



LIVING ON THE EDGE ISI TEAM COMPETITION

EVENT INFORMATION

The following information is a brief description of the different events being offered. Coaches and skaters new to ISI are encouraged to read this. All events will follow the most recent edition of the ISI Handbook.

EVENT DESCRIPTIONS-SOLO EVENTS

In all ISI program events, the skaters use music of their own choice. The host facility will provide music for Stroking, Ice Dancing, and Interpretive events.

All events will be held on full ice, except solo compulsories and Jump and Spin.

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 all levels. Skaters are grouped together by age and ability level, and perform forward stroking 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.

Freestyle Event Program Duration:

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

<u>Level</u>	<u>Maneuvers Allowed**</u>	<u>Program Duration</u>
Bronze (FS 1-3)	FS 3 and below	2:00 minutes
Silver (FS 4-5)	FS 5 and below	2:00 minutes
Gold (FS 6-7)	FS 7 and below	3:00 minutes
Gold Short (FS 6-7)	FS 7 and below	2:00 minutes
Platinum Short (FS 8-10)	Any maneuvers	2:50 minutes
Platinum (FS 8-10)	Any maneuvers	3:20 minutes
Platinum Plus	Any maneuvers	4:30 minutes

The following judging criteria will be used: Correctness of jumps, Correctness of Spins, Correctness of turns and edges, 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.

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:

<u>Level</u>	<u>Maneuvers Allowed</u>	<u>Program Duration</u>
FS 1-3/Bronze	FS 4 and below	1:30 minutes
FS 4-5/Silver	FS 6 and below	1:30 minutes
FS 6-7/Gold	Any maneuvers	2:00 minutes
FS 8-10/Platinum	Any maneuvers	2:00 minutes

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. **NOTE—Skaters must enter at their highest test level passed and registered in either ISI Dance or ISI Freestyle tests.**

Footwork program duration:

FS 1-10 1:00 minute

Spotlight Interpretive

This is a created event for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook.

Skaters listen to music selected by the competition director. 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. Props will be provided.

Interpretive Event Maneuver Limitations:

<u>Level</u>	<u>Maneuvers Allowed</u>
Tots—Delta	FS 1 and below
FS 1-3/Bronze	FS 4 and below

**FS 4-5 /Silver
FS 6-7/Gold
FS 8-10/Platinum**

**FS 6 and below
Any maneuvers
Any maneuvers**

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:

<u>Level</u>	<u>Maneuvers Allowed</u>	<u>Program Duration</u>
FS 1-3/Bronze	FS 4 and below	1:30 minutes
FS 4-5 /Silver	FS 6 and below	1:30 minutes
FS 6-7/Gold	Any maneuvers	2:00 minutes
FS 8-10/Platinum	Any maneuvers	2:00 minutes

Solo Compulsories

This event is open to skaters of Pre-Alpha—Delta and all Freestyle levels. 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.

See additional sheet for Solo Compulsory listings.

Solo Dance, al a carte 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:

<u>Level</u>	<u>Maneuvers Allowed</u>	<u>Program Duration</u>
Tots and Pre-Alpha—Delta	FS 1 and below	1:00 minute
FS 1-3/Bronze	FS 4 and below	1:30 minutes
FS 4-5 /Silver	FS 6 and below	1:30 minutes
FS 6-7/Gold	Any maneuvers	2:00 minutes
FS 8-10/Platinum	Any maneuvers	2:00 minutes

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 through 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.

Theme Spotlight

Levels, maneuvers, durations, and judging criteria are the same as Spotlight Character, Light Entertainment, and Dramatic. In this event the **THEME** of the programs is chosen by the Competition Director and released to the competitors prior to the entry deadline.

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 warm-up 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:

<u>Levels</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Low (Tots, Pre-Alpha –Delta)	FS 1 and below	1:00 minute
Bronze (FS 1-3)	FS 4 and below	1:30 minutes
Silver (FS 4-5)	FS 6 and below	1:30 minutes
Gold (FS 6-7)	Any maneuvers	2:00 minutes
Platinum (FS 8-10)	Any maneuvers	2:00 minutes

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 1:30 minutes in length. All participants must wear skates.

Jump and Spin Team (2 skaters)

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.

<u>Level</u>	<u>Required Jump</u>	<u>Required Spin</u>
Low (Tots-Delta)	2 foot hop or bunny hop	2 foot spin
Bronze (FS 1-3)	1/2 flip or toe loop	2 foot spin or 1 foot spin
Silver (FS 4-5)	1/2 loop or Axel	Sit spin or back spin
Gold (FS 6-7)	Db1 Salchow or Db1 Toe Loop	Layback or Flying camel
Platinum (FS 8-10)	Db1 Loop or Db1 Lutz	Flying Sit or Camel-Jump–Camel Spin

Jump and Spin Team (4 or more skaters)

This event is open to teams of four or more skaters. The competition Director will select maneuvers from the ISI test levels listed below. They can also adjust levels and maneuvers as enrollment justifies. Teams of four skaters will have four maneuvers to perform.

Suggested Competition Event Levels

Low	Pre-Alpha—Delta
Medium	Freestyle 1-3
Intermediate	Freestyle 4-5
High	Freestyle 6-10

Synchronized Dance, Formation/Advanced Formation and Skating Teams

Synchronized formation and skating compulsory (short) programs and synchronized dance, formation, advanced 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 do not all have to be 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.

Hockey Goalie

After a short warm-up, a designated shooter will attempt 10 shots on each goalie; five will be of the slap shot variety taken from inside the blue line, and five will be of the one-on-one variety where the shooter picks up the puck on the blue line and skates in on the goalie from any direction in an attempt to score. If the goalie catches or smothers the puck, play will stop. If a rebound comes out in front of the goal line, it is still playable and the shooter can take another shot. Goalies will be awarded one point for each save. No rebounds will be permitted on slap shots.

If a goalie is "against the book" with no other competitors in their age group, they must stop 80% – or 8 out of the 10 shots – to receive 1st Place. For less than 8 saves, the goalie will receive 2nd Place.

Hockey Shooting

The skater will carry the puck on the stick while skating from one end of the rink to the other around a 4-cone course and will then skate toward the net and take a shot on goal. This is a timed event and the time will stop when the puck enters the net. The skater can shoot anytime after the 4th cone, but if they miss, they must get the puck and get it into the goal to stop the timing. The skater with the fastest time in that event group wins.

Hockey Skating

Skaters will race one or two at a time skating one forward lap around the rink carrying the puck on the stick. After completing the forward lap, the skater will drop the puck, keep the stick and skate another lap around the rink backwards. The skater with the fastest time in that event group wins. There will be a short warm-up for each hockey event.