New Events Information

Rhythmic Skating - Fans

Event will follow the competition event specifications of the Rhythmic skating event from page 243 to 245 with the following addition for prop specification.

Prop Specification
Fans - One or two fans made from plastic or wood bones. The bones length must range from 8 inches to 15 inches in length. Fans may be with or without silk flutters. Flutter length can range from 4 inches to 59 inches – proportional to the size and skating ability level of the skater.

Shadowed/Mirror Skating Partner Event

Eligibility
Two Skaters (either related or not related) perform a routine together that shadows each other (same skating direction) or mirrors each other (opposite skating direction) with a focus on unison, creativity of movement, and limited to no touching between partners. This event is divided into four levels.

If two skaters from two different level categories wish to compete together, the skater much compete and follow the rules for the higher category level.

Competition directors have the option of grouping Gold level skaters with Platinum level skaters. Just because these levels can be combined, they don't always have to be. The competition director should create event groups based on the entries received.

Maneuver Limitations & Program Length
The maneuver limitations and duration times for each level are listed below:

Event	Levels	Maneuver Limitations	Durations
Bronze	FS 1-3 / Bronze	FS 4 & below	1:30 minutes
Silver	FS 4-5 / Silver	FS 6 & below	1:30 minutes
Gold	FS 6-7 / Gold	Any maneuvers	2:00 minutes
Platinum	FS 8-10/ Platinum	Any maneuvers	2:00 minutes

The penalty for not following the limitation on maeuvers the skater may preform during the Shadow/Mirror event will be the score of 2.0 for Music and Choreography on the judge sheet. Any pairs or couples lifts or maneuver performed that don't follow the shadow or mirrored skating style are not allowed. Uncaptured gliding maneuvers, jumps or spins may be performed at any level.

Judging Criteria
Judge 1 – Correctness, Varity of Moves, Presentation, General Overall
Judge 2 – Unison, Music Interpretation, Posture, General Overall
Judge 3 – Choreography & Pattern, Originality, Duration, General Overall.

Other
Props cannot be used during this event. A costume becomes a prop when it is detached or when it is detached and used by the hands.

Team Jump & Spin to Music

Eligibility
This new event will be a cross between team jump & spin and team compulsories. This event is open to teams of four skaters and will be set to music. The competition director will select maneuvers from the ISI test levels listed below. They can also adjust levels and maneuvers as enrollment justifies.

Event	Levels
Low	Pre Alpha - Delta
Medium	FS 1-3 / Bronze
Intermediate	FS 4-5 / Silver
High	FS 6-10/ Gold – Platinum

Program Length
2:00 minutes for all levels

Judging Criteria
Judge 1 – Maneuver #1, Correctness, Originality, General Overall
Judge 2 – Maneuver #2, Music Interpretation, General Overall
Judge 3 – Maneuver #3, Maneuver #4, Duration, General Overall.

Other
Each maneuver should be attempted two times by the same skater, and the manuevers can be performed in any order (the better performance will be scored).
In the event that one team member cannot participate, substitutions are not allowed, however, another team member may attempt two of the required maneuvers.
Skaters may participate on only one jump and spin/maneuver team.

2024 Mauneuvers

Low (Pre-Alpha -- Delta)	2-Foot Hop or Bunny Hop; Waltz Jump; 2-Foot Spin; Pivot
Medium (Freestyle 1-3)	1/2 Flip or Toe Loop; Waltz Jump or Salchow; 2-Foot or 1-Foot Spin; Pivot (Forward or Backward)
Intermediate (Freestyle 4-5)	Half Loop or Axel; Flip or Lutz Jump; Sit Spin; Backscratch Spin or Camel Spin
High (Freestyle 6-10)	Dbl Salchow or Dbl Toe Loop; Split or Opposite Jump; Layback or Flying Camel; Flying Sit Spin or Flying Back Sit (Open Axel Sit) Spin