

2017 SKATE BY THE SEA CHAMPIONSHIPS

August 5th to August 6th, 2017



**4545 LA JOLLA VILLAGE DRIVE
SAN DIEGO, CA 92122
858.452.9110
WWW.UTCICE.COM**

Dear Competitor and ISI Professional,

You are cordially invited to attend the 2017 Skate by the Sea ISI Championships, hosted by UTC Ice from Saturday, August 5th to Sunday, August 6th, 2017.

Our facility is located in the beautiful University Towne Centre shopping mall in beautiful San Diego. Our ice surface measures 185' by 85', with slightly rounded corners. The average temperature in our facility is 54 degrees. University Towne Centre provides four major department stores and many specialty stores. For your eating pleasure, overlooking the ice arena is the Dining Terrace.

Our fine city of San Diego provides many recreational opportunities, such as the world famous San Diego Zoo, Wild Animal Park, Sea World, Legoland and many fine beach areas, all just minutes away from UTC Ice.

Important competition information such as rules, eligibility, and registration process is enclosed in this packet. If you have any questions, please feel free to call UTC Ice (858) 452-9110. We are looking forward to seeing you at our competition!

Sincerely,

Heather Cristobal
Figure Skating Director
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And the UTC Ice Professional Staff:

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COMPETITION INFORMATION

The 2016 Skate by the Sea ISI Open Championships will be held Saturday, August 6th, through Sunday, August 7th, 2016 at UTC Ice, 4545 La Jolla Village Drive, San Diego, CA 92122. The competition will include events for Tots 1-4, Pre-Alpha, Alpha, Beta, Gamma, Delta, Freestyle 1-10, Footwork, Interpretive, Artistic, Spotlight Light Entertainment, Spotlight Dramatic, Spotlight Character, Spotlight Couples, Spotlight Family, Individual Compulsories, Synchronized Formation, Synchronized Skating, Production Number, Rhythmic, Jump Teams, Spin Teams, Stroking, Shoot the Duck, and Open Freestyle Events.

Entry Deadline: Friday, July 14th, 2017

*All entries should be received no later than July 14th, 2017. Late entries, if accepted, are subject to a double entry fee. No entries will be accepted after July 18th, 2017. All entries are registered via **Entryeze. No paper entries will be accepted.***

Entries

All entries must be submitted online via Entryeze (www.entryeze.com) by 11:59pm July 14th, 2017. No mailed entries will be accepted. Entries may be accepted after this date at the discretion of the competition committee. Entry Fees double after deadline on July 8, 2016. Late entries, if accepted, will be charged double entry fees. Any changes to this original entry will result in a Change Fee of \$10 per event.

Fees

(Includes entry fee and a non-refundable 3.5% processing fee). No refunds will be granted after the close of entries unless submitted with a doctor's note.

Event	Fee
Tot and Pre-Alpha	\$35
Single Entry (Alpha and Above)	\$60
Each Additional Event	\$25
Team Entries	\$20 per skater

Eligibility

Competition events are open to any individual member of ISI whose individual membership is current up to and including the date of the competition, and they must have their test registered at the level which they wish to compete.

Rules

The competition will be conducted in accordance with the guidelines coined in the 2016 ISI Handbook with all revisions and updates.

Verification

The information on the entry form must be accurate and complete. All Skater Memberships and Test levels will be verified. Inaccurate and/or incomplete forms will be returned. There will be a \$10 fee for each change made to your entry form.

Judging

In fairness to all competitors, all rinks represented must supply an appropriate number of certified judging volunteers. Coaches who are not certified or do not sign up to judge must pay a Coach Credential fee of \$30.00 to receive their Coach Credential. Coaches without a Judge or Coach Credential will not be allowed into the Competitor's Staging Area. There will be a hospitality room open to all judges.

Schedule of Events

A schedule of events will be sent to each participating rink and will be posted at www.UTCIce.com

Registration & Music

A registration desk will be at the entrance to the UTC Ice on the dates of the competition. All competitors must check in at the registration desk at least 1 hour prior to their scheduled event. If the competition is running ahead of schedule, an event

may begin earlier than its scheduled time. The competitor's music should be turned in at this time. CDs will be the only accepted format. CDs are to be clearly labeled with skater's name, age, event, & rink. There should be only one program or one track on a CD. Please have a backup CD ready. UTC Ice bears no responsibility for breakage. Your CD may be picked up at the registration desk upon completion of your event.

Awards

All competitors will receive an award. Awards will be presented upon the posting of each individual event. Any competitors who are not present during the awards presentation are welcome to pick up their awards the following week in the UTC Ice office.

