

New Ulm Fall Festival Invitational Skating Competition

November 18 & 19, 2023

This competition is hosted by the New Ulm Figure Skating Club and is organized by a committee of volunteer members in the skating club. Competition events are offered to all ages and to all levels of achievement - Tots through Adults for the following events:

Tots 1, 2, 3, 4	Spotlight - Individual
Pre-Alpha - Delta Program	Rhythmic
Freestyle 1 - 10	Couples Spotlight - Theme
Compulsory	Jump & Spin
Footwork	Team Compulsory
Artistic	Ensemble
Stroking	Production
Interpretive	Family Spotlight
Open Freestyle	Synchro Teams
Open Short	

ENTRIES

EntryEeze will be used for competition entries and for digital music upload. EntryEeze deadline is October 3, 2023. Late entries will include a \$25 late fee.

The individual skater entry fee is \$85.00 per skater for the first event (\$3 ISI District 10 Fee included) and \$20.00 for each additional event.

NOTE: There is a \$1 District fee PER SKATER IN A TEAM EVENT to help cover the fee paid to the certified and approved Referees appointed to the competition. Therefore: The fee for participants in Team Compulsories, Ensemble Teams, Production Teams, and Synchro Teams will also be \$19 per skater PLUS \$1 District Fee per team skater. (Total of \$20 per skater and no extra "team fee".)

Each paper form will need to include a \$10 processing fee (per skater or per team). Paper entry deadline is October 3, 2023. Any paper forms must be signed by the skater, a parent or guardian, the skater's coach, and the skater's team liaison. Entry forms must be postmarked on or before October 3, 2023. A late fee of \$25.00 will be expected for entry forms postmarked after October 3, 2023. Entry forms received without the proper signatures will be returned.

Please make checks payable to: ***New Ulm Figure Skating Club or NUFSC.***

Liaison: All entry forms and payments must be postmarked by October 3, 2023
Send to: *NUFSC Fall Festival*
PO Box 2
New Ulm, MN 56073

The age groupings will be determined by the Competition Director, according to the number of applicants in each event. When possible, there will be divisions for male and female skaters. Competitors should list their age as of October 3, 2023.

RULES

This competition will be conducted in accordance with the guidelines contained in the 2022 ISI Handbook, including the 2022 rule revisions effective September 1, 2022. These publications may be obtained from the Ice Sports Industry, rules pertaining to specific events are found under the descriptions of Individual Events and Team Events.

Refunds WILL NOT be issued for any reason – **Exception: full refunds will be given in the event the competition must be canceled.******

MUSIC, CHECK IN, AND REGISTRATION INFORMATION

All music must be uploaded to EntryEeze through the EntryEeze site. Music must be uploaded by November 1, 2023. There will be a \$25.00 fee to upload or change any music after November 1. The registration table will not be accepting CDs but skaters should have a backup copy with them.

All competitors must register no later than 45 minutes prior to the scheduled program event. We reserve the right to hold events up to 30 minutes before their scheduled time.

ELIGIBILITY

Competition events are open to any Individual Member of the ISI whose membership is current up to and including the date of the competition.

Members of other organizations are eligible and welcome to compete in ISI endorsed competitions as long as they are ISI individual members and have all their completed ISI tests registered with the ISI National Office. (In accordance with the ISI/USFS joint statement of policy.) Skaters are expected to compete at their TRUE ability level and to uphold high ethical standards.

The chart below will help those USFS skaters wishing to participate in an ISI Competition:

<u>USFS test passed:</u>	<u>May compete no lower than:</u>
Pre-Preliminary	Freestyle 3 / Open Bronze
Preliminary	Freestyle 4 / Open Silver
Pre-Juvenile	Freestyle 4 / Open Silver
Juvenile	Freestyle 6 / Open Gold
Intermediate	Freestyle 6 / Open Gold
Novice	Freestyle 8 / Open Platinum
Junior	Freestyle 8 / Open Platinum
Senior	Freestyle 8 / Open Platinum
Adult Pre-Bronze	Freestyle 2/Open Bronze
Adult Bronze	Freestyle 3/Open Bronze
Adult Silver	Freestyle 4/Open Silver
Adult Gold	Freestyle 5/Open Silver

