



Figure Skating Handbook

Figure Skating

ICG Kelowna Figure Skating Director: Jason Mongrain

Head Referee: ICG Kelowna Figure Skating Head Referee

Jury of Appeal

- ICG Kelowna Event Referee
- ICG Kelowna 2011 Technical Controller
- ICG Kelowna Data Specialist
- ICG Technical Commission Member

Competition Rules

- Each city may enter a maximum number of 2 girls and 1 boy
- Children must be 12 by Jan. 1 the year of the Games and not turn 16 the year for the Games (Dec. 31)
- Each event shall consist of two parts:
 - Short Program of maximum length of 2 minutes 30 seconds
 - Free Skating Program of 3 minutes 00 seconds for Girls, and 3:30 minutes for Boys(+ or – 10 seconds)
- A Gala will be held on final date with a maximum length of 2 minutes 30 seconds

Format

- The competitions and gala will take place in an indoor skating rink 85' x 200' (NHL dimensions).

Equipment

- all participants are expected to bring music on CD
- All costume and skate to be supplied by participant
- See website to view full equipment list

Rules

Short Program Singles

The **Short Program for Boys' Singles** shall consist of the following elements:

- a) Axel Paulsen or double Axel Paulsen
- b) Double or triple jump immediately proceeded by connecting steps, may not repeat jump in (a)
- c) One jump combination consisting of two double jumps or one double and one triple jump, both jumps may not repeat jump in a) or b)
- d) Camel or sit spin (minimum of six (6) revolutions) with change of foot and no flying entrance
- e) Spin combination with only one change of foot and at least one change of position (minimum of five (5) revolutions on each foot)

f) One step sequences with full utilization of the ice surface (straight line, serpentine/circular)

The **Short Program for Girls' Singles** shall consist of the following elements:

- a) Axel Paulsen or double Axel Paulsen
- b) Double or triple jump immediately preceded by connecting steps, may not repeat jump in (a)
- c) One jump combination consisting of two double jumps or one double and one triple jump, both jumps may not repeat jump in a) or b)
- d) Layback or sideways leaning spin (minimum of six (6) revolutions)
- e) Spin combination with only one change of foot and at least one change of position (Minimum of five (5) revolutions on each foot)
- f) One step sequence with full utilization of the ice surface (straight line / circular /serpentine)

Boys and Girls

A well balanced Free Skating program for Singles must contain:

- a) Maximum 6 jump elements for Girls and 7 jump elements for Boys one of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted.
Only two (2) jumps with two and a half (2 1/2) revolutions or more can be repeated either in a jump combination or in a jump sequence.
- b) There must be a maximum of two (2) spins of a different nature, one of which must be a spin combination (minimum of ten (10) revolutions) and one a flying spin or a spin with a flying entrance (minimum of six (6) revolutions).
- c) There must be a maximum of one (1) step sequence

Levels Explanations:

For Advanced Novice Singles, in all elements which are subject to Levels, only features up to ISU Level 3 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The Program Components are only judged in:

- Skating Skills
- Transitions
- Performance/Execution
- Interpretation

The factors for the Program Components is

- a) Short Program
 - for boys 1.0.
 - for girls 1.0
- b) Free Skating
 - for boys 1.7
 - for girls 1.5

Disputes

- Any disputes will be settled by the Jury of Appeal

Presentation of Medals

- GOLD – For skater ranking first in the competition
- SILVER – For skater ranking second in the competition
- BRONZE – For skater ranking third in the competition

Medical First Aid Service will be available on site.

Venue – Capital News Centre Arena

