



## Deadline October 25th, 2017

### Entry Fees:

First Event \$50 \_\_\_\_\_

Each Additional Event \$15 \_\_\_\_\_

Team Entry Fee \$20 per skater \_\_\_\_\_

Late Entry Fee \$25 \_\_\_\_\_

Total Entry Fee \$ \_\_\_\_\_

Are you an active USFS member who has competed at or above the Novice Level at any USFS National Championships within the last 2 years? \_\_\_\_\_ Yes \_\_\_\_\_ No

I skate at this competition at my own risk and hereby release ISI Danbury Fall Frost and their agents/personnel from all liability.

\_\_\_\_\_  
Signature of skater Date Signature of Parent or Guardian Date

I declare that the above information is true that this skater's tests are registered, that the skater is a current individual member of ISI, and is skating in the proper categories and levels.

\_\_\_\_\_  
Instructor Signature ISI # Instructor Name (please print)

**Make checks payable to Danbury Arena**  
and mail entry forms to:

One Independence Way

Danbury CT 06810

Attn: Dannon Haliskoe dannon@danburyice.com

**Competition Date:** Saturday, November 18th 2017

**Entry Form Deadline:** Saturday, October 25th, 2017

Late entries, if accepted, will be charged an additional \$25.00. All information must be accurate and complete. Inaccurate or incomplete entry forms will be returned. *The coach must sign all entry forms to verify that information is accurate.*

### Eligibility:

All skaters entering the competition must be registered as individual members of ISI. Skaters must compete at the highest test level they have passed, and which has been registered on or before October 25th, 2017 with the exception of Test Maneuvers.

### Rules:

The competition will be conducted in accordance with the guidelines contained in the 2016 Edition ISI Handbook and all current rule revisions.

### Music & Registration:

All skaters must check in at the registration desk 45 minutes prior to their scheduled event. If the competition is running ahead of schedule, events may begin earlier than the scheduled time. CD's only. Cd's must be CD-R CD's and should be turned in when checking in. CD's need to be labeled with skater's name and event. *No more than one program per CD.*

### Awards:

Individual awards will be given to all competitors in all events. This is a team competition. Trophies will be awarded to the top 3 teams. Team points for all individual, partner, and team events will be awarded as follows: 1<sup>st</sup> Place/6 points, 2<sup>nd</sup> Place/5 points, 3<sup>rd</sup> Place/4 points, 4<sup>th</sup> Place/3 points, 5<sup>th</sup> Place/2 points and Participation / 1 point. Team points will be awarded for all events.

Rink Size:

The competition will be conducted on a rink sized 200' x 85'.

Accounting Review:

ONLY an ISI Professional member can make an accounting review request to the Competition Director. All judge's scores are considered final! A review is only a verification of these scores. There is a \$75.00 fee for all reviews.

**List of Events:**

Tot 1 - 4	Freestyle 1 - 10
Pre-Alpha	Open Freestyle
Alpha	Artistic
Beta	Jump & Spin
Gamma	Couples Spotlight
Delta	Solo Spotlight
Stroking	Footwork
Ensemble Team	Rhythmic Skating - Ball/Hoop/Ribbon
Production Team	Theater Production
Solo Surprise	Couples Surprise
Exhibition	Solo Compulsories
Interpretive	

Please do not write in any events. If there is an event you wish to participate in, contact the Competition Director.

Description of Events:

**Tot 1 - 4**

Skaters must be 6 years or under as of October 25nd, 2017. The one-minute routine must include moves specified in the 2016 ISI Handbook for the appropriate level and no additional moves.

**Pre-Alpha - Delta**

One-minute program with one additional move from Freestyle 1 required. Duration will be judged.

**Freestyle 1 - 10**

Skaters are limited to three attempts per required maneuver during their program, the best attempt will be judged.

**2016 Updates:** *In Freestyle 6, a combination spin must be done with a minimum of any 3 spin positions from this list: Sit Spin, Back Sit Spin, Camel Spin, Back Camel Spin, Layback Spin. Each spin position must meet the minimum passing test standard as previously described and must be held for a minimum of three revolutions each. The spin must also include one change of foot. Examples include: camel / Sit / Back Sit or Camel / Back Camel / Back Sit / or Layback / Sit / Back Sit.*

*Skaters are allowed to add variations to any required spin position, but the variation will not count as part of the spin requirement to meet the test standard (for testing and competition*

events) in traditional freestyle, Solo Compulsory, Jump and Spin, Couples, and pairs.

