



15<sup>th</sup> Annual  
ISI Open Competition  
**May 19 & 20, 2018**

**Entry Deadline: April 18, 2018**

The Rinks – Yorba Linda ICE  
23641 La Palma, Yorba Linda, CA 92887  
[www.yorbalindaice.therinks.com](http://www.yorbalindaice.therinks.com) • (714) 692-8776 ext. 4

**Yorba Linda ICE**  
23641 La Palma Ave  
Yorba Linda, CA 92887



March 1, 2018

Dear ISI Professional:

On behalf of the Yorba Linda ICE Staff, I would like to cordially invite you to attend the **15<sup>th</sup> Annual Yorba Linda ICE ISI Open Competition** on Saturday and Sunday, May 19 & 20, 2018.

Enclosed in this packet is important competition information such as rules and eligibility, EntryEeze application link, and music upload information. If you have any questions, please do not hesitate to contact me at (714) 692-8776 Ext 4.

We are very excited about this event and look forward to seeing you at Yorba Linda ICE this May!

Sincerely,

Jacqie Shaffer  
Competition Director  
Yorba Linda ICE  
714 692-8776 Ext 4  
[ylprogramoffice@therinks.com](mailto:ylprogramoffice@therinks.com)

## **COMPETITION INFORMATION**

### **Competition Dates:**

Saturday & Sunday, May 19 & 20, 2018.

### **Entry Form Deadline:**

Wednesday, April 18, 2018 at 11:59 pm. Late entries, if accepted, will be charged double. All applications must be completed online at <http://comp.entryeeze.com/Home.aspx?cid=602>.

### **Address:**

Yorba Linda ICE  
23641 La Palma Ave.  
Yorba Linda, CA 92887

### **Eligibility:**

All skaters entering this competition must be registered individual members of ISI and have their tests registered at the level in which they wish to compete.

### **Entries and Entry Fees:**

All applications must be completed online at <http://comp.entryeeze.com/Home.aspx?cid=602>. Entry fees for the 2018 The Rinks – Yorba Linda ICE ISI Competition are as follows:

#### **Tot 1 through Pre-Alpha**

First Event: \$40  
Each Additional Event: \$30

#### **Alpha through Freestyle 10**

First Event: \$60  
Each Additional Event: \$30

#### **Team, Ensemble, Group, and Family Events (3 or more skaters)**

\$25 per competitor

#### **Synchronized Skating Team Events and Theater/Production Team Events (8 or more skaters)**

\$175 per team, plus \$10 per competitor

### **Rules:**

The competition will be conducted in accordance with the guidelines contained in the 2016 ISI Handbook.

### **Judging:**

All coaches with competitors in our event must be a current ISI Professional Member. All participating rinks are required to supply an appropriate number of certified judges. Judge certification tests can be taken online at the ISI website ([www.skateisi.org](http://www.skateisi.org)) Please see the 2016 ISI Handbook. All professional memberships and judge certification will be verified by ISI. There will be a hospitality room open to all judges.

## **Music:**

Online music submission is the **ONLY** acceptable method to submit program music. After you have paid for your events, the system will prompt you to upload your music for each event that requires music. If your music is not available at that time, you can logout of your account and return later to upload your music by going to the "Competition" tab and then selecting "My Music." Please be sure you are uploading the correct music for the correct event segment.

Deadline for uploading music is Saturday, April 28, 2018.

The uploaded program music **MUST** conform to the following specifications:

- Programs per file: One [1] – Only one piece of competition program music (e.g. Free Skate) per file is allowed.
- File Format: mp3 – The uploaded file music must be an mp3 file (MPEG-1 or MPEG-2 Audio Layer III). Simply changing the file extension to "mp3" from another file format is not acceptable.
- Bit Rate: 192 kbps is requested (bit rates between 128 and 320 kbps will be accepted).
- Maximum file size: 10 MB
- Maximum run time: Five [5] minutes
- ID3 Metadata [tags]: None – The Chief Music Coordinator strongly recommends that mp3 files **DO NOT** contain any ID3 metadata, commonly called tags. This is especially true of any embedded images such as album cover art, picture of the skater, etc. Please, **NO EMBEDDED IMAGES!**
- Maximum leader: Two [2] seconds – The leader is the silence between the start of the track and the actual start of the program music. The Chief Music Coordinator recommends that there be **NO** leader.
- Maximum trailer: Two [2] seconds – The trailer is the silence between the end of the program music and the end of the actual track. The Chief Music Coordinator recommends that there be **NO** trailer.

## **Backup Music at Event(CDs):**

In addition to submitting the music online, all competitors/teams must also have at least one [1] backup copy of their competition music on CD, **AT RINKSIDE**, during the actual competition event or official practice. CDs must meet the following requirements:

- In standard Audio CD format (Compact Disc Digital Audio). Other formats, including mp3 are **NOT** acceptable.
- Lead in time (time before the music begins) on CDs may not exceed two [2] seconds.
- Due to the compatibility and reliability reasons, music may **NOT** be submitted on re-recordable "CD-RW" discs. **PLEASE**, no CD-RWs!

