ISI IN HOUSE COMPETITION INFORMATION

COMPETITION DATES: July 16, 2016

ENTRY DEADLINE: June 23, 2016   Online entry must be completed by midnight on June 23, 2016. Late entries, if accepted, will be charged a $30 late fee. All information must be accurate and complete. Inaccurate or incomplete entries will be declined. *The coach must confirm your entry to be accepted.*

ONLINE REGISTRATION ONLY: Secure Online Registration and credit card payment will be available at: *http://comp.entryeeze.com/Home.aspx?cid=489*

SCHEDULE: Will be posted online: *http://comp.entryeeze.com/Home.aspx?cid=489*

TEAM ENTRY: For the team events, each team will need to register separately via a single "Team Contact". They will need to provide the team name and number of team members, each skater's first & last name, date of birth, and ISI Number.

WAIVER: All entries must have TSC Waiver agreed to and accepted in order for the entry to be accepted. Entries without the completed and signed waiver will be considered incomplete and returned.

NON-SUFFICIENT FUNDS: and contested credit card charges will be assessed a $25.00 fee. Payment of the fee will be required before the skater is allowed to participate.

ELIGIBILITY: All skaters entering the competition must be registered individual members of ISI. Skaters must compete at the highest test level they have passed, and which has been registered on or before June 23, 2016.

RULES: The competition will be conducted in accordance with the guidelines contained in the 2014 ISI Handbook.

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. CDs ONLY. CD's should be turned in when checking in. CDs need to be labeled with skater's name, age, event, and rink they represent. *No more than one program per CD.*

AWARDS: Awards will be presented to all competitors.

RINK SIZE: The competition will be conducted on an NHL (85' x 200') size rink.

JUDGING: In fairness to all competitors, ALL ISI Professional members / Instructors with students competing in ISI events must judge an appropriate number of events. Please see the 2014 ISI Handbook for guidelines. Only instructors who have signed up to judge will be allowed to put skaters on the ice.

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*	● Interpretive (FS1 & above) (w/ Prop and/or Theme)
● *Pre-Alpha*	● Spotlight Solo (Tots & above)
● *Alpha*	● Spotlight Couples (Low, Medium, Intermediate, High)
● *Beta*	● Production Teams
● *Gamma*	● Theatre Production Teams
● *Delta*	● Ensemble
● *Freestyle 1-10*	● Synchronized Skating & Open Synchro
● *Open Freestyle*	● Synchronized Formation & Advanced Formation
● *Artistic (FS1 & above)*	● *Solo Compulsory (Tots – FS5)*
● *Test Maneuvers (Tots – FS5)*	

DESCRIPTION OF EVENTS

Tot 1 – 4: Skaters must be 5 years or under as of June 23, 2016. The one-minute routine must include moves specified in the 2014 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.

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

Artistic: Open to all skaters in Freestyle 1 or higher level. There are no required moves and no props allowed. Emphasis should be placed on the creative and innovative design of a skating program. *Program length is 1 ½ minutes for Artistic 1-5 and 2 minutes for Artistic 6-10.*

Spotlight: Props, if they are used, are limited to ones that can be hand-carried or pushed onto or off of the ice by the skater in one 30-second trip. Skaters may not be assisted with the setup, placement or removal of props. Skaters must report to registration desk to receive information concerning prop storage. Props

may not be left in the lobby area and must be removed immediately after the event. Props in spotlight events are optional, but encouraged. Spotlight lighting will be used for all spotlight events. *Program length is 1 minute for Tot 1-Delta, 1½ minutes for FS 1-5 and 2 minutes for FS 6-10.*

Spotlight Character: The skater portrays a famous, easily identifiable character, through the use of music, costume, props and actions.

Spotlight Dramatic: An artistic theatrical performance that invokes an emotional response from the judges and audience. The skater's interpretation should create a mood that is enhanced by style, creativity, costuming, and props.

Spotlight Light: The skater's program should entertain in a refreshing, lighthearted, vaudeville fashion using music, costume, props, comedy, dance, and skating moves.

Spotlight Couples: Two skaters together perform a routine that is entertaining, emotional, or a portrayal of characters using costumes and props. This event is divided into low, medium and high categories for partner selections. Groups will be divided as time warrants.

