



Glacial Garden Skating Arena

15th Annual ISI Open Competition

November 19 & 20, 2011

Dear ISI Members,

On behalf of the Glacial Gardens' Staff, we would like to cordially invite you to attend the 15th Annual ISI Open Competition at Glacial Garden Skating Arena in Lakewood, California. Our facility has 3 full size ice surfaces all under one roof. Glacial Garden is located next to Long Beach Airport, close to all of Long Beach's many attractions and hotels.

Enclosed, please find all necessary forms and information about our competition. Please send the applications to Glacial Garden Skating Arena by the deadline of October 29, 2011. A competition schedule will be sent to your rink and posted on our web site www.glacialgardens.com no later than November 12, 2011. Professional video by John Hurd and still photography by Bob Young will be available. For your convenience, there is a full-service snack bar and pro-shop. Locker rooms will be available for competitors during the competition.

If you have any questions or need assistance please feel free to contact Jacqui Palmore at (562) 429-1805 ext 228.

Please mail or fax all entry forms to: Glacial Garden Skating School Office
Attention: Jacqui Palmore, Skating Director
3975 Pixie Ave.
Lakewood, Ca 90712
(562)497-8471 Fax

We look forward to seeing you at the competition!

THE GLACIAL GARDEN STAFF

Mary Beckett
Robert Berry
Diana Bosetti
Andrea Brett
Dorsie Brooks
Aimee Cruz
Llanel Florendo

Darlene Gilbert
Sondra Holmes
Necia Krueger
Garry Mallett
Jami Mitchell
Alex Murashko
Jacqui Palmore

Penny Pereboom
Kyla Prather
Tim Tourtellott
Michael Villarreal
Skye Wheeler
Laura Wishart

Rules and Competition Information

Competition Dates

Saturday, November 19, 2011 & Sunday, November 20, 2011.

Entry Form Deadline

Saturday, October 29, 2011. Late entries, if accepted, will be charged an additional \$50 late fee.

Address

Glacial Garden Skating Arena
3975 Pixie Ave
Lakewood, CA 90712

Eligibility

All skaters entering this competition must be current registered individual members of ISI whose membership is current up to and including the date of the competition and have their tests registered at the level in which they wish to compete. ***All competitors must represent a current ISI Administrative member. Skaters are expected to compete at their true ability and to uphold high ethical standards. All entries will be verified at the ISI office. There will be no refunds if found ineligible.***

Rules

The competition will be conducted in accordance with the guidelines contained in the 2010 ISI Handbook, **with current 2010 ISI Competition Revisions (Please see attached rule changes).** **WE WILL NOT USE THE RECENTLY ANNOUNCED 2012 RULE REVISIONS FOR THIS EVENT**

Verification

The information on the entry form must be accurate and complete. Inaccurate and/or incomplete forms will be returned. **There will be a \$10 fee for any changes made to your original entry form.**

Judging

In fairness to the competitors, **all** Professional members (Instructors), with students competing in this competition, must do their part in judging an appropriate number of events. Please see the 2010 ISI Handbook for guidelines. Only coaches who have signed up to judge will be permitted into the Competitor's Staging Area. All Professional Instructor memberships and Judging certifications will be verified by ISI. There will be a hospitality room open to all certified judges.

Registration

All skaters are to check in at the registration desk **at least one hour prior** to their scheduled event. If the competition is running ahead of schedule, an event may begin up to 30 minutes earlier than its scheduled time.

Music

Cassette tapes or CDs are to be turned in at the registration desk and clearly labeled with skater's name, age, and event. There should be no more than one program on a tape or CD. Extra music copies should be readily accessible to your skaters' coach in case of music problems. Please rewind all tapes before submitting to the registration table. Music left at the end of the competition will be discarded after 10 days. Glacial Garden assumes no responsibility for lost, broken, or poorly recorded tapes or CD's.

Rules and Competition Information (cont.)