*****These are minimum requirements. USFS Moves in the Field test levels have no bearing on any ISI Test levels.**

ISI OPEN FREESTYLE EVENTS

USFS skaters who have already passed Pre-Preliminary, Adult Pre-Bronze or any higher tests and wish to compete in ISI Freestyle events do not need to pass any previous ISI tests. They only must have passed Open Freestyle tests corresponding to their current USFS level. USFS skaters who have not passed Pre-Preliminary, Adult Pre-Bronze must take ISI tests through Delta before taking any Open Freestyle tests.

ISI Freestyle skaters do not have to pass any additional test(s) to skate in the Open Freestyle events at the corresponding test level below.

<u>If: Passed USFS Tests</u>	<u>If: Passed ISI Tests</u>	<u>Then: New Open FS Level</u>
Pre-Preliminary Adult Pre-Bronze Adult Bronze	FS 1 – 3	Bronze Test Level
Preliminary Pre-Juvenile Adult Silver	FS 4 – 5	Silver Test Level
Juvenile Intermediate Adult Gold	FS 6 - 7	Gold Test Level
Novice Junior Senior	FS 8 – 10	Platinum Test Level

JUDGES

Each judge for ISI competitions must be a current professional member and be certified at one of the following levels: Bronze, Silver, or Gold.

All professional members who have passed any level of the ISI Judge Certification before July 1, 2023, must also pass the 2022 update test to maintain their current certification level.

- All judges must be current professional members.
- Each club must supply required judging hours.
- No individual will be allowed to judge an event where a relative is a participant.
- An individual may not be a competitor and judge in the same competition.
- Each judge must fill out a competition schedule and return it to her/his Team Liaison.
- Each team must follow the participation guidelines or the skaters may not compete.
- All coaches putting skaters on the ice at this event must have a valid District 10 credential.

<u>Number of Events:</u>	<u>Number of Judges</u>	<u>Judging Time</u>
1-10	1	2 hours each
11-21	2	2 hours each
22-32	3	2 hours each
33-44	4	2 hours each
45-55	5	2 hours each
56-66	6	2 hours each
67-77	7	2 hours each
78-88	8	2 hours each
89-100	9	2 hours each
Team Event	1/team	2 hours each

POINTS AND AWARDS

Team points will be awarded for individual events as follows:

- 1st Place 5 team points + 1 participation point
- 2nd Place 4 team points + 1 participation point
- 3rd Place 3 team points + 1 participation point
- 4th Place 2 team points + 1 participation point
- 5th Place 1 team point + 1 participation point
- 6th Place 1 participation point

Team points will be awarded for group events as follows:

- 1st Place 25 team points + 5 participation points
- 2nd Place 20 team points + 5 participation points
- 3rd Place 15 team points + 5 participation points
- 4th Place 10 team points + 5 participation points
- 5th Place 5 team points + 5 participation points
- 6th Place 5 participation points

The teams accumulating the most points will win the team trophies. Team Trophies will be awarded for 1st, 2nd and 3rd total team points. Individual Awards will be given to skaters who place 1st through 5th in their event.

ACCOUNTING REVIEW REQUEST (ARR)

Any ARR must be submitted by a Team Coach to the Chief Referee no later than one hour after the results have been posted. The ARR must be in writing and accompanied by a \$25.00 fee. This fee shall be refunded if an accounting error is found. The Chief Referee's decision will be final. Protests concerning "judgment" will not be considered.

The Referee will have the authority to resolve any unforeseen problems or questions that may arise during the course of the competition.

INDIVIDUAL EVENTS

All levels and events' timing begins with any action after the music starts. The ten-second leeway will remain in effect.

TOTS - DELTA PROGRAMS

Skaters at this level will execute all compulsory moves in a one-minute program with music.

