

AUSSIE SKATE

COMPETITION

MANUAL



Learn to skate the ISA way
(Version: April 2004)

INTRODUCTION

The purpose of the Competition Manual is to assist in the setting up and running of an Aussie Skate competition. This Manual is intended as a guide and it may be necessary, depending on local conditions, to vary the rules proposed here. However, these rules have been carefully thought out and any variation to them should be viewed with caution. In addition, this Manual will be considered to be the standing rules for nationally organised competitions.

Aussie Skate competitions are very popular especially when the competition is not only for individual achievement but for 'Team' effort as well. For those involved, there are many benefits. These competitions are a tremendous incentive to the skaters, clubs, and ice rinks to promote and encourage participation in our sport. The Team concept is developed to encourage skaters of all levels of ability and achievement to participate, as each skater is important in the team.

ELIGIBILITY

All skaters must be registered Aussie Skate members and must be amateurs. The Aussie Skate tests and competitions are part of the ISA learn-to-skate program. All skaters must skate at the level of their highest achievement in the Aussie Skate testing program. The coach of each rink team is responsible for the correctness of the information on the entry forms.

The following is a list of the *Divisions of Competition* and their eligibility requirements:

GROUP	LEVEL OF BADGE REQUIRED
Tiny Tots	Tiny Tots 1 and/or 2
Basic	Basic 1 and/or 2
Novice	Novice 1 and/or 2
Intermediate	Intermediate 1 and/or 2
Stroking	Advanced and/or Stroking
Level 1 Freeskating	Jump 1 (no higher) and Spin 1 (no higher) and Ballet 1 (no higher)
Level 2 Freeskating	Jump 2 (no higher) and/or Spin 2 (no higher) and/or Ballet 2 (no higher)
Edges 1	Edges 1
Edges 2	Edges 2
Dance 1	Dance 1 and/or 2
Dance 2	Dance 3 and/or 4
Pair 1	Pair 1 and/or Pair 2
Pair 2 – Division 1	Pair 3 and/or Pair 4
Pair 2 – Division 2	Pair 3 and/or Pair 4 (skaters may hold Preliminary test but must not have competed at a higher level, eg Novice)
Synchro Mini Teams – Division 1	Novice 2
Synchro Mini Teams – Division 2	Synchro Test 1
Synchro Mini Teams – Division 3	Synchro Test 2
Active Aussie Skate 1	Active Aussie Skate 1 Certificate
Active Aussie Skate 2	Active Aussie Skate 2 Certificate
Active Aussie Skate 3	Active Aussie Skate 3 Certificate
Active Aussie Skate 4	Active Aussie Skate 4 Certificate

Note: Since elements from the Advanced test are included in the Stroking test as well, it is not necessary to have a competition event at the Advanced badge level.

Skaters who are between levels may not skate in the lower division for which they are already qualified, but must skate at the next higher level. As an example, a skater having passed Novice 1 may not compete in the Basic division, but must skate in the Novice division.

Skaters who have completed all Level 1 Freeskating and any of the Level 2 Freeskating tests must skate at Level 2.

Note: Skaters who have completed only part of the Level 1 and part of Level 2 Freeskating will have eliminated themselves from competing in any freeskating in the competition. Coaches note: This rule has not been established to eliminate skaters, but to encourage a balanced standard of performance. It is not suitable to have a skater competing at Level 2 when they have not completed Level 1. Therefore, coaches should make every effort to have skaters complete Level 1 before starting Level 2.

RULES OF PERFORMANCE

Division	Program Length	Music	Ice Surface (metres)	Warm Up Times
Tiny Tots	45 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Basic	45 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Novice	45 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Intermediate	45 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Stroking	45 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Level 1 Freeskating	1 min 30 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Level 2 Freeskating	1 min 30 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Active Aussie Skate 1	1 min 30 sec max	Provided by organisers	Half (25x25 min/30x30 max)	3 mins
Active Aussie Skate 2	2 min max	Own Music	Full ice	3 mins
Active Aussie Skate 3	2 min max	Own Music	Full ice	3 mins
Active Aussie Skate 4	2 min max	Own Music	Full ice	3 mins
Synchro Mini Teams	2 min max	Own Music	Full ice	1 min
Dance	2 sequences per dance	Provided by organisers	Full ice	3 mins

