

ANZAS Ice Figure Skating Competition 2024

Dunedin New Zealand

Saturday 3 & Sunday 4 February 2024

Hosted by



This event is sanctioned by the NZIFSA

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ANZAS Ice Figure Skating Inter Club Competition Dunedin New Zealand

Adult Competition for Men, Women, Pairs, Ice Dance, Stroking and Synchronized Skating
Organised by the Dunedin Ice Skating Club in Dunedin New Zealand

Special Requirements:

- The ANZAS Ice Figure Skating Competition 2024 will be conducted in accordance with the NZIFSA Constitution and Regulations, and this Announcement.
- If there is a conflict between pertinent ISU Regulations or Communications and provisions set forth in this Announcement, the provisions in the Announcement govern.
- Participation in the ANZAS Competition 2024 is open to all skaters who belong to a club affiliated to an ISU Member Federation (hereafter called "Member"), as per ISU Rule 107, paragraph 15, and qualify with regard to eligibility, according to ISU Rule 102, provided their ages fall within the limits specified in this Announcement and they meet the participation requirements.
- All New Zealand skaters must be a member of an NZIFSA affiliated club and must be eligible persons as per NZIFSA Rule 103 and meet the requirements of NZIFSA Rule 202
- Professional skaters may only compete in grades Silver & above
- Age of participants as at 1 July 2023
- Competitors may compete in a maximum of 3 events plus Synchro Team/Skills event, and Creative Performance

Awards: Will be presented for 1st, 2nd & 3rd places in each event on Ice at the conclusion of each day's events

Judging: The International Skating Union Judging System (IJS) will be used for all NZIFSA grades and all additional dance and interpretive events. For all other grades placings will be determined by majority opinion of the judges.

Entry Deadline:

Skaters must confirm entry with Sue Hoseit sue.abr@xtra.co.nz by **Friday 19th January 2024**

Age categories for Women and Men Free Skating events:

Young Adult	skaters born between	1 st July 1988 and 30 th June 2005
Adult	skaters born between	1 st July 1968 and 30 th June 1988
Masters	skaters born on or before	30 th June 1968

Age category for Dance and Pairs Events is determined by the youngest skater's age.

Registration Fee

ANZAS Ice Figure Skating Events:

- \$80 per person per singles event
- \$60 per person per dance or pairs event
- Synchronized Team or Skills event \$30 per team member
- Creative event \$30 per team member

NZMG REGISTRATION DETAILS

- **Early Bird Registration fee** (6 September – 30 November 2023): \$70
- **Standard Registration fee** (1 December – 11 January 2024): \$100.00
- **Final Registration fee:** \$130.00 applies from 11 January 2024 onward
- **Supporters fee:** \$45 (includes entry to the Games Hub)

Music Details

Competitors need to provide the details of the music they are skating to for all events..
The Music form attached must be completed.

Planned Program Content Form

All competitors in Free Skating, Rhythm Dance, Free Dance, Synchronized skating must also submit for each program their planned program content (PPC) information. PPC is not required for Interpretive Grades. Competitors must complete the electronic form on the NZIFSA website. Changed PPC sheets must be handed in to the Accreditation desk at the time of registration for the information of the Technical Panel.

Music Files

Music is to be sent via email to competitions@dunediniceskatingclub.com in **MP3** format. Files **MUST** be saved with competitor's grade, SP / FS / INT and full name eg: "Bronze Adult Women FS Jane Jones" by (19 January 2024).

ADULT GRADES

ADULT AGE GROUPS

Minimum Age 18 years as at 1 July 2023 – no maximum age limit.
Age categories for Bronze, Silver, Gold and Elite grades are divided up as per NZIFSA Rules & Regulations for Freeskate, Interpretive, Pairs, Solo Dance and Dance events as detailed above.

ADULT INTERPRETIVE, FREESKATING, PAIRS, DANCE & SYNCHRONISED FREESKATING PROGRAMS

All programs are to be skated to music.

Vocal music is permitted.

No props are permitted.

ADULT INTERPRETIVE – (ARTISTIC)

General Requirements

PEWTER, BRONZE, SILVER, and GOLD INTERPRETIVE PROGRAMMES

Duration: Pewter, Bronze and Silver 1 minute and 30 seconds +/- 10 seconds

Gold 2 minutes 10 seconds maximum

Vocal music is permitted.