Rink Size

Ice surface is 200' x 100' with rounded corners.

Awards

All skaters 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 Glacial Garden Skating School 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 these scores. There will be a \$50 fee for all reviews. If an error is found, the fee will be refunded. Video tapes will not be permitted to review an event in question.

Schedule of Events

A preliminary schedule of events and Judge's Sign-Up Sheet will be posted on our web site www.glacialgardens.com and mailed to your rink by November 12, 2011.

Refunds

No refunds will be granted after the close of entries unless submitted with a doctor's note.

LIST OF ISI EVENTS

PLEASE MAKE NOTE OF THE 2010 ISI TEST AND COMPETITION REVISIONS FOR THIS YEAR'S EVENT

Tots	Freestyle	Artistic
Pre-Alpha	Solo Compulsories	Solo Spotlight
Alpha	Stroking	Couples Spotlight
Beta	Shoot the Duck	Jump & Spin Team
Gamma	Footwork	Partner Events
Delta	Interpretive	Synchronized Skating
Family Spotlight	Production	Synchronized Formation
	Open FS Events	Ensemble

ISI OPEN FREESTYLE EVENTS

There are no required maneuvers for the new Open Freestyle events, but all skaters and coaches should carefully check the maneuver limitations for the Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers, etc. Skaters who have passed the traditional ISI Freestyle 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Freestyle events. Skaters who have passed tests from other skating organizations are only required to take the equivalent level test to compete in that level, In some cases, skaters will have to also test to move up to a higher Open Freestyle level - based on their current program content.

TOTS 1-4

Tots (skaters age 6 and under) will perform a 1–minute routine with music. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included and will not be judged. 2-foot and/or 1-foot snowplow stops are permitted in Tot events. All Tot competitors must have their test registered with ISI to enter Tot competition events.

PRE-ALPHA THRU DELTA

Skater performs a 1–minute routine to music that emphasizes the required test level maneuvers from Pre-Alpha through Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the Pre-Alpha – Delta test to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program.

FREESTYLE

A program performed to music with emphasis on the required test level maneuvers from the skater's current Freestyle level. Various skills are required, depending on the test level. All skaters must pass freestyle test level to compete in this event. For the safety of all skaters, backward arabesques are not permitted during warm-up.

STROKING (Alpha—Delta)

Skaters compete together in groups wearing colored numbers for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. Crossovers are optional at the end of the rink, but not required and not judged. This is the very basic skill of skating.

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.

FOOTWORK (FS1—FS10)

Freestyle Skaters perform a one-minute program to music using various turns and connecting steps with limited jumps or spins. Skaters are judged on correct turns & edges as well as flow, variety of moves and choreography. Duration: 1 minute

INTERPRETIVE (FS1—FS10) *Please report to Ice Captain 30 minutes prior to event.*

Freestyle level skaters will hear a piece of music twice off the ice while they mentally choreograph a skating routine; twice during the group warm up – with no help from friends, parents or coaches.

ARTISTIC (FS1—FS10)

Skaters perform a program to music with emphasis on strong edges, flow, choreography, innovative moves and musical interpretation. There is no score for technical ability in this event. Event level is based on skater's freestyle test level. **Props are not permitted in this event.**

SPOTLIGHT: LIGHT ENTERTAINMENT, DRAMATIC, CHARACTER

This is an entertaining & "fun" routine that emphasizes the skater's acting ability and not technical skating skills. There is no score for technical merit in this event. The skater must pass a test for Tots, Pre-Alpha-Delta or Freestyle to determine the spotlight event level. Skaters will be divided into 3 different categories as indicated by the appropriate box on your entry form. Props if used, are limited to those which the skater can hand-carry or push onto the ice (themselves) in one 30 second trip. Skaters can be assisted with props at the ice door, but they must go on and off the ice by themselves. Props are not allowed on the ice during warm up.

