

2011 Badger State Games Figure Skating Rules

Badger State Games is a qualifying event for the State Games of America Championship (SGoA)

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Dates: Thursday, Friday, Saturday, and Sunday, February 3-6, 2011.

Sites: Capitol Ice Arena, 2616 Pleasant View Road, Middleton, WI. Rink A is 98x200 and Rink B is 85x200.
Madison Ice Arena, 750 Forward Drive, Madison, WI. The Madison Ice Arena is 85x200.

Times:

TENTATIVE COMPETITION TIMES:

8:00 AM - 9:00 PM Friday, February 4
8:00 AM - 9:00 PM Saturday, February 5
8:00 AM - 5:30 PM Sunday, February 6

ATHLETE CHECK-IN:

6:00 PM – 8:00 PM Thursday
7:00 AM - 8:00 PM Friday-Saturday
7:00 AM - 4:00 PM Sunday

Note: Competition and practice ice schedules will be adjusted at each rink to accommodate registrations. An updated schedule will be available approximately 1 week before the competition but will not be mailed out to participants. It will be posted online at www.BadgerStateGames.org and www.sk8stuff.com/bsg/ instead. You may also obtain the schedule by calling the Games Office.

Registration fees and Practice Ice: \$67.00 per skater first solo event (\$70.00 if registration is mailed / faxed in), \$35.00 for additional solo events. \$45.00 per team plus \$28.00 per skater (\$30.00 per skater if registration is mailed / faxed in) for synchronized and entertainment team events. \$10.00 per 20-minute session of solo practice ice. \$88 per 20-minute session for exclusive use of the ice at designated times. Practice ice may be purchased at the time of registration and times may be selected on the web at www.sk8stuff.com/bsg/ after the Schedule of Events has been posted on that website. Remaining practice ice can also be purchased at the registration desk or rink-side during the Games.

Registration form: Registration forms will be mailed upon request, or go to www.BadgerStateGames.org to obtain the necessary forms and information.

Registration deadline: Register on-line at www.BadgerStateGames.org **no later than Wednesday January 5, 2011 at 5:00 PM** Register by mail postmarked by December 29, 2010. Entries may be limited at the discretion of Badger State Games. Entries will be prioritized in the order that they are received in the BSG office. Scheduled skating times will be posted on www.sk8stuff.com/bsg/ as soon as they become available. You may also obtain the schedule by calling the Games Office.

General Rules:

Competition Format: Solo events will be subdivided by age bracket as follows: Ages 9 and under, Ages 10-12, Ages 13-18, Ages 19 and up. Adults 19 years and older will compete in separate events in most divisions unless they chose to compete with skaters under 19 years of age. Entertainment teams will not be separated by age. Synchronized teams will be separated according to the rules as specified. Adults choosing to skate with skaters younger than 19 years of age must so indicate on their registration form. At Badger State Games discretion, any age bracket that has less than 5 competitors may be combined with another age bracket for the competition. Where the number of participants in any subdivision of a level exceeds 15 skaters there will be a qualifying round. The top three skaters from the qualifying round will skate in a final round. Where no qualifying round is required the initial round will be the final round. Winners of the final and/or qualifying rounds will qualify for State Games of America. Except where specifically allowed, participants may not enter more than once in the same division. Participants must be a resident of the State of Wisconsin. Except where rules herein specifically differ, USFS rules, as set forth in the 2010-2011 Official USFS Rulebook, will preside.

Judging: USFS ordinal scoring method with separate marks for technical elements and for program components. Judging will be by USFSA judges for the Solo Free Skate, Short Program, Footwork, Moves, Synchronized Team, and Dance events. Judging for the Artistic, Entertainment, and Interpretive events will be by local volunteers with expertise in related theatrical and entertainment fields and/or USFSA judges.

