



**MARCH 2<sup>nd</sup> & 3<sup>rd</sup>, 2024**

***ENTRY DEADLINE: February 4<sup>th</sup>, 2024***

**AT THE**



11048 Ice Skate Place San Diego, Ca 92126

**Event Coordinator**

Justin Ross

Coachjustinross@gmail.com

# CALIFORNIA STATE GAMES CHAMPIONSHIPS

You are cordially invited to attend the California State Games Championships to be held at the San Diego Ice Arena on **March 2<sup>nd</sup> and 3<sup>rd</sup>, 2024**. The arena's surface is 85' x 200'

**REGISTER ONLINE** at [www.calstategames.org](http://www.calstategames.org)

Deadline of **February 4<sup>th</sup>, 2024**

**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/ judges schedule** need to be emailed to Justin Ross February 18<sup>th</sup>, 2024  
[Coachjustinross@gmail.com](mailto:Coachjustinross@gmail.com)

## RULES AND INFORMATION

### **COMPETITION:**

The competition will be conducted in accordance with the guidelines contained in the **2023 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 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place skaters **Ribbons** awarded to 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> place skaters. Awards will be presented upon the posting of each individual event.

## SCHEDULE OF EVENTS:

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

## MUSIC AND REGISTRATION:

All skaters are to check in at least **45 minutes** prior to their scheduled event time at the registration desk. Music must be sent to [cal.state.2024.music@gmail.com](mailto:cal.state.2024.music@gmail.com) by February 18<sup>th</sup>. **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 4<sup>th</sup>, 2024**

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.

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

## SPOTLIGHT COUPLES

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

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

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