COUPLES SPOTLIGHT

Two skaters together perform a routine that is entertaining, emotional, or a portrayal of characters using costumes and optional props. **This event is now divided into low, medium, Intermediate, and high categories. Low (Tots & Pre-Alpha-Delta), Medium (FS 1-3/Bronze), Intermediate (FS 4-5/Silver), and High (FS 5-10/Gold/Platinum).**

PAIRS 1-10

Together two skaters perform a choreographed routine to music. This program should include all the required maneuvers from their current Pair test level. The event is similar to Couples. However, unlike Couples, Pairs includes pair lifts and pair spins. Both skaters must pass the required Pair Test to compete in this event.

COUPLES 1-10

Two skaters perform their routine to music that requires maneuvers from their current Couples test level. This event is like a Freestyle skating program by two skaters in unison. Both skaters must pass the required Couples Test to compete in this event.

SYNCHRONIZED TEAM – Formation / Skating

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For description of Formation, and Skating categories, please see 2010 edition of ISI Handbook.

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.

FAMILY SPOTLIGHT

Two or more family members can perform an entertaining spotlight routine using costumes & props. If necessary, the event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes

Ensemble

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and there is no technical score for this event. The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 minutes

JUMP & SPIN EVENTS

Two skaters enter the ice as a team. The first skater performs their choice of a required jump 2 times, followed by the second skater performing their choice of a required spin 2 times. Only the best attempt of each required element will be judged. Only the technical accuracy of the required element is judged - the difficulty of the chosen element is not considered during judging for this event. **ALL JUMP & SPIN EVENTS will be done on ½ ICE ONLY.**

Low Both skaters must be in Pre-Alpha to Delta levels only.
Medium Both skaters must be in Freestyle 1-3 / Bronze levels or below.
Intermediate Both skaters must be in Freestyle 4-5 / Silver levels or below.

High Both skaters must be in Freestyle 6-10 / Gold / Platinum levels or below.

JUMP & SPIN EVENTS (Cont.)

If two skaters from different category levels wish to compete together, the team will be entered in the highest level of the two skaters.

Required Elements:

Level	Jump	Spin
Low	2-Foot Hop or Bunny Hop	2-Foot Spin
Medium	½ Flip or Toe Loop	2-Foot or 1-Foot Spin
Intermediate	½ Loop or Axel	Sit Spin or Back Spin
High	Dbl. Salchow or Dbl. Loop	Flying Camel or Flying Sit

SOLO COMPULSORIES

Skaters are to perform only the three maneuvers selected by the competition director 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 move are not allowed. There is a 1-minute time limit for all levels.

Please Note: There should be no penalty given for the quantity of swizzles, stroking or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

Selected Maneuvers

- PRE-ALPHA: Forward Swizzles / 2-Foot Glide / Backward Wiggles
- ALPHA: Forward Stroking / Right Forward Crossovers / 1-Foot Snowplow Stop
- BETA: Back Stroking / Left Backward Crossovers / Right T-Stop
- GAMMA: Right Forward Outside 3-Turn / Left Forward Inside Mohawk Combo / Hockey Stop
- DELTA: Left Forward Inside 3-turn / Bunny Hop / Lunge
- FS 1: Waltz Jump / 1/2 Flip / Two-foot Spin
- FS 2: Ballet Jump / One-foot Spin / ½ Lutz
- FS 3: Salchow Jump / Backward Pivot / Toe Loop Jump
- FS 4: Flip Jump / 1/2 Loop Jump / Sit Spin
- FS 5: Back Spin / Lutz Jump / Camel Spin
- FS 6: Jump Combination / Choice Spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump
- FS 7: Two Walley jumps / Flying Camel Spin / Double Toe Loop jump
- FS 8: Double Flip jump / Flying Sit Spin / Split Lutz jump
- FS 9: Double Lutz Jump / Flying Camel Spin into a Jump Sit spin / Axel-Double Loop jump combination
- FS10: Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