The opposite jump in FS 7, 9, 10 may be performed in both directions, but is not required in the competition program.

The opposite spin in FS 9 must be performed in both directions and demonstrated in succession with a minimum number of steps in between in each spin.

Uncaptured gliding maneuvers, jumps and spins may be performed at any level.

**Freestyle 3 - 4: No back spirals will be allowed during warm-up.**

**Freestyle Program Lengths:**

Freestyle 1-3	1:30 minutes
Freestyle 4-5	2:00 minutes
Freestyle 6	2:30 minutes
Freestyle 7	3:00 minutes
Freestyle 8	3:30 minutes
Freestyle 9-10	4:00 minutes

**Open Freestyle**

All Skaters who have not passed USFS Pre-Preliminary, USFS Adult Pre-Bronze or ISI Freestyle 1 test must pass the ISI Alpha - Delta tests before taking the Bronze test. USFS skaters who have already passed the Pre-Preliminary, Adult Pre-Bronze or any higher tests and wish to compete in ISI Freestyle events *do not need to pass any previous ISI tests.*

Skaters can participate in the new Open Freestyle competition events at the Bronze, Silver, Gold or Platinum levels. These competition event programs should be well balanced and have the same duration times as the test levels below. All programs have a 10-second leeway above those duration times. Vocal music is permitted for all levels. For the new ISI Open Freestyle competition events, there are no required maneuvers.

- Bronze level skaters can do any maneuver from Freestyle 3 and below.
- Silver level skaters can do any maneuver from Freestyle 5 and below.
- Gold level skaters can do any maneuvers from Freestyle 7 and below.
- Platinum level skaters can do any skating maneuvers.

All ISI skaters who have already passed the traditional Freestyle 1 - 10 test levels are not required to pass any additional test before they can compete in the corresponding level for the Bronze, Silver, Gold and Platinum Open Freestyle events. Even though some duration times for these new levels are slightly longer than the traditional ISI Freestyle events, there is no penalty for skating under the duration limit. Skaters with longer programs will be judged on technical accuracy of what is performed, rather than quantity of content.

**2016 Updates:** *All skaters must compete at their highest test level passed. Once the skater*

has passed an open Freestyle test that is a higher equivalent level than their current traditional Freestyle test level, the skater cannot skate in any traditional Freestyle event without passing the higher traditional Freestyle test that corresponds with the minimum equivalent test level for the higher Open Freestyle level that has already been passed.

For example, if a skater has passed the traditional ISI Freestyle 5 test and then passes the Open Freestyle Gold test, that skater can no longer compete in any Freestyle 5 events since their current highest test level is now Gold. They can continue to compete in all ISI events except the traditional Freestyle event (i.e. Artistic, Footwork, Interpretive, Rhythmic, and Spotlight events at the "Gold" level; but they must take and pass the traditional Freestyle 6 test before they can compete in any traditional Freestyle event.

Uncaptured gliding maneuvers, jumps and spins may be performed at any level.

### **Maneuver Limitations**

Skaters can perform any spin at any level, but jumps are limited as follows:

<u>Levels</u>	<u>Jump Limitations</u>
Bronze	FS 3 and Below
Silver	FS 5 and Below
Gold	FS 7 and Below
Platinum	Any Maneuvers

### **Open Freestyle Program Lengths:**

Bronze	2:00 minutes
Silver	2:00 minutes
Gold	3:00 minutes
Gold Short	2:00 minutes
Platinum Short	3:00 minutes
Platinum	4:30 minutes

### **Artistic Skating**

This event is open to skaters tested Freestyle 1 - Freestyle 10. There are no required moves in Artistic Skating, but there are maneuver limitations. Emphasis should be placed on the creative and innovative design of a skating program. Strong edges, body positions, flow, music interpretation, rhythm, choreography, and artistry should be the main focus of an artistic program. There is no grade for technical merit.

