



**MARCH 6<sup>TH</sup> AND 7<sup>TH</sup>, 2010**

***ENTRY DEADLINE: FEBRUARY 6<sup>th</sup>, 2010***

**AT THE**



11048 Ice Skate Place San Diego, Ca 92126

**Event Coordinator**

**Wendy Smith**

**(619) 594-1000 ext. 200**

# 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 6<sup>th</sup> and 7<sup>th</sup>, 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 6<sup>th</sup>, 2010**. **You can also register online at [www.calstategames.org](http://www.calstategames.org)**

**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 24<sup>th</sup>**  
**Phone #** (858) 530-1826 Ext. 308      **Fax #** (858) 530-0606      **Email:** [info@calstategames.org](mailto:info@calstategames.org)

## 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 6<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 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 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. ***Skaters placing in the top three in any event will qualify them to skate in the 2011 State Games of America to be held in San Diego on August 4<sup>th</sup> – 7<sup>th</sup>, 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](http://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 6<sup>th</sup>, 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.

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

## SPOTLIGHT COUPLES

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

Skater's 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 --

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

# HOTEL INFORMATION

## SPRING HILL SUITES BY MARRIOTT

12032 Scripps Highland Drive  
San Diego, Ca. 92131  
Ph# (858) 635-5723

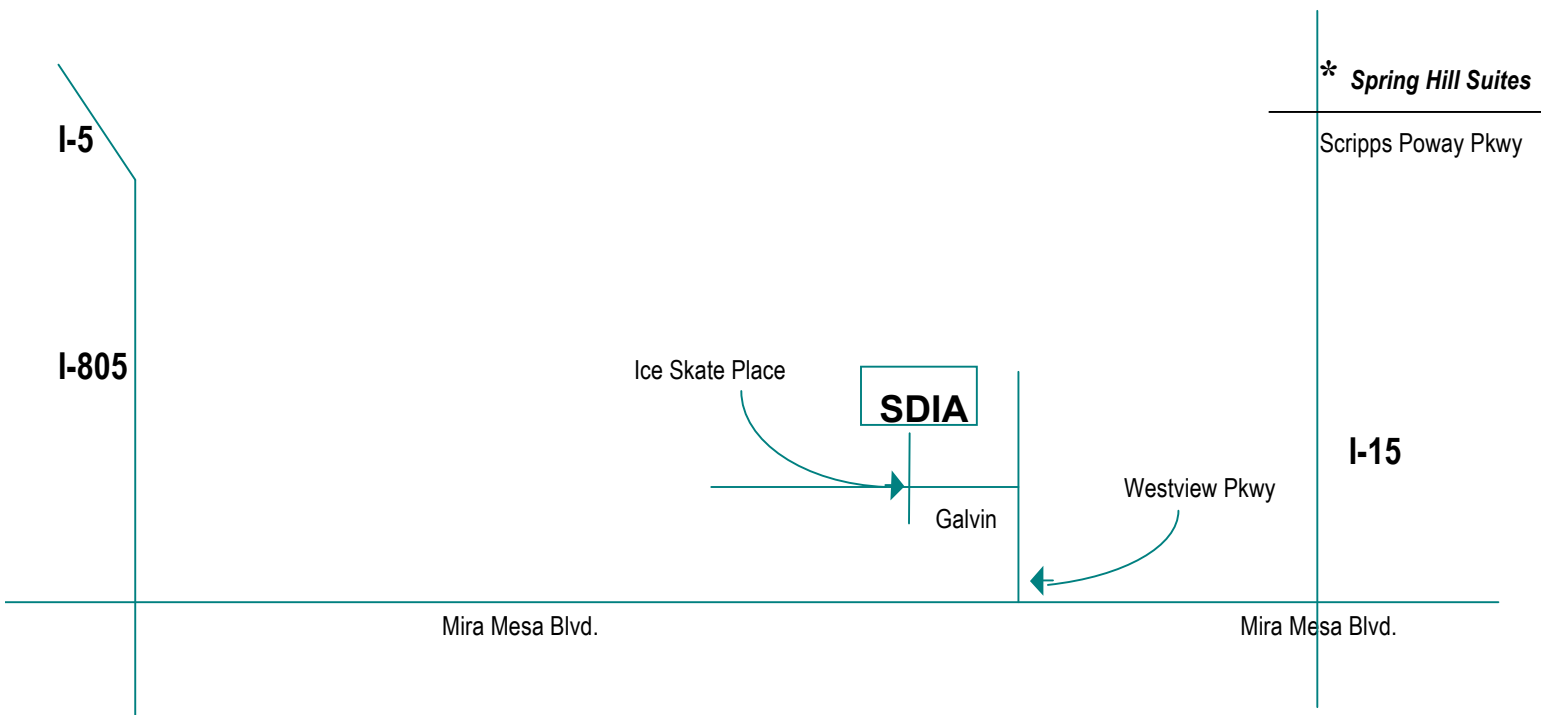
1 Mile north of the Arena. Chili's restaurant adjacent to hotel.  
Special rate includes up to 4 people per room. Hot buffet  
breakfast is included. Mention name of event in order to get  
your discount.