All skaters in Pre-Alpha through Delta must add one additional maneuver from Freestyle 1 into their program. *If the skater performs two Freestyle 1 moves, a grade of 2.0 will be given under Additional Move.*

In Delta, the skater has a Choice-of-one maneuver listed in the manual. This means that ONLY one maneuver should be performed. *In case of misinterpretation of "Choice-of-one", the performance of the first maneuver will be graded.*

COMPULSORY EVENT (FS 1 – 10)

There will be no music for Freestyle 1-10 compulsories. Compulsories will use a full sheet of ice. After the skater has reached their starting position on the ice, the announcer will say, "Skater, you may begin."

Additional maneuvers such as any jump, spin or gliding maneuver from a test level or any uncaptured moves, are not allowed. (This includes but is not limited to: bunny hops, lunges, toe taps, spirals, etc.)

Freestyle 1:	Two-foot spin, waltz jump, forward spiral
Freestyle 2:	Ballet jump, one half lutz, one foot spin
Freestyle 3:	Salchow jump, change-foot spin, toe loop or toe walley
Freestyle 4:	Loop jump, sit spin, flip jump
Freestyle 5:	Lutz jump, camel spin, axel jump
Freestyle 6:	Split jump, double salchow, spin combination -change of foot and position
Freestyle 7:	Double toe loop or double toe walley, 2 walleys in sequence, flying camel
Freestyle 8:	Camel-jump-camel spin, double loop jump, split lutz
Freestyle 9:	Double lutz, axel /double loop combination, flying camel spin into a jump sit spin
Freestyle 10:	Double axel-double toe loop combination, death drop, triple "edge" jump of skater's choice

FREESTYLE 1-10 EVENTS

All skaters in Freestyle 1-10 levels of competition are not permitted to perform an additional maneuver from a higher test level. The penalty for doing an illegal additional maneuver will be a grade point of 2.0 on the judge's sheet for Extra Content. Skaters will be limited to three attempts per required maneuver during programs, and as always, the best attempt will be judged. (The fourth attempt will not be judged.)

Skaters are permitted to perform any maneuver from a lower level.

In Freestyle 3, 6, 7, and 8, certain maneuvers are listed under Choice-of-one. This means that only one maneuver of the skater's choice may be performed. If more than one is performed, the second will be counted toward additional content. Performing both maneuvers will not result in a penalty.

FOOTWORK EVENT (FS 1 – 10)

Skaters of several ISI levels and skaters of both genders may be combined into one group for competition if justified by registration. The program should contain original footwork sequences and should not resemble a Freestyle program. One half rotation jumps are permitted (including split jumps); 1/2 loop jump stop, must land and stop on both feet (toe picks) without gliding on the landing, are also permitted. Spins less than three revolutions are permitted. An illusion, if less than three revolutions, may be performed at any level of Footwork events. Timing and duration scoring is the same as Freestyle listed above. The skater will be judged on presentation/posture, pattern, variety of turns and edges, correctness of edges and turns, music interpretation, originality/creativity, continuity/flow, general overall, and duration. Program's length is one minute for all levels.

STROKING EVENT (PRE-ALPHA – FS3)

Skaters will be grouped by age and test level and will perform forward stroking and forward crossovers in both directions to music selected by the Competition Committee. This event focuses on cleanness of edges, rhythm, forward crossovers on end pattern, posture, flex skating knee-flow (lilt), proper push-off (no toe-picks) and extension of free leg. Skaters in same age and skill level will be grouped to perform at the same time. Numbers will be provided for identification by the judges. THERE IS NO WARM-UP FOR STROKING EVENTS! COACHES MAY NOT ASSIST THEIR SKATER(S) DURING THE STROKING EVENT!

SPOTLIGHT EVENT (TOT – FS 10)

This event is open to skaters of all levels. Skaters may enter more than one spotlight event (character, light entertainment and dramatic). The skater must have two different programs to enter two different events.

