fiberglass. Stick length should be between 20 inches and 30 inches. Ribbon material should be single piece of satin or a non-starched fabric. Ribbon width should be 2 to 4 inches and length should be minimum of 6 to 9 feet.

**Rhythmic Event Maneuver limitations and Program Duration:**

<b>Level</b>	<b>Maneuvers Allowed</b>	<b>Program Duration</b>
--------------	--------------------------	-------------------------

<b>FS 1-3 skaters</b>	<b>FS 4 and below</b>	<b>1.5 minutes</b>
<b>FS 4-5 skaters</b>	<b>FS 6 and below</b>	<b>1.5 minutes</b>
<b>FS 6-10 skaters</b>	<b>any maneuvers</b>	<b>2 minutes</b>

### **Solo Compulsories**

This event is open to skaters of ISI Freestyle levels only. Skaters are to perform **only** the three maneuvers listed below, 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 and will result in a penalty.** This event will be held on half ice for Freestyle levels 1-4, and full ice for levels 5-10.

Freestyle 1	Two foot spin, ½ Flip Jump, Forward Arabesque (spiral)
Freestyle 2	Ballet jump, one foot spin, Dance Step Sequence
Freestyle 3	Toe Loop jump, change foot spin, Salchow Jump
Freestyle 4	½ Loop jump, sit spin, Flip jump
Freestyle 5	Axel jump, Camel spin, Lutz Jump
Freestyle 6	Split Falling Leaf, Double Salchow jump, Dance Step Sequence
Freestyle 7	Double Toe Loop, flying camel spin, Dance Step Sequence
Freestyle 8	Double Loop jump, split Lutz, Dance Step Sequence
Freestyle 9	Double Lutz, flying camel-jump-sit spin, dance step sequence
Freestyle 10	Triple edge jump, death drop, 3 Arabian/Butterfly jumps

### **Solo Dance, Choice and Pro Partner Dance**

Skaters will choose the compulsory dance or dances they wish to compete, from their highest test level. USFSA skaters are welcome to participate, as long as they are ISI members and have their ISI test level registered. Two patterns of each dance will be skated.

Dance 1	Progressive sequence, chasse sequence
Dance 2	Swing roll sequence, Dutch Waltz
Dance 3	Canasta Tango, Rhythm Blues
Dance 4	Swing Dance, Cha Cha, Fiesta
Dance 5	Willow Waltz, Hickory Hoedown, Ten Fox
Dance 6	Fourteen Step, European Waltz, Foxtrot
Dance 7	American Waltz, Tango, Rocker Foxtrot
Dance 8	Kilian, Blues
Dance 9	Paso Doble, Starlight Waltz, Quickstep
Dance 10	Argentine Tango, Viennese Waltz, Westminster Waltz

### **Special Skater**

This category is for skaters of all ages who participate in the ISI Special skater test program; with physical or mental special needs. Skaters perform a program to music (vocals allowed) incorporating the required elements from their test level. An additional Freestyle 1 move is optional and not judged.

### **Spotlight Character • Light Entertainment and Dramatic**

The Spotlight event is open to skaters of **Pre-Alpha** and higher levels. Skaters may enter more than one Spotlight event as long as different music, costumes, and programs are used. There are **no required maneuvers** in the Spotlight event, however, skaters are limited to the maneuvers that may be performed.

**Spotlight maneuver limitations and program times:**

<b>Level</b>	<b>Maneuvers Allowed</b>	<b>Program Duration</b>
<b>Pre-Alpha –Delta</b>	<b>FS 1 and below</b>	<b>1 minute</b>
<b>FS 1-3</b>	<b>FS 4 and below</b>	<b>1.5 minutes</b>
<b>FS 4-5</b>	<b>FS 6 and below</b>	<b>1.5 minutes</b>
<b>FS 6-10</b>	<b>any maneuvers</b>	<b>2 minutes</b>

Costumes, props and spotlight performances should be family oriented and suitable for viewing by skaters of all ages. Caution should be used when selecting materials to be used for costumes and props. Feathers, glitter and other materials that “shed” may leave the skater subject to penalties for altering the surface of the ice.

**Props** are limited to those which skaters can hand carry onto the ice by themselves in one trip in 30 seconds. Skaters **ARE** allowed assistance in getting their props onto the ice. This includes from the floor up and onto the ice thru the door, and also from the ice back through the door onto the floor. Leaving props at the judge’s stand is not acceptable and leaves the skater subject to penalties for not removing all of his/her pieces. Live props are not allowed.

**Surprise**

These fun events usually consist of tasks the skater must perform that are not related to skating ability. Skaters of all levels may participate; they are grouped by similar age and ability, and the event is explained at the warmup time.

**EVENT DESCRIPTIONS-PARTNER AND TEAM EVENTS**

**Couples Spotlight**

Two skaters (either related or not related) together perform a spotlight routine. This event is divided into low, medium, intermediate and high for partner selections. If partners are of different ability levels, then they must compete in the higher category.

**Couple Spotlight Maneuver Limitations and Program Durations:**

<b>Levels</b>	<b>Maneuver Limitations</b>	<b>Duration</b>
<b>Low (Pre-Alpha –Delta)</b>	<b>FS 1 and below</b>	<b>1 minute</b>
<b>Medium (FS 1-3)</b>	<b>FS 4 and below</b>	<b>1.5 minutes</b>
<b>Intermediate (FS 4-5)</b>	<b>FS 6 and below</b>	<b>1.5 minutes</b>
<b>High (FS 6-10)</b>	<b>any maneuvers</b>	<b>2.0 minutes</b>



### **Ensemble Teams**

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will perform a group spotlight/production type routine that is 3 minutes in length. The group uses music, costume and props to enhance the theme.