Low	**Medium**	**Intermediate**	**High**
● Pre-Alpha – Delta	● FS1 – FS3	● FS4 – FS5	● FS6 – FS10
● Duration 1:00	● Duration 1:30	● Duration 1:30	● Duration 2:00
● Maneuvers Allowed: FS1 and below	● Maneuvers Allowed: FS4 and below	● Maneuvers Allowed: FS6 and below	● Maneuvers Allowed: All

Spotlight Family: This event is open to 2 or more family members only, of any age and skating level. The prescribed program length is 1–½ minutes, and the routines may be fun, entertaining, emotional, or a portrayal of characters using costumes and props. Groups will be divided as time warrants.

Interpretive: Open to all skaters Freestyle 1 and above. Music for all levels will be 1-1.5 minutes in length. Skaters may not be coached by instructors, parents, or anyone else during this event. Skaters in FS1-3/Bronze can do maneuvers from FS4 and below. Skaters in FS4-5/Silver can do maneuvers from FS6 and below. FS6-10/Gold/Platinum can do any maneuvers. Skaters of different genders may be grouped together. Skaters should report to the ice captain no less than 30 minutes prior to the event in order to hear the music prior to the warm up.

Ensemble: This event is open to 3-7 skaters of any age and skating level. The prescribed program length is 3 minutes and the routines may be fun, entertaining, emotional or a portrayal of characters using costumes and props. Groups will be divided as time warrants.

Open Freestyle: All skaters who have not passed USFS Pre-Preliminary, USFSAdult 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.*

OPEN FREESTYLE EVENTS

Event Levels of Skaters	Maneuver Limitations	Duration
Open Bronze FS 1-3	FS 3 and below	2:00
Open Silver FS 4-5	FS 5 and below	2:00
Open Gold FS 6-7	FS 7 and below	3:00
NEW Open Gold Short	FS 6-7 FS 7 and below	2:00
Open Platinum FS 8-10	any maneuvers	4:30
NEW Open Platinum Short FS 8-10	any maneuvers	3:00

Judging Criteria for Open Freestyle Short Program: (same as the long program)
Correctness of Jumps, Correctness of Spins, Correctness of Turns & Edges, Choreography & Pattern, Variety of Moves, Music Interpretation, Posture, Presentation, Duration, General Overall.
The penalty for performing an uncaptured maneuver at the wrong level will be the grade of 2.0 under Correctness of Jumps (Judge 1)

Test Maneuvers Each maneuver will be performed twice. The best attempt will be judged. Skaters must enter at or one level above their current test level. Skaters may enter up to two different levels. The required maneuvers are listed below.

- **Tots:** Dip
- **Pre-Alpha:** Backward Swizzles
- **Alpha:** Forward Crossovers – left over right
- **Beta:** Right T-Stop – left foot in back
- **Gamma:** Left Mohawk Combination Step
- **Delta:** Lunge
- **Freestyle 1:** Two Foot Spin
- **Freestyle 2:** ½ Lutz
- **Freestyle 3:** Change Foot Spin
- **Freestyle 4:** Loop Jump
- **Freestyle 5:** Axel

Tot 1:
- Proper Way To Fall
- Proper Way To Get Up
- Marching While Standing

Tot 2:
- Forward Swizzle Standing Still
- 2 Foot Hop In Place
- Single Swizzle

Tot 3:
- Preparation For Snowplow Stop
- Forward Swizzle
- Dip

Tot 4:
- Backward Wiggle
- Backward Swizzles (3)
- Two Foot Snowplow Stop

Pre-Alpha:
- Forward Swizzles
- 1 Foot Glide (either foot)
- Backward Swizzles

Alpha:
- Forward Stroking
- Forward Crossovers (right over left)
- 1 Foot Snowplow Stop (either foot)

Beta:
- Backward Stroking
- Backward Crossovers (right over left)
- T-stop (either foot)

Gamma:
- Mohawk Combination (either foot)
- Hockey Stop
- Right Forward Outside Three Turn

Delta:
- Forward Outside Edges (4)
- Bunny Hop
- Lunge

Freestyle 1:
- Forward Spiral
- Waltz Jump
- 2-Foot Spin

Freestyle 2:
- ½ Lutz
- 1 Foot Spin
- Ballet Jump

Freestyle 3:
- Toe Loop
- Change Foot Spin
- Backward Spiral

Freestyle 4:
- Flip Jump
- Sit Spin
- Loop Jump

Freestyle 5:
- Lutz
- Camel Spin
- Axel

Solo Compulsory

Moves can be performed *in any order* in a one-minute pre-choreographed routine with no music, and no additional maneuvers allowed. Full ice will be used for all levels.
Note: There is no penalty for the quantity of swizzles, wiggles, strokes or crossovers performed in the Tot-Beta levels. Only the quality of these maneuvers is judged.