Welcome

Dear District 14 Members,

We are amazed that this will be our 7th Annual Skate at the Lake competition. With events for skaters of all ages and abilities, we expect a great competition. This year, we have a discounted Early Bird Registration prices that are in effect through Saturday, April 15. So plan early and save some money.

Sincerely,

Skate at the Lake Organizing Committee

Information

Key Facts

Information, Application, Updates & Results

- Please visit www.ISIdistrict14.org for:
  - Competition Information (this document)
  - Updates/Corrections to Competition Information
  - Link to On-Line Applications
  - Link for Printable Applications
  - Schedule
  - Volunteer Sign-Up

Dates

Early Bird Deadline ................... Saturday, April 15, 2017
Test Deadline ..................................... Saturday, April 29, 2017
Application Deadline ................. Saturday, April 29, 2017
Age as of Date .................................... June 10, 2017
Competition Dates ............................. June 10 - 11, 2017
ISI Endorsement ............................... 3-3069-2017

Mail Application

ISI District 14
% YBISBC
740 Folsom Street
San Francisco, CA 94107

Contents

Welcome ........................................... 1
Information ....................................... 1
Key Facts ......................................... 1
Contents ......................................... 1
Location .......................................... 2
Registration ...................................... 2
Volunteers ....................................... 4
Practice Ice ..................................... 4
Videography & Photography ............... 4
Event Descriptions ......................... 4
Individual Events ............................. 4
Partner Events .................................. 6
Team Events ..................................... 7
Index ............................................. 8
LOCATION

Tahoe Sports and Entertainment
South Lake Tahoe Ice Arena
1176 Rufus Allen Blvd
South Lake Tahoe, CA 96150
Phone 530.544.RINK (7465)
Website tahoearena.com

REGISTRATION

Requirements
Skaters MUST have a current ISI membership. Applications submitted without a current ISI number will not be processed until an ISI number is received (late fee applies if received after the Entry Deadline). All entrants must be registered to their highest test level with ISI by Test Deadline, and must be registered at the level they wish to compete. All competitors must compete at their highest test level passed. Ages for the purposes of grouping will be the skater’s “Age as of Date”. Incomplete applications will not be processed until all information is received (this could result in late fees if application is accepted).

Entry Forms
PDF—to be downloaded, printed and then completed by hand and Check or money order made payable to “ISI District 14” and then mailed to:

ISI District 14
% YBISBC
750 Folsom Street
San Francisco, CA 94107

Entry Fees
The fees for each event are as follows:

<table>
<thead>
<tr>
<th>Event Type</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Event</td>
<td>$75</td>
</tr>
<tr>
<td>First Tot Event</td>
<td>$45</td>
</tr>
<tr>
<td>Each Additional Event</td>
<td>$45</td>
</tr>
<tr>
<td>Team Events per skater</td>
<td>$30 (max $900)</td>
</tr>
<tr>
<td>Early Bird Discount</td>
<td>-$10</td>
</tr>
</tbody>
</table>

Early Bird Discount is -$10 per event for applications received/postmarked by April 15, 11:59PM.

All applications must be received/postmarked by April 29.

A skater of a team event who skates in an individual/couples’ event must pay the individual entry fee, plus the team event fee. For team events, there is a cap on the entry fees of $900 per event. If paying on-line, you must pay for all skaters at $30 each, and you will receive a refund if over $900.

There are NO Refunds, unless we are not able to accommodate your event.

Hotel

LAKELAND VILLAGE
3535 Lake Tahoe Blvd
South Lake Tahoe, CA 96150
lakeland-village.com
800/822-5969 (request the, “ISI SKATE AT THE LAKE 2017 GROUP” rates)
From website, use group code “ISISKA0617” for Skate at the Lake Discount Rates

Additional hotels may be listed on our website.
Subject to Availability

Applications are processed in the order they are received. Due to the popularity of this competition and limited amount of ice time, we fully expect the competition to sell out early, so apply early.

Late Entries & Changes

Due to the large number of late entries, changes and last minute corrections that came in last year, we will be enforcing our penalty fees:

- Entries received after the deadline will be charged double the entry fees (incomplete, or illegible applications that are completed after the deadline included); applications must be received by 11:59 pm on April 29, 2016 to meet the deadline.
- Changes and/or corrections because of unclear handwriting or incorrect forms will be assessed a $25 fee per item.

Competition Standards

Competition will be conducted in accordance with ISI rules and regulations set as forth in the current ISI Handbook along with the current Rule Revisions as posted on the ISI website.