The Rinks – Yorba Linda ICE, competition officials, and volunteers exercise reasonable care when handling CDs. However, they are not responsible for damage to or loss of any CDs. They will not be responsible for CDs not picked up by the end of the competition. Those CDs will be destroyed.

**Registration:**

All skaters are to 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.

**Rink Size:**

Ice surface is 185' by 85' with rounded corners.

**Awards:**

All skaters will receive an award. Awards will be presented upon the posting of each individual event.

**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 \$50.00 fee for all reviews. If an error is found, the fee will be refunded.

**Schedule of Events:**

A preliminary schedule of events and Judge's sign-up sheet will be sent to each participating rink.

**Refunds:**

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

## DESCRIPTION OF EVENTS

TOTS 1-4	ARTISTIC	SYNCHRONIZED ADV. FORM
PRE-ALPHA	FOOTWORK	SYNCHRONIZED SKATING
ALPHA	STROKING (Alpha-Delta)	SYNCHRONIZED DANCE
BETA	INTERPRETIVE	SYNCHRONIZED OPEN SKATE
GAMMA	SOLO SPOTLIGHT	PRODUCTION
DELTA	COUPLES SPOTLIGHT	ENSEMBLE TEAM
FREESTYLE 1-10	FAMILY SPOTLIGHT	RHYTHMIC (Ball/Hoop/Ribbon)
OPEN FREESTYLE	TEAM COMPULSORIES	2 PERSON JUMP & SPIN
COUPLES 1-10	SYNCHRONIZED FORM	SOLO COMPLULSORY
PAIRS 1-10	SYNCHRONIZED ADV. FORM	

### **Tot 1-4:**

Tots must be 6 years of age or under as of May 19th, 2018. Skaters should only perform the required maneuvers from their test level. Any additional maneuvers should not be included and will not be judged. Two-foot and one-foot stops are permitted in Tot events. All Tot competitors must have their tests registered to enter Tot events. Duration: 1minute.

### **Pre-Alpha through Delta:**

Skaters will perform a routine to music that emphasizes the required test level maneuvers from the level they are competing. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass and register their tests with ISI that correspond with the level they are competing. Duration: 1 minute.

### **Freestyle 1-10:**

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 and register their tests with ISI that correspond with the level they are competing.

### **Open Freestyle: Bronze, Silver, Gold, & Platinum:**

There are no required maneuvers for the Open Freestyle events and any spin can be performed at any level, but all skaters and coaches should carefully check the maneuver limitations for all 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. Any USFS skaters who have not passed any previous ISI Freestyle tests must take the equivalent Open Freestyle test. Please refer to the 2016 ISI Handbook for new test and competition revisions.

### **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.

**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.

**Artistic (Freestyle 1 – 10 Levels):**

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.**

<b>Levels</b>	<b>Maneuver Limitations</b>	<b>Duration</b>
Freestyle 1-3/ <b>Bronze</b>	FS 4 and below	1.5 minutes
Freestyle 4-5/ <b>Silver</b>	FS 6 and below	1.5 minutes
Freestyle 6-7/ <b>Gold</b>	FS8 and below	2 minutes
Freestyle 8-10/ <b>Platinum</b>	Any maneuvers	2 minutes

**Footwork:**

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

**Stroking:**

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 are not required and are not judged. This is the very basic skill of skating.

**Interpretive:**

Open to all levels. Music will be provided. Skaters should report to the ice captain 30 minutes prior to the event warm-up in order to hear their music prior to getting on the ice.

**Solo Spotlight: Light Entertainment, Dramatic, and Character**

This is an entertaining and "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. 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. The Rinks – Yorba Linda ICE is not responsible for props left in the facility. Skaters will be divided into 3 different categories as indicated by the appropriate box on your entry form. Spotlight events are divided into three categories listed below. Please mark the correct category on your entry form.

- a) **Character** - A famous or easily identifiable character.
- b) **Dramatic** - A theatrical performance that sets a mood and evokes an emotional response.
- c) **Light Entertainment**- An entertaining or light-hearted performance.

Levels	Maneuver Limitations	Duration
Tot - Delta	FS 1 & below	1 minutes
Freestyle 1-3/Bronze	FS 4 and below	1.5 minutes
Freestyle 4-5/Silver	FS 6 and below	1.5 minutes
Freestyle 6-7/Gold	FS 8 and below	2 minutes
Freestyle 8-10/Platinum	Any maneuvers	2 minutes

### Couples Spotlight:

Two skaters together perform a routine that is entertaining, emotional, or a portrayal of characters using costumes and props (optional).

