



**Iceoplex
Simi Valley
20TH Annual
ISI Open Competition
October 28, 2023**

Entry Deadline: Sunday, Oct. 1, 2023

131 W. Easy St., Simi Valley, CA. 93065

Tel. (805) 520-7465 x 13

Endorsement #

Don't miss our "spook"tacular event

ICEOPLEX SIMI VALLEY 20th ANNUAL
ISI OPEN COMPETITION
OCTOBER 28, 2023

ELIGIBILITY

All skaters entering the competition must be currently registered with the Ice Sports Industry (I.S.I.). All members and tests must be registered on or before Sunday, October 1, 2023. All information must be accurate and complete. All entry forms will be verified by ISI.

ENTRY FEES:	Single Entry	\$60.00
	Tots and Pre Alpha	\$45.00
	Additional Entry	\$30.00

Payable with Credit Card, Cash or Check made to Iceoplex. NO REFUNDS

DEADLINE:

ALL ENTRIES MUST BE RECEIVED **BY SUNDAY, OCTOBER 1, 2023. Late entries, if accepted will require double fees.**

RULES: The competition will be conducted in accordance with the guidelines in the current I.S.I. Handbook including any current rule revisions.

JUDGING: In fairness to competitors ALL professional ISI instructors with skaters entered in the competition must judge an appropriate number of events. Please see the 2023 ISI Competition rule revisions. Only those instructors who have signed up for judging will be allowed to put skaters on the ice. ALL professional instructor memberships and judging certifications will be verified by the ISI.

MUSIC: All event music must be in by October 14th, 2023. Failure to upload music by deadline will incur a \$20.00 late fee. Further instructions will be sent via email once registration has closed. All skaters are required to have a backup of music on hand and easily accessible during event.

REGISTRATION:

Each entrant must check-in at the registration desk upon arrival. Please arrive 45 minutes before your scheduled event. A time schedule will be posted on our website, www.iceoplexsimivalley.com, Tuesday October 17, 2023.

ALL SKATERS WILL RECEIVE A MEDAL

EVENTS ARE OFFERED TO ALL AGES TOTS - ADULTS

Tots 1-4	Footwork (FS 1-10)	Pairs
Pre-Alpha	Jump & Spin Teams	Synchro Teams
Alpha	Spotlight (Light, Dram & Char)	Theater/Production Team
Beta	Spotlight Couples	Individual Comp. Moves
Gamma	Spotlight Family	Shoot the Duck
Delta	Ensemble	Test Maneuvers
Freestyle	Stroking (Pre-Alpha – Delta)	Couples
Artistic	Interpretive	Rythmic
Special Skater	Couples Interpretive	Open Freestyle
		Open Solo Dance

DESCRIPTION OF EVENTS

TOTS 1-4: Tots must be 5 years of age or under as of September 28, 2023. Programs will be 1 minute in length. Additional maneuvers are not to be included, will not be judged, and therefore not penalized. Two foot or one foot snowplows are permitted.

PRE-ALPHA - DELTA: Programs must include one maneuver from Freestyle 1. Duration will be scored.

ARTISTIC: This event is open to Freestyle 1/Bronze skaters and above. Props are not permitted in this event. There are no required moves. Skaters perform a routine to music in which the emphasis is strong on edging, flow, choreography, innovative moves and music interpretation. There will be no grade for technical merit.

Event divisions, duration, and limitations for Artistic events are as follows:

<u>Test levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
FS 1-3 / Open Bronze	1.5	FS 4 & below
FS 4-5 / Open Silver	1.5	FS 6 & below
FS 6-7 / Open Gold	2.0	Any maneuvers
FS 8 -10/ Open Platinum	2.0	Any maneuvers

ENSEMBLE TEAM:

For teams 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 and there is no technical score for this event. The group should use music, costumes & props to enhance the theme while creating as entertaining performance. Props are not allowed on warm-up. The program length is 3 minutes.

FOOTWORK: Open to skaters at the Freestyle 1 level or above only. Program is limited to 1.0 minute in duration, all levels.