### Contact for reservations:

Kyle Jones  
Ph# (858)633-9015 x702  
kylej@hghsocal.com

- *Mention the name of event in order to get a special discount.*
- *Make your reservations early. The hotel will only hold these rates 2 weeks prior to the event*

## NORTH



## SOUTH

# **2010 ISI TEST & COMPETITION REVISIONS**

***The following 2010 Test & Competition Revisions are optional for ISI competitions after September 1, 2009 and mandatory for all events after January 1, 2010. Competition Directors should inform all participants and judges if they will follow these new revisions for events from September 1 – December 31, 2009.***

## **1. Competition Event Revisions & Clarifications:**

- ***Couples Spotlight Medium Duration*** for Freestyle 1-3 / Open Bronze is increased to 1:30
- ***Rhythmic Skating Duration*** (Ball, Hoop & Ribbon) for Freestyle 1-3 is increased to 1:30
- ***Uncaptured Spins*** – The back sit spin and back camel spin can be performed on either edge.
- ***Synchronized Formation Shoulder Hold position*** requires that both shoulders be held.
- ***Against the Book judging*** – Skaters will receive either 1<sup>st</sup> Place or 2<sup>nd</sup> Place. It is no longer possible to get 3<sup>rd</sup> Place against the book. The judging panel should discuss and agree on the placement, whenever possible.

The skater must still receive 80% of the total possible points for 1<sup>st</sup> Place. If the skater receives an average total of 79.9% or below, they will receive 2<sup>nd</sup> Place.

For events with technical criteria, the skater should get 1<sup>st</sup> Place if the required maneuvers are completed to the passing test standard for their age and ability level.

## **2. Ice Dancing Test Levels** have been revised as follows:

Ice Dancing Tests 1-4:	No changes
Ice Dancing Test 5:	Hickory Hoedown, Willow Waltz, Ten Fox
Ice Dancing Test 6:	14-Step, European Waltz, Foxtrot
Ice Dancing Test 7:	American Waltz, Tango, Rocker Foxtrot
Ice Dancing Test 8:	Kilian, Blues
Ice Dancing Test 9:	Paso Doble, Starlight Waltz, Quickstep
Ice Dancing Test 10:	Westminster Waltz, Argentine Tango, Viennese Waltz

## **3. Special Skater Test requirements** have been revised as follows:

Special Skater tests 3, 5, 7 and 9 have a stop requirement for these levels. Skaters can do any stop at any level – 2-foot or 1-foot snowplow; Left or Right T-stop; or hockey stop.

Special Skater Test 9: The Mohawk requirement is for one forward to backward Mohawk on either foot or edge. This requirement is not the same as the 7-step Mohawk combination in the Gamma test.

## **4. Test Scoring Clarification and National Test Registration** – All ISI tests may be scored using the numerical scale of 5-10 for a passing score on each requirement or may be scored as Pass/Retry. Each test requirement must be performed to the passing test standard described in the Skaters and Coaches handbook in order to officially pass the test. The Test Registration spreadsheet (available from ISI) will accept either method of scoring the tests.

