



Figure Skating

Sport Rules

Special Olympics





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1. GOVERNING RULES

The Official Special Olympics Sports Rules for Figure Skating shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon International Skating Union (ISU) rules for figure skating found at <http://www.isu.org/>. ISU rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Figure Skating or Article I. In such cases, the Official Special Olympics Sports Rules for Figure Skating shall apply.

Refer to [Sport Rules Article 1](#), for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports®.

2. OFFICIAL EVENTS

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each competitor's skill and interest.

The following is a list of official events available in Special Olympics.

- 2.1. Badge Competition (not a World Games event, but is intended for local and program level competition)
- 2.2. Singles Competitions – Level 0 (not a World Games event)
- 2.3. Singles Competitions (Singles Levels 1-4, Short Program (Level 4) and Free Skate (Level 1-4))
- 2.4. Pair Skating (Pair Levels 1-2, Short Program (Level 2) and Free Skate (Level 1-2))
- 2.5. Ice Dancing (Ice Dancing Levels 1-3)
- 2.6. Showcase Artistic Event (Singles Levels 1-4) (not a World Games event)
- 2.7. Unified Sports® Pairs Skating (Pairs Levels 1-2)
 - 2.7.1. Male Unified Sports® Partner with an athlete
 - 2.7.2. Female Unified Sports® Partner with an athlete
- 2.8. Unified Sports® Ice Dancing (Ice Dancing Levels 1-3)
- 2.9. Unified Sports® Synchronized Skating (SYS Levels 1-2)
- 2.10. Unified Sports® Showcase Artistic Event

3. FACILITIES

- 3.1. Rink: The available skating area must be rectangular and if possible, shall measure sixty (60) meters in length and thirty (30) meters in width, but not larger, and not less than fifty-six (56) meters in length and twenty-six (26) meters in width. Officials shall not be seated on the ice surface. The Judges and the Referee will be seated at the rink board and the Technical Panel will be seated in an elevated position, if possible.
- 3.2. Warming Area: A warming area and changing facility should be available for athletes.
- 3.3. Sound System: A sound system must be provided for competitors music on a CD or any other approved format.



4. COMPETITION EQUIPMENT

- 4.1. Skates: Figure Skating blades used during Special Olympics competitions must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.
- 4.2. Competition Clothing (not for Showcase Artistic Event):
 - 4.2.1. Clothing of the Competitors must be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen.
 - 4.2.2. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Men must wear full length trousers and must not wear tights. Accessories and props are not permitted.
 - 4.2.3. Clothing not meeting the requirements will be penalized by a deduction of 0.5 point.
 - 4.2.4. The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction of 0.5 point.
- 4.3. Competition music:
 - 4.3.1. All competitors shall furnish competition music of excellent quality on USB stick or in any other approved format.
 - 4.3.1.1. Each program (Short Program/Free Skating) must be recorded on one track and named: NAME of athlete – category (e.g. Single Level 1) - Short Program or Free Skate.
 - 4.3.1.2. Competitors must provide a back-up music for each program. The coach must have this back-up copy available and give it to the referee or person responsible for the music if the music is not working during official practice or competition.
- 4.4. Program Content Sheet
 - 4.4.1. Each Skater/Pair/Couple, shall present a Program Content Sheet i.e. an official form indicating the planned elements for each Segment of the competition, except Pattern Dances.

5. PERSONNEL

- 5.1. Competition Staff:
 - 5.1.1. Referee
 - 5.1.2. Technical Controller
 - 5.1.3. Two Technical Specialist
 - 5.1.4. Data Input Operator
 - 5.1.5. Video Replay Operator (if a Video Replay System is used)
- 5.2. Judges:
 - 5.2.1. There will be a minimum of three and a maximum of nine judges.



6. STARTING ORDER AND WARM-UPS

6.1. Draws for starting order:

- 6.1.1. Draws are conducted by electronic draw in advance of the competition after the deadline of entries.
- 6.1.2. Starting order for Free Skating will be in reverse order of the Short Program result.

6.2. Warm-up time:

- 6.2.1. Warm-up periods must be allotted to all Competitors.
- 6.2.2. The duration for warm-up times are:
 - 6.2.2.1. Single Skating:
 - 6.2.2.1.1. Level 0: 4 minutes
 - 6.2.2.1.2. Level I-II: 4 minutes
 - 6.2.2.1.3. Level IV: Short Program 4 minutes
 - 6.2.2.1.4. Level III-IV: Free Skating 6 minutes
 - 6.2.2.2. Pair Skating:
 - 6.2.2.2.1. Level I: 4 minutes
 - 6.2.2.2.2. Level II: Short Program 4 minutes
 - 6.2.2.2.3. Level II: Free Skating 6 minutes
 - 6.2.2.3. Ice Dance:
 - 6.2.2.3.1. Level I-III: 4 minutes with music

6.3. Warm-up groups:

- 6.3.1. Single Skating: There should not be more than eight skaters (Level 0-II) and six skaters (Level III-IV) in one warm-up group.
- 6.3.2. Pair Skating: There should not be more than four pair teams in one warm-up group.
- 6.3.3. Ice Dance: There should not be more than five ice dance teams in one warm-up group.

7. DIVISIONING

- 7.1. Divisioning will be done if more than 8 athletes have registered for a respective discipline and level.
- 7.2. Divisions shall not have less than 3 and not more than 8 athletes per division.
- 7.3. For smaller competitions with limited time, divisioning can also be made ahead of competition using results of a previous competition of the athlete, following the principles below.
- 7.4. Divisioning at Competitions (using the ISU judging system and with more than one competition day)
 - 7.4.1. At divisioning athletes will skate their free skating programs and will be evaluated by the technical panel and judges, like at the competition.
 - 7.4.2. Athletes will receive a technical score – this technical score will decide in which division they will compete.
 - 7.4.3. Only the execution of the technical elements will be taken into account, program components will not be considered for divisioning – as there might be bigger changes, i.e. when athletes get used to the atmosphere, when there is more audience, etc.
 - 7.4.4. Falls and Deduction will not influence divisioning.
 - 7.4.5. Technical Element Score consisting of the Base Value according to the Scale of Value and the GOE value will be used.



Example:

TES (Technical Element Score)				
	Divisioning	+15%	-15%	
Skater 1	1,52	1,75	1,29	Division A
Skater 2	1,61	1,85	1,37	Division A
Skater 3	1,51	1,74	1,28	Division A
Skater 4	1,39	1,60	1,18	Division B
Skater 5	1,35	1,55	1,15	Division B
Skater 6	1,40	1,61	1,19	Division B
Skater 7	1,20	1,38	1,02	Division B
Skater 8	1,14	1,31	0,97	Division B
Skater 9	1,43	1,64	1,22	Division A
Skater 10	1,83	2,10	1,56	Division A

7.5. Divisioning at Competitions (using the ISU judging system, not more than one competition day)

- 7.5.1. Athletes scores from the most recent previous competition will be used for divisioning.
- 7.5.2. The technical will decide in which division they will compete.
- 7.5.3. Only the execution of the technical elements will be taken into account, program components will not be considered for divisioning – as there might be bigger changes, i.e. when athletes get used to the atmosphere, when there is more audience, etc.
- 7.5.4. Falls and Deduction will not influence divisioning.
- 7.5.5. Technical Element Score consisting of the Base Value according to the Scale of Value and the GOE value will be used.

7.6. Divisioning at Competitions (not using the ISU judging system)

- 7.6.1. Divisions within the levels can be made according to age; and/or ability.
- 7.6.2. Divisions can be announced at the time of announcement by making subgroups within the levels. The announcement has to list the required/allowed elements for the subgroups.
- 7.6.3. Music length does not change for the subgroups.
- 7.6.4. Required elements (number of Skating Skills elements, jumps and spins) may not be changed within the subgroups.
- 7.6.5. There can be as many divisions per level as necessary, but the minimum of three and maximum of eight athletes per division should be met.
 - 7.6.5.1. For example:
 - Level 3 – Division A: Waltz jump, Single Salchow, Single Toe loop, Single Loop allowed
 - Level 3 – Division B: only USp and Waltz jump and Single Salchow allowed
 - Level 4 – Division A: all single and double jumps and all spins are allowed
 - Level 4 – Division B: only single jumps and double Salchow and double Toe loop are allowed
 - Level 4 – Division C: only single jumps are allowed. Only jump combinations with two jumps, only USp and SSp, no flying entry spins



8. RULES: SINGLES COMPETITION

8.1. Badge Program:

- 8.1.1. Badge 1
 - 8.1.1.1. Stand unassisted for 5 seconds
 - 8.1.1.2. Fall and stand up unassisted
 - 8.1.1.3. Knee dip standing still unassisted
 - 8.1.1.4. March forward 10 steps assisted

- 8.1.2. Badge 2
 - 8.1.2.1. March forward 10 steps unassisted
 - 8.1.2.2. Swizzles, standing still (3 repetitions)
 - 8.1.2.3. Backward wiggle or march assisted
 - 8.1.2.4. 2-foot glide forward for distance at least length of body

- 8.1.3. Badge 3
 - 8.1.3.1. Backward wiggle or march
 - 8.1.3.2. 5 forward swizzles covering at least 10 feet
 - 8.1.3.3. Forward skating across the rink
 - 8.1.3.4. Forward gliding dip covering at least length of body

- 8.1.4. Badge 4
 - 8.1.4.1. Backward 2-foot glide covering at least length of body
 - 8.1.4.2. 2-foot jump in place
 - 8.1.4.3. 1-foot snowplow stop (left or right)
 - 8.1.4.4. Forward 1-foot glide covering at least length of body (left and right)

- 8.1.5. Badge 5
 - 8.1.5.1. Forward stroking across the rink
 - 8.1.5.2. 5 backward swizzles
 - 8.1.5.3. Forward 2-foot curves left and right across the rink
 - 8.1.5.4. 2-foot turn front-to-back, on the spot

- 8.1.6. Badge 6
 - 8.1.6.1. Gliding forward-to-backward 2-foot turn
 - 8.1.6.2. 5 consecutive forward 1-foot swizzles on circle (left and right)
 - 8.1.6.3. Backward 1-foot glide length of body (left and right)
 - 8.1.6.4. Forward pivot

- 8.1.7. Badge 7
 - 8.1.7.1. Backward stroking across the rink
 - 8.1.7.2. Gliding backward-to-forward 2-foot turn
 - 8.1.7.3. T-Stop left or right (stopping foot behind)
 - 8.1.7.4. Forward 2-foot turn on a circle (left and right)



8.1.8. Badge 8

- 8.1.8.1. 5 consecutive forward crossovers (left and right)
- 8.1.8.2. Forward outside edge (left and right)
- 8.1.8.3. 5 consecutive backward 1-foot swizzles on a circle (left and right)
- 8.1.8.4. 2-foot spin

8.1.9. Badge 9

- 8.1.9.1. Forward outside 3-turn (left and right)
- 8.1.9.2. Forward inside edge (left and right)
- 8.1.9.3. Forward lunge or shoot the duck, at any depth
- 8.1.9.4. Bunny hop

8.1.10. Badge 10

- 8.1.10.1. Forward inside 3-turn (left and right)
- 8.1.10.2. 5 consecutive backward crossovers (left and right)
- 8.1.10.3. Hockey stop
- 8.1.10.4. Forward spiral 3 times length of body

8.1.11. Badge 11

- 8.1.11.1. Consecutive forward outside edges (minimum 2 on each foot)
- 8.1.11.2. Consecutive forward inside edges (minimum 2 on each foot)
- 8.1.11.3. Forward inside Mohawk (left and right)
- 8.1.11.4. Consecutive backward outside edges (minimum 2 on each foot)
- 8.1.11.5. Consecutive backward inside edges (minimum 2 on each foot)

8.1.12. Badge 12

- 8.1.12.1. Waltz jump
- 8.1.12.2. one-foot spin (minimum of 3 revolutions)
- 8.1.12.3. Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
- 8.1.12.4. Combination of three moves chosen from badges 9 – 12

8.1.13. Level I = Badges 1 – 6

8.1.14. Level II = Badges 1 – 10

8.1.15. Level III, IV = Badges 1 – 12 and Footwork and difficult jumps and spins and spirals

8.2. Badge Competition Events (not a World Games event)

- 8.2.1. The competition chair can use the badge level listed below to create either an Elements event OR Program event for the Special Olympics competitors. If doing a program, instrumental OR vocal music can be used and should not exceed a maximum of one minute and ten seconds.



