

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 3rd and 4th, 2018**. The arena's surface is 85' x 200'

You can register online at a DISCOUNTED RATE at calstategames.org If you choose to mail in or drop off your entries, 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 3rd, 2018**

Register online to receive a discounted entry fee!

Or please make payment to:

CALIFORNIA STATE GAMES

Send forms to:

San Diego Ice Arena
11048 Ice Skate Place
San Diego, CA 92126
Attn: Kerrie Armijo

All corrections/ judges schedule need to be phoned or faxed to Kerrie Armijo by **February 17TH**
Phone # (858) 530-1826 Ext. 417 **Fax #** (858) 530-0606 **Email:** Skatekerrie@gmail.com

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 3th, 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 2016 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 **Ribbons** awarded to 4th, 5th, and 6th place skaters. Awards will be presented upon the posting of each individual event.

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

Are offered for all ages. Tots through Adults

-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 (Solo)	-Production #
-Spotlight (Light Entertainment, Dramatic, & Character)	-Synchronized (Skating/Formation)
	-Open Fs/Artistic (Bronze, Silver, Gold, Platinum)

TOTS

Must be 6 years of age or younger as of **March 3rd, 2018**
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 (in one trip) when setting up or removing their props.

Tots - Delta	levels are permitted to perform maneuvers at the Fs. #1 level or lower. (1 min)
Fs. #1 - 3 /Bronze	levels are permitted to perform maneuvers at the Fs. #4 level or lower. (1.5 min)
Fs. #4 - 5 /Silver	levels are permitted to perform maneuvers at the Fs. #6 level or lower. (1.5 min)
Fs. #6 - 7 /Gold	levels are permitted to perform maneuvers at the Fs. #8 level or lower. (2 min)
Fs. #8 - 10 /Platinum	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	(Tots – Delta)	levels are permitted to perform maneuvers at the Fs. #1 level or lower. (1 min)
Bronze	(Fs. #1 - 3/Bronze)	levels are permitted to perform maneuvers at the Fs. #4 level or lower. (1.5 min)
Silver	(Fs. #4 - 5/Silver)	levels are permitted to perform maneuvers at the Fs. #6 level or lower. (1.5 min)
Gold	(Fs. #6 - 7/Gold)	levels are permitted to perform maneuvers at the Fs. #8 level or lower. (2 min)
Platinum	(Fs. #8 - 10/Platinum)	levels are permitted to perform maneuvers from any levels. (2 min)

ARTISTIC SKATING

There are no required moves or props in Artistic Skating.

Fs. #1 - 3 /Bronze	levels are permitted to perform maneuvers at the Fs. #4 level or lower. (1.5 min)
Fs. #4 - 5 /Silver	levels are permitted to perform maneuvers at the Fs. #6 level or lower. (1.5 min)
Fs. #6 - 7 /Gold	levels are permitted to perform maneuvers at the Fs. #8 level or lower. (2 min)
Fs. #8 - 10 /Platinum	levels are permitted to perform maneuvers from any level. (2 min)

COMPULSORY MOVES

Skater's are to perform **3 maneuvers** from the list below **in any order** to a pre-choreographed program. Only the selected maneuvers can be performed along with 3-turns, Mohawks, crossovers and arm movements.

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