REQUIRED ELEMENTS FOR EACH DIVISION

EDGES 1	1.	Forward outside curves – 1 foot only Minimum of six (6) circles with the emphasis on maintaining the correct body positions.
	2.	Back outside three – 1 foot only Minimum length of the glide should be twice the skater's height with the turn at the midway point. Correct body positions should be maintained.
EDGES 2	1.	Back inside edge – 1 foot only Minimum of three semicircles with the emphasis on maintaining the correct body positions.
	2.	Forward change of edge – 1 foot only. Minimum length of the glide should be twice the skater's height with the turn at the midway point. Correct body positions should be maintained.
Note: A toss of the coin will decide the starting foot.		
Note: These events should be skated at the start of the competition on clean ice and should be judged from the barrier – NOT ON THE ICE.		

TINY TOTS	1.	Dip (standing still)
	2.	T-position and push (one foot)
	3.	Backward wiggle
	4.	Forward swizzles
	5.	Two foot glide

BASIC	1.	Two foot glide
	2.	One foot glides (R & L)
	3.	Forward swizzles
	4.	Snowplough stop
	5.	Dip (moving)

NOVICE	1.	T-stops (R & L)
	2.	Forward crossovers (R & L)
	3.	Forward stroking
	4.	Backward swizzles
	5.	Backward two foot glides
	6.	Forward slalom skating

INTERMEDIATE	1. Backward one foot glides (R & L) 2. Backward stroking 3. Backward crossovers (R & L) 4. Forward two foot turns to backwards 5. Backward slalom skating
STROKING	1. Outside circle stroking (one circle) 2. Inside circle stroking (one circle) 3. Rink stroking (one direction and one lap) Forward stroking and a stop at the end of the routine are permitted at any level, but will only be judged as an element in their respective level.
LEVEL 1 FREESKATING	1. Three jump* 2. Tap-toe jump (R & L) or bunny hop (R & L) 3. One foot spin* 4. Forward pivot or two foot spin (one direction) 5. Spiral (one direction)* 6. Spreadeagle or lunge (one direction)
LEVEL 2 FREESKATING	1. Half flip jump* 2. Salchow jump* 3. Backward one foot spin* 4. Backward pivot or cross leg spin (one direction) 5. Ina Bauer (one direction)* 6. Backward spiral or forward attitude (one direction) Note: Six (6) elements required: 2 jumps 2 spins 2 ballet moves
ACTIVE AUSSIE SKATE 1	1. Forward outside and forward inside three turns (R & L) 2. Inside open Mohawk (R & L) 3. Inside spreadeagle (R or L) 4. Lunge (R or L) Must have passed Active Aussie Skate 1 test and must have reached the age of 15 years at the close of entries and not competed at Freeskating Level 1 or higher in previous competitions
ACTIVE AUSSIE SKATE 2	1. Three jump 2. Bunny hops (R & L) 3. Forward edge spiral (R or L) 4. Forward pivot (R or L) 5. Two foot spin (3 revolutions) 6. Step sequence (a series of turns forwards and backwards for at least 6 steps) Must have passed Active Aussie Skate 2 test and must have reached the age of 15 years at the close of entries and not competed at Freeskating Level 2 or higher in previous competitions.
ACTIVE AUSSIE SKATE 3	1. Tap toe jump 2. Salchow jump 3. Toe loop 4. One foot spin 5. Edge movement consisting of Ina Bauer (R or L), spreadeagle (R or L) and spiral attitude (R or L) done in sequence in any order 6. Step sequence (a series of turns forwards and backwards for at least 12 steps) Must have passed Active Aussie Skate 3 test and must have reached the age of 15 years at the close of entries and not competed at Freeskating Level 2 or higher in previous competitions.
ACTIVE AUSSIE SKATE 4	1. Loop jump 2. Flip jump 3. Three jump/loop jump combination 4. Forward camel spin 5. Back spiral (R or L) 6. Circular step sequence (a series of steps and turns fully utilising the ice surface) Must have passed Active Aussie Skate 4 test and have reached the age of 15 years at the close of entries and not competed at Freeskating Level 2 or higher in previous competitions.