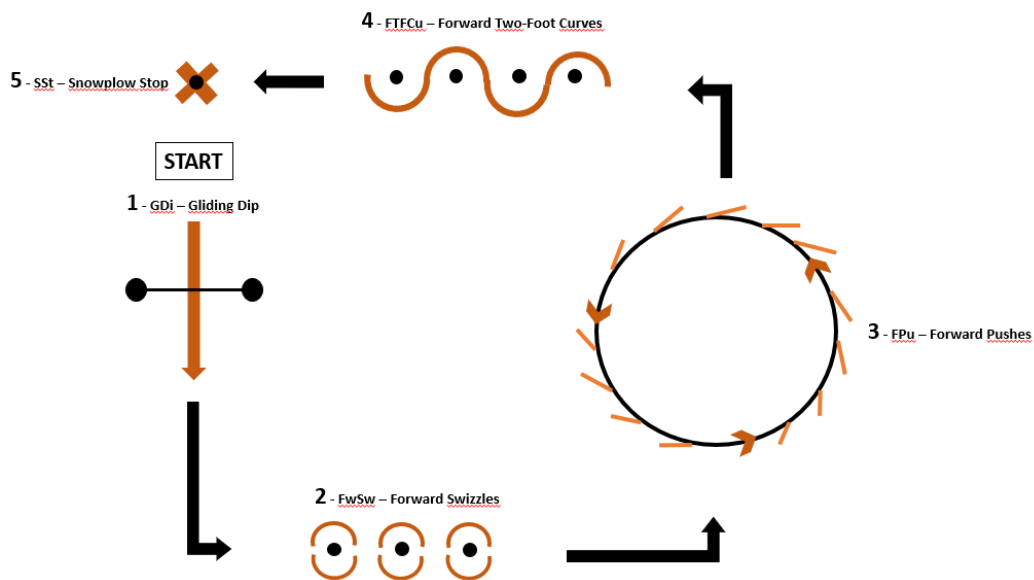
- 8.2.2. Only applicable, when conducted as Element Event:
 - 8.2.2.1. In the 12 singles badge competitions skaters will have two opportunities to perform each skill. This will constitute the final round. A preliminary round is not conducted in these competitions.
 - 8.2.2.2. Judges will give a mark for each of the two skill attempts made by the skater.
 - 8.2.2.3. The highest mark from the two attempts will be used, and the high marks given for each skill will be added together to determine the skater's final score and placement.
 - 8.2.2.4. Judges will evaluate the performance of the skill using a ranking system ranging from 0.1 to 6.0, with 0.1 being the lowest and 6.0 being the highest.
 - 8.2.2.5. Skaters should be able to complete all the skills in the Badge they will compete in. The Badge Program can be found in the new Special Olympics Figure Skating Coaching Guide which may be found at <http://resources.specialolympics.org/>.
- 8.2.3. Badge Competition 1
 - 8.2.3.1. Stand unassisted for 5 seconds
 - 8.2.3.2. Fall and stand up unassisted
 - 8.2.3.3. Knee dip standing still unassisted
 - 8.2.3.4. March forward 10 steps assisted
- 8.2.4. Badge Competition 2
 - 8.2.4.1. March forward 10 steps unassisted
 - 8.2.4.2. Swizzles, standing still (3 repetitions)
 - 8.2.4.3. Backward wiggle or march assisted
 - 8.2.4.4. 2-foot glide forward for distance at least length of body
- 8.2.5. Badge Competition 3
 - 8.2.5.1. Backward wiggle or march
 - 8.2.5.2. 5 forward swizzles covering at least 10 feet
 - 8.2.5.3. Forward skating across the rink
 - 8.2.5.4. Forward gliding dip covering at least length of body
- 8.2.6. Badge Competition 4
 - 8.2.6.1. Backward 2-foot glide covering at least length of body
 - 8.2.6.2. 2-foot jump in place
 - 8.2.6.3. 1-foot snowplow stop (left or right)
 - 8.2.6.4. Forward 1-foot glide covering at least length of body (left and right)
- 8.2.7. Badge Competition 5
 - 8.2.7.1. Forward stroking across the rink
 - 8.2.7.2. 5 backward swizzles
 - 8.2.7.3. Forward 2-foot curves left and right across the rink
 - 8.2.7.4. 2-foot turn front-to-back, on the spot
- 8.2.8. Badge Competition 6
 - 8.2.8.1. Gliding forward-to-backward 2-foot turn



- 8.2.8.2. 5 consecutive forward 1-foot swizzles on circle (left and right)
- 8.2.8.3. Backward 1-foot glide length of body (left and right)
- 8.2.8.4. Forward pivot
- 8.2.9. Badge Competition 7
 - 8.2.9.1. Backward stroking across the rink
 - 8.2.9.2. Gliding backward-to-forward 2-foot turn
 - 8.2.9.3. T-Stop left or right (stopping foot behind)
 - 8.2.9.4. Forward 2-foot turn on a circle (left and right)
- 8.2.10. Badge Competition 8
 - 8.2.10.1.5 consecutive forward crossovers (left and right)
 - 8.2.10.2. Forward outside edge (left and right)
 - 8.2.10.3.5 consecutive backward 1-foot swizzles on a circle (left and right)
 - 8.2.10.4.2-foot spin
- 8.2.11. Badge Competition 9
 - 8.2.11.1. Forward outside 3-turn (left and right)
 - 8.2.11.2. Forward inside edge (left and right)
 - 8.2.11.3. Forward lunge or shoot the duck, at any depth
 - 8.2.11.4. Bunny hop
- 8.2.12. Badge Competition 10
 - 8.2.12.1. Forward inside 3-turn (left and right)
 - 8.2.12.2.5 consecutive backward crossovers (left and right)
 - 8.2.12.3. Hockey stop
 - 8.2.12.4. Forward spiral 3 times length of body
- 8.2.13. Badge Competition 11
 - 8.2.13.1. Consecutive forward outside edges (minimum 2 on each foot)
 - 8.2.13.2. Consecutive forward inside edges (minimum 2 on each foot)
 - 8.2.13.3. Forward inside Mohawk (left and right)
 - 8.2.13.4. Consecutive backward outside edges (minimum 2 on each foot)
 - 8.2.13.5. Consecutive backward inside edges (minimum 2 on each foot)
- 8.2.14. Badge Competition 12
 - 8.2.14.1. Waltz jump
 - 8.2.14.2. one-foot spin (minimum of 3 revolutions)
 - 8.2.14.3. Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
 - 8.2.14.4. Combination of three moves chosen from badges 9 – 12
- 8.3. Level 0 (not a World Games event)
 - 8.3.1. As a preparation for Level 1: A set sequence of 5 elements skated to music.
 - 8.3.2. Linking movements / Connections are allowed.



- 8.3.3. The sequence can be skated together with an assistance skater – no holding, but commands are allowed. Assisting skater (can be the coach) skates in front of the competitor and the competitor copies the required elements.
- 8.3.4. Music free of choice.
- 8.3.5. Music duration: Approx. 1:00 Minute (no time deduction)
- 8.3.6. Elements
 - 8.3.6.1. Gliding Dip (GDi): A gliding dip has to be skated under a hurdle/cone (see video). Length and height is not prescribed and optional to the skills of the skater.
 - 8.3.6.2. Forward Swizzles (FSw): 3 (Three) forward Swizzles around 3 hurdles/ cones.
 - 8.3.6.3. Forward Half Crossovers / Pushes (FPu): Skated on a circle (hockey circle in the center of the ice surface or can be drawn on the ice in advance with a marker), direction is skaters choice. Number of Half Crossovers is not prescribed, but should cover minimum and maximum one circle.
 - 8.3.6.4. Forward Two Foot Curves (FTFCu): 4 cones should be put on the ice (see video) and skaters skate around them.
 - 8.3.6.5. Snowplow Stop (SSt): Stop at a cone. Stopping feet optional.



8.4. Level I

- 8.4.1. Eligibility: A skater competing in Level I must be able to complete the skills required in Badges 1-6 but no higher.
- 8.4.2. No coaches or assisting skaters are allowed on the ice.
- 8.4.3. Level I Freeskate Program
 - 8.4.3.1. Skater may start program at any spot on the ice surface.
 - 8.4.3.2. Judging and timing will begin when skater commences to move. The program will not exceed a time limit of one minute thirty seconds (max.).



- 8.4.3.3. The program must be performed to music, instrumental OR vocal music.
- 8.4.3.4. This is a Beginner Freeski program.
 - 8.4.3.4.1. The skaters will perform six elements from the elements listed below from Badges 1-6 and will receive a value and a GOE mark for each element.
 - 8.4.3.4.2. Additional elements will receive no value and will not be counted but can be used as transitional moves as long as they are only from Badge 1-6.
 - 8.4.3.4.3. Elements can be performed in any order.
 - 8.4.3.4.4. If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.
- 8.4.3.5. Level 1 Elements
 - 8.4.3.5.1. Forward swizzles (at least 5) (FSw)
 - 8.4.3.5.2. Backward swizzles (at least 5) (BSw)
 - 8.4.3.5.3. Forward one-foot glide left and right (length of glide is considered in GOE) (FGl)
 - 8.4.3.5.4. Backward two-foot glide (length of glide is considered in GOE) (BGl)
 - 8.4.3.5.5. Two-foot jump in place or moving (forward only) (TFJu)
 - 8.4.3.5.6. One-foot forward snowplow stop (left or right) (FSSt)
 - 8.4.3.5.7. Forward two-foot curves left (at least 2) and right (at least 2) (feet should be parallel and leaning on a curve) (FTCu)
 - 8.4.3.5.8. 5 consecutive forward 1-foot swizzles on circle (left or right) (OFSw)
- 8.4.3.6. No elements above Badge 6 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.
- 8.4.3.7. Deductions:
 - 8.4.3.7.1. per Fall: -0.10
 - 8.4.3.7.2. costume failure: -0.10
 - 8.4.3.7.3. music failure of incorrect length (wrong music length): per 5 sec. -0.10
- 8.4.3.8. Program Components will be judged in
Presentation: Factor 1.0

8.5. Level II

- 8.5.1. Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-10 but no higher.
- 8.5.2. No coaches or assisting skaters are allowed on the ice.
- 8.5.3. Level II Freeski Program
 - 8.5.3.1. Skater may start program at any spot on the ice surface.



- 8.5.3.2. Judging and timing will begin when skater commences to move. The program will not exceed a time limit of one minute and forty five seconds (max.).
 - 8.5.3.3. The program must be performed to music, instrumental OR vocal music.
 - 8.5.3.4. This is an Advanced Beginner Freeskate program:
 - 8.5.3.4.1. The skaters will perform six elements from the elements listed below from Badges 1-10 and will receive a value and a GOE mark for each element.
 - 8.5.3.4.2. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-12.
 - 8.5.3.4.3. Elements can be performed in any order.
 - 8.5.3.4.4. If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.
 - 8.5.3.5. Level II Elements
 - 8.5.3.5.1. Bunny hop (BHo)
 - 8.5.3.5.2. 1W (Waltz Jump)
 - 8.5.3.5.3. T-stop left or right (TSt)
 - 8.5.3.5.4. Backward stroking (6-8 strokes alternating feet) (BSt)
 - 8.5.3.5.5. Forward two-foot spin (minimum of three revolutions) (FTFSp)
 - 8.5.3.5.6. Forward outside three-turn (left and right) (in place or moving) (FoTTu) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed
 - 8.5.3.5.7. Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) (FCr)
 - 8.5.3.5.8. Forward lunge (at any depth) (FLu)
 - 8.5.3.5.9. Shoot the Duck forward or backward (at any depth) (STD)
 - 8.5.3.5.10. Forward Spiral (FSp)
- No elements above Badge 12 are to be included in the program.
- 8.5.3.6. Deductions:
 - 8.5.3.6.1. per Fall: -0.5
 - 8.5.3.6.2. costume failure: -0.5
 - 8.5.3.6.3. music failure (wrong music length): per 5 sec. -0.5
 - 8.5.3.7. Program Components will be judged in
Presentation: Factor 1.0



8.6. Level III

8.6.1. Eligibility: A skater competing in Level III must be able to complete the skills required in Badges 1-12 and Footwork and difficult jumps and spins and spirals.

8.6.2. No coaches or assisting skaters are allowed on the ice.

8.6.3. Level III Freeskate Program

8.6.3.1. Skater may start program at any spot on the ice surface.

8.6.3.2. Judging and timing will begin when skater commences moving. The program will not exceed a time limit of two minutes and forty seconds (max.).

8.6.3.3. The program must be performed to music, instrumental OR vocal music.

8.6.3.4. This is an Intermediate Level Freeskate program.

8.6.3.4.1. The skaters will perform a maximum of nine elements from the list below from Badges 1-12 and Footwork and difficult jumps and spins and spirals and will receive a value and a GOE mark for each element.