There are no required maneuvers in Spotlight events. Emphasis is placed on the theatrical and entertainment value of the skater's performance, rather than on the technical accuracy of specific maneuvers. (*There is no grade for technical merit.*)

Couples Spotlight

<u>Event</u>	<u>Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Low	Tots – Delta	1 minute program	FS 1 & Below
Bronze	FS1 – 3	1.5 minute program	FS 4 & Below
Silver	FS 4 – 5	1.5 minute program	FS 6 & Below
Gold	FS 6 – 7	2 minute program	Any Maneuvers
Platinum	FS 8 – 10	2 minute program	Any Maneuvers

Solo Spotlight

<u>Test Level</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Low/Tots – Delta	1 minute program	FS 1 & Below
Bronze/FS 1 – 3	1.5 minute program	FS 4 & Below
Silver/FS 4 – 5	1.5 minute program	FS 6 & Below
Gold/FS 6 – 7	2 minute program	Any Maneuvers
Platinum/FS 8 – 10	2 minute program	Any Maneuvers

The penalty for not following the limitations on moves allowed during the Spotlight Event will be the grade of 2.0 for music and choreography.

Costumes and props are encouraged to help illustrate the act; however, not every number needs a prop for effectiveness or to complete the mood or character portrayal.

Props, if used, are limited to those that the skaters can hand carry or push onto the ice themselves in one trip in 30 seconds. Prop size should be compatible with the skater's size and weight. Skaters can have assistance with props at the ice door. Skaters may not be given off-ice assistance or participation during their number.

Live props are not permitted. Props may not be flame or smoke oriented or of any substance that will alter the surface of the ice. Use caution with glitter, feathers, etc. no wet mops, whipped cream, shaving cream etc. They stick to the ice! No dry ice is allowed for safety reasons.

Penalty for exceeding Prop specification:

A penalty of 2.0 will be given under the skater's costume and prop score for:

- altering the ice with substances such as whipped cream, shaving cream etc.
- exceeding the 30 second set-up time allowed
- exceeding the 30 seconds allowed for leaving the ice
- exceeding size guidelines of props, such as the skater not being able to hand-carry, push or lift the prop onto the ice him/herself.

Note: Entry onto the ice will be on the West end of the arena. There is a short, narrow space between the waiting area and the ice entry doorway. It is not recommended that skaters use large or wide props.

FAMILY SPOTLIGHT

This event is open to two or more related family members only, of any age and skating level. Routines may be fun, entertaining, emotional or portrayals of characters using costumes and props. Program length for all levels is 1:30 mins.

INTERPRETIVE (FS 1 – 10)

Skaters are NOT ALLOWED to be COACHED by instructors, parents or anyone else during this event. The emphasis of this event is on the skater's ability to choreograph and skate to music they have heard only three times. The emphasis is not on the difficulty of the maneuvers performed. Judges are looking for correctness, creativity, music interpretation, artistic impression, posture & carriage, and choreography & pattern.

Test Levels

Bronze/ FS 1 – 3
Silver/ FS 4 – 5
Gold/FS 6 – 7
Platinum/FS 8 – 10

Maneuver Limitations

FS 4 & Below
FS 6 & Below
Any Maneuvers
Any Maneuvers

The penalty for not following the limitation on moves for this event, will be the grade of 2.0 under correctness on the judge's sheet.

Recommended duration for Freestyle 1-3 is one minute; Freestyle 4-10 is 1½ minutes. Test levels and genders may be combined in this event.

The skater may NOT use their own hand-held prop, or use part of their costume as a prop.(Example: a hat that is taken off, feather boa, vest, jacket, sunglasses etc. unless it was provided for them by the competition for use in the event's song.)

RHYTHMIC EVENTS (FS 1 – 10)

This is an entertaining event which requires the use of a hand held prop. The Rhythmic routine should have elements that use the prop throughout the program. The skater must maintain control of the prop at all times while competing. ***In the interest of skater safety, props will NOT be allowed on the ice for the skater's warm up.***

Judging will be based on judges appeal, music & choreography, pattern, originality, presentation, program duration and use of prop.

Choose one for a prop:

HOOP: Wood or plastic that is rigid and non-bending.