Music: Except for the Dance, Interpretive, and Moves events, skaters must provide their own music. Vocal music is permitted. Only CDs with a single piece of music will be permitted. Programs are allowed a ten-second leeway from the designated times except where indicated otherwise. The Badger State Games will make every effort to protect your music but will not be responsible for CDs. Competitors should have duplicate music with them. Please pick up your music at the registration desk after your event.

Governing body: This is a USFSA sanctioned event but membership in the USFSA is NOT required. Registered members of the USFSA and ISI must be in good standing.

Divisions:**SOLO FREE SKATE SHORT PROGRAM**

- Skaters who placed first in their Short Program in the 2010 Badger State Games must move up one level from the level in which they placed first. This does not apply to qualifying rounds, if there were any, to the senior level, or to skaters who skated without a competitor (ie, skated against the book).

Skaters will perform specific maneuvers to music of their own choice. Skaters must enter at the same or any higher level than their solo Free Skate event (unless the skater is up one level in free skate due to placing first in that event in 2010), or if a solo event is not skated, at the same or higher level than they would have been required to skate had they entered a solo event. Skaters having passed the complete USFS Pre-Preliminary test and/or ISI Free Skate 3 MUST skate at their USFS or ISI test level or higher. Skaters may not repeat jumps or spins, or include any additional jumps or spins. Deductions will be made for added, missed, or incorrect elements. Connecting footwork and choreography are encouraged. **Skaters may skate less than the time allotment but not more.**

SOLO FREE SKATE SHORT PROGRAM			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	REQUIREMENTS	PROGRAM TIME NOT TO EXCEED	CODE
Beginner (ISI 2)	1) Waltz Jump Toe Loop Combination 2) Salchow Jump 3) One-Foot Spin 4) Forward Spiral	1 minute	301
Pre-Preliminary (ISI 3) (Adult Bronze)	1) Flip Jump 2) Combination - Waltz jump with any single jump (note 1) 3) Upright change foot spin 4) Forward or backward spiral	1 minute	303
Preliminary (ISI 4) (Adult Silver)	1) Lutz Jump 2) Combination - Loop Jump plus any Single Jump except Lutz or Axel (note 1) 3) Sit or Camel spin 4) Balance Move Sequence (note 2)	1 min 15 secs	305
Pre-Juvenile (ISI 5)	1) Axel 2) Combination - Loop Jump plus any Single Jump except Axel (note 1) 3) Spin with change of position 4) Balance Move Sequence (note 2)	1 min 15 secs	307
Juvenile (ISI 6) (Adult Gold)	1) Double Salchow or Double Toe Loop 2) Combination of two single jumps (axel permitted) 3) Spin with change of position & change of foot, may not be commenced with a jump 4) Circular, straight line or serpentine step sequence	1 min 30 secs	309
Intermediate (ISI 7)	As set forth in the USFS competition standards 3670	2 minutes	311
Novice (ISI 8)	As set forth in the USFS competition standards 3660	2 min 30 secs	313
Junior (ISI 9)	As set forth in the USFS competition standards 3650 The required elements will be the 2010-2011 group (Grp C)	2 min 50 secs	315
Senior (ISI 10)	As set forth in the USFS competition standards 3640	2 min 50 secs	317
NOTE 1 - The second jump of a jump combination must be made from the landing edge of the first jump. No turn or change of foot between jumps is permitted.			
NOTE 2 - Balance move sequence must include a forward and backward spiral. Additional spirals and balance moves such as spread eagles, Ina Bauers, Shoot the Ducks, etc. may be included. Skater has the choice of a straight line, circular, or serpentine pattern. (See 3616 for detailed description).			

SOLO FREE SKATE – RESTRICTED (Test Track)

- Skaters may enter EITHER the Restricted Solo Free Skate or the Unrestricted Solo Free Skate event but not both.
- Skaters who placed first in their solo event in the 2010 Badger State Games must move up one level from the level in which they placed first. This does not apply to qualifying rounds, if there were any, or to skaters who skated without a competitor (ie, skated against the book). Skating at the same level in the Unrestricted Division that was skated in the Restricted Division is not considered a move up.