Skaters will be divided by age, level and gender. We reserve the right to combine ages and genders based on enrollment. In an event where there is only one entry, the skater will compete and place according to the rules of ISI Competition Standards and must earn 80% of the total points possible to place first in the category. We reserve the right to cancel an event due to low enrollment.

Skaters may enter more than one event in their skating level. Couples, pairs and group applications must be submitted together.

All coaches should verify that all events and levels are correct before the application is submitted. The information on the entry form must be accurate, complete and legible. Inaccurate and/or incomplete forms will be returned. False information will result in disqualification.

Ice Surface

Rink is about 80’ x 200’ with slightly rounded corners.

Schedule

Each year our competition has grown. For 2016, we expect the competition to span three-days. Our tentative schedule is as follows:

- Individual Events …………… Saturday & Sunday, 6/10 & 11
- Team Events ……………………………………… Sunday, 6/11

End of Competition ………… Sunday, 6/11 late afternoon

Tentative Schedule will be available in late May.

Preliminary schedule will be emailed to coaches approximately two-weeks prior to competition. All other changes are subject to change fee. All corrections/changes must be made via email only. All telephone messages will be discarded! Preliminary schedule will be posted on the District 14 website approximately 7-10 days prior to competition. Minor changes can be expected on the final schedule, which will be posted in the rink. Printed program may not include these changes.

PLEASE NOTE the final schedule is subject to change without notice. Changes that occur typically move events 10-20 minutes early or late. Please consult posted schedule (not program) when you arrive at the rink, and listen for events to be announced to estimate your event time.

Registration & Music

All competitors should check in and turn in their music for the event AT LEAST one hour prior to the start of the warm up for the event. Your coach may want you to arrive earlier.

All programs MUST be on a CD (NO cassette tapes, MP3 players, thumb drives, phones etc.). With the price of CDs being just several cents, we REQUIRE all CDs be properly labeled with the following information:

- Skater’s First & Last Name or Team’s Name
- Event Name
- Event Number (to be written at the competition, as event numbers can change up until the competition starts)

Please do not use re-writable CDs. Only one program per CD. Please make sure to bring back-up copies in case of technical difficulties. Thumb drives, MP3 players and other devices will not be accepted for backup music. Please pick up your CD when the event is finished. Forgotten CD’s will be discarded at the end of the competition.

Awards

Awards will be provided for first through fifth places in all events. Awards will be given at the time the picture is taken. A team trophy will also be awarded to the top three (3) overall teams with the highest number of points at the conclusion of the competition.

For Teams competing on Sunday, there will be on ice awards, along with the Coach of the Year and Skater Awards.
**VOLUNTEERS**

We depend on volunteers to help staff the competition and make it run smoothly and on time. Please consider volunteering for a shift. Please visit ISIdistrict14.org for more information and to sign-up.

**PRACTICE ICE**

Check on our website, ISIDistrict.org for information about Practice Ice.

**VIDEOGRAPHY & PHOTOGRAPHY**

Contracts for these services have not yet been awarded. Please check our website, ISIdistrict14.org for information as it becomes available.

**EVENT DESCRIPTIONS**

**INDIVIDUAL EVENTS**

**Tots (1 – 4 & age 6 or under)**

Tots will perform a program 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 Tots.

All Tots competitors must have their test registered with ISI to enter Tots events. Coaches will be allowed to help the skater from the ice door but will not be permitted on the ice during the competition.

Duration: 1-minute

**Stroking (Alpha – Delta)**

Skaters compete together in groups. They do only forward stroking in both directions, are judged on posture, and correct stroking technique. Crossovers are optional at the end of the rink, but not required and not judged.

**Solo Technical Program (Pre-Alpha – FS10)**

Pre-Alpha thru Delta: Skater performs a one-minute program 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.

<table>
<thead>
<tr>
<th>Levels</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-Alpha – Delta</td>
<td>1-min.</td>
</tr>
<tr>
<td>FS1 – FS3</td>
<td>1½-min.</td>
</tr>
<tr>
<td>FS4 &amp; FS5</td>
<td>2-min.</td>
</tr>
<tr>
<td>FS6</td>
<td>2½-min.</td>
</tr>
<tr>
<td>FS7</td>
<td>3-min.</td>
</tr>
<tr>
<td>FS8</td>
<td>3½-min.</td>
</tr>
<tr>
<td>FS9 &amp; FS10</td>
<td>4-min.</td>
</tr>
</tbody>
</table>

**Solo Compulsories (Pre-Alpha – FS10)**

Skaters are to perform only the three required elements in any order with a minimum of connecting steps (no music). 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.