8.6.3.4.2. Additional elements will receive no value and will not be counted, but can be used as transitional moves.

8.6.3.4.3. Elements can be performed in any order.

8.6.3.4.4. If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.

8.6.3.5. Level III Elements

8.6.3.5.1. Max. 2 spins (can be the same abbreviation). Minimum three revolutions.

Allowed spins: Upright Spin (USp), Upright Back Spin (UBSp), Sit Spin (SSp)

8.6.3.5.2. Max. 4 jumps (max. 2 jump combinations or sequences of two or three jumps). Each jump can be executed twice.

Allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toe loop (1T), Single Loop (1Lo)

8.6.3.5.3. Max. 3 Skating Skills Elements chosen from:

8.6.3.5.3.1. Consecutive backwards crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) (BCr)

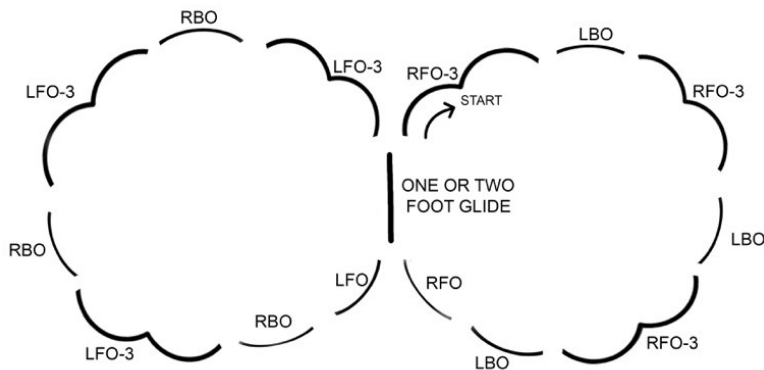
8.6.3.5.3.2. Consecutive forward inside edges (set of four edges alternating feet = a total of four edges) (FiEd)

8.6.3.5.3.3. Forward inside three-turn (left and right) (in place or moving) (FiTTu) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed

Skating Skills Sequence A (SSkSqA): Waltz three step sequence: Performed in a figure eight pattern. A two-step introduction may be added.

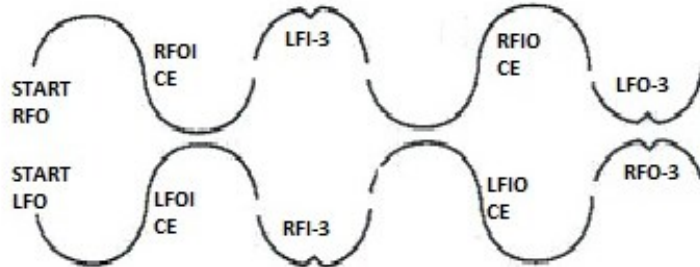


- Right forward outside three turn
- Left back outside edge
- Right forward outside three turn
- Left back outside edge
- Right forward outside three turn
- Left backward outside edge
- Step forward to RFO edge
- Glide on two feet back to center
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge
- Step forward to LFO edge
- One or two foot glide back to center
- A minimum of three, three-turn/back edge sequence per circle must be performed.



Skating Skills Sequence B (SSkSqB):

This pattern can be performed down the length or width of the ice surface. The sequence will be performed on both feet and must be done immediately preceding each other with minimum steps in between. Right forward outside to inside change of edge, left forward inside three turn. Right forward inside to outside change edge, left forward outside three turn. Left forward outside to inside change edge, right forward inside three turn. Left forward inside to outside change edge, right forward outside three turn. Skater may start on either foot.



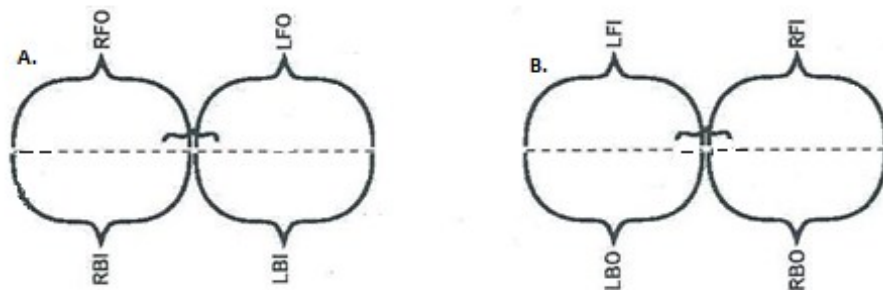
Skating Skills Sequence C (SSkSqC):

This Sequence is considered as one element and must follow each other consecutively, but minimal steps in between are allowed.

Brackets:

A - Right forward outside bracket, push backwards into a left backwards inside bracket (closing the circle) left forward outside bracket, push backward into a right back inside bracket (closing up circle).

B - Right forward inside bracket, push backwards into left backwards outside bracket (closing up the circle) left forward inside bracket, push backwards into right back outside (closing circle).



8.6.3.6. A mandatory 1.0 point deduction will be made for each added element from a higher level.

8.6.3.7. Deductions:

- 8.6.3.7.1. per Fall: -0.5
- 8.6.3.7.2. costume failure: -0.5
- 8.6.3.7.3. music failure (wrong music length): per 5 sec. -0.5



8.6.3.8. Program Components will be judged in

- Presentation
 - Skating Skills
- Factor 1.0

8.7. Level IV

8.7.1. Level IV Short-Program

8.7.1.1. No coaches or assisting skaters are allowed on the ice

8.7.1.2. Skater may start program at any spot on the ice surface.

8.7.1.3. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and fifteen seconds (max.).

8.7.1.4. The program must be performed to music, instrumental OR vocal music.

8.7.1.5. Content:

8.7.1.5.1. The skaters will perform a maximum of five elements from the elements listed below and will receive a value and a GOE mark for each element.

8.7.1.5.2. Additional elements will receive no value and will not be counted.

8.7.1.5.3. Elements can be performed in any order.

8.7.1.6. Level IV Short-Program Elements

8.7.1.6.1. 1 Solo jump: Single Loop (1Lo) or Single Flip (1F) or Single Lutz (1Lz)

8.7.1.6.2. One jump combination of two single jumps

8.7.1.6.3. One spin in one position: Upright spin (USp) or Sit Spin (SSp) or Camel Spin (CSp) (minimum of 3 revolutions in position)

8.7.1.6.4. One combination spin with or without change of foot ((C)CoSp). Minimum of 2 revolutions in each position.

8.7.1.6.5. One Step Sequence (StSq) utilizing the full ice surface (pattern optional), contain three different turns: three turns, C Steps (mowhawks), S Steps (Choctaws), buckets, loops, counters, rockers

8.7.2. Level IV Freestyle Program

8.7.2.1. Skater may start program at any spot on the ice surface.

8.7.2.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of three minutes and ten seconds (max.).

8.7.2.3. The program must be performed to music, instrumental OR vocal music.

8.7.2.4. The skaters will perform a maximum of eleven elements listed below and will receive a value and a GOE mark for each element.

8.7.2.5. Additional elements will receive no value and will not be counted.

8.7.2.6. Elements can be performed in any order



8.7.2.7. Level IV Freestyle Elements

8.7.2.7.1. Maximum seven jump elements

8.7.2.7.1.1. All single and double jumps are allowed.

8.7.2.7.1.1.2. Each jump can be executed two times with a maximum of seven jump elements in total. Jumps executed more than once MUST be in combination or sequence.

8.7.2.7.1.1.3. There can be three jump combinations or sequences (with a maximum of one sequence or combination containing three jumps).

8.7.2.7.1.1.4. A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (1S+1T) (=1 jump element).

8.7.2.7.2. Maximum three spins

8.7.2.7.2.1. Spins must be of different abbreviations.

8.7.2.7.3. One Choreographic Sequence (ChSq) (covering the whole ice surface including at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading)

8.7.2.8. Deductions:

8.7.2.8.1. per Fall: -0.5

8.7.2.8.2. costume failure: -0.5

8.7.2.8.3. music failure (wrong music length): per 5 sec. -0.5

8.7.2.9. Program Components will be judged in

- Skating Skills
- Presentation
- Composition

Factor 1.0

9. RULES: PAIR SKATING

9.1. Pairs Badge Program

9.1.1. Badge 1

9.1.1.1. Skating Skills Element: Forward stroking in unison (at least 8 in total), hand in hand, clockwise and counterclockwise

9.1.1.2. Skating Skills Element: Forward crossovers in unison (at least 8 in total), hand in hand, clockwise and counterclockwise in a figure eight pattern

9.1.1.3. Skating Skills Element: Backward swizzles (at least 5), hand in hand

9.1.1.4. Skating Skills Element: Forward one-foot glide left and right (length of the body), hand in hand

9.1.1.5. Synchronized two-foot spin (side by side, minimum of three revolutions)

9.1.1.6. Backward swizzles (at least 5), hand in hand



9.1.1.7. Two-foot jump in place or moving (forward only), hand in hand

9.1.2. Pairs Badge 2

- 9.1.2.1. Skating Skills Element: One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand
- 9.1.2.2. Skating Skills Element: Synchronized forward pivots (side by side)
- 9.1.2.3. Skating Skills Element: Lunge in holding position (side by side)
- 9.1.2.4. Skating Skills Element: T-Stop, hand in hand, left or right
- 9.1.2.5. Two-foot jump in place or moving (forward only), hand in hand
- 9.1.2.6. Synchronized bunny hops (hand in hand)
- 9.1.2.7. Synchronized waltz jump (side by side)
- 9.1.2.8. Synchronized Single Salchow (1S) (side by side)
- 9.1.2.9. Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)

9.1.3. Pairs Badge 3

- 9.1.3.1. Skating Skills Element: Backward crossovers in unison (at least 8 in total), hand in hand, clockwise and counterclockwise in a figure eight pattern
- 9.1.3.2. Skating Skills Element: Step sequence (utilizing at least half of the ice surface, pattern optional)
- 9.1.3.3. Skating Skills Element: Spirals in a holding pattern (position optional)
- 9.1.3.4. Bunny hop lift (cross arm handhold or armpit handhold)
- 9.1.3.5. Kilian hold pair spin (minimum three revolutions)
- 9.1.3.6. One foot upright spin (Usp) (minimum of three revolutions), side by side
- 9.1.3.7. Synchronized waltz jump (side by side)
- 9.1.3.8. Synchronized Single Salchow (1S) (side by side)

9.1.4. Pairs Badge 4

- 9.1.4.1. Pivot spiral or death spiral: Two-hand hold and pivot not required, can stay on two feet, forward inside only
- 9.1.4.2. Waltz jump lift
- 9.1.4.3. Synchronized sit spin without change of foot (SSp) (side by side)
- 9.1.4.4. Skating Skills Element: Step sequence (utilizing the full ice surface, pattern optional)
- 9.1.4.5. Synchronized Single Toeloop (1T) (side by side)
- 9.1.4.6. Synchronized Single Loop (1Lo) (side by side)
- 9.1.4.7. Synchronized Jump combination Single Salchow + Single Toeloop (1S+1T) (side by side)
- 9.1.4.8. Throw Waltz Jump

9.1.5. Pairs Level I = Pairs Badges 1-3 (recommended Singles Level I-IV)

9.1.6. Pairs Level II = Pairs Badges 1-4 (recommended Singles Level III-IV) and Footwork, difficult jumps, spins, throws and spirals



- 9.2. Level I Pairs (this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)
 - 9.2.1. Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters Level I, but not higher than Level III. Skaters may start program at any spot on the ice surface.
 - 9.2.2. No coaches or assisting skaters are allowed on the ice.
 - 9.2.3. Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of two minutes (max.).
 - 9.2.4. The program must be performed to music, instrumental OR vocal music.
 - 9.2.5. This is a Beginner Freeskate program.
 - 9.2.5.1. The skaters will perform a maximum of seven of the elements from Pairs Badges 1-3 and will receive a value and a GOE mark for each element.
 - 9.2.5.2. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Pairs Badge 1-3.
 - 9.2.5.3. Elements can be performed in any order.
 - 9.2.5.4. If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.
 - 9.2.5.5. Allowed elements (a maximum of seven of the elements listed below) must be from Pairs Badge 1-3:
 - 9.2.5.5.1. 3 Skating Skills Elements from the elements listed below:
 - 9.2.5.5.2. Forward stroking in unison (at least 8 in total), hand in hand, clockwise and counterclockwise
 - 9.2.5.5.3. Forward crossovers in unison (at least 8 in total), hand in hand, clockwise and counterclockwise in a figure eight pattern
 - 9.2.5.5.4. Backward swizzles (at least 5), hand in hand
 - 9.2.5.5.5. Forward one-foot glide left and right (length of the body), hand in hand
 - 9.2.5.5.6. One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand
 - 9.2.5.5.7. Synchronized forward pivots (side by side)
 - 9.2.5.5.8. Lunge in holding position (side by side)
 - 9.2.5.5.9. T-Stop, hand in hand, left or right
 - 9.2.5.5.10. Backward crossovers in unison (at least 8 in total), hand in hand, clockwise and counterclockwise in a figure eight pattern
 - 9.2.5.5.11. Step sequence (utilizing at least half of the ice surface, pattern optional)
 - 9.2.5.5.12. Spirals in a holding pattern (position optional)
 - 9.2.5.6. Max. one Bunny hop lift
 - 9.2.5.7. Maximum two different spins. Minimum of three revolutions. One spin must be in holding/pair position. Allowed spins:
 - 9.2.5.7.1. Synchronized two-foot spin (side by side, minimum of three revolutions)



- 9.2.5.7.2. Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)
- 9.2.5.7.3. Kilian hold pair spin (minimum three revolutions)
- 9.2.5.7.4. One foot upright spin (Usp) (minimum of three revolutions), side by side
- 9.2.5.7.5. Maximum two different jumps. Allowed jumps:
- 9.2.5.7.6. Two-foot jump in place or moving (forward only), hand in hand
- 9.2.5.7.7. Synchronized bunny hops (hand in hand)
- 9.2.5.7.8. Synchronized waltz jump (side by side)
- 9.2.5.7.9. Synchronized Single Salchow (1S) (side by side)
- 9.2.5.8. Maximum two different jumps. Allowed jumps:
- 9.2.5.8.1. Two-foot jump in place or moving (forward only), hand in hand
- 9.2.5.8.2. Synchronized bunny hops (hand in hand)
- 9.2.5.8.3. Synchronized waltz jump (side by side)
- 9.2.5.8.4. Synchronized Single Salchow (1S) (side by side)

- 9.2.6. No elements above Pairs Badge 3 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.
- 9.2.7. Deductions:
 - 9.2.7.1. per Fall per person: -0.5
 - 9.2.7.2. costume failure: -0.5
 - 9.2.7.3. music failure (wrong music length): per 5 sec. -0.5
- 9.2.8. Program Components will be judged in
 - Presentation
 - Skating Skills

Factor 1.0

- 9.3. Level II Pairs (this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)
 - 9.3.1. Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters of Level III.
 - 9.3.2. No coaches or assisting skaters are allowed on the ice.
 - 9.3.3. Skaters may start program at any spot on the ice surface.
 - 9.3.4. The program must be performed to music, instrumental OR vocal music.