Competitors will skate to music of their choice. Deductions WILL be made for skaters including elements not permitted in the event description. Connecting moves and steps should be demonstrated throughout the program at all levels. Jump rotation counts will be as set forth in the current USFS Rule Book List of Jumps.

SOLO FREE SKATE – RESTRICTED			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	RESTRICTIONS	PGM TIME	CODE
Basic	Forward skating skills only, may include jumps with no rotation. Two-ft spins from a standstill or forward two-ft entry. No complete tests higher than USFS Basic 5 or ISI Beta tests.	1 minute	319
Limited Beginner	Two upright spins, no chg of ft (min 3 revs), jumps with not more than one-half rotation (front to back or back to front). Jump sequences are allowed. Max 5 jumps. No complete test higher than USFS Basic free skate 1 or ISI Delta.	1-1½ minutes	321
Beginner	Two upright spins, chg of ft optional (min 3 revs), jumps with not more than one-half rotation (front to back or back to front), Salchows and toe loops only. Jump combos and sequences are allowed. Max 5 jumps. No complete test higher than USFS Basic free skate 3 or ISI 2.	1-1½ minutes	323
Pre-Preliminary	Two solo spins of a different nature, no chg of ft or position (min 3 revs and no flying spins), single rotation jumps: salchow, toe loop and loop jump only, jump combos or sequences using only the above listed jumps. Max 5 jumps. No complete test higher than free skate level: USFS Pre-Preliminary, Adult Bronze, or ISI 3.	1-1½ minutes	325
Preliminary	Two spins of a different nature, combo spins allowed (min 3 revs each and no flying spins), jumps with not more than one rotation (no Axels). Jump combos and sequences are allowed. Max 5 jumps. No complete test higher than free skate level: USFS Preliminary, Adult Silver, or ISI 4.	1½ -2 minutes	327
Pre-Juvenile	Three spins in any position (min 3 revs), one must be a combo spin with chg of ft optional (min 3 revs on each ft or 6 total revs and no flying spins). Jumps with not more than one rotation (no Axels). Jump combos and sequences are allowed. Max 5 jumps. One step sequence straight line, circular, or serpentine fully utilizing ice surface. No complete test higher than free skate level: USFS Pre-Juvenile, or ISI 5.	1½ -2 minutes	329
Juvenile	Three spins in any position (min 4 revs), one must be a combo spin with one chg of ft (min 4 revs on each ft). May include flying spins. Any single jumps and jump combos with not more than 1½ rotation. (Axel permitted). Max 6 jumps. One step sequence straight line, circular, or serpentine fully utilizing ice surface. No complete test higher than free skate level: USFS juvenile, or ISI 6.	2-2½ minutes	331
Intermediate	Three spins in any position (min 4 revs), one must be a combo spin with at least one chg of ft (min 4 revs on each ft). May include flying spins. Any single jumps. Double jumps may only be the double Salchow and the double toe loop. Jump combos and sequences allowed. Max 6 jumps. One step sequence straight line, circular, or serpentine fully utilizing ice surface. No complete test higher than free skate level: USFS intermediate, or ISI 7.	2½ -3 minutes	333
Novice	Three spins in any position (min 6 revs) one must be a combo spin with at least one chg of ft (min 5 revs on each ft). May include flying spins. Any single jumps. Double jumps may only be the double Salchow, double toe loop and the double loop. Jump combos and sequences allowed. Max 7 jumps. One step or spiral sequence (see Rule 3660 for description). No complete test higher than free skate level: USFS novice, or ISI 8.	3-3½ minutes	335
Junior	Three spins—one must be a spin in one position, one a flying spin, (min 6 revs each) and one a combo spin consisting of all three positions and one chg of ft (minimum 2 in each position and minimum 5 revs on each ft). Any single jumps. Double jumps may only be the double Salchow, double toe loop, double loop and the double flip. Jump combos and sequences allowed. Max 8 jumps for men and 7 for ladies. One step sequence of advanced difficulty covering the full ice surface (see Rule 3650 for description). No complete test higher than free skate level: USFS junior, or ISI 9.	3½ -4 minutes	337
Senior	Three spins—one must be a spin in one position, one a flying spin, (min 6 revs each) and one a combo spin consisting of all three positions and one chg of ft (minimum 2 in each position and minimum 5 revs on each ft). At least four different double jumps one must be a double Lutz. Jump combos and sequences allowed. Max 8 jumps for men and 7 for ladies. Men: Two different step sequences. Ladies: One step sequence and one spiral sequence (see Rule 3640 for description).	4 -4½ minutes	339