Event	Levels	Maneuver Limitations	Duration
Low	Tots-Delta	FS 1 and below	1 minute
Bronze	Freestyle 1-3/Bronze	FS 4 and below	1.5 minutes
Silver	Freestyle 4-5/Silver	FS 6 and below	1.5 minutes
Gold	Freestyle 6-7/Gold	FS 8 and below	2 minutes
Platinum	FS 8-10/Platinum	Any maneuvers	2 minutes

### Family Spotlight:

Two or more family members, of any age and skating level, can perform an entertaining spotlight routine using costumes and props (optional). All participants must wear skates. Any skating maneuvers can be performed at any level, but there is no technical score. Duration: 1.5 minutes.

### 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.**

### Ensemble Team:

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 and 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.



## Rhythmic Skating:

This entertaining 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 entire routine. The skater chooses only one rhythmic prop per routine (ball, hoop or ribbon) and must maintain control of the prop at all times. This means the prop must be used by the skater throughout the whole routine. It can be thrown, bounced or juggled but control should be maintained. The prop should not be put down on the ice while the skater does jumps & spins. No additional props are permitted. Props are not allowed on the event warm-up. If it is obvious that the skater's prop does not meet the following specifications, the panel Referee can determine if any point deduction should be taken.

### Choice of One:

1. **Hoop** – Must be made from wood or plastic (from rigid, non-bending material). The hoop diameter should measure between 2 feet 7 inches – 2 feet 11 inches. The hoop can have colored tape 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 of the skater.

Levels	Maneuver Limitations	Duration
Freestyle 1-3/Bronze	FS 4 and below	1.5 minutes
Freestyle 4-5/Silver	FS 6 and below	1.5 minutes
Freestyle 6-7/Gold	FS 8 and below	2 minutes
Freestyle 8-10/Platinum	Any maneuvers	2 minutes

## 2 Person Jump & Spin Team:

Two skaters enter the ice as a team. The first skater performs his/her choice of a required jump 2 times, followed by the second skater performing his/her choice of a required spin 2 times. Only the best attempt at each element will be scored. Skaters can skate above their current freestyle test level, but not in a lower category level. Duration: Judging will stop at 1 minute 10 seconds.

Event	Levels	Jump	Spin
Low	Tots-Delta	2-Foot Hop or Bunny Hop	2-Foot Spin
Bronze	Freestyle 1-3/Bronze	½ Flip or Toe Loop	2-Foot or 1-Foot Spin
Silver	Freestyle 4-5/Silver	½ Loop or Axel	Sit Spin or Back Spin
Gold	Freestyle 6-7/Gold	DbL. Salchow or DbL. Loop	Layback or Flying Camel
Platinum	FS 8-10/Platinum	DbL. Loop or DbL. Lutz	Flying Sit or Camel-Jump-Camel

### **Solo Compulsory:**

The following are the chosen maneuvers for the Solo Compulsory event. **Maneuvers may be performed in any order** with a minimum amount of connecting steps. Additional maneuvers such as jumps, spins or gliding maneuvers from a test level or any uncaptured moves, are not allowed. Full ice will be used for all levels. Judging will stop after **one** minute. 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.

- TOT 1: March in place, Fall down/Get up, March while moving
- TOT 2: 2-ft Jump in place (3x), Single Swizzle (3x), 2-ft Glide
- TOT 3: Preparation for Snowplow Stop, Dip, Push and Glide Stroking
- TOT 4: 2-ft or 1-ft Snowplow Stop, Back Wiggle, Back Swizzle
- PRE-ALPHA: Forward Swizzles, Left 1 ft glide (pick up right foot), Back Swizzles
- 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 Outside 3-turn, Right Inside Mohawk Combination, Hockey Stop
- DELTA: Left Inside 3-turn, 4 Forward Inside Edges, Shoot the Duck or Lunge
- FREESTYLE 1: Forward Arabesque, One-Half Flip, 2-ft Spin
- FREESTYLE 2: Ballet Jump, Half Lutz, One-foot Spin
- FREESTYLE 3: Salchow Jump, Back Outside or Back Inside Pivot, Change Foot Spin
- FREESTYLE 4: Flip Jump, One-Half Loop Jump, Sit Spin
- FREESTYLE 5: Fast Back Scratch Spin, Axel Jump, Camel-Sit-Upright Spin
- FREESTYLE 6: Double Salchow, Jump Combination (Axel, Half Loop Jump, Flip Jump), Spin Combination with Change of Foot and Position
- FREESTYLE 7: Jump in the Opposite Direction (Flip Jump, Loop Jump, or Lutz Jump - to be performed in both directions), Double Toe Loop or Double Toe Walley Jump, Flying Camel Spin
- FREESTYLE 8: Split Lutz Jump, 1 1/4 Flip into 1 1/4 Flip into Double Salchow, Flying Sit Spin or Axel Sit Spin
- FREESTYLE 9: Axel Jump in the Opposite direction or Double Axel Jump, Double Lutz Jump, Flying Camel Spin into a Jump Sit-Spin
- FREESTYLE 10: Double Jump to the Right and Double Jump to the Left or Triple Toe Assisted Jump/Double Loop Jump Combination, Triple Edge Jump, Death Drop