 - 9.3.5. Level II Pairs Short Program
 - 9.3.5.1. Skaters may start program at any spot on the ice surface.



- 9.3.5.2. Judging and timing will begin when skaters commence moving. The program will not exceed a time limit of two minutes and fifteen seconds (max.).
- 9.3.5.3. The program must be performed to music, instrumental OR vocal music.
- 9.3.5.4. The skaters will perform the selected maximum of five elements listed below and will receive a value and a GOE mark for each element.
- 9.3.5.5. Additional elements will receive no value and will not be counted.
- 9.3.5.6. Elements can be performed in any order.
- 9.3.5.7. Level II Elements:
 - 9.3.5.7.1. One Waltz Jump Throw (1WTh)
 - 9.3.5.7.2. One Modified Death Spiral: One partner pivot, one partner in spiral position; pivot and spiral (PiF)
 - 9.3.5.7.3. One Waltz jump Lift (WLi)
 - 9.3.5.7.4. One Kilian Hold Pair Spin with at least three (3) revolutions (KHPSp)
 - 9.3.5.7.5. One Choreographic Sequence (ChSq) (covering the whole ice surface including at least 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading)

9.3.6. Level II Pairs Freeskate Program

- 9.3.6.1. Skaters may start program at any spot on the ice surface.
- 9.3.6.2. Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of three minutes (max.).
- 9.3.6.3. The program must be performed to music, instrumental OR vocal music.
- 9.3.6.4. The skaters will perform maximum eight elements and will receive a value and a GOE mark for each element.
- 9.3.6.5. Additional elements will receive no value and will not be counted.
- 9.3.6.6. Elements can be performed in any order.
- 9.3.6.7. Level II Elements:
 - 9.3.6.7.1. Maximum one Modified Death Spiral: One partner pivot, one partner in spiral position; pivot and spiral (PiF)
 - 9.3.6.7.2. Maximum one Lift.
 - 9.3.6.7.3. Maximum one Pair Spin in upright position or sit position or camel position without change of foot and change of position (PSp)
 - 9.3.6.7.4. *Maximum three jump* elements (side by side)
 - 9.3.6.7.4.1. Allowed jumps: All single and double jumps (excluding Waltz Jump and Double Axel).
 - 9.3.6.7.4.2. Each single jump can be executed two times with a maximum of three jump elements in total.



- 9.3.6.7.4.3. There can be one jump combination or sequence (with a maximum of three jumps).
- 9.3.6.7.4.4. A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (=1 jump element).
- 9.3.6.7.5. Maximum one single or double Throw Jumps:
 - 9.3.6.7.5.1. Throw single waltz jump
 - 9.3.6.7.5.2. Throw single salchow
 - 9.3.6.7.5.3. Throw Single Loop
- 9.3.6.7.6. One Step sequence (utilizing the full ice surface, pattern optional) (StSq)
- 9.3.6.8. Deductions:
 - 9.3.6.8.1. per Fall per person: -0.5
 - 9.3.6.8.2. costume failure: -0.5
 - 9.3.6.8.3. music failure (wrong music length): per 5 sec. -0.5
- 9.3.6.9. Program Components will be judged in
 - Skating Skills
 - Composition
 - Presentation
 - Factor 1.0

10. RULES: ICE DANCE

10.1.Badge Program

- 10.1.1. Waltz Badge 1
 - 10.1.1.1. Six-beat forward progressive (left and right)
 - 10.1.1.2. Six-beat forward outside swing roll (left and right)
- 10.1.2. Waltz Badge 2
 - 10.1.2.1. Consecutive six-beat forward progressives (left and right, minimum two each direction)
 - 10.1.2.2. Consecutive six-beat forward outside swing rolls (left and right, minimum two each direction)
- 10.1.3. Waltz Badge 3
 - 10.1.3.1. Dutch Waltz Music: 3/4 waltz, 138 beats per minute; two patterns or one time around the ice surface
- 10.1.4. Tango Badge 1
 - 10.1.4.1. Four-beat forward chasse (left and right)
 - 10.1.4.2. Four-beat forward slide chasse (left and right)
 - 10.1.4.3. Four-beat forward outside swing roll (left and right)
- 10.1.5. Tango Badge 2
 - 10.1.5.1. Consecutive four-beat forward chasses (left and right, minimum two each direction)



- 10.1.5.2. Consecutive four-beat forward slide chasse, four-beat outside swing roll (left and right, minimum two each direction)
- 10.1.6. Tango Badge 3
 - 10.1.6.1. Canasta Tango with Music: Two patterns or one time around the ice surface
 - 10.1.6.2. Rhythm Blues Badge 1
 - 10.1.6.3. Left forward outside progressive (four beats) to right forward outside swing roll (four beats)
 - 10.1.6.4. Left forward outside flare (two beats) to right forward inside progressive (four beats)
- 10.1.7. Rhythm Blues Badge 2
 - 10.1.7.1. Left forward inside to right forward inside swing rolls (four beats each)
 - 10.1.7.2. Left forward outside progressive (four beats, done on counts three, four, one, two), step to right forward inside cross behind (counts three, four), left forward outside cross behind (counts one, two), right forward inside (two beats each, counts three, four)
- 10.1.8. Rhythm Blues Badge 3
 - 10.1.8.1. Rhythm Blues with music (two patterns)

10.2. Music requirements

- 10.2.1. All competitors must furnish Ice Dance competition music of excellent quality on CD or in any other approved format for all dances skated. The music may be instrumental or vocal music.
- 10.2.2. Each level music must have the correct beats per minute for that level, current ISU music can be used but must be provided by the competitor.

10.3. Judging

- 10.3.1. The Technical Panel will determine the name of the Pattern Dance and confirm the Sequence/Section that requirements for the Base Level are fulfilled.
- 10.3.2. The Judges evaluate the Pattern Dance with the GOE.
- 10.3.3. The following Program Components will be judged:
 - Composition
 - Presentation
 - Skating Skills
- 10.3.4. The factor of the Components is 1.0.
- 10.3.5. The Total Score for each dance will be multiplied by a factor of 0.5.

10.4. Level I

- 10.4.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics



athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.

10.4.2. General requirements for first and second pattern dance:

- 10.4.2.1. All Pattern Dances will be skated to music.
- 10.4.2.2. The dance will commence at the end of the rink designated by the referee.
- 10.4.2.3. The introduction may include a maximum number of seven steps.

10.4.3. Dance Rotation (Preliminary)

- 10.4.3.1. All levels of Ice Dance rotate the pattern dances depending on Winter World Games and qualifying years. See the block within the Level for updated Dances.

Year	First Pattern Dance	Second Pattern Dance
2026	Canasta Tango	Rhythm Blues
2027	Canasta Tango	Dutch Waltz
2028	Rhythm Blues (World Games Qualification Year)	Cha Cha (World Games Qualification Year)
2029	Dutch Waltz (World Games)	Cha Cha (World Games)

- 10.4.3.1.1. Dutch Waltz – 3/4 Waltz – 138 beats per minute; two patterns or one time around the ice surface (See Diagram #1).
- 10.4.3.1.2. Rhythm Blues – 4/4 Blues – 88 beats per minute; two patterns or one time around the ice surface (See Diagram #2).
- 10.4.3.1.3. Canasta Tango – 4/4 Tango – 104 beats per minute; two patterns or one time around the ice surface (See Diagram #3).
- 10.4.3.1.4. Cha Cha – 104 beats per minute; two patterns or one time around the ice surface (See Diagram #4).