- **SOLO FREE SKATE - UNRESTRICTED** Skaters may enter EITHER the Restricted Solo Free Skate or the Unrestricted Solo Free Skate event, but not both. Skaters who placed first in their solo event in the 2010 Badger State Games must move up one level from the level in which they placed first. This does not apply to qualifying rounds, if there were any, to the senior level, or to skaters who skated without a competitor (ie, skated against the book). Skating at the same level in the Unrestricted Division that was skated in the Restricted Division is not considered a move up. Open to all skaters including United States Figure Skating Association (USFSA) and Ice Skating Institute (ISI) skaters. Candidates from USFSA and ISI shall have passed any one or all of the required tests, but not higher tests. Skaters holding memberships in both USFSA & ISI must skate at highest level attained, for example: a USFSA preliminary/ISI Free Skate 6 skater must skate at the ISI level. Candidates **may skate up one level above their test level**. In this division skaters are allowed more freedom to include higher moves than those in the Restricted Division but are still **required to comply with the "well-balanced program" requirements** outlined in the 2010-2011 Official USFSA Rule Book 3600-3800.

SOLO FREE SKATE – UNRESTRICTED			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	REQUIREMENTS AND LIMITATIONS	PROGRAM TIME	CODE
Beginner	No Complete USFS test except Skate-with-US FS3 or less; No higher than ISI Free Skate Test 2.	1-1½ minutes	341
Pre-Preliminary	Complete USFS Pre-Preliminary Free Skating Test; ISI Free Skate Test 3; Adult Bronze Free Skate Test.	1½ minutes	343
Preliminary	Complete USFS Preliminary Free Skating Test; ISI Free Skate Test 4; Adult Silver Free Skate Test.	1½ -2 minutes	345
Pre-Juvenile	Complete USFS Pre-Juvenile Free Skating Test; ISI Free Skate Test 5.	2 minutes	347
Juvenile	Complete USFS Juvenile Free Skating Test; ISI Free Skate Test 6; Adult Gold Free Skate Test.	2-2½ minutes	349
Intermediate	Complete USFS Intermediate Free Skating Test ISI Free Style Test 7.	2½ -3 minutes	351
Novice	Complete USFS Novice Free Skating Test ISI Free Style Test 8.	3-3½ minutes	353
Junior	Complete USFS Junior Free Skating Test ISI Free Style Test 9.	3½ -4 minutes	355
Senior	Complete USFS Senior Free Skating Test ISI Free Style Test 10.	4 -4½ minutes	357

SOLO INTERPRETIVE – (Co-Ed Event) – Judged by volunteers with expertise in related theatrical and entertainment fields. Quality of skating and movement to the rhythm of the music should be emphasized more than technical difficulty. Skaters will hear music twice in the dressing room prior to warm-up and twice during warm-up. Skaters may not communicate with anyone other than the monitor once they have heard the music.