INTERPRETIVE:

Open to all skaters in Pre-Alpha through Freestyle 10. Music for all levels will be one minute or one and one half minutes, depending on the level. Music will be played twice during warm up. Instructors or parents may not coach skaters during this event.

OPEN FREESTYLE:

Skater must be an ISI member and have passed the regular Freestyle 1–10 tests or the New Open Freestyle test corresponding to skater's current USFS level.

There are no required maneuvers for the competition programs, but there are maneuver limitations as listed below.

<u>Category</u>	<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Open Bronze	FS 1 – 3	2:00	FS 3 and below
Open Silver	FS 4 – 5	2:00	FS 5 and below
Open Gold	FS 6 – 7	3:00	FS 7 and below
Open Gold Short	FS 6 – 7	2:00	FS 7 and below
Open Platinum Short	FS 8 – 10	2:50	Any Maneuvers
Open Platinum	FS 8 – 10	3:20	Any Maneuvers
Open Platinum Plus	FS 8 – 10	4:30	Any Maneuvers

JUMP TEAM INTERMEDIATE: *This event is considered a "created event" for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook.*

The team will consist of 4 skaters. Skaters must be FS 4 or below. **Each skater will perform one jump twice.** The best attempt will be judged as these are created events. The jumps will be: **Salchow, Toe Loop, Loop & Flip.**

JUMP TEAM HIGH: The team will consist of 4 skaters. Skaters must be FS 5 and above. **Each skater will perform one jump twice.** The best attempt will be judged. The jumps will be: **Lutz, Axel, Double Salchow, Double Loop.**

SPIN TEAM INTERMEDIATE: *This event is considered a "created event" for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook.*

The team will consist of 4 skaters. Skaters must be FS 4 or below. **Each skater will perform one spin twice.** The best attempt will be judged. The spins will be: **Two Foot, One Foot (free leg position optional), Change Foot Spin, Sit Spin.**

SPIN TEAM HIGH

The team will consist of 4 skaters. Skaters must be FS 5 or above. **Each skater will perform one spin twice.** The best attempt will be judged. The spins will be: **Camel, Flying Camel, Lay Back, Combination Spin (1 change of foot, 3 different positions).**

JUMP AND SPIN TEAMS - 2 PERSON TEAMS:

This event is open to skaters of all levels. Competition is divided into 4 levels, with the **required maneuvers** listed below.

Skaters perform the maneuvers without music. If partners are of different levels, they must compete in the level of the highest partner.

Jump & Spin events:

<u>Event</u>	<u>Test Level</u>	<u>Required Jump</u>	<u>Required Spin</u>
Low	Tots - Delta	2 ft Hop or bunny hop	2 foot Spin
Bronze	FS 1 - 3/Bronze	½ flip or toe loop	2 foot or 1 foot
Silver	FS 4 -5/Silver	½ Loop or Axel	Sit or Back spin
Gold	FS 6 -7/Gold	Dbl Salchow or Dbl Toe Loop	Flying camel or Layback
Platinum	FS 8 -10/Platinum	Dbl Loop or Dbl Lutz	Flying Sit or Camel-Jump-Camel

PRODUCTION TEAM: This event is for a team of 8-32 skaters regardless of skating skill level. It should be a lavish, creative, artistic work marked by extreme freedom of style and structure, using costumes and props to illustrate the number. Any and all types of skating maneuvers are permitted (including jumps and spins). All participants must wear ice skates. Based on number of entries, teams may be divided according to team size. Teams of 33 or more skaters may compete as a Production Extravaganza.

Program length is 4:30 minutes.