Accounting Review

Only ISI Professional Members can make accounting review requests to the Competition Director. Judges' scores are considered final. A review is simply a verification of the scores. There will be a \$50.00 fee for all reviews. If an error is found, the fee will be refunded.

DESCRIPTION OF EVENTS

SOLO COMPULSORIES

The following are the chosen maneuvers for the Solo Compulsory events. Maneuvers may be performed in any order in a "mini-program" without music. Additional maneuvers such as jumps, spins or gliding maneuvers from a test level or any uncaptured moves, are not allowed. Judging will stop after one-minute. Skaters will have full ice. No penalty for the quantity of Crossovers or Strokes in Alpha - Beta levels.

TOT 1	March in place		March while moving
TOT 2	2-ft Jump in place (3x)	Single Swizzle (3x)	2-ft Glide
TOT 3	Forward Swizzles	Dip	Push and Glide Stroking
TOT 4	2-ft or 1-ft Snowplow Stop	Back Wiggle	Back Swizzle
PRE-ALPHA	Forward Swizzles	2 Foot Glide	Backward Wiggle
ALPHA	Forward Stroking	Right over Left Forward Crossovers	1-ft Snowplow Stop
BETA	Back stroking	Left over Right Back Crossovers	Left T-Stop (L foot in back)
GAMMA	Left Inside Mohawk Combination	Right Inside Mohawk Combination	Hockey Stop
DELTA	Left Inside 3-turn	Right Inside 3-turn	Bunny Hop
FREESTYLE 1	Forward Arabesque	Waltz Jump	2-ft Spin
FREESTYLE 2	1/2 Lutz	Dance Step Sequence	One-foot Spin
FREESTYLE 3	Toe Loop Jump	Dance Step Sequence	Change Foot Spin
FREESTYLE 4	Flip Jump	One-Half Loop Jump	Sit Spin
FREESTYLE 5	Fast Back Scratch Spin	Axel Jump	Camel Spin
FREESTYLE 6	Double Salchow, Jump	Split Falling Leaf	Spin Combination Choice (Cross-foot/Layback/Sit-Change-Sit)
FREESTYLE 7	Flying Camel Spin	Two Walley Jumps	Double Toe Loop Jump
FREESTYLE 8	Split Lutz Jump	Double Flip	Flying Sit Spin
FREESTYLE 9	Axel - Double Loop Jump Combo	Double Lutz Jump	Flying Camel Spin into a Jump Sit-Spin
FREESTYLE 10	Double Axel-Double Toe Loop jump combination	3 Arabian Cartwheel or Butterfly Jumps	Death Drop

JUMP AND SPIN TEAMS

A team consists of 2 skaters from the same category level, but they do not have to be the same test level. Skaters may skate above, but they cannot skate below their test level category. No music. Maneuvers are judged only for technical accuracy not the difficulty of maneuver chosen. Event will take place on full ice.

One team of two skaters enters the ice together and stops. The first skater begins and performs the same jump two times. After the second attempt, the first skater stops. The second skater then performs the spin two times. After the second attempt, the second skater stops. Both skaters can bow and exit the ice together.

Level	Level Description	Jump	Spin
Low	Pre Alpha – Delta	2-ft Jump or Bunny Hop	2-ft Spin
Medium	FS 1-3 / Bronze	Half Flip or Toe Loop	2-ft or 1-ft Spin
Intermediate	FS 4-5 / Silver	Half Loop or Axel	Sit Spin or Back Spin
High	FS 6-10 / Gold and Platinum	Double Salchow or Double Loop	Flying Camel or Flying Sit

OPEN FREESTYLE

Please see information details so that your freestyle skaters can have more options to compete. All USFS skaters must be a current ISI member and have passed at least the ISI Open Freestyle test equivalent to compete in this event. All ISI Freestyle skaters can skate in the equivalent Open Freestyle level without taking any additional test. They can participate in both the traditional freestyle event AND the new Open Freestyle event. The listed required maneuvers are for the Open Freestyle tests only. For the Open Freestyle competition events, there are NO REQUIRED MANEUVERS.

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

DESCRIPTION OF EVENTS CONTINUED

RHYTHMIC SKATING

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

Skater must choose one of the following:

1. **Hoop** - Must be made from wood or plastic (from a rigid, non-bending material). The hoop diameter should measure between 2 feet 7 inches - 2 feet 11 inches. The hoop can have colored tap or fabric to match or contrast the skater's costume, but it cannot have any other decoration (i.e. fringe, lights, etc.) on the prop.
2. **Ball** - Must be made of rubber or plastic. The ball diameter should measure approximately 7-3/4 inches.
3. **Ribbon** - Stick must be made of wood, plastic or fiberglass. Stick length should be between 20-30 inches. Ribbon material must be one single piece of satin or a non-starched fabric. Ribbon width should be 2-4 inches wide and between 6 feet to 9 feet long, proportional to the size and ability level of the skater.