SOLO INTERPRETIVE (Co-Ed Event)			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	RESTRICTIONS	PROGRAM TIME	CODE
Bronze	No Free Skate tests passed higher than Pre-Preliminary or ISI 3 or Adult Bronze	1 minute	366
Silver	No Free Skate test passed higher than Pre-Juvenile or ISI 5 or Adult Silver	1 minute 15 seconds	367
Gold	No Free Skate tests passed higher than Intermediate or ISI 7 or Adult Gold	1 minute 30 seconds	368
Platinum	No test restrictions	1 minute 45 seconds	369

SOLO ARTISTIC – (Co-Ed Event) – Judged by volunteers with expertise in related theatrical and entertainment fields. Dramatic and Entertainment numbers will be mixed. Artistic feeling and presentation is emphasized over technical difficulty. No "props" are allowed but hats, boas, batons, flowers, etc are permitted as long as they remain in contact with the skater's body or hand during the entire program. Maximum of 3 jumps allowed (½ revolutions are not considered jumps).

SOLO ARTISTIC (Co-Ed Event)			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	RESTRICTIONS	PROGRAM TIME	CODE
Bronze	No Free Skate tests passed higher than Pre-Preliminary or ISI 3 or Adult Bronze. Single jumps only	1 minute 30 seconds	370
Silver	No Free Skate test passed higher than Pre-Juvenile or ISI 5 or Adult Silver. Axels but no double jumps.	2 minutes	371
Gold	No Free Skate tests passed higher than Intermediate or ISI 7 or Adult Gold. No jumps higher than double jumps.	2 minutes	372
Platinum	No test restrictions. No jump restrictions.	2 minutes 30 seconds	373

SOLO DANCE – (Co-Ed Event) Solo Dance Skaters must skate at or above the highest level in which they have passed at least two dances. The Open level includes any skater that has passed at least two of the Pre-Gold dances. Introductory steps and poses cannot exceed three measures of music. The dance listed will be skated alone. The referee may adjust the number of patterns.

SOLO DANCE (Co-Ed Event)			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	DANCE		CODE
Preliminary	Rhythm Blues	3 patterns	360
Pre-Bronze	Fiesta Tango	3 patterns	361
Bronze	Willow Waltz	3 patterns	362
Pre-Silver	14 Step	4 patterns	363
Silver	Rocker Foxtrot	4 patterns	364
Open	Kilian	4 patterns	365

SOLO FOOTWORK – (Co-Ed Event) Skaters perform footwork sequences of their own design to music. The program should contain a variety of turns and sequences and emphasize the skater's controlled edges and turns in addition to speed and quickness of the routine. The program may contain one-half rotation jumps and spins with less than 3 revolutions. The routine will be judged on both technical merit and presentation. USFS level restriction refers to Moves-in-the-field or Free Skate, whichever is highest.

SOLO FOOTWORK (Co-Ed Event)			
(placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	RESTRICTIONS	PROGRAM TIME	CODE
Bronze	No tests higher than USFS Pre-Preliminary (Moves or FS) or ISI FS3	1 minute	374
Silver	No tests higher than USFS Pre-Juvenile (Moves or FS) or ISI FS5	1 minute	375
Gold	No tests higher than USFS Intermediate (Moves or FS) or ISI FS7	1 minute	376
Platinum	USFS Novice or above (Moves or FS) or ISI FS8 and above	1 minute	377

SOLO MOVES IN THE FIELD – (Co-Ed Event) Individuals must enter at a level as high as or higher than the highest Free Skate or moves-in-the-field test passed. Pre-Preliminary through Intermediate levels may be double-paneled. Skaters will be assigned an end or area in which to begin each sequence. Two of the three moves will be skated. Skaters will be informed which two will be skated at the time the skating order is posted. Each individual move will be skated by each competitor before beginning the next move.