RHYTHMIC SKATING: Open to skaters Freestyle 1 and above. This event is also available for all Open Freestyle levels. The skater chooses only one rhythmic prop per routine (i.e. ball, hoop or ribbon) and must maintain control of the prop at all times throughout the program. No additional props are permitted. Skaters may enter more than one rhythmic event. If a skater enters more than one rhythmic event, a different prop and routine must be used for each event entered. Program length is as follows:

<u>Test Level</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
FS 1-3/ Open Bronze	1.5	FS 4 and below
FS 4-5 / Open Silver	1.5	FS 6 and below
FS 6-10 / Open Gold	2.0	Any maneuvers
FS 8-10 / Platinum	2.0	Any maneuvers

SHOOT THE DUCK: Each skater will perform two shoot the ducks. Timing will begin when the skater's hips are below the knee. Hands may be placed on the knee, boot or free leg. **This event is considered a “Created event” for this competition. The event guidelines and judging will not be found in the ISI Handbook.**

SPOTLIGHT: The Spotlight event is open to skaters of all levels. New levels and timing:

<u>Test levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Tots – Delta	1:00	FS 1 & below
FS 1-3 / Open Bronze	1:50	FS 4 and below
FS 4-5 / Open Silver	1:50	FS 6 and below
FS 6-7 / Open Gold	2:00	Any maneuvers
FS 8 -10/ Open Platinum	2:00	Any maneuvers

SPOTLIGHT COUPLES: This event is divided into Low, Bronze, Silver, Gold & Platinum. Groups to be divided based on entries.

<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitation</u>
Tots – Delta	1:00	FS 1 & below
FS 1-3 / Bronze	1:50	FS 4 & below
FS 4-5 / Silver	1:50	FS 6 & below
FS 6-7 / Gold	2:00	Any maneuvers
FS 8 -10/ Platinum	2:00	Any maneuvers

SPOTLIGHT PROP SPECIFICATIONS: Props, if used, are limited to those the skater can hand-carry or push on and off the ice themselves in one trip in 30 seconds. Skaters can have assistance with the props at the ice door getting them on and off the ice. Props may not be left in the lobby area and must be removed immediately after the event. Props may not be flame or smoke oriented or of any substance that will alter the ice surface.

SYNCHRONIZED FORMATION: Groups of 8-24 skaters performing various formations such as wheels, circles, lines, blocks, etc. Program must include at least one of each of the following elements: Line, Circle, Block, Wheel and Intersection using any forward skating steps. **Refer to the 2022 Handbook for duration for each division.**

SYNCHRONIZED SKATING: Groups of 8-24 skaters performing a program containing synchronized moves along with edges, intricate footwork and a minimum of two-foot skating. Program must include at least one of each of the following elements: Line, Circle, Block, Wheel and Intersection using any forward or backward skating steps. **Refer to the 2022 Handbook for duration for each division.**

SURPRISE EVENT: A fun event where individual skaters are grouped together, by age, and/or skating level. They don't know what they will be asked to do until the event begins, but this event usually consists of tasks not related to skating ability. Fun for all skaters!!!

SPECIAL SKATER EVENTS: Open to skaters of all ages with physical or mental disabilities. Skaters will be grouped together by similar age, gender, and special skater disability classification. Special Skaters, levels 1-10, program duration is 1 minute. Skaters are required to perform each of the maneuvers from the test level. Any moves from a lower test level may be included. Maneuvers from a higher test level are not allowed. An additional move from freestyle 1 is required at Special Skater 3-10 levels, but should not be included in the Special Skater 1 & 2 levels.

STROKING: This event is open to skaters Pre- Alpha through Delta levels. Skaters are grouped together by age and ability. Each skater will be asked to stroke a maximum of 2 laps each direction, forward only. Crossovers on the ends are required and will be judged.

THEATER PRODUCTION TEAM: This event is for a team of 8-32 skaters regardless of skating skill level. It should be a lavish, creative, artistic work marked by extreme freedom of style and structure, using costumes and props to illustrate the number. Any and all types of skating maneuvers are permitted (including jumps and spins). All participants must wear ice skates. Based on number of entries, teams may be divided according to team size.
Program length is 6:30 minutes.