- Pre-Alpha – FS5 — Half Ice
- FS6 – FS10 — Full Ice

**Level** | **Requirements**
---|---
Pre-Alpha | Forward Swizzles, 2-Foot Glide, Backward Wiggles
Alpha | Forward Stroking, Left over Right Forward Crossovers, 1-Foot Snowplow Stop
Beta | Backward Stroking, Left over Right Backward Crossovers, Left T-Stop
Gamma | Right Forward Inside Mohawk Combo, Left Forward Inside Mohawk Combo, Hockey Stop
Delta | Right Forward Inside 3-Turn, Left Forward Inside 3-Turn, Bunny Hop
Freestyle 1 | Waltz Jump, 2-Foot spin, Forward Arabeque
Freestyle 2 | Dance Step, 1-Foot Spin, Half-Lutz Jump
Freestyle 3 | Toe Loop Jump, Change Foot Spin, Dance Step
Freestyle 4 | Flip Jump, Sit Spin, Half-Loop Jump
Freestyle 5 | Camel Spin, Axel, Back Spin
Freestyle 6 | Double Salchow, Choice Spin (Cross-foot/Layback/Sit-Change-Sit), Split Falling Leaf
Freestyle 7 | Two Walley Jumps, Flying Camel Spin, Double Toe Loop Jump
Freestyle 8 | Double Flip Jump, Flying Sit Spin, Split Lutz
**Level Requirements**

<table>
<thead>
<tr>
<th>Level</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Freestyle 9</td>
<td>Double Lutz Jump, Flying Camel into Jump Sit Spin, Axel-Double Loop Jump combination</td>
</tr>
<tr>
<td>Freestyle 10</td>
<td>Double Axel-Double Toe Loop Jump combination, Death Drop, Three Arabian Cartwheel or Butterfly Jumps</td>
</tr>
</tbody>
</table>

**Spotlight Solo Program (Tot & Pre-Alpha – FS10)**

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 to Delta or Freestyle to determine the spotlight event level. Spotlight events are divided into three categories listed below.

- Character – a famous or easily identifiable character
- Dramatic – a theatrical performance that sets a mood and evokes an emotional response
- Light Entertainment – an entertaining or light-hearted performance

<table>
<thead>
<tr>
<th>Levels</th>
<th>Limitations</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tot &amp; Pre-Alpha – Delta</td>
<td>FS1 and below</td>
<td>1 min</td>
</tr>
<tr>
<td>Freestyle 1-3 / Bronze</td>
<td>FS4 and below</td>
<td>1.5 min</td>
</tr>
<tr>
<td>Freestyle 4-5 / Silver</td>
<td>FS6 and below</td>
<td>1.5 min</td>
</tr>
<tr>
<td>Freestyle 6-7/ Gold</td>
<td>FS8 and below</td>
<td>2 min</td>
</tr>
<tr>
<td>Freestyle 8-10/ Platinum</td>
<td>Any maneuvers</td>
<td>2 min</td>
</tr>
</tbody>
</table>

**Artistic Solo (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.

<table>
<thead>
<tr>
<th>Levels</th>
<th>Limitations</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Freestyle 1-3 / Bronze</td>
<td>FS4 and below</td>
<td>1.5 min</td>
</tr>
<tr>
<td>Freestyle 4-5 / Silver</td>
<td>FS6 and below</td>
<td>1.5 min</td>
</tr>
<tr>
<td>Freestyle 6-7/ Gold</td>
<td>FS8 and below</td>
<td>2 min</td>
</tr>
<tr>
<td>Freestyle 8-10/ Platinum</td>
<td>Any maneuvers</td>
<td>2 min</td>
</tr>
</tbody>
</table>

**Interpretive (FS1 – FS10)**

Freestyle level skaters will hear a piece of music once off the ice; twice during the group warm-up; and once more before competing while they mentally choreograph a skating routine – with no help from friends, parents or coaches. The emphasis is on the skater’s ability to choreograph an entertaining skating routine to music and not on the difficulty of the skating maneuvers performed.

<table>
<thead>
<tr>
<th>Levels</th>
<th>Limitations</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Freestyle 1-3 / Bronze</td>
<td>FS4 and below</td>
<td>1.5 min</td>
</tr>
<tr>
<td>Freestyle 4-5 / Silver</td>
<td>FS6 and below</td>
<td>1.5 min</td>
</tr>
</tbody>
</table>

**Footwork (1 – 10)**

Freestyle skaters perform a 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

**Rhythmic Skating (FS1 – FS10)**

The program should contain elements that employ the use of the prop throughout the routine. The skater must maintain control of the prop at all times. Props of the same kind (i.e., Ball / Hoop / Ribbon) are grouped together.