The Interpretive programme will be judged only on the basis of the three Component Marks. The programme should consist of a variety of skating moves selected for their value to enhance the skater's interpretation of the music rather than for their technical difficulty. Skaters will be judged on their ability to interpret the music and develop a theme by using their skating skills.

The Interpretive programme must include:

- i. A minimum of one and a maximum of two single jumps
- ii. A minimum of one and a maximum of two spins

For the purposes of this rule, a clear attempt of a jump/spin element will count as a jump/spin element. Where a spin fails for some reason and the skater immediately does another spin those spins will only count as one spin for the purposes of this rule.

No axel type jump or double jumps or combination jumps are permitted, except that Pewter may use a Waltz Jump as their mandatory jump element. Credit for jumps and spins are based solely on the ability of such movements to enhance the chosen theme and support the music. No credit will be given for their technical difficulty.

Falls are not subject to a deduction but may have a negative impact on the Program Components.

Elements exceeding the maximum number will be judged as an illegal element and receive a 0.5 deduction. Elements lacking in number will receive a 0.5 deduction. Violations of the below requirements will also receive a 0.5 deduction:

- The programme must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps which should be used only to reflect the character of the programme and to underline the rhythm and nuances of the chosen music.
- The skater must not remain in one place for more than five (5) seconds.
- Costumes should be simple, tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme.
- Props may not be used in any part of the programme. Any item that is held in the hand or removed during the performance is considered a prop. A hat worn throughout the programme is not considered a prop unless intentionally removed.
- Objects on the ice, thrown to the audience, placed on the boards or on the Judges' tables are not permitted.
- Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.

Illegal elements

- Somersault type jumps
- Lying on the ice and prolonged and/or stationary kneeling on both knees on the ice.

Single Interpretative Artistic Programme

Gold, Masters/Elite	2 Min +/- 10 secs.
Bronze & Silver	1 Min 30 secs +/- 10 secs.
Pewter	1 Min 30 secs +/- 10 secs.

Adult Interpretive Pairs

General Requirements

- Each pair artistic team must consist of one man and one woman.
- It is expected that pair couples will enter at the skill level of the more skilled skater.

Pair Artistic Free Skating Adult

The program must include at least three (3) and no more than four (4) elements selected from:

- a. A maximum of one (1) solo jump OR one (1) throw jump. Axel type jumps, double and triple jumps are not permitted. Combination jumps are not permitted.
- b. A maximum of one (1) pair spin OR one (1) solo spin. Pair spin combinations and flying spins are not permitted.
- c. A maximum of one (1) pivot figure (position of the Woman optional).
- d. A maximum of one (1) lift of Group 1 or Group 2.
 - Variations of the woman's position, no-handed and one-handed lifts, and combination lifts are not permitted.
 - Twist lifts are not permitted.
 - Lifts of Groups 3-4-5 are **not** permitted.
 - The duration is 1 minute and 40 seconds, +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 1.0

ADULT STROKING – MOVES IN THE FIELD

Skaters are not required to have passed any medal tests.

Stroking - Up to 4 skaters may be on ice at same time

All perimeter stroking will be performed in an anticlockwise direction around the rink.

Patterns for stroking are attached (Pages 22-34)

Pewter

Forward Power Stroking 1 circuit around rink perimeter with crossovers at each end.

Backward Power Stroking 1 circuit around rink perimeter with crossovers at each end.

Forward Power 3 turns (Left or Right Foot) – ½ length of rink

Bronze

Five Step Mohawk Sequence – 1 length of rink

Alternating Forward Inside Three-Turns – across the rink

Alternating Backward Crossovers to Backward Outside Edges – 1 length of rink

Forward Power 3 turns – ½ length of rink on each foot

Silver

Forward Outside – Back Inside Three -Turns in the Field - ½ length of rink on each foot