### **Family Spotlight**

This event is open to two or more family members only, of any age and skating level. Skaters will perform a spotlight routine that is 1.5 minutes in length. All participants must wear skates.

### **Jump and Spin Teams**

This event is open to Alpha and higher level skaters. Competition is divided into 4 levels with the required maneuvers listed below. Skaters perform the maneuvers without music. If partners are of different levels, then they will compete in the level of the higher partner. Only the technical accuracy (correctness) of the maneuver performed is scored, not the difficulty level of the maneuver. This event will be performed on half ice.

<b>Level</b>	<b>Required Jump</b>	<b>Required Spin</b>
<b>Low (Alpha-Delta)</b>	<b>2 foot hop or bunny hop</b>	<b>2 foot spin</b>
<b>Medium (FS 1-3)</b>	<b>1/2 flip or toe loop</b>	<b>2 foot spin or 1 foot spin</b>
<b>Intermediate (FS 4-5)</b>	<b>1/2 loop or Axel</b>	<b>Sit spin or back spin</b>
<b>High (FS 6-10)</b>	<b>Double Salchow or Double Loop</b>	<b>Flying camel or Flying sit spin</b>

### **Synchronized Dance, Formation, Open and Skating Teams**

Synchronized formation, Advanced Formation, Open Synchronized and Skating Compulsory programs and Synchronized Dance, Formation and Skating “long” programs events will be offered.

### **Team Compulsories**

This event is open to teams of Freestyle levels only. Skaters ARE allowed to skate on a higher level team than their freestyle level. Teams consist of 6 skaters for Freestyle 1-5, and 7 skaters for Freestyle 6-10. Skaters may participate on more than one team as long as the two teams are not in the same freestyle level. Skaters perform a program to music, containing all the required compulsory maneuvers from that test level. Maneuvers must be performed in the order listed in the *ISI Handbook*.

### **Team Surprise**

This event is open to skaters ages 6 years and up from all ability levels. Each team must have 4 skaters. The skaters must be from the same category listed below, but not from the same test level. Skaters may only participate on one Team Surprise team.

Low: All skaters must be Pre-Alpha-Delta level skaters

Medium: All skaters must be Freestyle 1-3 levels and below

Intermediate: All skaters must be Freestyle 4-5 levels and below

High: All skaters must be Freestyle 6-10 levels and below.

## COMPETITION REMINDERS

### Duration of Programs for all events

Timing starts with any action after the music starts. Timing stops when the skater stops moving completely. Skaters have a 10 second leeway beyond the prescribed program time to accommodate differences in audio equipment. Skaters exceeding the 10 second leeway are penalized. There are no penalties for skating under the prescribed time.

### PRE-ALPHA • ALPHA • BETA • GAMMA • DELTA

**Pre-Alpha - Delta** skaters are required to perform ONE additional move from Freestyle. Skaters performing more than one FS 1 move will be penalized. Pre-Alpha skaters may use a 1 or 2 foot snowplow stop.

**Alpha and Beta** skaters are to perform 5 crossovers and 6 alternating strokes

**In Beta**, the foot must be lifted off the ice for back crossovers. Cutbacks do not meet the test and competition requirements.

**In Gamma**, three strokes must precede the mohawk combination, for a total of seven steps.

**In Delta**, the edges must be performed consecutively, and may be performed in any order or pattern as long as an axis is maintained. The lunge must be completed with a one-foot glide and done in a straight line.

The Bunny Hop is a **Delta** requirement, and therefore is not permitted in Pre-Alpha-Gamma programs.

### FREESTYLE 1-10

1. Skaters are limited to 3 attempts per required maneuver during their program.
2. Additional maneuvers from higher test levels or uncaptured moves from higher levels are not permitted, and will result in severe penalties if performed.
3. Skaters in all events are permitted to perform any maneuver out of a lower test level.
4. **In Freestyle 1**, the backward edges must be performed consecutively, and may be performed in any order or pattern as long as a axis is maintained. The two foot spin may be entered on 1 foot as long as the free foot is placed on the ice within the first revolution.

Required jumps may be performed alone or in combination. The best performance of each jump is scored as the maneuver requirement. All other attempts (up to three are scored under “extra content.”)

The arm position on arabesques (spirals) is optional, including holding the knee or leg; holding the blade or boot is an uncaptured move and does not fulfill the Freestyle 1, 2, 3 or 4 test level requirement.

5. **In Freestyle 2**, the skater may perform any two forward arabesques (spirals); it does not have to be both the right and left foot.

6. **In Freestyle 4**, both the right and the left foot backward arabesques (spirals) are required.

### **JUDGES**

Each participating ISI member facility represented is asked to supply one judge per 1-10 entries. All judges must be current professional members of ISI and certified ISI judges. *The certification exams are available online.*

Listed below is a chart of judging hours that coaches **will be required** to participate for this ISI competition.

Number of Events entered by your students	Judging Hours Required
1-10	2 hours
11-21	4 hours
22-32	6 hours
33-44	8 hours

The Judging Request form will be available online two weeks prior to each event. Coaches should fill in their judging requests and return it to each competition director prior to the event.

