



**MARCH 7<sup>TH</sup> AND 8<sup>TH</sup>, 2009**

**AT THE**



11048 Ice Skate Place San Diego, Ca 92126

**Event Coordinator**

Wendy Smith

(858)530-1826 ext. 308

# CALIFORNIA STATE GAMES CHAMPIONSHIPS

You are cordially invited to attend the California State Games Championships to be held at the San Diego Ice Arena on **March 7<sup>th</sup> and 8<sup>th</sup>, 2009**. The arena's surface is 100' x 200'

At the top of the entry form there is a space for your rink's entry deadline, allowing extra time in order to meet the official deadline of **February 7<sup>th</sup>, 2009**. **You can also register online at [www.calstategames.org](http://www.calstategames.org)**

**Please return all required forms and payment to:**

CALIFORNIA STATE GAMES  
3260 Rosecrans Street  
San Diego, CA 92110  
Email: [info@calstategames.org](mailto:info@calstategames.org)

**All corrections/ judges schedule** need to be phoned or faxed to Wendy Smith by **February 25<sup>th</sup>**  
**Phone #** (858) 530-1826 Ext. 308      **Fax #** (858) 530-0606

## RULES AND INFORMATION

### **TORCH LIGHTING CEREMONIES:**

All competitors will parade onto the ice and will have the opportunity to pass the California State Games torch during the torch lighting ceremonies to be held on **Saturday March 7<sup>th</sup>, at 5:00pm** ***Don't miss it!***

### **COMPETITION:**

The competition will be conducted in accordance with the guidelines contained in the latest edition of the Skaters and Coaches Handbook, the Competitors Handbook and The Judges Manual along with all current **ISI competition revisions effective January 1<sup>st</sup>, 2008**

### **JUDGING:**

All ISI Professional members entering students in the competition must be available to judge in accordance with District 15 guidelines. Only coaches who volunteer to judge will be allowed entrance to the competitors staging area. A coaches hospitality room will be available.

### **AWARDS:**

**Medals** will be awarded to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place skaters  
Awards will be presented upon the posting of each individual event.

### **SCHEDULE OF EVENTS:**

The schedule of events will be sent to each participating rink approximately **3 weeks prior** to the competition And will be posted on the website: [www.calstategames.org](http://www.calstategames.org) under Winter Sports – Figure Skating

## MUSIC AND REGISTRATION:

All skaters are to check in at least **35 minutes** prior to their scheduled event time at the registration desk. Please turn in your cassette or CD at that time. **Cassette tapes or CD's** are to have no more than one program on them and need to be labeled with skaters name, age, event and rink they represent. Please make certain to bring a back up.

## EVENTS

- |   |                                   |
|---|-----------------------------------|
| -Tots 1 - 4   | -Spotlight (Family)               |
| -Pre-Alpha  | -Spotlight (Couples)              |
| -Alpha thru Delta   | -Stroking (Pre/Alpha - Delta)     |
| -Freestyle 1-10   | -Footwork (Fs. #1 and above)      |
| -Compulsory Moves   | -Interpretive (all levels)        |
| -Shoot the Duck   | -Artistic (Fs. #1 and above)      |
| -Pairs  | -Production #                     |
| -Dance (Couples/Solo)   | -Comedy                           |
| -Spotlight (Light Entertainment, Dramatic, Character, Comedy & Interp.) | -Synchronized (Skating/Formation) |

## TOTS

Must be 5 years of age or younger as of **March 7<sup>th</sup>, 2009**  
Additional maneuvers are not to be included and therefore will not be judged or penalized.

## PRE-ALPHA

We would like to remind all coaches that we will be judging the Additional Maneuver from Freestyle #1. Please remember to include it in all Pre- Alpha programs!

## SHOOT THE DUCK

Each skater will perform a Shoot the Duck. Timing will begin when the skater's hips are below the knee level. Hands may be placed on the knee or free leg. The skater may come up on two feet. Timing stops if free leg touches the ice. A 20 second penalty will be given for a fall.

## SPOTLIGHT

All skaters may not exceed 30 seconds when setting up or removing their props.

**Pre/Alpha - Delta** levels are permitted to perform maneuvers at the Fs. #1 level or lower. (1 minute)

**Fs. #1 - 4** levels are permitted to perform maneuvers at the Fs. #4 level or lower.  
(1 minute for Fs. #1 -3 and 1.5 minutes for Fs. #4)

**Fs. #5 - 10** levels are permitted to perform maneuvers from any levels.  
(1.5 minutes for Fs. #5 and 2 minutes for Fs.#6-10)

**Family Spotlight** - Two or more members of the immediate family (1.5 minutes)

## DANCE

One Dance will be selected in each event. The selected dance will be listed when the schedules are sent out to the participating arenas.

## ARTISTIC SKATING

There are no required moves in Artistic Skating. This event is open to all skaters Fs. #1 & above. There are no props permitted in artistic skating. **Duration is 1.5 min. for Fs#1 - #5 and 2min. for Fs#6 - #10**

## COMPULSORY MOVES

Skater's are to perform the following **3 maneuvers** listed for each level in **any order** to a pre-choreographed program. The maneuvers must be performed with a minimal amount of connecting moves.

Skaters are limited to 1 minute and the full ice surface can be used.