Forward and Backward Free Skate Cross Strokes – ½ length of each

Eight step Mohawk - two sequences in each direction. Performed as a figure eight

Backward Power Three-Turns - three to five per circle in a figure eight pattern

Gold

Forward Double 3 turns

Backward Double 3 turns

Backward Power Circle – choice of direction

Inside Slide Chasse Pattern – 1 length

ADULT FREESKATING BRONZE, SILVER, GOLD & ELITE

Free Skating Bronze

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of four (4) jump elements, consisting only of single jumps. **Axel type jumps, double jumps and triple jumps are not permitted.** There may be up to two (2) jump combinations in the free program.
 - Each jump combination may consist of two (2) listed jumps.
 - Each listed jump may be performed a maximum of two (2) times.
 - b. A maximum of two (2) spins of a different abbreviation, which must be a spin in one position with or without a change of foot. **Flying spins are not permitted.**
 - The spins must have a required minimum number of revolutions: three (3) for any spin with no change of foot, and six (6) with a change of foot.
 - A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
 - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
 - Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
 - c. A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface.
 - A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.
- The program duration is 1 minute and 40 seconds, +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.0.
 - The warm-up duration is five (5) minutes.
 - Each fall shall receive a deduction of 0.5.

Free Skating Silver

A competitor in the Silver Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of five (5) jump elements, consisting of any single jumps (including the single Axel). **Double jumps and triple jumps are not permitted.** There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence in the free program.
 - One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The other may have two (2) jumps.
 - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the takeoff curve of the Axel jump.
 - Each listed jump may be performed a maximum of two (2) times.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
 - Non-listed jumps may be included in the program as part of connecting footwork.
- b. A maximum of two (2) spins of a different abbreviation.
 - The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and six (6) for any spin with a change of foot.
 - A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.

- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
 - Only features up to and including Level 2 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- c. A maximum of one (1) choreographic sequence, utilizing at least half (1/2) of the ice surface.
- A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
 - The pattern is not restricted but the sequence must be clearly visible.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.
- The program duration is 2 minutes +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.0.
 - The warm-up duration is five (5) minutes.
 - Each fall shall receive a deduction of 0.5.

Free Skating Gold

A competitor in the Gold Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of five (5) jump elements, consisting of single jumps (including the single Axel) or double jumps. **Double flip, double Lutz, double Axel and triple jumps are not permitted.** There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.
- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.
 - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.
 - Each listed jump may be performed a maximum of two (2) times.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
 - Non-listed jumps may be included in the program as part of connecting footwork.
- b. A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.
- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
 - A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
 - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) step sequence, fully utilizing the ice surface.
- The program duration is 2 minutes and 50 seconds +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.67.
 - Only features up to and including Level 3 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
 - The warm-up duration is six (6) minutes.
 - Each fall shall receive a deduction of 1.0.

Free Skating Elite

A competitor in the Elite Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of six (6) jump elements, one of which must be an Axel type jump. **Single, double, and triple jumps are permitted.** There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.
 - One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.
 - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.
 - Each listed jump may be performed a maximum of two (2) times.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
 - Non-listed jumps may be included in the program as part of connecting footwork.
- b. A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.
 - The spins must have a required minimum number of revolutions: five (5) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
 - A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
 - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) step sequence, fully utilizing the ice surface.
 - The program duration is 3 minutes +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.67.
 - Features up to and including Level 4 will be counted for the technical elements.
 - The warm-up duration is six (6) minutes.
 - Each fall shall receive a deduction of 1.0.

ADULT PAIRS FREESKATING

In the Adult competitions for Pair Skating each grade will skate a free skate programme only.

Props are not permitted.

Pair Free Skating Bronze

A well-balanced Bronze programme may contain a **maximum of 5 elements**:

- **one (1) solo jump.** Only single jumps (excluding Axel) are permitted.
- **one (1) jump combination** with a maximum of two jumps included. Only single jumps (excluding Axel) are permitted.
- **one (1) pair spin** (minimum of three (3) revolutions). Pair combination spins are not permitted. No level features will be identified, the maximum level awarded will be Basic.
- **one (1) pivot figure** (at least 1 revolution in pivot position by the man is required)
- **one (1) choreographic sequence** utilising at least ½ the ice surface. Will be awarded a fixed base value and evaluated by the judges in GOE.

NOTE: Falls in Adult Bronze Pair Skating to be deducted as a 0.50 deduction rather than a full 1.00 deduction.

