



MARCH 6TH AND 7TH, 2010

ENTRY DEADLINE: FEBRUARY 6th, 2010

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 6th and 7th, 2010**. 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 6th, 2010**.

You can register online at www.calstategames.org

Or Please make payment to:

CALIFORNIA STATE GAMES

Send forms to:

San Diego Ice Arena
11048 Ice Skate Place
San Diego, CA 92126
Att: Wendy Smith

All corrections/ judges schedule need to be phoned or faxed to Wendy Smith by February **24th**
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 6th, 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 ISI Handbook along with ***the current ISI 2010 Rule Revisions***.

JUDGING:

All coaches must be Professional ISI members and judge in accordance with the District 15 guidelines. All rinks represented in the competition are required to supply judges. A judging request sheet will be sent out to all arenas approximately 5 weeks prior to the event. ***Only coaches who are Bronze certified judges*** or above & have signed up for judging ***will be allowed entrance to the competitors area***. A hospitality room for coaches will be available.

AWARDS:

Medals will be awarded to 1st, 2nd and 3rd place skaters.

Awards will be presented upon the posting of each individual event.

Top 3 in each event qualify for the State Games of America to be held in San Diego August 4-7, 2011!

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 under Winter Sports – Figure Skating

MUSIC AND REGISTRATION:

All skaters are to check in at least **45 minutes** prior to their scheduled event time at the registration desk. Please turn in your CD at that time. **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) |
| -Solo Compulsories | -Interpretive (all levels) |
| -Shoot the Duck | -Artistic (Fs. #1 and above) |
| -Dance (Couples/Solo) | -Production # |
| -Spotlight (Light Entertainment, Dramatic,
& Character) | -Synchronized (Skating/Formation) |

TOTS

Must be 5 years of age or younger as of **March 6th, 2010**
Additional maneuvers are not to be included and therefore will not be judged or penalized.

PRE-ALPHA - DELTA

Pre- Alpha thru Delta routines **must include one maneuver from Freestyle 1.**

STROKING

Open to Alpha through Delta levels. **Crossovers are optional** on ends and are not judged.

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.

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.

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 min)
Fs. #1 - 3	levels are permitted to perform maneuvers at the Fs. #4 level or lower. (1.5 min)
Fs. #4 - 5	levels are permitted to perform maneuvers at the Fs. #6 level or lower. (1.5 min)
Fs. #6 - 10	levels are permitted to perform maneuvers from any level. (2 min)
Family Spotlight	Two or more members of the immediate family (1.5 minutes)

SPOTLIGHT COUPLES

Low	(Pre/Alpha – Delta) levels are permitted to perform maneuvers at the Fs. #1 level or lower. (1 min)
Medium	(Fs. #1 – 3) levels are permitted to perform maneuvers at the Fs. #4 level or lower. (1.5 min)
Intermediate	(Fs. #4 – 5) levels are permitted to perform maneuvers at the Fs. #6 level or lower. (1.5 min)
High	(Fs. #6 – 10) levels are permitted to perform maneuvers from any levels. (2 min)

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

Skaters are to perform the following **3 maneuvers** listed for each level in **any order** to a pre-choreographed program.
The maneuvers may only be performed once with a minimal amount of connecting moves.
Skaters may use the full ice surface.

-- 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