

2018



TECHNICAL PACKAGE FIGURE SKATING

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2018 ARCTIC WINTER GAMES

FIGURE SKATING

1. RULES: This competition will be conducted under the rules of Skate Canada.

2. TEAM COMPOSITION:

Each Games Unit may enter a team comprised of maximum of eight (8) skaters and two (2) coaches. One coach must be female or if none are available a female chaperone must be substituted for one coach. Units may enter a maximum of 3 skaters in any category to the team maximum of 8 skaters.

3. ENTRIES:

Each entrant must qualify through the contingent they represent in accordance with the contingent's specific qualification process.

4. MUSIC:

All music used must be in the public domain or covered by the performing rights societies. Competitors who have music composed specifically for their programs either wholly or in part, are responsible for obtaining a written release from the composer for the use of such music on radio and/or television or appropriate clearance from the performing rights societies.

Each skater will provide: 2 CDs (1 marked "Master"). Copies must be turned in at registration. Information regarding the requirements and standards for music are listed in the 2016-2017 AlbertaNWT/Nunavut General Technical Package as posted on the Section's website: www.skateabnwtun.ca. Competitors are responsible for the recovery of their own music at the completion of the event

5. MEDALS:

Separate medals will be awarded for the free skate, short program, combined and team compulsory competitions. In the event that only a single skater is registered in a competition category, that skater will be eligible for medals provided they complete the required skating programs.

GOLD 20
SILVER 20
BRONZE 20

Level 1 – 4 EVENTS	NUMBER OF GOLD MEDALS	NUMBER OF SILVER MEDALS	NUMBER OF BRONZE MEDALS
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	AWARDED	AWARDED	AWARDED
Short Program	4	4	4
Freestyle Program	4	4	4
Combined (Short and Freestyle)	4	4	4
Team	8	8	8
TOTAL MEDAL COUNT	20	20	20

6. SYSTEM OF MARKING:

Events will be judged under the International Judging System (IJS) for all events excluding the team compulsory event. The team compulsory event will be judged using the 6.0 system. The US Figure Skating, Well Balanced Program Criteria in effect as of November 30, 2017 will be used for the Short and Freestyle programs.

The team compulsory event will be based on total points.

7. CATEGORIES: The competition is open to female athletes only.

Competitors must have been born between 2000 and 2007. Skaters in Level 1 Event must be born 2004 or later. A competitor may register and compete in only one (1) category. (NOTE: The youngest competitor could be 10 years and 2 months as of the AWG competition. The oldest competitor could be 18 years old and 2 months as of the AWG competition.)

and

Competitors must also meet the minimum and maximum test requirements as of November 30, 2017. Test qualification forms must be completed in accordance with Arctic Winter Games rules.

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8. TEST QUALIFICATIONS

Skaters should meet the following minimum and must not exceed the following maximum qualifications for each competition category as of November 30, 2017. Skaters exceeding the maximum standards after this date are still eligible to compete but must register in the level qualified for and registered for as of November 30, 2017.

Level 1 Entrants in this category have:

Completed Skate Canada Preliminary Freeskate test or STAR 3 or STAR 4 assessment but no higher.

Completed US Figure Skating Preliminary Free Skate Test but no higher.

Russian 2nd Youth Class but no higher.

Level 2: Entrants in this category have;

Completed Skate Canada Junior Bronze Freeskate test or STAR 5 Assessment but no higher.

Completed US Figure Skating Pre-Juvenile Free Skate Test but no higher

Russian 1st Youth Class but no higher

Level 3: Entrants in this category have:

Completed Skate Canada Senior Bronze Freeskate test but no higher.

Complete US Figure Skating Juvenile Free Skate Test but no higher

Russian 2nd Sport Class but no higher

Level 4: Entrants in these categories have:

Completed Skate Canada Junior Silver Freeskate or Senior Silver Freeskate tests but no higher.