### -- Description of the following levels and their moves to be skated --

TOT 1	Marching in place	Fall down / Get up	March while moving
TOT 2	2 ft Jump in place (3 times)	Fwd. moving swizzle 3 x	Beginning 2ft. glide
TOT 3	Teapot (Dip)	Beginning stroking	Fwd. Swizzles (3 times)
TOT 4	Bk. Swizzles (3 times)	Bk. Wiggles	1 or 2 Ft. Snowplow Stop
P-ALPHA	1 Ft. Glide (either foot)	Bk. Swizzles	Fwd. Swizzles
ALPHA	Fwd. Crossovers (either dir.)	Fwd. Stroking	1 Ft. Snowplow Stop
BETA	Bk. Crossovers (either dir.)	Bk. Stroking	T-Stop (either foot)
GAMMA	Mohawk combo (either dir.)	Outside 3 turn (either ft.)	Hockey Stop
DELTA	Inside 3 turn (either foot)	Bunny Hop	Lunge
FS #1	Forward Spiral	2 Ft. Spin	Waltz Jump
FS #2	1/2 Half Lutz	1 Ft. Spin	Ballet Jump
FS #3	Salchow	Change Ft. Spin	Toe Loop
FS #4	Loop Jump	Sit Spin	Flip Jump
FS #5	Axel	Camel Spin	Lutz
FS #6	Double Salchow	Spin Combination	Split Jump
FS #7	Double Toe Loop	Flying Camel	Combination Jump
FS #8	Double Flip	Flying Sit Spin	Split Lutz
FS #9	Double Lutz	Flying Camel/Jump Sit	Axel/DbL Loop Combo
FS #10	DbL Axel/DbL Toe Combo	Triple edge Jump	Death Drop

## **JUMP TEAM A**

Skaters must be Fs. #4 or below. The team will consist of 6 skaters. Each skater will perform one jump twice. The best jump will be judged. The jumps will be: **Waltz Jump, Salchow, Toe Loop, Half Flip, Half Lutz, & Ballet Jump.**

## **JUMP TEAM B**

Skaters must be Fs#5 or above. The same team rules as stated above will apply. The jumps will be: **Loop, Flip, Lutz, Axel, Double Salchow and Split Jump.**

## **SPIN TEAM A**

Skaters must be Fs. #4 or below. The team will consist of 6 skaters. Each skater will perform one spin twice. The best spin will be judged. The spins will be: **Two Foot, Combination** (2 foot to 1 foot), **One foot** (free foot at side of leg), **Scratch, Change foot Spin and Sit Spin.**

## **SPIN TEAM B**

Skaters must be Fs#5 or above. The same team rules as stated above will apply. The spins will be: **Sit, Camel, Flying Camel, Lay Back, Back Scratch, Combo** (1 change of Ft, 3 different positions)

**If necessary**, a tie breaker move will be drawn and the original skater will perform the move again.

# 2008 ISI Test and Competition Updates

**These updates are mandatory beginning Jan. 1, 2008.**

Here is a summary of current rule changes, clarifications and other items of interest for 2008. Please print this page and keep it with your current *Skaters and Coaches Handbook*. These changes will be included in the 2008 edition.

The ISI testing program is 47 years old, and better than ever, thanks to you, the skaters and coaches who participate in our programs and events. As with anything that has some age, the ISI program is reviewed annually and updated by our committee to fit the ever-changing needs of the skater — just like your skate blade being sharpened!

1. All events offered at any local or national ISI competition will receive **team points** — including our newest national events, Ensemble and Rhythmic Skating. In the past, experimental events did not receive team points until the event became nationally standardized. See the current National Event List and National Event Descriptions at [.skateisi.org](http://.skateisi.org).
2. During **Production Team events**, skaters will **no longer** be required to exit the ice in 30 seconds. Competition directors may combine the warm-up and set-up times for production numbers as their schedule allows. The competition director can determine the length of the warm-up and exit times. Theater on Ice events will be included under Production competition.
3. In the **Team Compulsory events**, skaters **will** be allowed to participate on two different teams, as long as they are not on two teams in the same freestyle level. Teams competing in FS 7 must have the skater perform the opposite jump in both directions. The arabesque requirement in FS 1, 2, 3, 4 and the Arabesque/Spread Eagle/Bauer combination in FS 9 only needs to be performed only once.
4. During **Spotlight events**, the competition director may waive the rule about “no assistance with props on and/or off the ice” for the safety of the skaters. Sometimes there are special situations or a particular difficulty in the rink access door, especially for younger skaters.
5. In the **Couple Spotlight events**, the following maneuver limitations apply:

<b>Low</b>	Pre-Alpha – Delta	Skaters can perform maneuvers from Freestyle 1 and below.
<b>Medium</b>	FS 1-4 Skaters	Skaters can perform maneuvers from Freestyle 4 and below.
<b>High</b>	FS 5-10	Skaters may perform any maneuvers.

*Partner note:* If partners from two different category levels want to compete together, they must be prepared to follow the maneuver limitations of the higher category level.

6. The **Death Spiral** requirement in Pair 5, 7 and 8 will now require the spiraling partner's head to be held at least as low as the pivoting partner's knees.
7. For **Synchronized teams** that have skaters' ages split evenly between age divisions, the team must compete in the higher age division.
8. For **Synchronized teams**, the Adult age division will be divided into:

<b>Adult</b>	Majority of skaters 20-39 years
<b>Master</b>	Majority of skaters 40+ years

*Note:* These age divisions may be combined at the discretion of the competition director when there are not enough teams to make this division possible.

9. For the annual **ISI Synchronized Skating Championships competition only**:
  - a) We will use 5 judges for all Final Round events.
  - b) The top half of each Initial Round event group will proceed to the Premier Round and the remaining teams will proceed to the Select Round
  - c) If there are less than 8 teams in any one age group or category level, the Initial Round will not be held and there will be only one Final Round performance for that age group and/or category level.