OPEN SOLO DANCE:

If a USFS skater has passed the Dance test Below

Any dance of the preliminary Dance Test
Preliminary
Bronze
Pre-Silver
Silver
Gold

Skaters must compete in ISI no lower than

Bronze Open Solo Free Dance
Bronze Open Solo free dance
Silver Open Solo free Dance
Gold Solo Free dance
Platinum Open Solo free dance
Platinum Open Solo Free dance

Judging Criteria: (same as Free Dance 1 – 10) Test level Maneuvers, Correctness, Interpretation, Extra content, Pattern, Position, Timing, Unison, Posture, General Overall

SOLO COMPULSORIES: Moves can be performed *in any order*, with no music and with a minimal amount of connecting moves. Full ice will be used for all levels. **There is no penalty for the quantity of swizzles, wiggles, strokes or crossovers in the Tot thru Beta levels. Only the *quality* of these maneuvers is judged. Refer to 2022 Handbook for event levels.**

TOT 1: Proper way to fall, Proper way to get up, Marching while moving

TOT 2: 2-ft Jump in place, 3 Swizzles standing still, Beginning 2-ft glide

TOT 3: Preparation for Snowplow Stop, Dip, Forward swizzles

TOT 4: 1-ft or 2ft. Snowplow stop, Backward wiggles, Backward swizzles

PRE-ALPHA: Forward swizzles, Right 1-ft. Glide, Backward swizzles

ALPHA: Forward stroking, Forward right over left crossovers, 1-foot snowplow stop

BETA: Backward stroking, Backward right over left crossovers, Right T-Stop

GAMMA: Right outside 3-turn, Left Mohawk combination, Hockey stop

DELTA: Right inside 3-turn, Lunge, Bunny hop

FREESTYLE 1: Waltz jump, Half-flip, Two-foot spin

FREESTYLE 2: Half Lutz, One-foot spin, Ballet jump

FREESTYLE 3: Salchow, Toe loop, Change foot spin

FREESTYLE 4: Flip jump, Sit spin, Dance step

FREESTYLE 5: Lutz jump, Axel, Camel spin

FREESTYLE 6: Double salchow, Split jump, Layback spin

FREESTYLE 7: Double toe loop, Flying camel, combination spin with change of foot and position

FREESTYLE 8: Double loop, double flip, Flying sit spin

FREESTYLE 9: Double Lutz, 3-Jump sequence, Flying camel/jump sit-spin

FREESTYLE 10: Triple edge jump, Double axel/double toe loop combo, Death Drop

TEST MANUEVERS: *This event is considered a "created event" for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook.*

Two maneuvers have been chosen for each level. Each maneuver will be performed twice.

The best attempt will be judged as these are created events. Skaters should enter at their ISI test level. Judging will stop after one minute. There will be no music during this event and half ice will be used for all levels.

TOT 1 : Fall down & get up; Marching in place

TOT 2: 3 Standstill Swizzles; Beginning 2-foot Glide

TOT 3: Forward Dip; Forward Swizzles

TOT 4: Backward Swizzles; Snowplow Stop

PRE-ALPHA: 1-Foot Glide (either foot); Backward Swizzles

ALPHA: Forward Crossovers (either direction); Forward Stroking

BETA: Backward Crossovers (either direction); T-Stop (either foot)

GAMMA: Mohawk Combination (either direction); Either Outside 3-turn

DELTA: Bunny Hop; Either Inside 3-turn

FREESTYLE 1: Waltz Jump; Forward Spiral

FREESTYLE 2: Ballet Jump; 1-Foot Spin

FREESTYLE 3: Salchow Jump; Change Foot Spin

FREESTYLE 4: Flip Jump; Sit Spin

FREESTYLE 5: Axel Jump; Camel Spin

FREESTYLE 6: Double Salchow Jump; Sit Change Sit Spin

FREESTYLE 7: Double Toe Loop or Double Toe Wally (choice of one); Flying Camel Spin

FREESTYLE 8: Double Flip Jump or Double Loop Jump; Flying Sit Spin

FREESTYLE 9: Double Lutz; Flying Camel Spin into a Jump Sit Spin

FREESTYLE 10: Double Axel/Double Toe Loop Combination: Death Drop