Duration: 2 minutes +/- 10 seconds

Pair Free Skating Silver

Pairs must perform a well-balanced program that may contain:

- a. A maximum of one (1) lift of Group 1 or Group 2 with a minimum ½ revolution for the man.
 - The man's lifting hand(s) should be above his shoulder line.
 - Variations of the Woman's position, no-handed and one-handed lifts, and combination lifts are **not** permitted.
 - Lifts of Groups 3-4-5 are **not** permitted,
 - Twist lifts are **not** permitted.
- b. A maximum of one (1) single throw jump.
 - Throw double and triple jumps are **not** permitted.
 - Throw single Axel is **not** permitted.
- c. A maximum of one (1) solo single jump.
 - Double and triple jumps are **not** permitted.
 - Axel type jumps are **not** permitted.
- d. A maximum of one (1) jump combination with a maximum of two (2) listed jumps.
 - Only single jumps are allowed.
 - Double and triple jumps are **not** permitted.
 - Axel type jumps are **not** permitted.
- e. A maximum of one (1) pair spin.
 - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners. Change of positions may be used for a level feature.
 - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- f. A maximum of one (1) pivot figure (position of the woman optional).
 - At least one (1) revolution in pivot position by the man is required.
- g. A maximum of one (1) choreographic sequence that fully utilizes the ice surface.
 - A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

- The program duration is 2 minutes and 20 seconds +/- 10 seconds.
- The points for each Program Component are multiplied by a factor of 2.0.
- Only features up to and including Level 1 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- The warm-up duration is five (5) minutes.
- Each fall by either partner shall receive a deduction of 0.5

Pair Free Skating Gold

Pairs must perform a well-balanced program that may contain:

- A maximum of two (2) different lifts of Group 1 or Group 2 with a minimum ½ revolution for the man and 1 revolution for the woman.
 - The man's lifting hand(s) should be above his shoulder line.
 - Variations of the woman's position, no-handed and one-handed lifts, and combination lifts are **not** permitted.
 - Lifts of Groups 3-4-5 are **not** permitted.
 - Twist lifts are **not** permitted.
 - A different takeoff counts as a different lift.
- A maximum of one (1) single throw jump (including the throw single Axel).
 - Double and triple jumps are **not** permitted.
- A maximum of one (1) solo single jump (including the single Axel).
 - Double and triple jumps are **not** permitted.
- A maximum of one (1) jump combination with a maximum of three (3) listed jumps or one (1) jump sequence.
 - A jump sequence consists of two (2) listed single jumps, beginning with any jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the takeoff curve of the Axel jump.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
 - Only single jumps are allowed (including the single Axel).
 - Double and triple jumps are **not** permitted.
- A maximum of one (1) pair spin (pair spin or pair combination spin).
 - The spin must have a required minimum number of revolutions: four (4) revolutions for a pair spin and six (6) for a pair spin combination. A pair spin combination must have a change of foot by both partners with at least three (3) revolutions on each foot **and** at least one (1) change of position by both partners. A Pair Combination Spin can be started with a jump. Any flying entry can be considered as a feature by either partner. If there are not 3 revolutions before or after the change of foot executed by both partners, the Pair Spin Combination will be marked with a "V". If there are less than 3 revolutions on both feet by either partner, the spin will have no value.
 - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners. Change of positions may be used for a level feature."
 - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- A maximum of one (1) death spiral or pivot figure (position of the woman optional).
 - At least ¾ revolution in pivot position by the man is required for the death spiral.
 - At least one (1) revolution in pivot position by the man is required for the pivot figure.
- A maximum of one (1) step sequence, fully utilizing the ice surface.
 - The program duration is 2 minutes and 40 seconds +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.67.
 - Only features up to and including Level 2 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
 - The warm-up duration is six (6) minutes.

- Each fall by either partner shall receive a deduction of 1.0.

Pair Free Skating Elite

Pairs must perform a well-balanced program that may contain:

- a. A maximum of three (3) different lifts, one of which may be a twist lift.
 - In lifts of Group 1 and Group 2, the man's lifting hand(s) should be above his shoulder line.
 - In lifts of Groups 3–4-5, full extension of the lifting arm(s) is mandatory.
- b. A maximum of two (2) throw jumps (single or double).
- c. A maximum of one (1) solo jump. Single, double, and triple jumps are permitted.
- d. A maximum of one (1) jump combination with a maximum of three (3) listed jumps or one (1) jump sequence.
 - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the takeoff curve of the Axel jump.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
- e. A maximum of one (1) pair spin (pair spin or pair spin combination).
 - The spin must have a required minimum number of revolutions: four (4) revolutions for a pair spin and six (6) for a pair spin combination. A pair spin combination must have a change of foot by both partners with at least three (3) revolutions on each foot **and** at least one (1) change of position by both partners. A Pair Combination Spin can be started with a jump. Any flying entry can be considered as a feature by either partner. If there are not 3 revolutions before or after the change of foot executed by both partners, the Pair Spin Combination will be marked with a "V". If there are less than 3 revolutions on both feet by either partner, the spin will have no value.
 - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners. Change of positions may be used for a level feature."
 - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- f. A maximum of one (1) solo spin.
 - The solo spin must have a required minimum number of revolutions: five (5) for the flying spin with no change of foot after landing, five (5) for the spin with only one position and no change of foot and five (5) for the spin combination with no change of foot and eight (4 + 4) for the spin combination with change of foot or spin in one position with a change of foot.
 - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- g. A maximum of one (1) death spiral or pivot figure (position of the woman optional).
 - At least $\frac{3}{4}$ revolution in pivot position by the man is required for the death spiral.
 - At least one revolution in pivot position by the man is required for pivot figure.
- h. A maximum of one (1) step sequence, fully utilizing the ice surface.
 - The program duration is 3 minutes and 30 seconds +/- 10 seconds.
 - The points for each Program Component are multiplied by a factor of 2.67.
 - Features up to and including Level 4 will be counted for the technical elements.
 - The warm-up duration is six (6) minutes.
 - Each fall by either skater shall receive a deduction of 1.0.

ADULT SOLO DANCE & PARTNER DANCE

Partnership can consist of any gender composition. One person may partner up to 2 persons but may only receive one award.

Where a partnership spans different age groups the age of the youngest skater will be used to determine the category.

For Copper, & Pewter Grades up to 2 couples or 4 dancers may be on ice at same time.

Pattern Dance

Couples shall provide their own music for all pattern dances. There will no music for pattern dances provided by the Local Organizing Committee. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003) plus or minus 2 beats per minute.

Notes:

- The chosen music may be a tune selected from the ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen and the Couple shall provide competition music in accordance with Rule 343, paragraph 1.
- Violation of the above music requirements or tempo specifications shall be penalized as per Rule 353, paragraph 1.n).
- All music chosen by the couple must be in accordance with the style/character of the Pattern Dance.
- For the application of Rule 708 paragraph 1.d) with music provided by the Couple it is specified that the start of the first Step of the dance must be on beat 1 of a measure (unless otherwise specified in the description of the dance).

Rule 707, paragraph 4 provides that "All Pattern Dances shall be started so that the steps of the first side of the pattern are skated in front of the Judges unless otherwise directed by the Ice Dance Technical Committee in an ISU Communication."

The Pattern Dances will be judged **without** Key Points.

According to Rule 707, new paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a Program time deduction according to Rule 353, paragraph 1.n) shall apply.

ADULT PARTNER DANCE PATTERN DANCE

Copper	Tango Canasta (3 sequences) Golden Skaters' Waltz (3 sequences)
Pewter	Tango Fiesta (3 sequences) Swing Dance (2 sequences)
Bronze	#8 European Waltz (2 sequences) #27 Tango Canasta (3 sequences)
Silver	#9 American Waltz (2 sequences) #21 Paso Doble (3 sequences)
Gold	#29 Argentine Tango (2 sequences) #32 Blues (3 sequences)
Elite	#11 Viennese Waltz (3 sequences) #29 Argentine Tango (2 sequences)

ADULT SOLO DANCE PATTERN DANCE

Bronze	Golden Skaters Waltz (3 sequences) Ten Fox (3 sequences)
Silver	American Waltz (2 sequences) Tango (2 sequences)
Gold & Elite	Starlight Waltz (2 sequences) Quickstep (4 sequences)

- The points for each Program Component are multiplied by a factor of 1.17 (Rule 353, paragraph 1.m).
- 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. (Rule 353, paragraph 2.b).
- Warm-up for Pattern dance (NZIFSA rule 213.8)
3 minute warm up (30 seconds without music and 2 minutes 30 seconds with music).
The warm up track for each dance will be the last track on the CD of ISU/non-ISU music distributed by NZIFSA. Each track is played for 1 minute 15 seconds only when two events share a warm up.
It is acceptable to combine two different grades in each warm-up as each will have 1 minute 15 seconds with appropriate music playing.