LEVEL 1 PAIRS	1. Hand in hand lunge 2. Side by side forward pivot 3. Side by side bunny hop 4. Pair spiral 5. Side by side two foot spin 6. Side by side three jump 7. Side by side stroking in unison is to be included 8. The program is to be finished with a T-stop
LEVEL 2 PAIRS – Division 1	1. Star spiral 2. Side by side one foot spin 3. Side by side toe loop 4. Step sequence 5. Pair spin 6. Side by side Salchow 7. Side by side stroking in unison is to be included
LEVEL 2 PAIRS – Division 2	1. Star spiral 2. Side by side one foot spin 3. Side by side toe loop 4. Step sequence 5. Pair spin 6. Side by side Salchow 7. Side by side stroking in unison is to be included Note: Skaters may hold the Preliminary test but must not have competed at a higher level, eg Novice.

SYNCHRO MINI TEAMS – Division 1	1. Forward line manoeuvre 2. Pivot wheel (1 or 2 revolutions) 3. Block stroking 4. Optional – variation chasse
	Mini teams may comprise no less than four (4) and no more than seven (7) skaters. Forward and backward skating must be included. Elements must be linked by simple transitions.
SYNCHRO MINI TEAMS – Division 2	1. Forward to backward circle (hand hold) 2. Forward or forward to backward horizontal line (shoulder hold) 3. Forward or forward to backward closed block (shoulder hold) 4. Backward two spoke wheel (shoulder hold) 5. Forward ‘V’ intersection (hand hold)
	Mini teams must comprise of six (6) to eleven (11). Skaters may hold the Preliminary test but must not have competed at a higher level, eg Novice.
SYNCHRO MINI TEAMS – Division 3	1. Large circle to small circle backward or vice versa (hand hold to low V hold) 2. Single line to double line (shoulder hold) 3. Forward or forward to backward closed block with 2 changes of axis with a minimum of one change of configuration (shoulder hold) 4. Backward double pivot wheel (shoulder hold) 5. Forward or backward two line intersection (hand hold)
	Mini teams must comprise of six (6) to eleven (11). Skaters may hold the Preliminary test but must not have competed at a higher level, eg Novice.

* Elements marked * are compulsory and skaters have a choice for the other elements.

SUGGESTED AGE DIVISIONS BASED ON NUMBERS ♦

Optimal Grouping	
1.	6 years and under
2.	7 to 8 years
3.	10 to 12 years
4.	13 to 15 years
5.	16 to 21 years
6.	21 years and over
7.	Synchro Mini Teams – 12 years and under
8.	Synchro Mini Teams – 13 years and over

Acceptable Grouping *	
1.	6 years and under
2.	7 to 10 years
3.	11 to 15 years
4.	16 years and over

♦ Age qualification is skater's age at the date of entries.

* If the competition entries are minimal and/or ice time presents difficulties, these age divisions are acceptable.

RULES

1. Except for Edges events, which do not use music, all required elements are to be performed in a routine to music within the time span allowed.
2. The timing of the skater's routine shall begin with the **first foot** movement of the skater from the starting position.
3. Unforeseen happenings, such as a skater's laces coming untied or a failure in the music system, come under the jurisdiction of the referee for a decision. Refer to ISA Rule No 589.
4. Stroking and lower levels may use only the required elements. Extra elements will not be judged.
5. Level 1 and 2 Freeskating competitors may not use extra elements except from the Stroking or lower levels and will only be marked on the required elements for the respective level. Synchro Mini Teams may only use the required elements. Extra elements will not be judged.
6. Boys and girls will skate together in their age division at the Stroking and lower levels to assist with time and also to allow boys more competition.
7. Boys events at Level 1 and 2 Freeskating and Level 1 and 2 Edges should be separate from the girls unless one skater only is entered. In this case, the skater should compete in the girls' section of that age. Synchro Mini Teams may consist of boys and girls.
8. At the direction of the competition organiser, a single entry at any level should be moved to the same level but the next higher age group.
9. Elements should be clearly defined in the routine so as to help achieve a good strong performance and accommodate accuracy of scoring by the judges.