### **2016 Updates :Uncaptured Moves**

*An uncaptured move is any gliding maneuver, jump or spin that is not a required test maneuver on a higher test level.*

*Uncaptured move limitations for gliding maneuvers, jumps and spins have been removed for that artistic events. The maneuver limitations chart listed above refers to required test maneuvers only.*

*Caution: When adding any additional move to any program, carefully check to make sure that move is not a required maneuver from a higher test level.*

### **Divisions are as follows:**

Freestyle 1 - 3/ Bronze	Duration = 1:30 minutes	FS 4 & below
Freestyle 4 - 5/ Silver	Duration = 1:30 minutes	FS 6 & below
Freestyle 6 - 7/Gold	Duration = 2:00 minutes	FS 8 & below
Freestyle 8 - 10/Platinum	Duration = 2:00 minutes	Any Maneuvers

## Jump & Spin Teams

This is an event for teams of two skaters in the same level category, but not necessarily the same test level. If partners are of different levels, then they will compete in the level of the higher partner. A skater may only participate in one Jump & Spin Team. This event is performed on half ice without music. One partner performs two attempts at the required jump, followed by the other skater performing two attempts at the required spin. The best attempt for each skater will be scored. Additional maneuvers and connecting steps are not permitted or required. The maneuvers are only judged for technical accuracy and not for the difficulty of the maneuver performed.

### Category Levels:

**Low:** *Tots - Delta*

*Jump: Two Foot Hop or Bunny Hop*

*Spin: Two Foot Spin*

**Bronze:** *Freestyle 1 - 3*

*Jump: Half Flip or Toe Loop*

*Spin: Two Foot Spin or One Foot Spin*

**Silver:** *Freestyle 4 -5*

*Jump: Half Loop or Axel*

*Spin: Sit Spin or Back Spin*

**Gold:** *Freestyle 6-7*

*Jump: Double Salchow or Double Toe Loop*

*Spin: Layback or Flying Camel*

**Platinum:** *Freestyle 8 - 10*

*Jump: Double Loop or Double Lutz*

*Spin: Flying Sit or Camel - Jump -Camel*

### 2016 Updates:

Skaters are allowed to add variations to any required spin position, but the variation will not count as part of the spin requirement to meet the test standard ( for testing and competition events) in traditional freestyle, Solo Compulsory, Jump and Spin, Couples and Pairs.

## Couple Spotlight

Two skaters perform a routine together that is entertaining, emotional or a portrayal of characters using costumes and props (optional). His Event is divided into 5 levels.

Event groups can be further divided into Character, Dramatic, Light Entertainment, and Themed categories. If skaters from 2 different category levels wish to compete together, they must compete and follow the rules for the higher category level.

<b>Event:</b>	<b>Levels:</b>	<b>Maneuver Limitations:</b>	<b>Duration</b>
<i>Low</i>	<i>Tots - Delta</i>	<i>Freestyle 1 and below</i>	<i>1:00 minute</i>
<i>Bronze</i>	<i>FS 1-3 / Bronze</i>	<i>Freestyle 4 and below</i>	<i>1:30 minutes</i>
<i>Silver</i>	<i>FS 4-5 / Silver</i>	<i>Freestyle 6 and below</i>	<i>1:30 minutes</i>
<i>Gold</i>	<i>FS 6-7 / Gold</i>	<i>Freestyle 8 and below</i>	<i>2:00 minutes</i>
<i>Platinum</i>	<i>FS 8-10/Platinum</i>	<i>Any Maneuvers</i>	<i>2:00 minutes</i>

### 2016 Updates:

Uncaptured gliding maneuvers, jumps and spins may be performed at any level.

## **Footwork 1-10:**

The skater must have passed freestyle 1 in order to compete in footwork events. Skaters perform footwork sequences of their own design to music. The program should contain a variety of turns and sequences. It is suggested that there be change of tempo to emphasize the skater's controlled edges and turns in addition to the speed and quickness of the routine.