Rhythm Dance (open grade) Season 2023-2024

(Reference & more detailed information: ISU Communication No. 2560)

The theme selected for the Rhythm Dances for the season 2023/24 is ***“Music and Feeling of the Eighties”***. Any music is possible provided it was originally released in the decade of the 1980s. The couple should demonstrate through dance the culture and feeling/essence of this decade. The selected music may be remastered. The Rhythm Dance should NOT be skated in the style of a Free Dance. The couple must use dance movements and dance holds to interpret the chosen music from this decade.

Note: To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics.

Required Elements 2023-2024:

Pattern Dance **Two (2) Sections of the Rocker Foxtrot:** skated to any dance style with the range of tempo: 26 measures of 4 beats per minute (104 beats per minute) plus or minus 2 beats per minute. The first step of the dance begins on beat one of a musical phrase. The pattern dance will be judged **with key** points. (Refer to ISU Communication 2560, section 1.3 for description of key points.)

1RF and 2RF: Steps #1-14 – Two (2) Sequences of Rocker Foxtrot may be skated in any order, one after the other or separately. Step #1 of 1RF skated at the Judges left side. Step #1-14 of 2RF skated at the Judges right side.

1RF must be skated in accordance with Rule 707, paragraph 2, the Man must skate the Man’s Steps and the Woman must skate the Woman’s Steps.

2RF, the Woman skates the Man’s steps and the Man skates the Woman’s steps (switch tracking/sides on Key Points in a recognized hold excluding hand in hand). Variation of Hold is permitted except during the Key Points. Crossing the Long Axis is permitted for Steps #5, #8 – 9.

The description, chart and diagram of the Pattern Dance Element Rocker Foxtrot are included in the ISU Handbook Ice Dance 2003.

Dance Lift: Maximum **One (1) Short Lift** Up to 7 seconds

Step Sequence One (1) Step Sequence Not Touching (Style B) Specifications to Style B, Rhythm Dance:

Skated to any **tempo**. Chosen pattern may **ONLY** be Midline or Diagonal. Skated no more than 2 arm lengths apart. Touching the ice with any part of the body is allowed but not longer than 5 secs. Stops – up to one (1) permitted for up to 5 seconds (this will count as one of the permitted stops, must be performed Not Touching).

Not permitted: Loop(s), Retrogression(s)

Sequential Twizzles **(1) Set One (1) of Sequential Twizzles**-- At least two Twizzles for each partner and must **NOT** be in contact between Twizzles. Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step)

Duration 2 minutes and 50 seconds, +/- 10 seconds.

Music Music for Rhythm Dance may be vocal and must be suitable for Ice Dance as a sport discipline. The music must be selected in accordance with the designated rhythm(s) and/or theme(s), and with the specified tempo when applicable. Music with audible rhythmic beat only; may be without audible beat up to 10 seconds at beginning only.

Warm up time The warm-up duration for the Rhythm Dance is five (5) minutes.

The points for each Program Component are multiplied by a factor of 1.33 (Rule 353, paragraph 1.m). ISU Communication: No 2494

Free Dance – General Requirements for Free Dance

(Note: **free dance requirements for Adult competition Season 2023-24 has some variations from ISU Communication 2560 for Junior Free Dance**)

The following are the Requirements for Music for Free Dance (Rule 710, paragraph 1.c). The music for Free Dance may be vocal and must be suitable for Ice Dance as a sport discipline and must have the following characteristics:

i) The music must have an audible rhythmic beat and melody, or audible rhythmic beat alone, but not melody alone, and may be vocal. The music may be without an audible rhythmic beat for up to ten (10) seconds at the beginning or end of the program and up to ten (10) seconds during the program.

ii) The music must have at least one change of tempo and expression. These changes may be gradual or immediate, but in either case they must be obvious.

iii) All music, including classical music, must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colourful, entertaining dance program with different dance moods or a building effect. Free Dance

music that does not adhere to these requirements will be penalized by a deduction (See Rule 353, paragraph 1.n).

Vocal music may be used

The points for each Program Component are multiplied by a factor of 2.0 (Rule 353, paragraph 1.m).

The warm-up duration for all free dances is five (5) minutes.