ICE SURFACE

1. For all competitions, the ice surface should be clean and unobstructed at all times during the course of the competition.
2. Edges competitions should be conducted on a clean, clear ice surface.
3. For Stroking level and lower, the competition should be conducted using half the ice surface and two judging panels, one at each end of the ice. Since only background music is used, two skaters may skate simultaneously. Skaters shall warm up in their section of the ice, then clear the ice before judging begins. The announcer will then call two skaters to start their programs; for example, "The first skater for Division 1 skating at the clock end of the rink will be Mary Smith, the first skater for Division 2 skating at the canteen end of the rink will be Sara Jones." Setting up the competition in this way saves time provided enough judges are available for two panels.

JUDGING

1. All marks awarded by each individual judge are considered final.
2. Judges should not compare marks and should not converse while they are judging.
3. An odd number of judges should always be used.
4. Judges must be selected from qualified ISA registered judges. In addition, those selected should:
 - (i) be sixteen (16) years of age or older; and
 - (ii) have attended Aussie Skate seminars and trial judged Aussie Skate tests.

Local state associations may add additional or more stringent requirements for their venue.
5. Scale of marks to be used in judging ranges from 0.0 to 6.0. Refer to ISA Rule No 304.
6. One mark only is awarded for Stroking and lower events and for Level 1 and 2 Edges based on quality of skating, flow, proper stroking, proper head and arm positions, etc.
7. Two marks are awarded for Level 1 and 2 Freeskating, Active Aussie Skate 1 to 4 and Synchro Mini Teams:
 - (i) The first mark for Technical Merit; and
 - (ii) The second mark for Presentation.
8. All judging shall be done and marks entered on the judge's sheet immediately after each skater has performed.
9. It is suggested that there be closed marking only.

GENERAL COMMENTS

In intra rink competitions, it is suggested to form House Teams using different names of colours or animals such as swimming carnivals do. After entries have been closed, teams should be divided as evenly as possible by age and levels. Three teams are an excellent number as then every participant will receive a placement award. Coaches should be selected as team leaders and be responsible for ensuring that:

1. Competitors know what team they are on and have all information regarding the competition times and dates.
2. Music for Synchro Mini Team events is handed in.
3. All competitors are fully prepared.
4. All competitors are ready to take the ice for their warm ups and events.

In inter rink competitions, each rink is represented by one team. For such competitions, it is suggested to limit the competition to Levels 1 and 2 depending on the number of skaters. This may be done at an earlier intra rink competition by taking the top three (3) placements from each age group and competition level to earn nomination to compete.

Entry fees are determined by clubs or State associations or rinks.

Inter rink competitions may also be held between States.

DETERMINING THE RESULTS

INDIVIDUAL RESULTS

1. Refer to ISA Rule Nos 592 and 593.

TEAM RESULTS

1. The first five (5) places of every event receive team points as follows:

1st.....	5 team points
2nd	4 team points
3rd	3 team points
4th	2 team points
5th	1 team point

2. No points are awarded for participants placing below fifth place.
3. If a tie occurs, both skaters are awarded the same placement and the same team score, ie of the tied placement number of points (eg two skaters tied for 1st place, each is awarded 1st place medals and each is awarded five (5) team points. The next skater is 3rd place and is awarded three (3) team points.)
4. The team points awarded to each skater in each event shall be added to any points won by any other skater on the same team in any other event. The combined totals of team points shall determine the team placing. The highest score shall determine the first place team, the second highest score shall determine the second place team and so on.

For example, a team of five (5) skaters finish in their respective events as follows:

Skater 1	3 rd place	3 team points
Skater 2	2 nd place	4 team points
Skater 3	9 th place	0 team points
Skater 4	5 th place	1 team point
Skater 5	4 th place	2 team points
		<u>10 team points</u>

5. Individual awards are presented to the top three (3) placings in each event as well as individual participation awards to each skater having competed, regardless of placement.
6. Awards are presented to each member of the winning teams, the highest team score taking first place, the second team score taking second place, and the third highest team score taking third place.
7. Results should be posted as soon as possible after the event.
8. Awards shall be given out at the finish of the final event.
9. Individual awards for each event are to be given first, followed by the participation awards and then the team presentation awards.
10. If a tie between teams does occur, the tie should be broken by the team having the greatest number of first placings becoming the winner. If the teams are still tied, the team having the largest number of second placings will be the winner and so on.