DIAGRAM #2 – RHYTHM BLUES

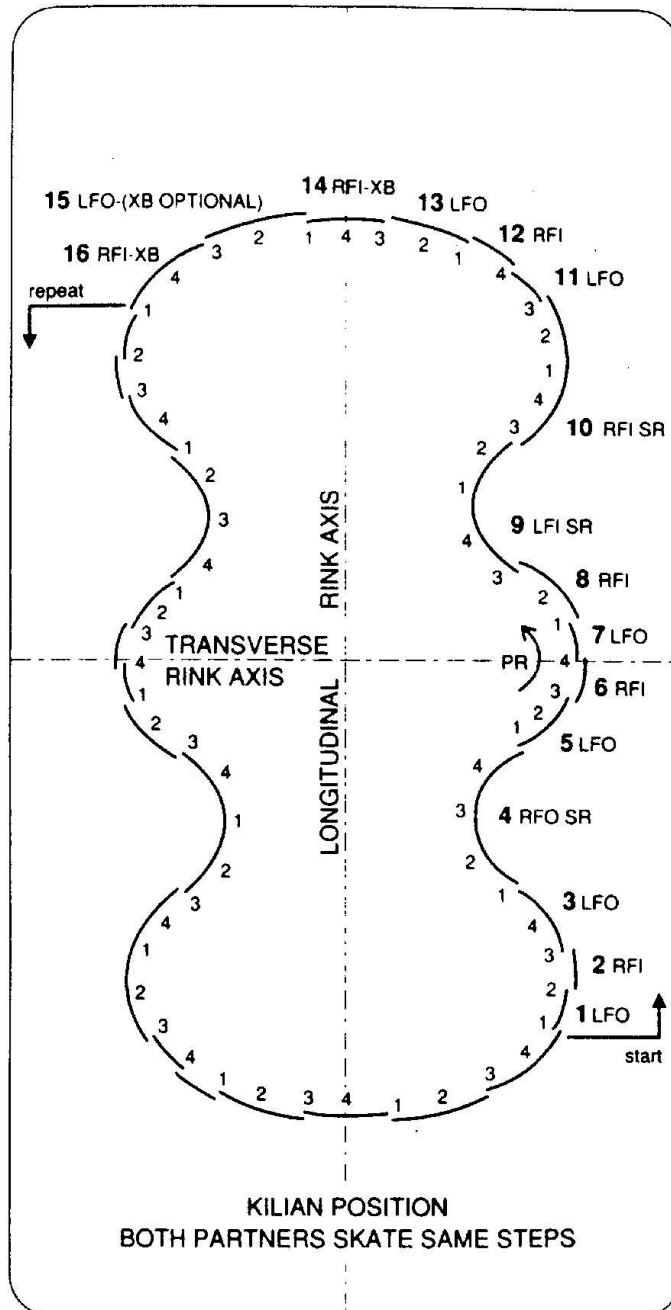




DIAGRAM #3 – CANASTA TANGO

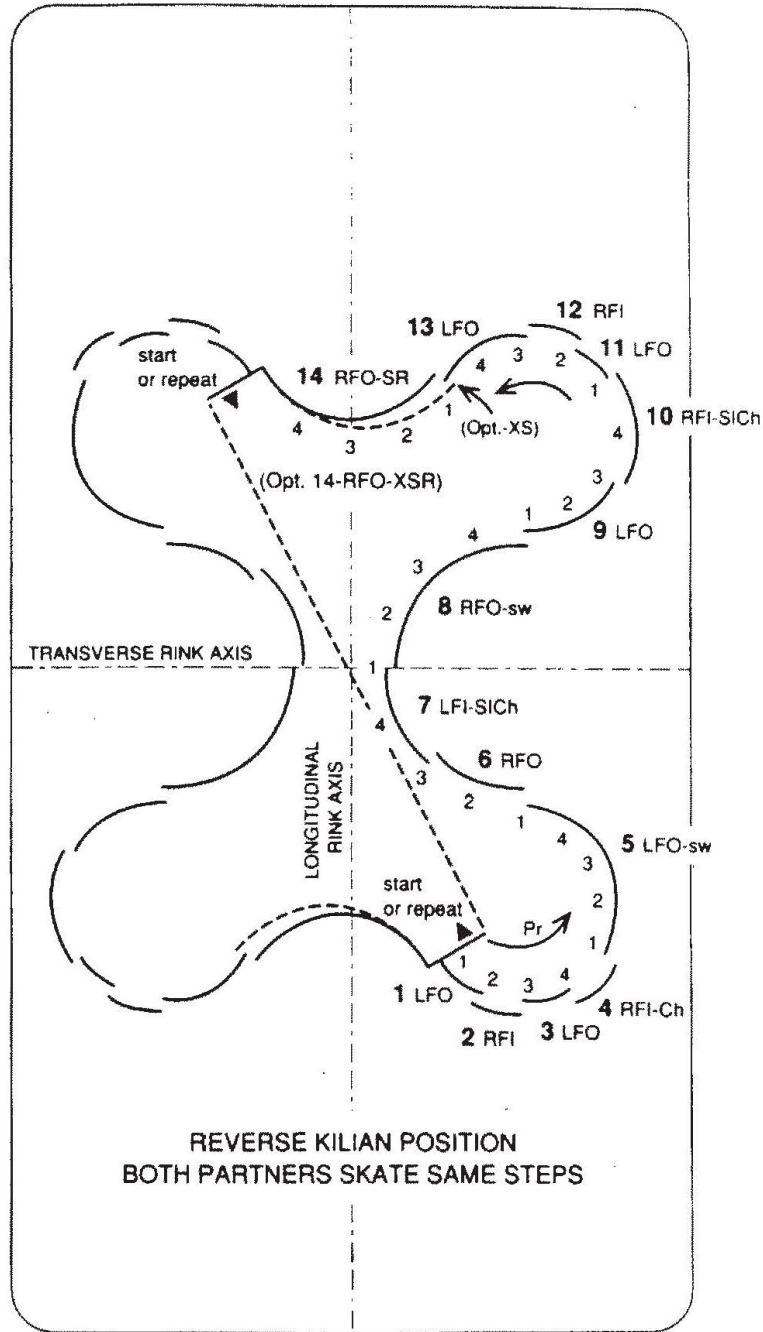
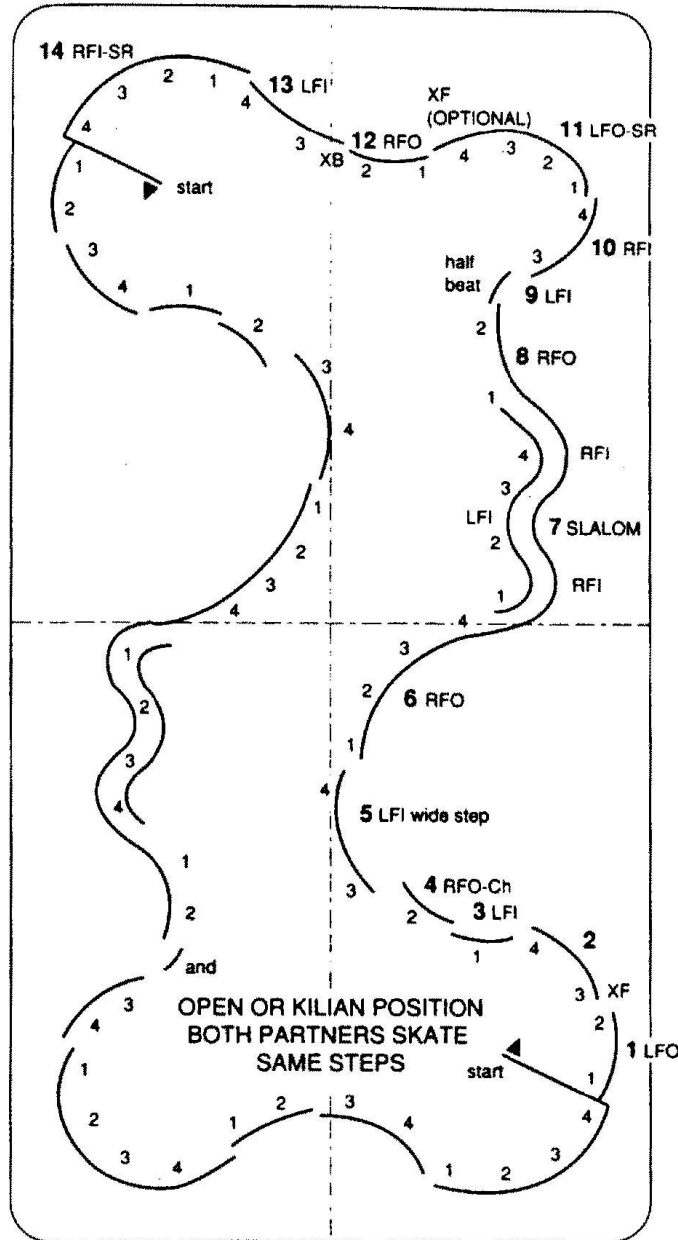




DIAGRAM #4 – CHA CHA





10.5.Level II

10.5.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.

10.5.2. General requirements for first and second pattern dance:

10.5.2.1. All Pattern Dances will be skated to music.

10.5.2.2. The dance will commence at the end of the rink designated by the referee

10.5.2.3. The introduction may include a maximum number of seven steps.

10.5.3. Dance Rotation (Pre-Bronze)

10.5.3.1. Skater will be required to perform the Swing Dance, Fiesta Tango, Ten Fox or Willow Waltz in accordance with the following rotation schedule.

Year	First Pattern Dance	Second Pattern Dance
2026	Fiesta Tango	Willow Waltz
2027	Ten Fox	Swing Dance
2028	Willow Waltz (World Games Quaifying Year)	Ten Fox (World Games Qualifying Year)
2029	Willow Waltz (World Games)	Ten Fox (World Games)

10.5.3.1.1. Swing Dance – 2/4 Schottische – 96 beats per minute; two patterns or two times around the ice surface (See Diagram #5).

10.5.3.1.2. Fiesta Tango – 4/4 Tango – 108 beats per minute; two patterns or one time around the ice surface (See Diagram #6).

10.5.3.1.3. Ten Fox – 4/4 Foxtrot – 100 beats per minute; two patterns or one time around the ice surface (See Diagram #7).

10.5.3.1.4. Willow Waltz – 3/4 Waltz – 138 beats per minute; two patterns or one time around the ice surface (See Diagram #8).