Complete US Figure Skating Intermediate or Novice Free Skate Tests but no higher

Russian 1st Sport Class but no higher

Elite Athletes

Canadian athletes who have qualified for Western Challenge or Nationals or higher in 2016-2017 skating season or 2017-2018 skating season are considered elite and therefore not eligible to compete in the Arctic Winter Games.

American athletes who have qualified for Sectionals or higher in 2016-2017 skating season or 2017-2018 skating season are considered elite and therefore not eligible to compete in the Arctic Winter Games.

Russian Athletes who are considered elite by the Federal Law of the Russian Federation are not eligible to compete in the Arctic Winter Games. Russian athletes who have qualified as a Master of Sports International, Master of Sports of Russia or are Candidates for the Master of Sports or higher are also considered elite and therefore are not eligible to compete in the Arctic Winter Games.

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9. EVENTS:

Each Level and well balanced program requirements are provided in the table(s) below. The level is identified, the type of program (Short or Freeskate), the duration of the program, jump element, spin elements and step sequences with their corresponding maximum (MAX) number of elements for each level. The team compulsory requirements are listed separately.

Short program duration indicates maximum (MAX) timing. This means that a program duration is up to the maximum time indicated for each level.

ISU (International Skating Union) communication levels of difficulty and scale of values will apply and be linked on the Arctic Winter Games website as additional reference materials.

The Skate Canada, Well Balanced Program Criteria in effect as of November 30, 2017 will be used for the Short and Freeskate programs.

LEVEL 1

Short Program – Duration Maximum 1:40 minutes

6 Elements, total

Maximum of 3 Jump Elements – no triples jumps are permitted.

- a) Must include a single Axel jump.
- b) Must include one solo jump - Axel, double Flip, double Lutz, double Axel or triple jumps are not permitted as a solo jump.
- c) Must include 1 jump combination. The Axel and the solo jump may not be repeated in the combination. No double jump is permitted in the combination.

Maximum of 2 Spin Elements – Max Base level

- a) Must include a Camel Spin with a minimum of 3 revolutions (no variations are permitted).
- b) Must include a combination spin with a minimum of two positions and an optional change of foot, may have a variation in one of the positions. No flying entry is permitted.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.

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- b) Listed elements included in the choreographic sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

Freeskating Program – Duration 2:00 minutes plus or minus ten seconds

8 Elements, total

Maximum of 5 Jump Elements – no triple jumps are permitted

- a) Must include a single Axel jump. If no Axel jump the final jump element will be invalidated.
- b) Maximum of two jump combinations - no double jumps permitted in jump combinations.
- c) Jump combinations may not include more than two jumps.
- d) Jump sequences are not permitted.
- e) Maximum of two double jumps that cannot be repeated.

Maximum of 2 Spin Elements – Max Base level

- a) Must include a Sit spin or Camel spin with a minimum 3 revolutions. One change of foot and flying entry optional. No variations are permitted.
- b) Combination spin with a minimum of 5 revolutions for CoSp and 3/3 revolutions for CCoSP. Change of foot optional, No flying entry and no variations permitted.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the choreographic sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

LEVEL 2

Short Program – Duration Maximum 2:00 minutes

6 Elements, total

Maximum of 3 Jump Elements – no triple jumps are permitted.

- a) Must include a single Axel jump
- b) Must include one solo jump - double Axel is not permitted as a solo jump. Single Axel may not be repeated as a solo jump.
- c) Must include 1 jump combination. The Axel and the solo jump may not be repeated in the combination. One double jump is permitted in the combination.

Maximum of 2 Spin Elements -Max Base level

- a) Must include a combination spin with a minimum of 6 revolutions and minimum of 3 positions. One change of foot optional. Variations are permitted. No flying entry is permitted.