INTERPRETIVE

Open to skaters Alpha and above. Music will be provided. Music will be played for the skaters twice during warm-up. Skaters are not allowed to be coached by instructors, parents, or anyone else during this event.

TOTS

Tots must be 6 years of age or under as of July 14th, 2017. Programs are one minute in length and must include the required test maneuvers from their level. There is no extra content.

SHOOT THE DUCK

Skaters will be grouped by approximate age and test level. Timing will begin when the skater's hips are below knee level. Skaters may come up on two feet. A 20 second penalty will be given for a fall. Skaters are allowed to hold the free foot while performing the shoot the duck.

PRE-ALPHA to DELTA

Routines must include one additional maneuver from Freestyle 1.

ARTISTIC

Artistic skating is open to all Freestyle 1 level skaters and higher.

LEVEL	DURATION	MANEUVERS
FS 1-3 / Bronze	1:30 min	Maneuvers from FS 4 & below
FS 4-5 / Silver	1:30 min	Maneuvers from FS 6 & below
FS 6-10 / Gold / Platinum	2:00 min	Any Maneuvers

There are no required elements and there is no grade for technical merit. Emphasis is on the creative and innovative design of the skating program. **Props are not permitted in this event.**

ENSEMBLE

Three to seven skaters. Music duration not to exceed 3 minutes.

SPOTLIGHT: LIGHT, DRAMA, CHARACTER

Props if used, are limited to those which the skater can hand-carry or push onto the ice (themselves) in one 30 second trip. Before bringing props into the facility, spotlight skaters **must** report to the registration desk to receive important information concerning prop storage. Props **may not** be left in the lobby area and must be removed **immediately** after the event. UTC Ice is not responsible for props left in the facility.

LEVEL	DURATION	MANEUVERS
Tot and Pre-Alpha – Delta	1:00 min	Maneuvers from FS 1 & below
FS 1-3 / Bronze	1:30 min	Maneuvers from FS 4 & below
FS 4-5 / Silver	1:30 min	Maneuvers from FS 6 & below
FS 6-10 / Gold / Platinum	2:00 min	Any Maneuvers

SPOTLIGHT COUPLES

Skaters may enter only one couple spotlight event (Character, Dramatic, Light Entertainment). The Couples Spotlight level (Low, Med, Intermediate, or High) is based on the highest ISI Test level passed by either skater.

LEVEL	DURATION	MANEUVERS
Tot and Pre-Alpha – Delta	1:00 min	Maneuvers from FS 1 & below
FS 1-3 / Bronze	1:30 min	Maneuvers from FS 4 & below
FS 4-5 / Silver	1:30 min	Maneuvers from FS 6 & below
FS 6-10 / Gold / Platinum	2:00 min	Any Maneuvers

FAMILY SPOTLIGHT

This event is open to 2 or more family members only (of any age and skating level). Program length is 1½ minutes, and the routines may be fun, entertaining, emotional or portrayals of characters using costumes and/or props.

SPOTLIGHT PROPS

Props if used, are limited to those which the skater can hand-carry on or push onto the ice themselves in one 30-second trip. Skaters may not be assisted during the setup, placement or removal of props. Props may not be left in the lobby area and must be removed immediately after the event. UTC Ice is not responsible for props left in the facility.

FREESTYLE 3 & 4

For the safety of all skaters, backward arabesques are not permitted during warm-up.

TEAM COMPULSORIES:

A team of 6 skaters competes together at a certain level, each performing one of the 6 required compulsory maneuvers for that level. This team of 6 skaters competes against other teams of 6 skaters at the same level. Music is required. Maneuvers must be performed in the order listed in the ISI Handbook. Teams may be similar or mixed and are divided by age.

7 skaters are now required for team compulsories 6-10.

PRODUCTION TEAM (All Levels):

This team event is for groups of 8 or more skaters. Team will be judged on the performance value of the program. There are no required maneuvers and no technical score for this event. The group should use music along with elaborate costumes and props to enhance the theme while creating an entertaining performance. Skaters from all levels can participate in this event.

THEATER PRODUCTION TEAM (All Levels):

The Theater Production event is for your entire skating team. Skaters of all ages and advanced ability level can participate in this theatrical team event. This is a creative and artistic program usually based on a story or theme, using costumes, props and technical skating to enhance the production performance.