DIAGRAM #5 – SWING DANCE

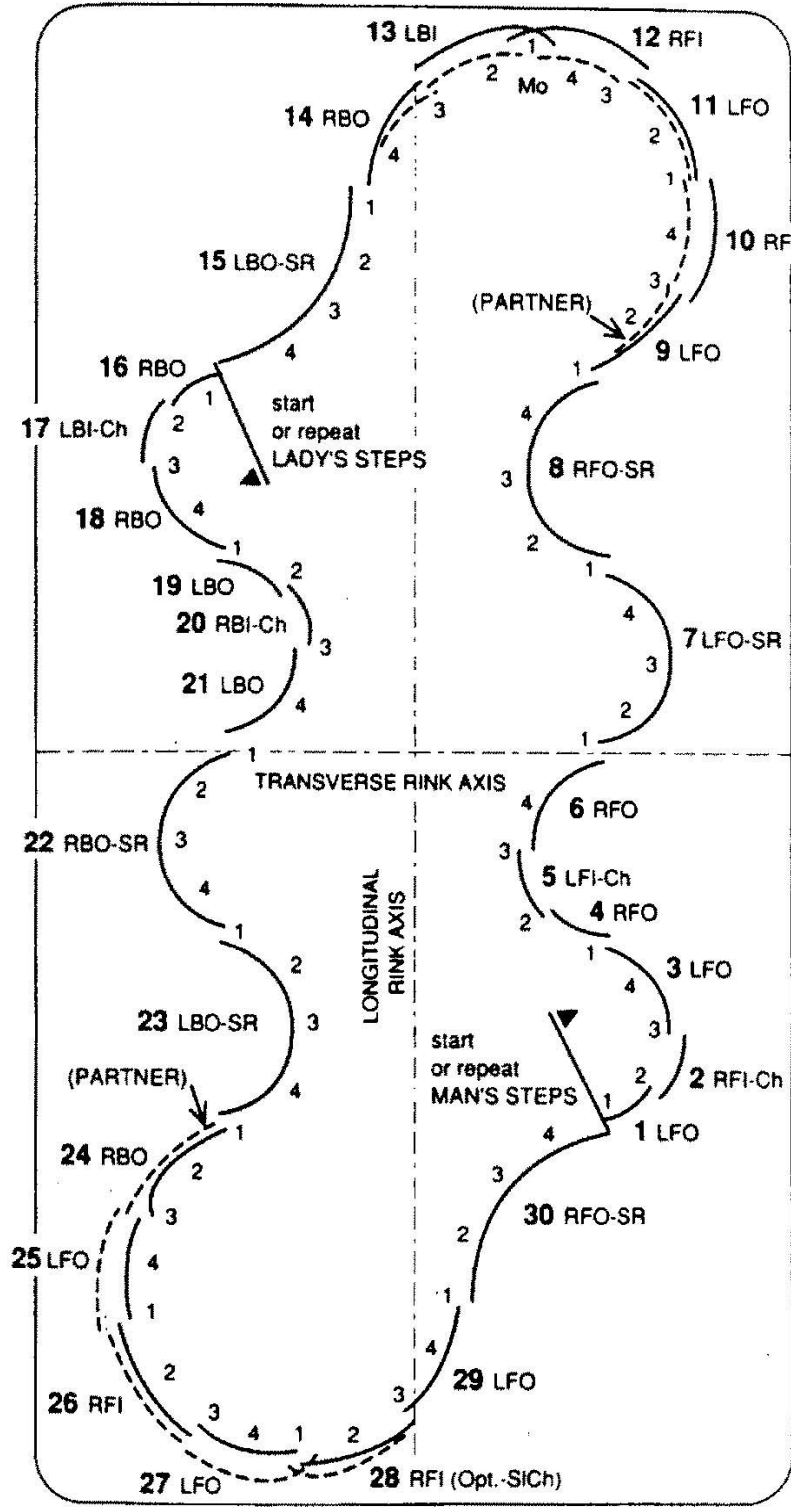




DIAGRAM #6 – FIESTA TANGO

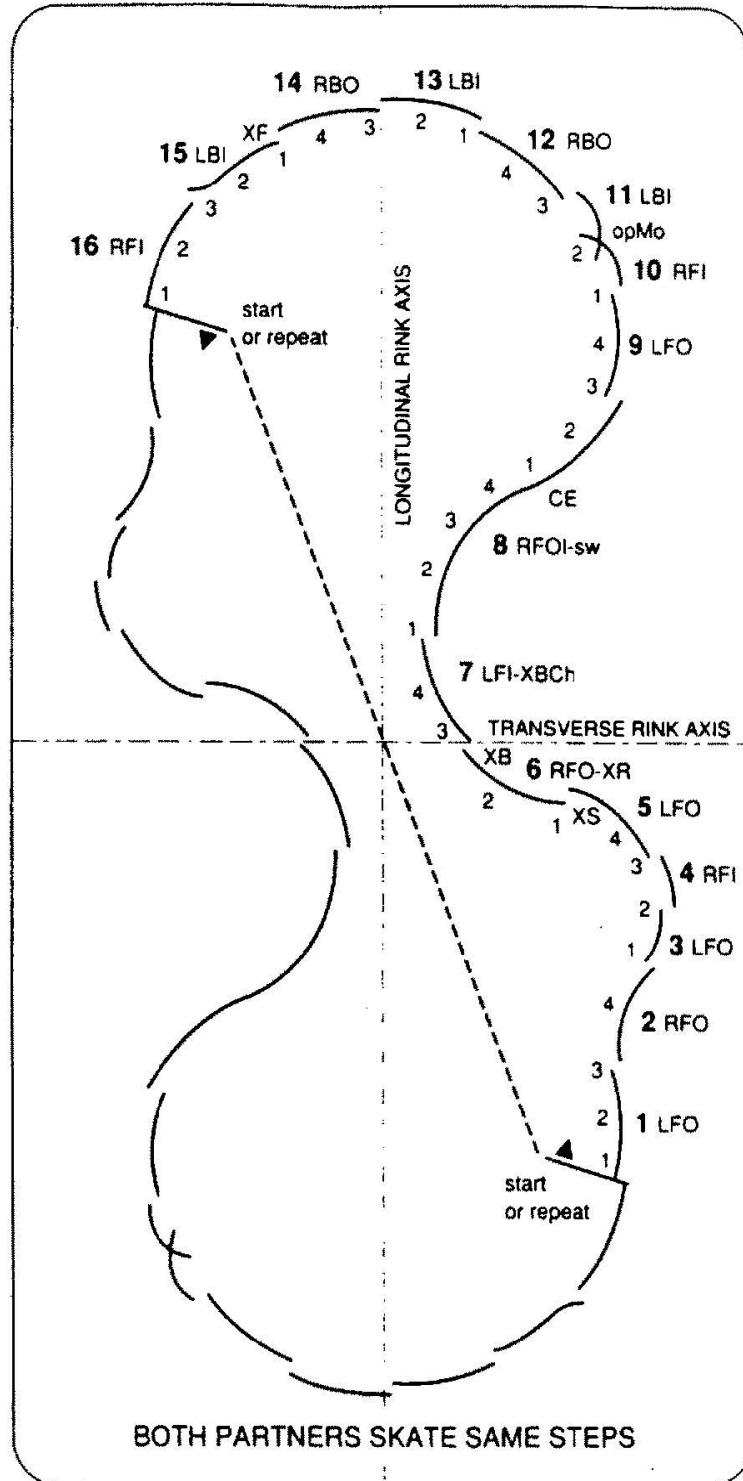




DIAGRAM #7 – TEN-FOX

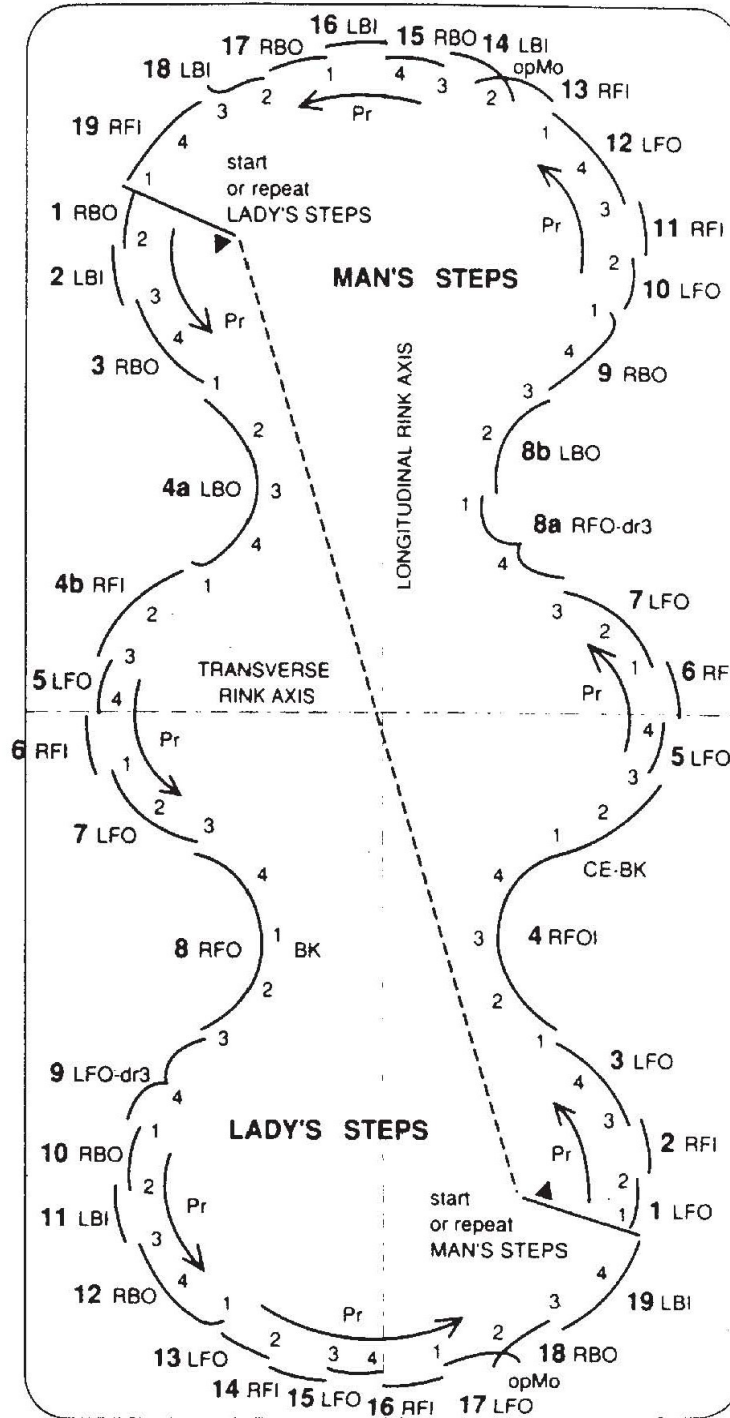
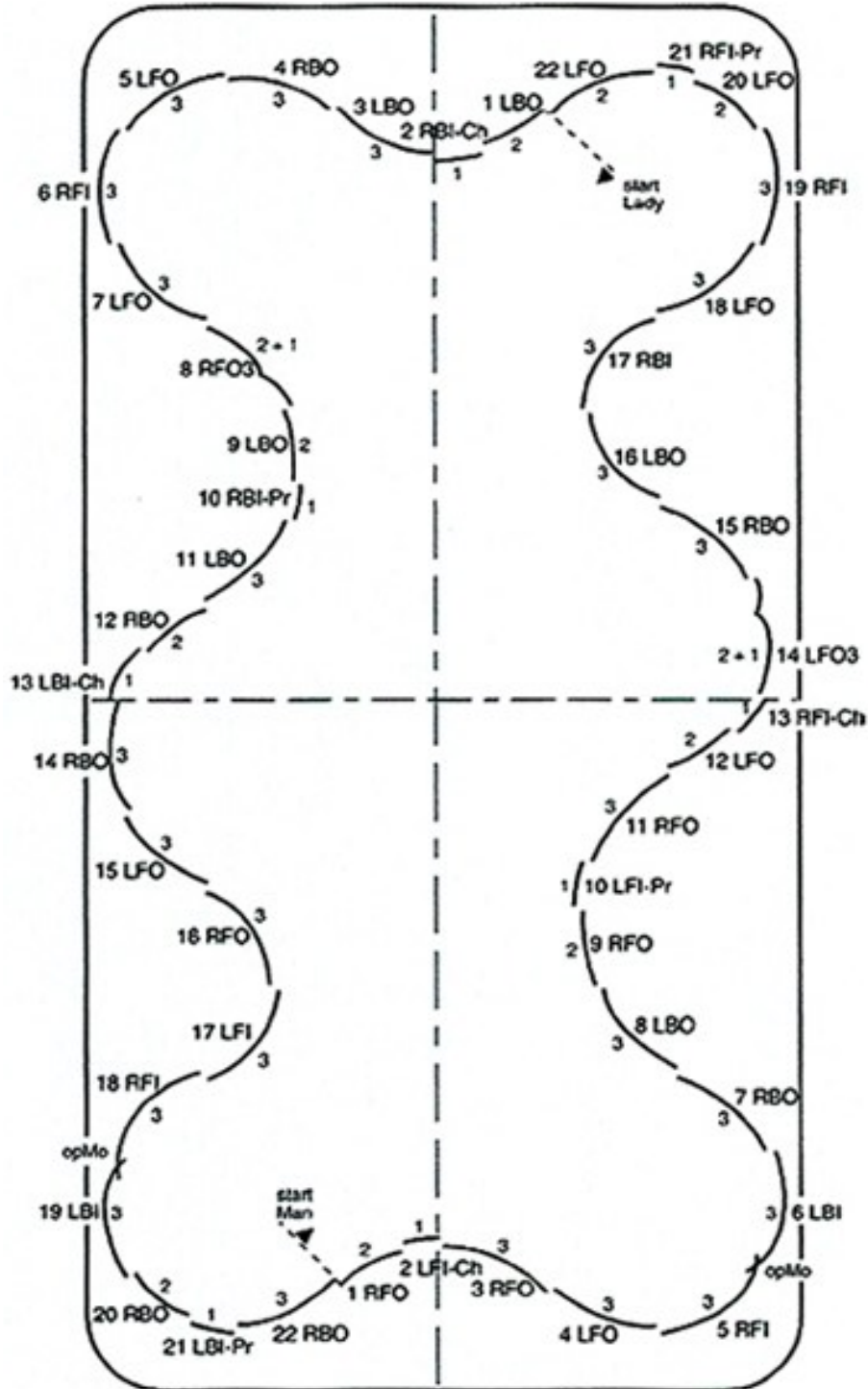




DIAGRAM #8 – WILLOW WALTZ





10.6.Level III

- 10.6.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 10.6.2. General requirements for first and second pattern dance:
 - 10.6.2.1. All Pattern Dances will be skated to music.
 - 10.6.2.2. The dance will commence at the end of the rink designated by the referee
 - 10.6.2.3. The introduction may include a maximum number of seven steps.
- 10.6.3. Dance Rotation (Bronze)
 - 10.6.3.1. Skaters will be required to perform the Foxtrot, Fourteenstep, Harris Tango, Rocker Foxtrot in accordance with the following rotation schedule.

Year	First Pattern Dance	Final Round—Second Pattern Dance
2022	Rocker Foxtrot	Fourteenstep
2023	Harris Tango	Rocker Foxtrot
2024	Foxtrot (World Games Qualifying Year)	Harris Tango (World Games Qualifying Year)
2025	Foxtrot (World Games)	Harris Tango (World Games)

- 10.6.3.1.1. Rocker Foxtrot – (See Diagram #9)
- 10.6.3.1.2. Fourteen Step – March 4/4, 2/4 or 6/8; 112 beats per minute, two patterns or one time around the ice surface (See Diagram #10).
- 10.6.3.1.3. Harris Tango – Tango 4/4: 27 measures of 4 beats per minute, 108 beats per minute, two patterns or one time around the ice surface (See Diagram #11)
- 10.6.3.1.4. Foxtrot – Foxtrot 4/4: 26 measures of 4 beats per minute, 104 beats per minute, two patterns or one time around the ice surface (See Diagram #12)