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- b) Must include a flying spin with a minimum of 2 revolutions. Change of foot and variations are not permitted.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the choreographic sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

Freeskating Program – Duration 2:00 minutes plus or minus ten seconds or 2:30 minutes plus or minus ten seconds

8 Elements, total

Maximum of 5 Jump Elements – no triple jumps are permitted

- a) Must include a single Axel jump. If no Axel jump the final jump element will be invalidated.
- b) All single and double jumps permitted except double Axel.
- c) Must include at least one double jump. If no double is included the final jump element will be invalidated.
- d) Maximum of two jump combinations or sequences.
- e) One combination jump must include a Toe Loop as the 2nd jump and one must include a Loop as the 2nd jump.
- f) Jump combinations and sequences may not include more than two jumps
- g) No jump may be included more than twice and if a jump is repeated it must be in combination.

Maximum of 2 Spin Elements – Max Base level

- a) Must include a Combination Spin CCo with a minimum 4 revolutions. DV optional. No flying entry permitted.
- b) Flying Sit Spin or Flying Camel Spin (F)CSp or (F)SSp with a minimum of 4 revolutions. No change of foot or DV permitted.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the choreographic sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

LEVEL 3

Short Program – Duration Maximum 2:30 minutes

6 Elements, total

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Maximum of 3 Jump Elements – no triple jumps are permitted

- a) Must include a single Axel jump
- b) Must include one solo double jump
- c) Must include 1 jump combination consisting of two jumps.. Must include at least one double jump. The Axel may not be repeated in the combination. The solo jump may not be repeated in the combination One double jump is permitted in the combination. The jump combination may contain only two jumps.

Maximum of 2 Spin Elements – Max Base level – DV is permitted in all spins

- a) Must include a combination spin with a minimum of 6 revolutions , minimum of 3 positions. One change of foot optional . Variations are permitted. No flying entry is permitted.
- b) Must include a flying spin with a minimum of 2 revolutions. Change of foot and variations are not permitted.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

Freeskating Program – Duration 3:00 minutes plus or minus ten seconds or 2:30 minutes plus or minus ten seconds

10 Elements, total

Maximum of 6 Jump Elements – no triple jumps are permitted

- a) Must include at least one Axel jump, single or double.
- c) All single and double jumps permitted.
- d) Must include two different double jumps. If two different double jumps are not included the final jump element will be invalidated.
- e) Maximum of three jump combinations or sequences.
- f) Jump combinations and sequences may contain no more than two jumps.
- g) No jump included more than twice and if a jump is repeated it must be in combination or sequence.

Maximum of 3 Spin Elements – Max Base level – DV permitted in all spins

- a) Must include a combination spin with a change of foot. CCoSp with a minimum 4/4 revolutions. Flying entry optional.
- b) Must include a flying spin with a minimum of 4 revolutions and 1 position. No change of foot permitted.
- c) Must include a spin of any nature with 5 revolutions. Flying entry optional.

Maximum of 1 Choreographic Sequence – Max Base level

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- c) Choreographic Sequence: A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- d) Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

LEVEL 4

Short Program – Duration Maximum 2:30 minutes

6 Elements, total

Maximum of 3 Jump Elements

- a) Must include an Axel jump, single or double.
- b) Must include one solo double jump.
- c) Must include 1 jump combination. Jump combination must contain two double jumps. The Axel and solo jump may not be repeated in the combination. The jump combination may contain only two jumps.

Maximum of 3 Spin Elements – Max level 4

- a) Must include a combination spin with a change of foot. CcoSp 5/5 revolutions. Flying entry optional.
- b) Must include a flying spin with a minimum of 5 revolutions. One position. Change of foot is not permitted.
- c) Must include a spin of any nature with 5 revolutions. Flying entry optional.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

Freeskating Program – Duration 3:00 minutes plus or minus ten seconds or 2:30 minutes plus or minus ten seconds

10 Elements, total

Maximum of 6 Jump Elements

- a) Must include at least one Axel jump, single or double.
- b) All jumps permitted single, double or triple.
- c) Must include three different double jumps. If three different double jumps are not attempted the final jump element will be invalidated.
- d) Maximum of three jump combinations or sequences.
- e) Jump combinations and sequences may contain no more than two jumps.

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- f) No jump included more than twice and if a jump is repeated it must be in combination or sequence.