The skater chooses only one rhythmic prop per routine (ball, hoop or ribbon) and must maintain control of the prop at all times throughout the program. This means the prop must be used by the skater throughout the 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 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 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 - 9 feet long - proportional to the size and ability level of the skater.

**Special Skater (1 – 10)**

This category is open to skaters of all ages with physical or mental disabilities. Skaters will perform a program to music that includes all of the compulsory maneuvers from their test level. Skaters will be grouped by age, gender and disability classification. The Special Skater event is based on the ISI
Special Skater test levels 1-10. These tests must be registered with the ISI national office.

Duration: 1-minute

Above the Special Skater 10 (Delta) level, Special Skaters can take and pass the test levels in Freestyle, Figures, Couples, Pairs, Dance and Free Dance so they are eligible to compete in those events – along with Artistic, Footwork, Interpretive, etc. if requested, the Competition Director can put special skaters into a separate event group for those events.

**Open Freestyle (Bronze – 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 jump 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 FS1 – FS10 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.

Open Freestyle event judging criteria includes correctness of jumps, correctness of spins, correctness of turns & edges, variety of moves, music interpretation, posture, choreography & pattern, presentation, duration and general overall (by all 3 judges).

<table>
<thead>
<tr>
<th>Levels</th>
<th>Limitations</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bronze</td>
<td>FS3 and below</td>
<td>2-min.</td>
</tr>
<tr>
<td>Silver</td>
<td>FS5 and below</td>
<td>2-min.</td>
</tr>
<tr>
<td>Gold</td>
<td>FS7 and Below</td>
<td>3-min.</td>
</tr>
<tr>
<td>Platinum</td>
<td>Any</td>
<td>4-min.</td>
</tr>
</tbody>
</table>

**Pair Partner (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.

<table>
<thead>
<tr>
<th>Levels</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pair</td>
<td>1½-min.</td>
</tr>
<tr>
<td>Pair 2 – 3</td>
<td>2-min.</td>
</tr>
<tr>
<td>Pair 4</td>
<td>2½-min.</td>
</tr>
<tr>
<td>Pair 5 – 6</td>
<td>3-min.</td>
</tr>
<tr>
<td>Pair 7</td>
<td>3½-min.</td>
</tr>
<tr>
<td>Pair 8 - 10</td>
<td>4-min.</td>
</tr>
</tbody>
</table>

**Open Pair Partner (Bronze – Platinum)**

There are no required maneuvers for the Open Pair 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, pair lifts, pair spins, footwork, and connecting moves.

Skaters who have passed the traditional ISI Pair 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Pair 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 Pair - based on their current program content.

<table>
<thead>
<tr>
<th>Levels</th>
<th>Limitations</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bronze</td>
<td>Pair 3 and below</td>
<td>2 min</td>
</tr>
<tr>
<td>Silver</td>
<td>Pair 5 and below</td>
<td>3 min</td>
</tr>
<tr>
<td>Gold</td>
<td>Pair 7 and below</td>
<td>3 min</td>
</tr>
<tr>
<td>Platinum</td>
<td>Any Maneuvers</td>
<td>4.5 min</td>
</tr>
</tbody>
</table>

**Couple Spotlight (Low – Platinum)**

An entertaining “spotlight” program performed by two skaters using costumes and props where couples are divided into categories:

<table>
<thead>
<tr>
<th>Levels</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Couple 1 – 3</td>
<td>1½-min.</td>
</tr>
<tr>
<td>Couple 4 – 6</td>
<td>2-min.</td>
</tr>
</tbody>
</table>
• **Character**– a famous or easily identifiable character
• **Dramatic**– a theatrical performance that sets a mood and evokes an emotional response
• **Light Entertainment**– an entertaining or light-hearted performance

### Jump & Spin (Low – High)

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.

All Jump & Spin events will be done on half ice.