Bronze Couples must perform a well-balanced program that may contain:

- a. A maximum of one (1) Short Lift, with a maximum duration of 7 sec.
Note that only a maximum Level 1 lift will be counted
- b. One (1) choreo sequence utilizing at least half (1/2) of the ice
- c. A maximum of one (1) Dance Spin (No combination).

The duration is 1 minute and 50 seconds +/- 10 seconds.

Silver Couples must perform a well-balanced program that may contain:

- a. A maximum of one (1) Short Lift, with a maximum duration of 7 sec.
And only a maximum Level 2 lift will be counted
- b. A maximum of one (1) Circular Step Sequence in Hold - Style B
- c. A maximum of one (1) Set of Synchronized Twizzles (FD variation). At least two Twizzles for each partner, with a minimum 2 steps and up to 4 steps between 1st and 2nd Twizzles. (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step). Partners **may** be in contact at some point between the 1st and 2nd Twizzles.
- d. A maximum of one (1) Dance Spin.

The duration is 2 minutes and 30 seconds, +/- 10 seconds.

Gold Duration of music: 3 minutes, +/- 10 seconds.

Couples must perform a well-balanced program that may contain:

- a. A maximum of two (2) different Dance Lifts, one (1) Short Lift with a maximum duration of 7 seconds and one (1) Combination Lift with a maximum duration of 12 seconds; **OR** three (3) different types of Short Lifts with a maximum duration of 7 seconds.
- b. **Dance Spin:** A maximum of one (1) Dance Spin
- c. **Step Sequence:** A maximum of one (1) Diagonal Step Sequence in Hold – Style B.
- d. **One (1) Set of Synchronized Twizzles:** At least 2 Twizzles for each partner, with a minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step) Partners may be in contact between the 1st and 2nd Twizzles.

Elite

Couples entering this category will compete against other Elite Ice Dancers. The technical requirements are the same as those for the category "Gold Free Dance" (above).

The points for each Program Component are multiplied by a factor of 2.0 (Rule 353, paragraph 1.m). ISU Communication: No 2494

SYNCHRONIZED TEAMS

Technical Requirements – Synchronized Skating

Team Composition:

A team shall consist of 8-16 skaters and may include both women and men. Each team may have up to a maximum of four (4) alternates listed as such on the team roster.

Skaters must be aged 18+ as at 1 July 2023.

Adult and Open competitions will consist of a free program only.

The free program must be skated according to the Special Regulations & Technical Rules Synchronized Skating 2023.

Difficulty groups of elements and additional features and the description of their requirements are in accordance with the valid (corresponding) ISU Communication.

Deductions for interruption(s) in performing the program for ADULT category:

For every interruption of:

- more than 10 seconds up to 20 seconds: -0.5
- more than 20 seconds up to 30 seconds: -1.0
- more than 30 seconds up to 40 seconds: -1.5
- more than 40 seconds by one or several skaters: -2.0
- if there is second interruption of more than 40 seconds or the program is not completed, the team is withdrawn
- Interruption of the program with allowance of up to three minutes to resume the program: -2.5
- Adverse condition prior to the program with allowance of up to three minutes: -2.5

Deductions for Falls* for ADULT category:

*A fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades, e.g., hand(s), knee(s), buttock(s), or any part of the arm

(Rule 953, paragraph 1).

Fall: -0.5 for every fall of one (1) skater

As the values of those deductions are not the standard ones provided by Rule 953, paragraph 1. and Rule 843, paragraph 1.m), the referee must give specific instructions to the system operator and check the correct input in each instance.

Deductions for Interruptions in performing the program and for Falls* for OPEN category: the standard deductions according to rule 953, paragraph 1 and Rule 843, paragraph 1.n) will apply.

Duration of Program (Rule 952, paragraph 2)

Adult and Open: Three (3) minutes +/- 10 seconds. The Team is allowed to finish the Free Skating within ten (10) seconds plus or minus the required time. The timing must be reckoned from the moment that a skater begins to move or to skate until arriving at a complete stop at the end of the program.

ADULT FREE SKATING

The ADULT teams MUST skate a well-balanced Free Skating Program of Five (5) required elements:

1. Intersection Element: Additional Feature (Point of Intersection – pi) is optional
2. Linear Element – Line
3. Pivoting Element – Block
4. Traveling Element

PLUS the 5TH ELEMENT, a CHOICE of one (1) Element from below:

Mixed Element

Or Artistic Element – Block

Or Artistic Element – Circle

Or Artistic Element – Line

Or Artistic Element – Wheel

Not permitted – Vaults and Unsustained lift

The points for each Program Component are multiplied by a factor of 1.67.