RIBBON STICK: Wood, plastic or fiberglass stick, 20" minimum and 30" maximum

Material must be a satin or non-starched length of fabric, 2" minimum and 4" maximum width, 2 yard minimum and 4 yard maximum length.

BALL: Rubber or plastic with a maximum diameter of 7.75 inches

<u>Test Level</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Bronze/FS 1 – 3	FS 4 & below	1.5 minute program
Silver/FS 4 – 5	FS 6 & below	1.5 minute program
Gold/FS 6 – 7	Any maneuvers	2 minute program
Platinum/FS 8 – 10	Any maneuvers	2 minute program

ARTISTIC (FS 1 – 10)

Skater performs a routine to music in which the emphasis is on strong edges, flow, choreography, innovative moves and music interpretation. Technical maneuvers are not judged in this event. Open to Freestyle level skaters only.

<u>Test Level</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Bronze/FS 1 – 3	FS 4 & below	1.5 minute program
Silver/FS 4 – 5	FS 6 & below	1.5 minute program
Gold/FS 6 – 7	Any maneuvers	2 minute program
Platinum/FS 8 – 10	Any maneuvers	2 minute program

JUMP AND SPIN EVENT

General Description: One team of two skaters enters the ice and goes to their starting position. Skater #1 begins and performs their chosen jump maneuver 2 times (doing the SAME jump both times) while skater #2 stands still. After skater #1 is finished with both attempts and stops, skater #2 begins and performs their chosen spin 2 times (doing the SAME spin 2 times) while skater #1 stands still. After skater #2 stops, the two skaters may exit the ice. (If using two sets of judges, the first set of skaters to finish shall wait to leave the ice until *both halves* of the ice have completed their skills.)

Category Levels: A Jump and Spin team consists of any 2 skaters competing in the same category level, but they do not have to be at the same test level. If the two skaters' test levels are in different categories, they will be entered at the higher level category and must perform the skills listed for such. (Skaters may skate above, but may not skate below their category level)

Levels:

Low	Tots thru Delta
Bronze...	Freestyle 1 thru 3
Silver.....	Freestyle 4 thru 5
Gold	Freestyle 6 thru 7
Platinum.....	Freestyle 8 thru 10

Judging Criteria: Two scores are given by each judge – one “JUMP” maneuver score and one “SPIN” maneuver score. The first skater must perform the same jump 2 times, as chosen from the option list, and the second skater must perform the same spin, as chosen from the option list, 2 times. Only the best attempt will be scored. Choosing the higher level skill option within the category level will not receive any higher score – unless it is performed more technically correct. **ONLY THE TECHNICAL ACCURACY OF THE MANEUVER IS SCORED – NOT THE DIFFICULTY LEVEL OF THE MANEUVER.**

Maneuver Option List:

Low (Tots-Delta)
Bronze/FS 1 – 3
Silver/FS 4 – 5
Gold/FS 6 – 7
Platinum/FS 8 – 10

Skater 1: JUMP Choice

2-foot Hop OR Bunny Hop
Half Flip OR Toe Loop
Half Loop OR Axel
Dbl. Salchow OR Dbl. Toe Loop
Dbl. Loop OR Dbl. Lutz

Skater 2: SPIN Choice

Two-foot spin (No other choice)
Two-foot spin OR One-foot Spin
Sit Spin OR Back Spin
Layback OR Flying Camel
Flying Sit OR Camel-Jump-Camel

ADDITIONAL MANEUVERS OR CHOREOGRAPHY IS NOT ALLOWED OR SCORED – ONLY THE REQUIRED MANEUVERS ARE JUDGED. The skater may use only preparation or set-up steps and the performance of the required skill (i.e. use cross-overs, a 3-turn, mohawk etc. to get into the skill)

No music is required for the team, however quiet background music may be played during the event.

All Jump and Spin pairs will use the full sheet of ice with one judging panel.

Skater Substitutions are permitted if necessary. However, a skater may participate on only one Jump and Spin Team at each competition. Each club may have as many Jump and Spin Teams at each category level as they wish, however, again, no skater may skate on 2 Jump and Spin Teams in the same competition.