DIAGRAM #9 ROCKER FOXTROT

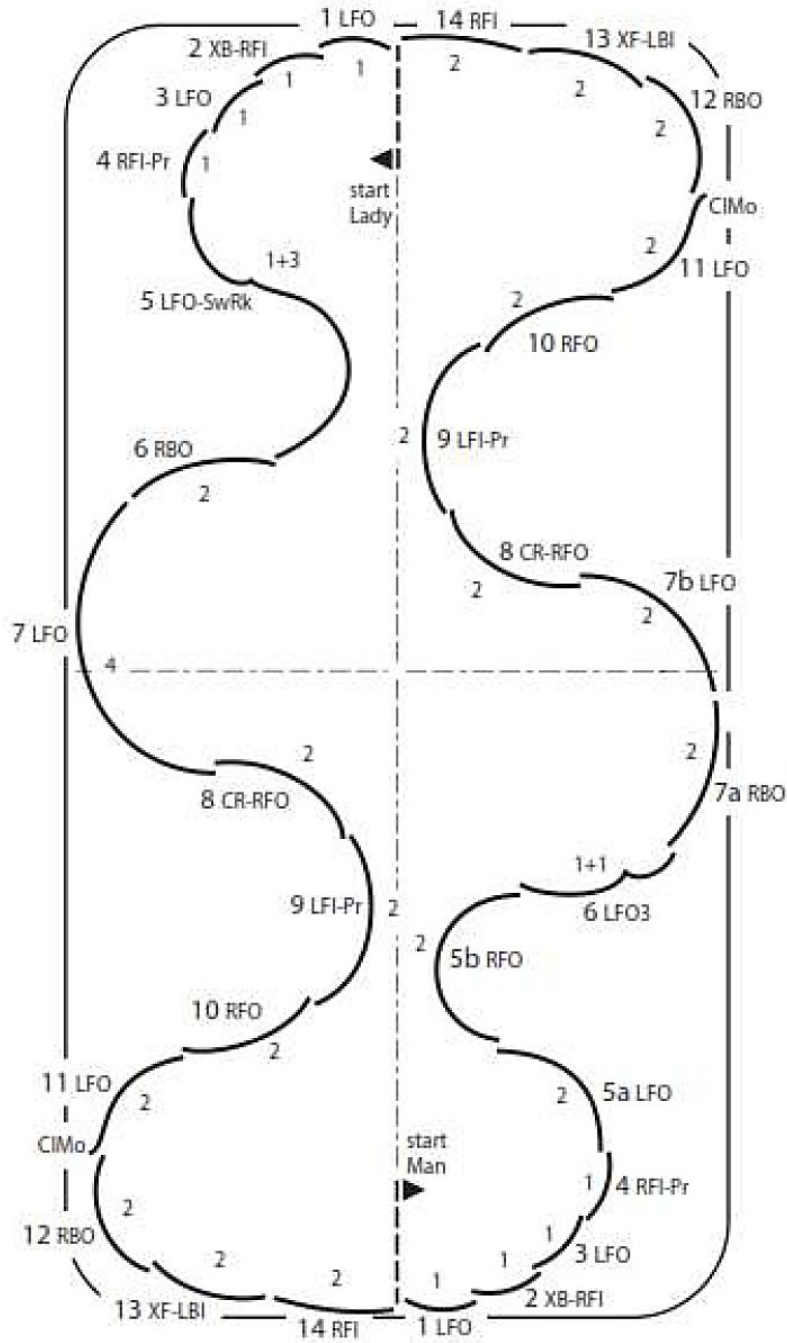




DIAGRAM #10 – FOURTEEN STEP

FOURTEEN STEP

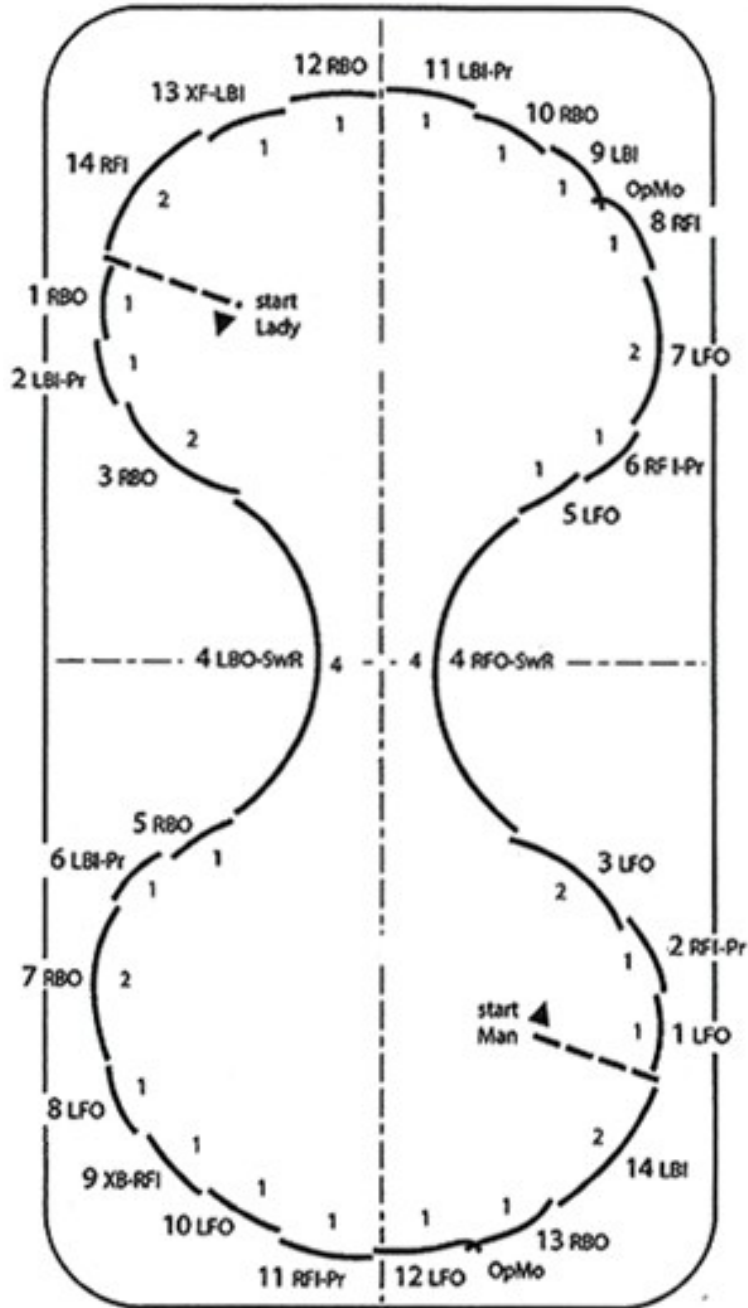




DIAGRAM #11 – HARRIS TANGO

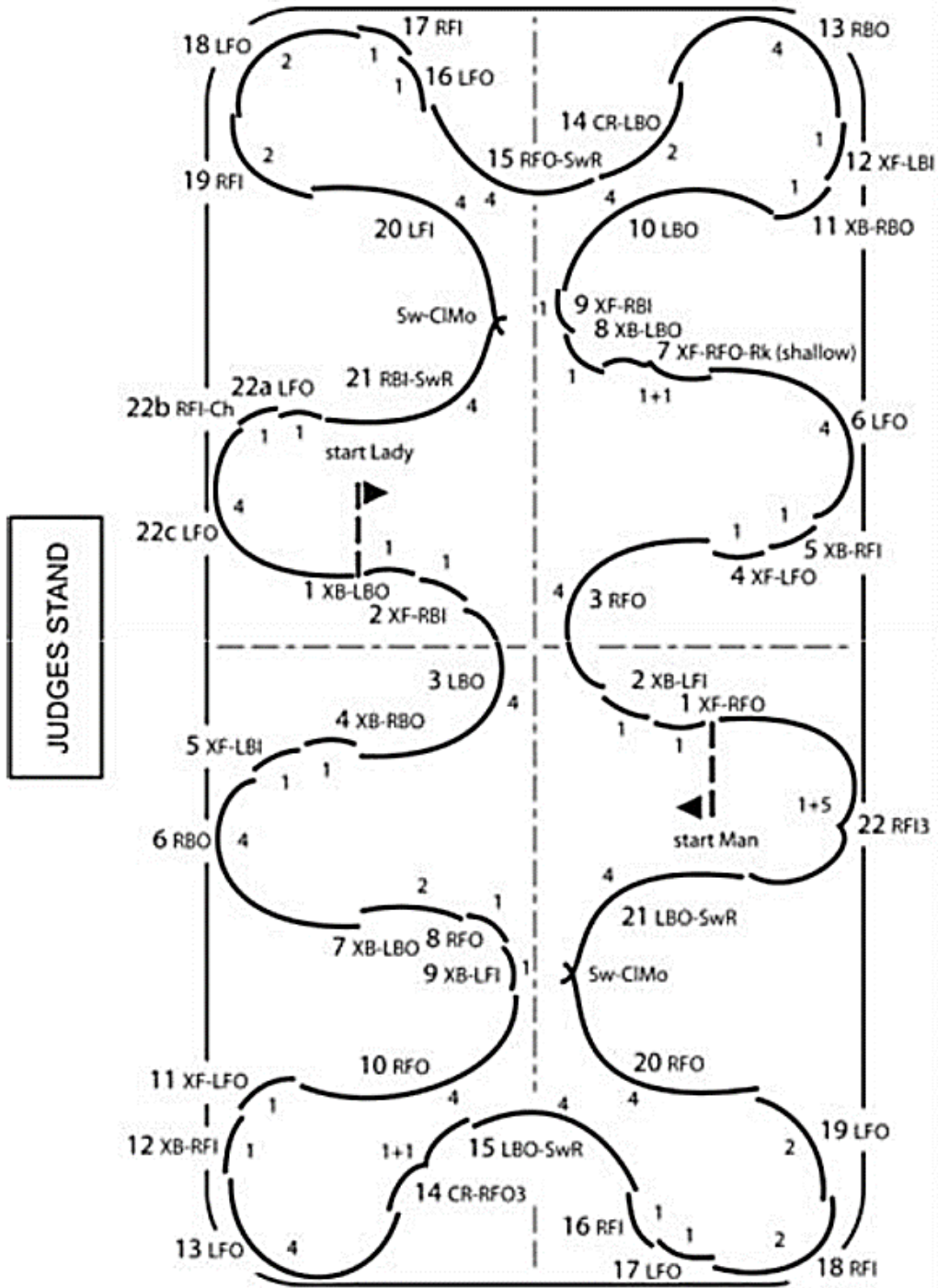
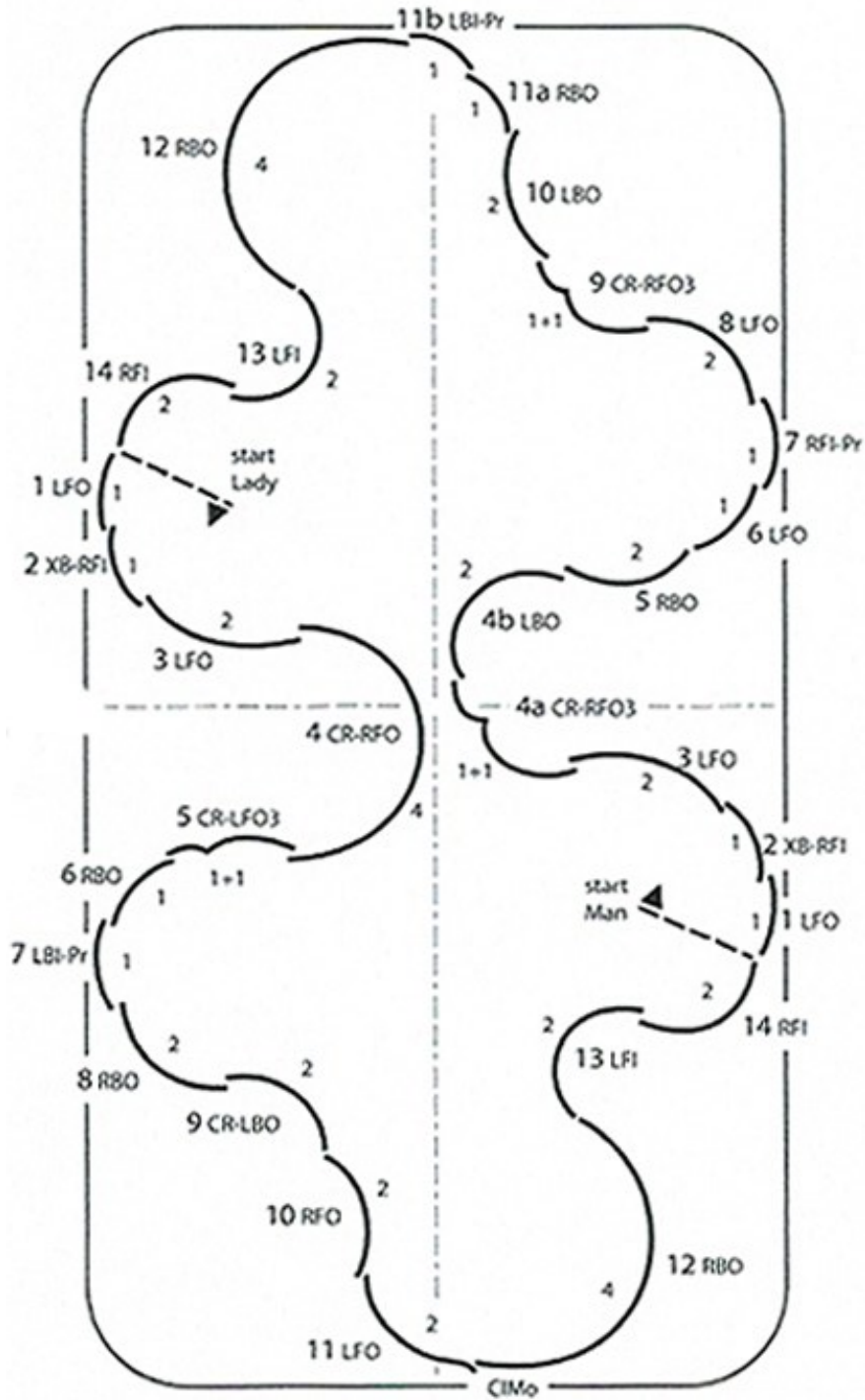




DIAGRAM #12 – FOXTROT





11. SHOWCASE - ARTISTIC

- 11.1. Skaters participating in showcase events and competitions display their creative skills in the depiction of a character or musical theme exhibited through their routine. Technical skating skill and difficulty will not be rewarded as such. However, skating must be the major element of the performance and be of sufficient quality to support the character or theme chosen.
- 11.2. Costumers shall emphasize the character and theme of the Program, but must be suitable for athletic competition, safe and appropriate for skating competitions.
- 11.3. For more information on Showcase events (levels, badges, etc.), please refer to [USFSA](https://www.usfsa.org).
- 11.4. Discipline 1: Artistic Appeal with Innovation and Creativity
 - 11.4.1. A performance is truly entertaining when it is in the eyes, ears, and hearts of the audience. It is measure of how audience members remember the program, how they felt during the performance, their level of involvement during the program, what they take away from it, and how long after they will recall it.
 - 11.4.2. The meaning and feeling should be unique and person.
- 11.5. Discipline 2: Performance & Projection
 - 11.5.1. The physical, emotional, and artistic involvement of a skater, using their ability to create a universe.
 - 11.5.2. This performance has continuous development of the theme and universe from beginning to end, while displaying their musicality skills.
 - 11.5.3. It is a measure of how skaters use the ice, music, and the space around them to project feeling and musical awareness into the subconscious of the audience.
- 11.6. Discipline 3: Skating Skills Showcase
 - 11.6.1. Skating is the way an athlete uses their skating and physical ability to convey their act on the ice surface. It must show a quality to support the selected theatrical performance, and show abilities in the skating vernacular, such as balance, glide, acceleration, ice coverage, one-foot skating, etc.
 - 11.6.2. Technical elements often found in singles should not be directly rewarded, except where they are directly integrated into the performance and advance the story/theme/concept.