**Footwork Events Program Length:** 1:00 minute for all level

## **Solo Spotlight:**

This event is open to skaters of all levels. Emphasis is placed on the theatrical and entertainment value of the skaters performance, rather than on the technical accuracy of specific maneuvers. There is no score for technical merit or correctness. There are no required maneuvers in Spotlight events, but skaters are limited to the maneuvers that may be performed during their Spotlight programs:

### Levels

Low	Tots -Delta
Bronze	Freestyle 1-3/Bronze
Silver	Freestyle 4-5/Silver
Gold	Freestyle 6-7/Gold
Platinum	Freestyle 8-10/Platinum

### Maneuver Limitations

Freestyle 1 and below
Freestyle 4 and below
Freestyle 6 and below
Freestyle 8 and below
Any Maneuvers

Elaborate costumes and props are encouraged to help illustrate the act; however, not every number needs a prop for effectiveness or to complete the mood.

### Solo Spotlight Lengths:

Tots and Pre-Alpha - Delta	1:00 minute
Freestyle 1-3/Bronze	1:30 minutes
Freestyle 4-5/Silver	1:30 minutes
Freestyle 6-10/Gold/Platinum	2:00 minutes

### 2016 Updates:

*Uncaptured gliding maneuvers, jumps and spins may be performed at any level.*

## **Stroking:**

This event is open to skaters in Pre-Alpha and higher. Skaters perform together in a group at the same time on the ice and usually wear colored numbers for easy identification by the judges. Skaters perform together forward stroking, usually in both directions, to music selected by the host arena. Forward crossovers are allowed; however, they are not judged in Pre-Alpha - Delta level events.

## **Solo Surprise:**

This is a fun event where individual skaters will be grouped by test level and will be asked to perform appropriate maneuvers for their levels which may or may not involve specific skating skills. The skaters don't know what they will be asked to do until the event begins. This event usually

consists of tasks not necessarily related to skating ability.

## **Couples Surprise:**

This is a fun event where 2 skaters will be grouped by test level and will be asked to perform appropriate maneuvers for their levels which may or may not involve specific skating skills. The skaters don't know what they will be asked to do until the event begins. This event usually consists of tasks not necessarily related to skating ability. Pairs will compete at the test level of the highest level skater. Skaters of any level may combine as a pair.

## **Interpretive:**

The emphasis on this event is on the skaters ability to make up an original program routine while matching the choreography to the chosen music. This is a fun event to showcase the skaters ability to interpret music and to think while skating. Here is no credit given for the difficulty of the maneuvers performed.

Skaters are not allowed to receive communication from instructors, parents, friends or anyone else during this event.

## **Rhythmic Skating 1-10 : Ball/Hoop/Ribbon**

Rhythmic skating events are open to all freestyle levels skaters. There are no required maneuvers for Rhythmic events. Emphasis should be placed on entertainment value and use of the prop in a creative and unusual ways to enhance the program choreography.

Skaters are limited as to the maneuvers that may be performed during their rhythmic programs:

<b><u>Levels:</u></b>	<b><u>Maneuver Limitations:</u></b>	<b><u>Duration</u></b>
FS 1-3 / Bronze	Freestyle 4 and below	1:30 minutes
FS 4-5 / Silver	Freestyle 6 and below	1:30 minutes
FS 6-7 /Gold	Freestyle 8 and below	2:00 minutes
FS 8-10/Platinum	Any Maneuvers	2:00 minutes

### **2016 Updates:**

*Uncaptured gliding maneuvers, jumps and spins may be performed at any level.*

*Ball - The ball must be smooth without any texture.*

### **Ensemble Team:**

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the entertainment value of the program. There are no required maneuvers and no technical score, but any skating maneuvers can be performed at any level. The group must use costumes and props (optional) with the music to enhance the theme.

**Ensemble event program length: all levels 3:00 minutes**

**Production Team:**

**Duration 4:30 Minutes**

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This category is for your entire skating team. Skaters of all ages and ability level can participate in this exciting team event. Teams are divided by number of skaters first; and then by age and/ or level of participants, if necessary.

Production teams must have a minimum of 8 skaters and teams can be divided into Small (8-14 skaters) / Medium (15 - 22 skaters) / Large ( 23-32 skaters) divisions. Production extravaganza is for skaters with more than 32 skaters.

**Theater Production length: 6:30 Minutes**