TEAM EVENTS

TEAM COMPULSORY

A team of six or seven skaters competes together on a certain level, each performing one of the six or seven required compulsory maneuvers from that corresponding freestyle level. Each maneuver should be attempted two times by the same skater, and the maneuvers must be performed in the order listed in the corresponding test book (the better performance will be scored). The penalty for performing maneuvers out of order is a score of 2.0 under Correctness. This team of skaters competes against another team of skaters from the same level. Music is required. Props are permitted for the performance, but are not allowed on the group warm-up time. Teams may be similar or mixed and may be divided by age. Skaters may participate on more than one team as long as the teams are in different levels.

ENSEMBLE TEAM

This event is open to groups of 3 - 7 skaters of all ages and levels. Skaters will be judged on the entertainment and performance value of the program. There are no required maneuvers and no technical score, but skating maneuvers can be performed at any level. The group must use music along with costumes and props to enhance the theme of their program. Program length for all levels is 3 minutes.

PRODUCTION TEAM

This category is for an entire skating team. Skaters of all ages and ability levels can participate in this team event. Teams are divided by numbers of skaters first: and then by age and/ or level of participants, if necessary. Production Teams consist of 8-32 skaters and can be divided into Small (8-14 skaters) / Medium (15-22 skaters) / Large (23-25 skaters). The skater numbers and team groupings can be changed by the Competition Director based on entries received. Duration: 4:30 minutes

SYNCHRONIZED SKATING EVENTS

Synchronized skating teams must contain a minimum of 8 members. The age for synchronized team members shall be as of July 1, 2023 for all competitions taking place September 2023-June 2024. The synchronized skating team entry form must be complete in listing every team member's name, age (as of July 1, 2022) and individual membership number. Synchronized skating teams will compete with teams that are similar in age & ability level as determined by the Competition Chair. Age categories will be as follows:

Tot	majority of skaters ages 6 years or younger
Junior Youth	majority of skaters ages 8 years or younger
Youth	majority of skaters ages 9 - 11
Senior Youth	majority of skaters ages 12 - 14
Teen	majority of skaters ages 14 - 19

All ISI synchronized teams are required to register annually with the ISI National Office, free of charge, to receive an ISI number. This number will be required on all entry forms.

Uncaptured adagio-style, acrobatic, and overhead lifts are not permitted for safety reasons. Adagio lifts are when the lifting partner (with extended arms) is gliding on one or two feet with no turning. Acrobatic lifts are moves in which a skater is only held by the blade(s), foot(feet), leg(s), and swung around. All lifts where the lifted skater is in a totally vertical sustained position with the head down are illegal maneuvers.

SYNCHRONIZED SKATING AND SYNCHRONIZED FORMATION

The five basic elements (block, circle, line, intersection and wheel) will each be added as a separate Judge Criteria score. If more than one of the same element is skated during the routine, the best performance will be used as the element score and the additional elements will be scored under Technical Merit or Correctness. Both Senior Youth and Teen teams can now perform any spins. Synchronized Formation teams can perform 2-foot spins in any age division. Duration requirements for Skating and Formation teams are listed on the ISI website at www.skateisi.com.

SYNCHRONIZED ADVANCED FORMATION

Groups of 8 - 24 skaters performing various formations such as wheels, circles, lines, blocks, etc. in a program to music. This is a transitional event category between formation and skating events. The program should consist of more advanced skating skills and demonstrate good knowledge of synchronized skills such as unison, straight lines and correct holds. Skaters can perform any forward skating steps, crossovers, forward swizzles or pumps, backward swizzles, backward chasses, and backward crossovers.

SYNCHRONIZED FORMATION COMPULSORY

Teams will perform each of the below listed elements one time, in any order. If performed more than once, the first performance will be scored. Extra elements can be performed but will not be judged.