# 2010 ISI COMPETITION EVENT CHART

TEST LEVELS	Freestyle Duration	Freestyle Maneuvers	Artistic Duration	Artistic Maneuvers	Footwork Duration	Spotlight Duration	Spotlight Maneuvers
Tots	1.0	Tot level maneuvers	n/a	n/a	n/a	1.0	FS1 & below
Pre-Alpha	1.0	PreAlpha & below*	n/a	n/a	n/a	1.0	FS1 & below
Alpha	1.0	Alpha & below*	n/a	n/a	n/a	1.0	FS1 & below
Beta	1.0	Beta & below*	n/a	n/a	n/a	1.0	FS1 & below
Gamma	1.0	Gamma & below*	n/a	n/a	n/a	1.0	FS1 & below
Delta	1.0	Delta & below*	n/a	n/a	n/a	1.0	FS1 & below
FS 1	1.5	FS1 & below	1.5	FS4 & below	1.0	1.5	FS4 & below
FS 2	1.5	FS2 & below	1.5	FS4 & below	1.0	1.5	FS4 & below
FS 3	1.5	FS3 & below	1.5	FS4 & below	1.0	1.5	FS4 & below
Open Bronze	2.0	FS3 & below	1.5	FS4 & below	1.0	1.5	FS4 & below
FS 4	2.0	FS4 & below	1.5	FS6 & below	1.0	1.5	FS6 & below
FS 5	2.0	FS5 & below	1.5	FS6 & below	1.0	1.5	FS6 & below
Open Silver	2.0	FS5 & below	1.5	FS6 & below	1.0	1.5	FS6 & below
Open Gold	3.0	FS6 & below	2.0	Any maneuvers	1.0	2.0	Any maneuvers
FS 6	2.5	FS6 & below	2.0	Any maneuvers	1.0	2.0	Any maneuvers
FS 7	3.0	FS7 & below	2.0	Any maneuvers	1.0	2.0	Any maneuvers
FS 8	3.5	FS8 & below	2.0	Any maneuvers	1.0	2.0	Any maneuvers
FS 9	4.0	FS9 & below	2.0	Any maneuvers	1.0	2.0	Any maneuvers
FS 10	4.0	Any maneuvers	2.0	Any maneuvers	1.0	2.0	Any maneuvers
Open Platinum	4.0	Any maneuvers	2.0	Any maneuvers	1.0	2.0	Any maneuvers

\* Must include one maneuver from FS1

TEST LEVELS	Rhythmic Duration	Rhythmic Maneuvers	Interpretive Maneuvers	Couple Spotlight Levels	Couple Spotlight Duration	Couple Spotlight Maneuvers
Tots	n/a	n/a	n/a	Low	1.0	FS1 & below
Pre-Alpha	n/a	n/a	FS1 & below	Low	1.0	FS1 & below
Alpha	n/a	n/a	FS1 & below	Low	1.0	FS1 & below
Beta	n/a	n/a	FS1 & below	Low	1.0	FS1 & below
Gamma	n/a	n/a	FS1 & below	Low	1.0	FS1 & below
Delta	n/a	n/a	FS1 & below	Low	1.0	FS1 & below
FS 1	1.5	FS4 & below	FS4 & below	Medium	1.5	FS4 & below
FS 2	1.5	FS4 & below	FS4 & below	Medium	1.5	FS4 & below
FS 3	1.5	FS4 & below	FS4 & below	Medium	1.5	FS4 & below
Open Bronze	1.5	FS4 & below	FS4 & below	Medium	1.5	FS4 & below
FS 4	1.5	FS6 & below	FS6 & below	Intermediate	1.5	FS6 & below
FS 5	1.5	FS6 & below	FS6 & below	Intermediate	1.5	FS6 & below
Open Silver	1.5	FS6 & below	FS6 & below	Intermediate	1.5	FS6 & below
Open Gold	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
FS 6	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
FS 7	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
FS 8	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
FS 9	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
FS 10	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers
Open Platinum	2.0	Any maneuvers	Any maneuvers	High	2.0	Any maneuvers