MARCH 7th & 8th, 2020

ENTRY DEADLINE: FEBRUARY 7th, 2020

AT THE

San Diego ICE ARENA

11048 Ice Skate Place San Diego, Ca 92126

Event Coordinator
Kerrie Armijo
Skatekerrie@gmail.com
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 7th and 8th, 2020. The arena’s surface is 85’ x 200’.

REGISTER ONLINE at www.calstategames.org and receive a free CSG small towel! Free towels are only for skaters registering online.

If you are unable to register online, mail in the attached form. 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 7th, 2020.

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/judge schedules need to be emailed to Kerrie Armijo by February 14th at 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 7th at 5:00pm Don’t miss it!

COMPETITION:
The competition will be conducted in accordance with the guidelines contained in the 2018 edition of the ISI Handbook. Events are offered for all ages – Tots through Adults

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

TOTS
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**TOTS**

Must be 6 years of age or younger as of **March 7th, 2020**
Additional maneuvers are not to be included and therefore will not be judged or penalized.

PRE-ALPHA - DELTA
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Pre- Alpha thru Delta routines **must include one maneuver from Freestyle 1.**

STROKING
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**STROKING**

Open to Alpha through Delta levels. **Crossovers are optional** on ends and are not judged.

SHOOT THE DUCK
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**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
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**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 from any level. (2 min)

Fs. #8 - 10 /Platinum  
levels are permitted to perform maneuvers from any level. (2 min)

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 from any level. (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 from any level. (2 min)

Fs. #8 - 10 /Platinum  
levels are permitted to perform maneuvers from any level. (2 min)

COMPULSORY MOVES

Skaters 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 x's)  
Fwd. Swizzle (3x's)  
Beginning 2ft glide

TOT 3  
Teapot (Dip)  
Beginning stroking  
Fwd. Swizzles (3x's)

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