**Category Levels:**

<table>
<thead>
<tr>
<th>Level</th>
<th>Limitations</th>
<th>Req. Jump</th>
<th>Req. Spin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low</td>
<td>Tots-Delta</td>
<td>2-foot Hop or Bunny Hop</td>
<td>2-foot Spin</td>
</tr>
<tr>
<td>Bronze</td>
<td>FS1-3/Bronze</td>
<td>½ Flip or Toe Loop</td>
<td>2-foot or 1-foot spin</td>
</tr>
<tr>
<td>Silver</td>
<td>FS4-5/Silver</td>
<td>½ Loop or Axel</td>
<td>Sit Spin or Back Spin</td>
</tr>
<tr>
<td>Gold</td>
<td>FS6-7/Gold</td>
<td>Double Salchow or Double Toe Loop</td>
<td>Layback or Flying Camel</td>
</tr>
<tr>
<td>Platinum</td>
<td>FS8-10/Platinum</td>
<td>Double Loop or Double Lutz</td>
<td>Flying Sit or Camel-Jump-Camel</td>
</tr>
</tbody>
</table>

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

### TEAM EVENTS

- For Synchronized Events, Age is based on July 1, 2016 (yes, 2016 is correct) for our 2017 competition!

#### Freestyle Synchro Team (1-10)

Three to seven skaters from the same Freestyle level can enter this new form of group skating. They must perform the same identical Freestyle program in unison. All test level requirements must be included. All skaters must have passed the same freestyle test level to compete in this event. Skaters cannot skate above or below their freestyle test level.

### Synchronized Team - Dance/Formation/Skating

This is a group number for eight or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For complete description of Formation, Skating, and Dance categories, please see 2016 edition of *ISI Handbook*.

### Synchronized Compulsories - Formation/Skating

Synchronized Formation and Skating teams must perform required elements to music, with no additional moves permitted. Teams will be divided by age groups. For details of compulsory maneuvers and program duration limitations, please see the current 2016 edition of the *ISI Handbook*.

### Family Spotlight (All Levels)

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: 1½-minutes

### 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. Event entries will be divided in to Small / Medium / Large / Extravaganza categories, as registration warrants.

Duration 4½-minutes (there is no penalty for shorter program times)

### 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
Theater Production

This new 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.

Duration: 6½-minutes (there is no penalty for shorter program times)

Kaleidoskate (All Levels)

A group of 8 or more skaters perform a fun and entertaining group number. Minimal skating skills are required for this event. Each skater represents a piece of color – and those color pieces are used to choreograph and create constantly changing patterns, designs and formations on the ice. Creativity, use of color and props are also an important part of the overall “design”.

INDEX

Welcome...............................................................1
Information..........................................................1
Key Facts..............................................................1
  Information, Application, Updates & Results ..................1
  Dates.........................................................................1
  Application Submission..............................................1
Contents .....................................................................1
Location ....................................................................2
Hotel ..........................................................................2
Registration ..............................................................2
  Requirements ............................................................2
  Entry Forms.............................................................2
  Entry Fees ................................................................2
Subject to Availability..................................................3
Late Entries & Changes................................................3
Competition Standards................................................3
Ice Surface ..................................................................3
Schedule .....................................................................3
Registration & Music ..................................................3
Awards .......................................................................3
Volunteers ..................................................................4
Practice Ice ..............................................................4
Videography & Photography ........................................4
Event Descriptions ...................................................4
Individual Events.......................................................4
  Tot (1 – 4 & age 6 or under) .......................................4
  Stroking (Alpha – Delta) ............................................4
  Solo Technical Program (Pre-Alpha – FS10) ..................4
  Solo Compulsories (Pre-Alpha – FS10) .......................4
  Spotlight Solo Program (Tot & Pre-Alpha – FS10) ......5
  Artistic Solo (FS1 – FS10) ..........................................5
  Interpretive (FS1 – FS10) ..........................................5
  Footwork (1 – 10) ....................................................5
  Rhythmic Skating (FS1 – FS10) .................................5
  Special Skater (1 – 10) .............................................5
  Open Freestyle (Bronze – Platinum) ..........................6
Partner Events ..........................................................6
  Couple Partner (1-10) .............................................. 6
  Pair Partner (1-10) ..................................................6
  Open Pair Partner (Bronze – Platinum) .......................6
  Couple Spotlight (Low – High) .................................6
  Jump & Spin (Low – High) ........................................7
Team Events ............................................................7
  Freestyle Synchro Team (1-10) .................................7
  Synchronized Team - Dance/Formation/Skating .............7
  Synchronized Compulsories - Formation/Skating ...........7
  Family Spotlight (All Levels) ....................................7
  Production Team (All Levels) ....................................7
  Ensemble .............................................................7
  Theater Production ................................................8
  Kaleidoskate (All Levels) .........................................8
Index .......................................................................8