Duration: Must not exceed 1 minutes, 45 seconds

1. Forward Skating Line: To be performed in shoulder hold (both shoulders held), covering at least half of the ice surface and consists only of forward strokes or marching.
2. Forward Circle: Choice of shoulder, waist, or hand hold. Any forward skating steps may be performed; however, no additional moves such as arabesques, lunges, bunny hops, etc. may be included.
3. Forward Two-Spoke Wheel (Pinwheel): Choice of shoulder, hand, or basket weave hold. Any forward skating steps may be performed; however, no additional moves such as arabesques, lunges, bunny hops, etc. may be performed.
4. Forward Block: To be performed in shoulder hold (both shoulders held), covering at least half of the ice surface. Any forward skating steps may be performed; however, no additional moves such as arabesques, lunges, bunny hops, etc. may be performed.

SYNCHRONIZED SKATING COMPULSORY

Teams will perform each of the five listed elements one time, in any order. If performed more than once the first performance will be scored. Extra elements can be performed but will not be judged. Duration: Must not exceed 2 minutes, 40 seconds

1. Line: To be performed in any hold, or combination of holds, covering the length of the rink. Any combination of steps and footwork, forwards and/or backwards, may be included. Free skating moves may be included, but are not required.
2. Footwork Block: A block of at least three lines consisting of any skating steps and turns that covers the length of the rink. The block may change direction and changes of hold are permitted.
3. Circle: May consist of any skating steps, with additional moves permitted. The circle may move clockwise or counter clockwise, forward and/or backward, with changes of steps, direction or hold permitted. Choice of hold or holds is optional.
4. Wheel: Any wheel or combination of wheels may move forward or backward, clockwise or counter clockwise, with any skating steps or maneuvers permitted. Choice of hold or holds is optional.
5. Intersection: Any intersection or combination of intersections in which one-half the team moves through the other half of the team. If multiple intersections are performed, they must be continuous.

Team members may perform different steps throughout the maneuver.

UNCAPTURED MOVES

For many years, there have been uncaptured move limitations (based on the skater's test level) for most ISI events. An uncaptured move is any gliding maneuver, jump, or spin that is not a required maneuver on any test level.

The uncaptured moves limitations for gliding maneuvers, jumps, and spins have been removed for the following events: Artistic, Couples, Couples Spotlight, Freestyle, Interpretive, Open Freestyle, Open Pair, Pair, Rhythmic, Solo Spotlight, Themed Spotlight, Freestyle Synchro, and Team Compulsories.

There are no uncaptured maneuvers allowed in Solo Compulsory and Jump & Spin events. Only the selected maneuvers can be performed along with 3-turns, mohawks, crossovers, and arm movements.

CAUTION: When adding any additional move to any program, carefully check to make sure that move is not a required maneuver on a higher test level.

The edges required in Freestyle 1 must be performed consecutively: Outside – Outside – then inside – inside or inside – inside, the outside – outside.

The program timing starts with any action after the music starts (even if the feet are not moving.) Timing stops when the skater stops moving completely. There is a 10 second leeway in effect. Judging stops at 10 seconds over the prescribed time. There is no penalty for skating under the prescribed time.

For all events with 2 or more entries:

If the skater skates the correct duration, the score is 7.0.

If the skater skates 11-14 seconds over the prescribed time, the duration score is 6.5.

If the skater skates 15+ seconds over the prescribed time, the duration score is 6.0.

For all events where a skater is "against the book":

If the skater skates the correct duration, the score is 8.0.

If the skater skates 11-14 seconds over the prescribed time, the duration score is 7.5.

If the skater skates 15+ seconds over the prescribed time, the duration score is 7.0.

Event Location:

New Ulm Civic Center
1212 North Franklin Street
New Ulm, MN 56073

ACCOMMODATIONS:

Best Western Plus
2101 S. Broadway
New Ulm MN 56073
(507) 359-2941

Econo Lodge
New Ulm MN 56073
(507) 359-2400

Microtel Inn & Suite
New Ulm MN 56073
(507) 354-9800

Questions? Please contact Competition Director - NUFSCFallFestival@gmail.com