SOLO MOVES IN THE FIELD (Co-Ed Event)		
(placing 1,2, or 3 qualifies skater to compete at State Games of America)		
LEVEL	MOVES	CODE
Pre-Preliminary (ISI 3)	2) Basic consecutive edges 3) Forward right and left foot spirals 4) Waltz eight	378
Preliminary (ISI 4),	1) Forward and backward crossovers 2) Consecutive outside and inside spirals 4) Alternating forward 3-turns	379
Pre-Juvenile (ISI 5)	3) 3-turns in the field, fwd inside, back outside 4) Forward and backward power change of edge pulls 6) Five step mohawk sequence	380
Juvenile (ISI 6)	3) Eight step mohawk sequence 5) Backward power 3-turns 6) Forward double 3-turns	381
Intermediate (ISI 7)	1) Backward double 3-turns 2) Spiral sequence 4) Forward twizzles	382
Novice (ISI 8)	2) Forward and backward outside counters 5) Backward rocker choctaw sequence 6) Backward twizzles	383
Junior (ISI 9)	1) Forward and backward outside rockers 3) Power pulls 6) Straight line step sequence	384
Senior (ISI 10)	2) Spiral sequence 3) Backward outside double 3-turns to power double inside rockers 5) Serpentine step sequence	385

SYNCHRONIZED TEAM SKATING – (Co-Ed Event) Teams may be a USFSA, ISI, or non-registered synchronized team. Skaters must meet the age requirements as set forth below. The following levels may, at Badger State Games discretion, be combined if that combination would result in five teams or less in the combined event or if either of the uncombined events have only one entry: Basic Youth combines with Basic Teen Bronze combines with Silver; Silver combines with Gold A skater may skate on more than one team so long as the second team is not in an event that could potentially combine with the skater's first event, as identified above. Teams may enter more than one category, using different music and a different routine, with a minimum change of six skaters as long as each team meets the age requirements, and as long as the second event is not at a level potentially combined with the first event. A team trophy and individual medals will be awarded for first through third place at each level (or combined level).

SYNCHRONIZED TEAM (Co-Ed Event) (placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	AGE AS OF JULY 1, 2009	PROGRAM TIME NOT TO EXCEED	CODE
Basic Youth	6-24 skaters, at least 50% of skaters age 10 or younger.	2 min 10 secs	386
Basic Teen	6-24 skaters, at least 50% of skaters age 11 or older.	2 min 40 secs	387
Bronze - [USFS Pre/Juv team equiv]	8-24 skaters, at least 50% of skaters age 13 or younger.	3 min 10 secs	388
Silver - [USFS Int/Nov team equiv]	12-24 skaters, at least 50% of skaters age 18 or younger.	3 min 40 secs	389
Gold - [USFS Jr/Sr team equiv]	12-24 skaters, no age restrictions.	4 min 40 secs	390
Adult	8-24 skaters, majority of skaters age 18 or older.	4 min 10 secs	391

ENTERTAINMENT TEAM – RESTRICTED – (Co-Ed Event) Two to twelve skaters do a routine for audience enjoyment. Judging is by local volunteers with expertise in related theatrical and entertainment fields. Emphasis is placed on crowd appeal, costume design, and style. Skaters may enter as many Entertainment numbers as they wish as long as there is a change in the size or combination of skaters in the group (eg, skaters A, B, & C skate a trio, A & B skate a duet, B & C skate a duet). Costume changes must be accomplished in one minute or less if necessary. Props, if used, are limited to those the skaters can hand-carry or push onto the ice themselves in one trip. Skaters may not be assisted during the set up time, and the set up should not take more than thirty (30) seconds. Skaters may not be given off-ice assistance during their number. No residue of any type may remain on the ice after the routine.

ENTERTAINMENT TEAM – RESTRICTED (Co-Ed Event) (placing 1,2, or 3 qualifies skater to compete at State Games of America)			
LEVEL	RESTRICTIONS	PROGRAM TIME	CODE
Bronze	No free skate, pair, couples or free dance tests passed higher than USFS Pre-Preliminary, Adult Bronze or ISI 3. Jumps with not more than ½ rotation and upright spins only	1½ minutes	395
Silver	No free skate, pair, couples or free dance tests passed higher than USFS Pre-Juvenile, Adult Silver, or ISI 5. Jumps with not more than one rotation (no axels), no flying spins.	2 minutes	396
Gold	No free skate, pair, couples or free dance tests passed higher than Intermediate, Adult Gold, or ISI 7. No double jumps.	2½ minutes	397
Platinum	No test restrictions.	2½ minutes	398