



MARCH 6th & 7th, 2027

ENTRY DEADLINE: February 7th, 2027

AT THE



11048 Ice Skate Place San Diego, Ca 92126

Event Coordinator

Justin Ross
Justin@sdice.com

CALIFORNIA STATE GAMES CHAMPIONSHIPS

You are cordially invited to attend the California State Games Championships to be held at the San Diego Ice Arena on **March 6th and 7th, 2027**. The arena's surface is 85' x 200'

REGISTER ONLINE at www.calstategames.org

Deadline of **February 7th, 2027**

Please make payment to:

CALIFORNIA STATE GAMES

Send forms to:

San Diego Ice Arena
11048 Ice Skate Place
San Diego, CA 92126
Attn: Justin Ross

All corrections/judge's schedule needs to be emailed to Justin Ross February 14th, 2027
Justin@sdice.com

RULES AND INFORMATION

COMPETITION:

The competition will be conducted in accordance with the guidelines contained in the **2026 edition of the ISI Handbook**. Events are offered for all ages – Tots through Adults

JUDGING:

All coaches must be Professional ISI members and judge in accordance with the District 15 guidelines. All rinks represented in the competition are required to supply judges. A judging request sheet will be sent out to all arenas approximately 3 weeks prior to the event. ***Only coaches who are Bronze certified judges*** or above & have signed up for judging ***will be allowed entrance to the competitors area.***

AWARDS:

Medals will be awarded to 1st, 2nd and 3rd place skaters **Ribbons** awarded to 4th, 5th, and 6th place skaters. Awards will be presented upon the posting of each individual event.

SCHEDULE OF EVENTS:

The schedule of events will be sent to each participating rink approximately **3 weeks prior** to the competition And will be posted on the website: www.calstategames.org under Winter Sports – Figure Skating

MUSIC AND REGISTRATION:

All skaters are to check in at least **45 minutes** prior to their scheduled event time at the registration desk. Music must be sent to Justin@sdice.com by February 17th. **Music File must be MP3s labeled with skater's name and event.**

Example: Justin_Ross_Delta_Technical.

Please make certain to bring a phone with the music as a backup!

EVENTS

Are offered to all ages - Tots through Adults

- | | |
|---|--|
| -Tots 1 - 4 | -Spotlight (Family) |
| -Pre-Alpha | -Spotlight (Couples) |
| -Alpha thru Delta | -Stroking (Pre/Alpha - Delta) |
| -Freestyle 1-10 | -Footwork (Fs. #1 and above) |
| -Solo Compulsories | -Interpretive (all levels) |
| -Shoot the Duck | -Artistic (Fs. #1 and above) |
| -Dance (Solo) | -Production # |
| -Spotlight (Light Ent., Dramatic, & Character | -Synchronized (Skating/Formation) |
| | -Open Fs/Artistic (Bronze, Silver, Gold, & Platinum) |

TOTS

Must be 6 years of age or younger as of **March 6th, 2027**

Additional maneuvers are not to be included and therefore will not be judged or penalized.

PRE-ALPHA - DELTA

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

STROKING

Open to Alpha through Delta levels. **Crossovers are required and will be judged.**

SHOOT THE DUCK

Each skater will perform a Shoot the Duck. Timing will begin when the skater's hips are below the knee level. Hands may be placed on the knee or free leg. The skater may come up on two feet. Timing stops if free leg touches the ice A 20 second penalty will be given for a fall.

DANCE

One Dance will be selected in each event. The selected dance will be listed when the schedules are sent out to the participating arenas.

SPOTLIGHT

All skaters may not exceed 30 seconds (in one trip) when setting up or removing their props.

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

SPOTLIGHT COUPLES

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

ARTISTIC SKATING

There are no required moves or props in Artistic Skating.

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

COMPULSORY MOVES

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

-- Description of the following levels and their moves to be skated --

TOT 1	Marching in place	Fall down / Get up	March while moving
TOT 2	2 ft Jump in place (3 x's)	Fwd. Swizzle (3x's)	Beginning 2ft. glide
TOT 3	Teapot (Dip)	Beginning stroking	Fwd. Swizzles (3x's)
TOT 4	Bk. Swizzles (3 times)	Bk. Wiggles	1 or 2 Ft. Snowplow Stop
P-ALPHA	1 Ft. Glide (either foot)	Bk. Swizzles	Fwd. Swizzles
ALPHA	Fwd. Crossovers (L over R)	Fwd. Stroking	1 Ft. Snowplow Stop
BETA	Bk. Crossovers (L over R)	Bk. Stroking	T-Stop (Right foot)
GAMMA	Mohawk combo (either dir.)	Outside 3 turn (Left ft.)	Hockey Stop
DELTA	Inside 3 turn (Right foot)	Bunny Hop	Lunge
FS #1	Forward Inside Pivot	2 Ft. Spin	Waltz Jump
FS #2	1/2 Half Lutz	1 Ft. Spin	Ballet Jump
FS #3	Salchow	Change Ft. Spin	Toe Loop
FS #4	Loop Jump	Sit Spin	Flip Jump
FS #5	Axel	Camel Spin	Lutz
FS #6	Double Salchow	Spin Combination	Split Jump
FS #7	Double Toe Loop	Flying Camel	Combination Jump
FS #8	Double Flip	Flying Sit Spin	Split Lutz
FS #9	Double Lutz	Flying Camel/Jump Sit	Axel/DbL Loop Combo
FS #10	DbL Axel/DbL Toe Combo	Triple edge Jump	Death Drop