Maximum of 3 Spin Elements – Max level 4

- a) Must include a combination spin with a change of foot - CCoSp with a minimum 5/5 revolutions. Flying entry optional.
- b) Must include a flying spin with a minimum of 5 revolutions and 1 position. No change of foot permitted.
- c) Must include a spin of any nature with 5 revolutions. Flying entry optional.

Maximum of 1 Choreographic Sequence – Max Base level

- a) Choreographic Sequence: A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc.
- b) Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

TEAM COMPULSORY EVENT

All Teams, including coaches, will be on the ice during the competition.

The Chief Referee (or a designated official) and the Chief Data Specialist will draw for the skating order of the elements and the teams at the pre-competition meeting. This order will be followed for the skating of each element. All teams must execute an element before the competition progresses to the next element.

Each skater will execute one element from the following list. Each element may be executed twice, one immediately after the other. The better of the two executions will be given a score by judges. The individual element scores will be added together to determine a total mark for each team. Team placements will be determined based on the total mark for each team with the highest mark awarded first place, the second highest second place and so on.

Team coaches will determine which element each team member will perform. Lists must be submitted to the referee at the pre-competition meeting.

In the event that a team has less than eight skaters, a member from the same team contingency / team may complete more than one (1) element to a maximum of four (4) skaters completing two (2) elements each. A team must complete all eight elements.

Jumps

- Axel (single only)
- Double Loop
- Double – Double Jump Combination

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Spins

Sit spin – flying entry optional, may not change feet, variations allowed. Min 4 rotations

Layback or Sideways Leaning Spin – Min 6 rotations. Variations allowed.

Flying Camel / Back Sit Spin (minimum 5 rotations) – Variations allowed.

Step Sequence or Choreographic Sequence

Step Sequence (straight line, serpentine, or circular pattern) – full ice must be utilized.

Spiral Sequence

Spiral Sequence - full ice must be utilized

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10. EXHIBITION:

A Figure Skating Exhibition will be held on the final day of competition and is open to Arctic Winter Games Figure Skating Competitors. Overall gold medal winners (combined results from the short and long programs) will skate an exhibition at the final ceremonies for Figure Skating. Skaters shall choose their Short program, Freeskate program or a prepared exhibition program (the exhibition program cannot exceed the Freeskate times for their respective event).

In order to enhance the cultural experience at the games, skaters in each competitive level will work with their fellow skaters within their level to develop a group number that will be presented with the exhibition skaters (gold medal winners) that accompany the final ceremonies for Figure Skating. All skaters in all levels will participate in a closing “Finale” to close the Figure Skating events at the Arctic Winter Games.

Music will be provided by the host society (for group and finale numbers only) and pairs or teams of coaches will be assigned to assist each group in preparing for the final event. The coaches will be assigned at the opening meeting for figure skating. Coaches and athletes are expected to work on choreography during the week of the Games.

A schedule of practices (off ice and on ice) will be provided at the opening meeting for figure skating.

The team outfit (ie: jackets, dresses, team uniform) will be used for the group number unless the skater has been awarded a gold medal (they would use their competition outfit throughout the exhibition).

No medals are awarded for this exhibition.

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11. ADDITIONAL RESOURCES:

A. SCALE OF VALUES:

Skate Canada Singles Scale of Values (SOV). Link to:
<https://info.skatecanada.ca/hc/en-ca/articles/210722346-2016-2017-Scale-of-Values-Singles-effective-July-1-2016-June-30-2017->

Any updates prior to the start of the games will be published via clarifying bulletin to all contingencies.

<http://www.usfigureskating.org/content/ISU%20communication%201790%20Singles%20and%20Pairs%20Scale%20of%20Values.pdf>

B. Skate Canada STARSkate Well Balanced Program. Link to:

<https://info.skatecanada.ca/hc/en-ca/articles/214723683-2016-2017-STAR-Quick-Reference-Guide-October-5->

Any updates prior to the start of the games will be published via clarifying bulletin to all contingencies.

12. COACHING COMPLIANCE:

Each contingent is required to verify compliance for all coaches attending the games.