12. UNIFIED SYNCHRONIZED SKATING

- 12.1. Level I
 - 12.1.1. Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.
 - 12.1.2. Skaters may start program at any spot on the ice surface.
 - 12.1.3. Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of three minutes and thirty seconds, plus or minus ten seconds.
 - 12.1.4. The program must be performed to music, instrumental OR vocal music.
 - 12.1.5. The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level.
 - 12.1.6. Elements can be performed in any order.
 - 12.1.7. Level 1 Elements:
 - 12.1.7.1. Line (only forward)
 - 12.1.7.2. Circle (only forward; clockwise and counterclockwise)



- 12.1.7.3. Bloc (only forward)
- 12.1.7.4. Wheel (only forward)
- 12.1.7.5. Intersection (only forward)

12.1.8. The hand holding is optional.

12.1.9. Allowed skills to be used as transitional movements:

- 12.1.9.1. Forward skating
- 12.1.9.2. Swizzles forward
- 12.1.9.3. Half-swizzles forward
- 12.1.9.4. Forward one-foot-glide
- 12.1.9.5. Swizzles backward (maximum of 2 consecutive swizzles)

12.1.10. A mandatory 1.0 point deduction will be made for each added skill not from the list above.

12.1.11. Program Components will be judged in

- Presentation
Factor 1.0

12.2. Level II

12.2.1. Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.

12.2.2. Skaters may start program at any spot on the ice surface.

12.2.3. Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of three minutes and thirty seconds, plus or minus ten seconds.

12.2.4. The program must be performed to music, instrumental OR vocal music.

12.2.5. The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level.

12.2.6. Elements can be performed in any order.

12.2.7. Level II Elements:

- 12.2.7.1. Line (can be diagonal)
- 12.2.7.2. Circle (forward or backward; must have a change of direction)
- 12.2.7.3. Bloc (can include a change of axis)
- 12.2.7.4. Wheel (can include backward skating)
- 12.2.7.5. Intersection (direction optional)

12.2.8. The hand holding is optional.

12.2.9. Allowed skills to be used as transitional movements:

- 12.2.9.1. Forward and backward skating
- 12.2.9.2. Swizzles forward and backward
- 12.2.9.3. Half-swizzles forward
- 12.2.9.4. Forward and backward one-foot-glide
- 12.2.9.5. Three-turns
- 12.2.9.6. Mohawks (C Steps)

12.2.10. A mandatory 1.0 point deduction will be made for each added skill not from the list above.



12.2.11. Program Components will be judged in

- Presentation
 - Skating Skills
- Factor 1.0

13. UNIFIED SPORTS® EVENTS

- 13.1. The athlete to Unified partner ratio must be 1 athlete to 1 Unified partner in Unified Pairs Skating.
- 13.2. The athlete to Unified partner ratio must be 1 athlete to 1 Unified partner in Ice Dancing.
- 13.3. It is preferred that athletes and Unified partners are of similar age and ability. For more information on similar age and ability please see Sport Rules Article 1 Section 14.1.2.
- 13.4. A coach may not also participate as a Unified Sports® Partner.

14. SCORING (APPLICABLE FOR TECHNICAL PANEL, REFEREES AND JUDGES ONLY)

14.1. Basic principles

14.1.1. The results must be calculated electronically at World Winter Games.

14.1.2. The organizing GOC, is responsible for the accuracy of the results including the computer software program and shall provide experienced, competent operators who shall be responsible for the entry of data into the computer and the generating of official results.

14.1.3. Online marking and display system

14.1.3.1. Officials screen:

Each Judge and the Referee operate independently, and the decisions of the Technical Controller and Technical Specialists are recorded by the Data Operator, using a touch screen or similar system which could be equipped with a built-in video replay system. The input by each individual Judge, the Referee and the Technical Panel are transferred into a calculation computer, including, if possible, a complete back-up system.

14.1.3.2. Electronic marks display/scoreboard:

In World Games an electronic marks' display system must be used. The results display information (scoreboard) must show place in previous Segment (Short Program/Short Dance), current place in this Segment and overall current place.

14.1.4. Offline marking

14.1.4.1. When online marking is not available, the Officials shall operate as follows:

14.1.4.2. With not more than five (5) Judges and no Technical Panel (Technical Controller, Technical Specialist):

14.1.4.2.1. The panel of Judges shall be split in the "Technical Judge(s)" (maximum two (2) Judges) and the "Performance Judges" (if possible not more than three (3) Judges).

14.1.4.2.2. The "Technical Judge(s)" shall record all Elements and award the GOE for each Element, the



"Performance Judges" shall award the Program Components only. The "Performance Judges" shall operate independently, while the "Technical Judges" may confer to agree on decision about the identified elements.

14.1.4.2.3. One of the "Technical Judges" shall act as Referee. The Technical Judge shall alone decide upon the

deductions under the obligations of Referees and Technical Panels.

14.1.4.3. With a Technical Panel (Technical Controller, Technical Specialist and, if possible, Assistant Technical Specialist) or with more than five (5) Judges:

14.1.4.3.1. With more than five (5) Judges but no Technical Panel, paragraph 12.1.4.1.1. above shall apply.

14.1.4.3.2. A communication chain needs to be established (headsets etc.) between the "Performance Judges"/Judges and the "Technical Judge(s)"/Technical Panel. With the communication chain it is guaranteed that the "Performance Judges"/Judges operating in the panel are aware of the identified and called Elements.

14.1.4.3.3. The "Technical Judge(s)"/Technical Panel shall record all Elements and apply the deductions under the obligation of Technical Panels. The Judges shall award the GOE for each Element as well as the Program Components.

14.1.4.3.4. One of the "Technical Judges"/Judges shall act as Referee unless a separate Referee has been assigned to the event. The Technical Judges or the Referee alone shall apply the deduction under the obligations of Referees.

14.1.4.4. The "Officials' Marking Sheets" need to be collected after each performance. The data is either transferred into a computer to calculate results or the calculation is done manually. The calculation of results shall be done according to Rule 12.2.

14.2. Determination and publication of results

14.2.1. Basic Principles of Calculation

14.2.1.1. Every Section of a Pattern Dance, every Element (i.e. Required Element of the Short Program/Short Dance/Free Dance or Element of the Free Skating Program) has a certain Base Value indicated in the Scale of Value (SOV) chart published.

14.2.1.2. Each Judge identifies for each Section/Element one of the grades of execution. Each grade has its own positive numerical value also indicated in the SOV chart.



- 14.2.1.3. The panel's Grade of Execution (GOE) is determined by calculating the trimmed mean of the numerical values of the Grades of Execution awarded by Judges.
- 14.2.1.4. The trimmed mean is calculated by deleting the highest and the lowest values and calculating the average of the remaining values. In the case when there are fewer than five (5) Judges, the highest and lowest values are not deleted from the calculation.
- 14.2.1.5. This average will become the final Grade of Execution of an individual Section/Element. The panel's GOE is rounded to two decimal places.
- 14.2.1.6. The panel's score for each Section/Element is determined by adding the trimmed mean GOE of this Section/Element to its Base Value.
- 14.2.1.7. The panel's scores for all the Sections/Elements are added giving thus the Total Elements Score.
- 14.2.1.8. In Single & Pair Skating:
 - 14.2.1.8.1. Jump combinations are evaluated as one unit by adding the Base Values of the jumps included and applying the GOE with the numerical value of the most difficult jump.
 - 14.2.1.8.2. Jump sequences are evaluated as one unit by adding the Base Values of the two highest value jumps, multiplying the result by 0.8 and after that applying the GOE with the numerical value of the most difficult jump. The factored Base Value of the jump sequence will be rounded to two decimal places.
 - 14.2.1.8.3. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an Element will be taken into account.
- 14.2.1.9. Each Judge also marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
- 14.2.1.10. The panel's points for each Program Component are obtained by calculating the trimmed mean of the Judges results for that Program Component. The trimmed mean is calculated in the manner described above in sub-paragraph 10.2.1.4.
- 14.2.1.11. The trimmed mean of each Program Component is rounded to two decimal places.
- 14.2.1.12. The panel's points for each Program Component are then multiplied by a factor as follows:
 - 14.2.1.12.1. Men: Short Program: 1.0 Free Skating: 1.0
 - 14.2.1.12.2. Women: Short Program: 1.0 Free Skating: 1.0
 - 14.2.1.12.3. Pairs: Free Skating: 1.0
 - 14.2.1.12.4. Ice Dance: Pattern Dance: 1.0



- 14.2.1.13. The factored results are rounded to two decimal places and added. The sum is the Program Component Score.
- 14.2.1.14. Deductions are applied for certain violations specified in the Regulations as follows:

Violation:	Points:
Program time	-0.5 up to every 5 seconds lacking or in excess
Illegal Element/Movement	-1.0 per violation
Costume and prop	-0.5 per program
Part of the costume/decoration falls on the ice	-0.5 per program
Fall	<ul style="list-style-type: none"> • Single Skating: -0.5 per fall • Pair Skating and Ice Dance: -0.5 per fall by one partner, -1.0 per fall by both partners • Synchronized Skating: -1.0 for every Fall of one Skater -2.0 for every Fall of more than one Skater at one time.

14.2.2. Determination of results in each Segment of the Competition

- 14.2.2.1. The Total Segment Score for each Skater/Pair/Couple in each Segment of a competition (Short Program/Short Dance, Free Skating/Free Dance or Pattern Dance(s)) is calculated by adding the Total Elements Score and the Program Component Scores, subtracting any deductions for violations described in subparagraph 10.2.1.15.
- 14.2.2.2. In Ice Dance, for events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5.
- 14.2.2.3. The Skater/Pair/Couple with the highest Total Segment Score is placed first, the Skater/Pair/Couple with the next highest Total Segment Score is placed second and so on.
- 14.2.2.4. If two or more Skaters/Pairs/Couples have the same result, the Total Elements Score will break the tie in the Short Program/Short Dance and the Pattern Dance(s). The Program Components Score will break the tie in the Free Skating/Free Dance. If these results are also equal, the Skaters/Pairs/Couples concerned will be considered as tied.
- 14.2.2.5. For any Segment where a Segment factor is applied, the factored Segment Scores are rounded to two (2) decimal places.



14.2.3. Determination of the final result

- 14.2.3.1. The Total Segment Score of the Short Program/Short Dance or Pattern Dance(s) and Free Skating/Free Dance are added and the result constitutes the Final Score of a Skater/Pair/Couple in a competition. The Skater/Pair/Couple with the highest Final Score is first etc.
- 14.2.3.2. In cases of ties after the Final Score the Skater/Pair/Couple with the highest score for the last skated Segment is placed first etc. If there is a tie in the highest score, the better placement will decide the better place. In Ice Dance, if two Pattern Dances are to be skated, both dances are even in value. There are no tie-breaking criteria.
- 14.2.3.3. If there is a tie for this Segment, the placement of the previously skated Segment will count for the better place etc. If there is no previous Segment, Skaters/Pairs/Couples are tied.

14.2.4. Publication of results

- 14.2.4.1. In the publication of the overall results of an event, the eliminated Competitors (Competitors who did not qualify for the next Segment either due to the insufficient scores or due to withdrawal) shall be listed following the Competitors who have successfully finished the competition and such eliminated Competitors will be listed in order of their placement after their last completed Segment.
- 14.2.4.2. Disqualified Competitors will lose their placements and be officially noted in the intermediate and final results as disqualified (DSQ). Competitors having finished the competition and who initially placed lower than the disqualified Competitor(s) will move up accordingly in their placement(s).
- 14.2.4.3. Following each Segment, the Total Elements Score, the panel's points obtained in each Program Component, the Program Component Score, the deductions and the Total Segment Score of every Skater/Pair/Couple must be published.
- 14.2.4.4. Following each Segment a printout indicating the Base Values of all the Elements and the GOEs and points for the Program Components from every Judge will be issued. For all figure skating competition the Judges names and their respective scores will be published.
- 14.2.4.5. The final result must be published as soon as possible after the conclusion of the event. This must include for each Skater/Pair/Couple:
 - the final place;
 - separately, the placing in each Segment of a competition.
- 14.2.4.6. On conclusion of the event the total points (Final Score) of each Skater/Pair/Couple must be published.



15. APPOINTMENT OF OFFICIALS

15.1. Panels of Judges for the World Winter Games

- 15.1.1. Each National Special Olympics Organization that has participating figure skaters in the respective World Winter Games may recommend to serve not more than two of its own Judges for Single & Pair Skating plus one Judge for Ice Dance. Such recommendations must be submitted to Special Olympics International not later than April 1st in the year preceding the World Winter Games.
- 15.1.2. Each nomination has to be signed by the respective national figure skating federation, certifying that the nominated official has at least the qualification “national” in the discipline nominated.
- 15.1.3. The national Special Olympics Organization has to certify that the nominated official has already served as official at national or international Special Olympics figure skating competitions of the discipline concerned.
- 15.1.4. The Technical Delegate for Figure Skating together with Special Olympics International will then select the Judges for the competition, regional aspects have to be considered and no nationality can have the majority on the judges or technical panel.
- 15.1.5. If not enough judges have been nominated, the Technical Delegate together with Special Olympics International can invite additional judges to complete the necessary panels of judges.
- 15.1.6. The Technical Delegate for Figure Skating together with Special Olympics International invites the necessary Referees, Technical Controllers, Technical Specialists and Data & Replay Operators.
- 15.1.7. The selected Referees, Judges, Technical Controllers, Technical Specialists, Data & Replay Operators must be contacted by the Organizing Committee not less than 90 days before the start of the Games.
- 15.1.8. The minimum age for Figure Skating Officials is 18 years and the maximum age is 75 years.