OPEN

The OPEN teams MUST skate a well-balanced Free Skating Program of the following Six (6) required elements:

Must include the following five (5) Required Elements:

1. Intersection Element: Additional Feature (Point of Intersection –pi) is optional

2. Pivoting Element – LINE

3. Traveling Element

4. No Hold Element (Additional Feature (Step Sequence) is optional)

5. Linear Element - BLOCK

PLUS the 6th ELEMENT, a CHOICE of one (1) Element from below:

Mixed Element

Or Artistic Element – Block

Or Artistic Element – Circle

Or Artistic Element – Line

Or Artistic Element – Wheel

Permitted – Vaults and Unsustained lift

The points for each Program Component are multiplied by a factor of 2.0.

NOTES:

Maximum Element levels can be skated, and the level will be called as executed.

Maximum levels of Additional Features (except Step Sequence) can be skated and will be rewarded according to the execution of the team.

Other Elements may be incorporated into the Free Skating program.

The program content sheet should indicate which extra Elements are transition Elements (T).

-Definition/criteria of recommended Elements and Additional Features are in accordance with Rule 990, paragraphs 3 and 4.

-Difficulty Groups of Elements and Additional Features and the description of their requirements are in accordance with the valid (corresponding) ISU Communication.

Official competition practice ice will be offered on the day of the SYS competition.

CREATIVE PERFORMANCE

Teams of 4 – 16 Skaters - Duration: Up to a maximum of 3 minutes

Skaters may perform in a group of four but not more than 16 skaters.

Props and vocal music are permitted. Costumes should enhance the feeling created by the performance and reflect the meaning of the story or theme. No bobby-pins, feathers, or anything else that may fall to the ice and be hazardous to the skaters are allowed, a deduction will be taken.

OTHER INFORMATION...

PRACTICE ICE:

The official practice schedule will be sent to competitors.

Additional practice ice will be available on Wednesday 1Feb 10.00-12.00, Thursday 2 Feb 10.00-12.00 , Friday 9.00-10.00am, 4.30-5.20pm, 5.30- 6.20pm (this may be subject to change))

Booking process will be advised.

Please address all requests for information related to practice sessions to:

Sue Hoseit sue.abr@xtra.co.nz

TENTATIVE TIME SCHEDULE

Please note: This schedule is subject to changes!

Saturday Feb 1	Official Practice 8.00am -11.00am Competition 2.00pm – 6.00 pm A dinner function TBA NZMG Opening Ceremony
Sunday Feb 2	Official Practice 8.00am -10.00am Competition 10.00am – 1.00 pm

**ANZAS Ice Figure Skating Competition
Dunedin New Zealand
3-4 February 2024**

COMPETITOR MUSIC FORM

This form must be returned prior to the competition starting.
Please fill in clearly and email back to sue.abr@xtra.co.nz

<i>For pairs and dance couples it is sufficient if one partner fills in this form</i>	
Competitor(s):	Club
Event:	

Rhythm Dance/ Interpretive (Artistic)	
<i>Name of Music:</i>	
1	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>
<i>Name of Music:</i>	
2	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>
<i>Name of Music:</i>	
3	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>

Free Skating / Free Dance	
1 Event	
<i>Name of Music:</i>	
	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>
2 Event	
<i>Name of Music:</i>	
	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>
3 :Event	
<i>Name of Music:</i>	
	<i>Composer: Duration of Music:</i>
	<i>Orchestra: Record Label / Number:</i>

Signature: _____

Date: _____

**ANZAS Ice Figure Skating Competition
 Dunedin New Zealand
 3-4 February 2024
 PLANNED PROGRAMME CONTENT FORM**

Please complete and email back to sue.abr@xtra.co.nz

COMPETITORS NAME
CLUB
COUNTRY
CATEGORY

ELEMENTS IN ORDER OF SKATING

	Rhythm Dance
1	
2	
3	
4	
5	
6	
7	
8	

	Freeskating/Free Dance
1	
2	
3	
4	
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14	
15	
16	

Signature:

Date:

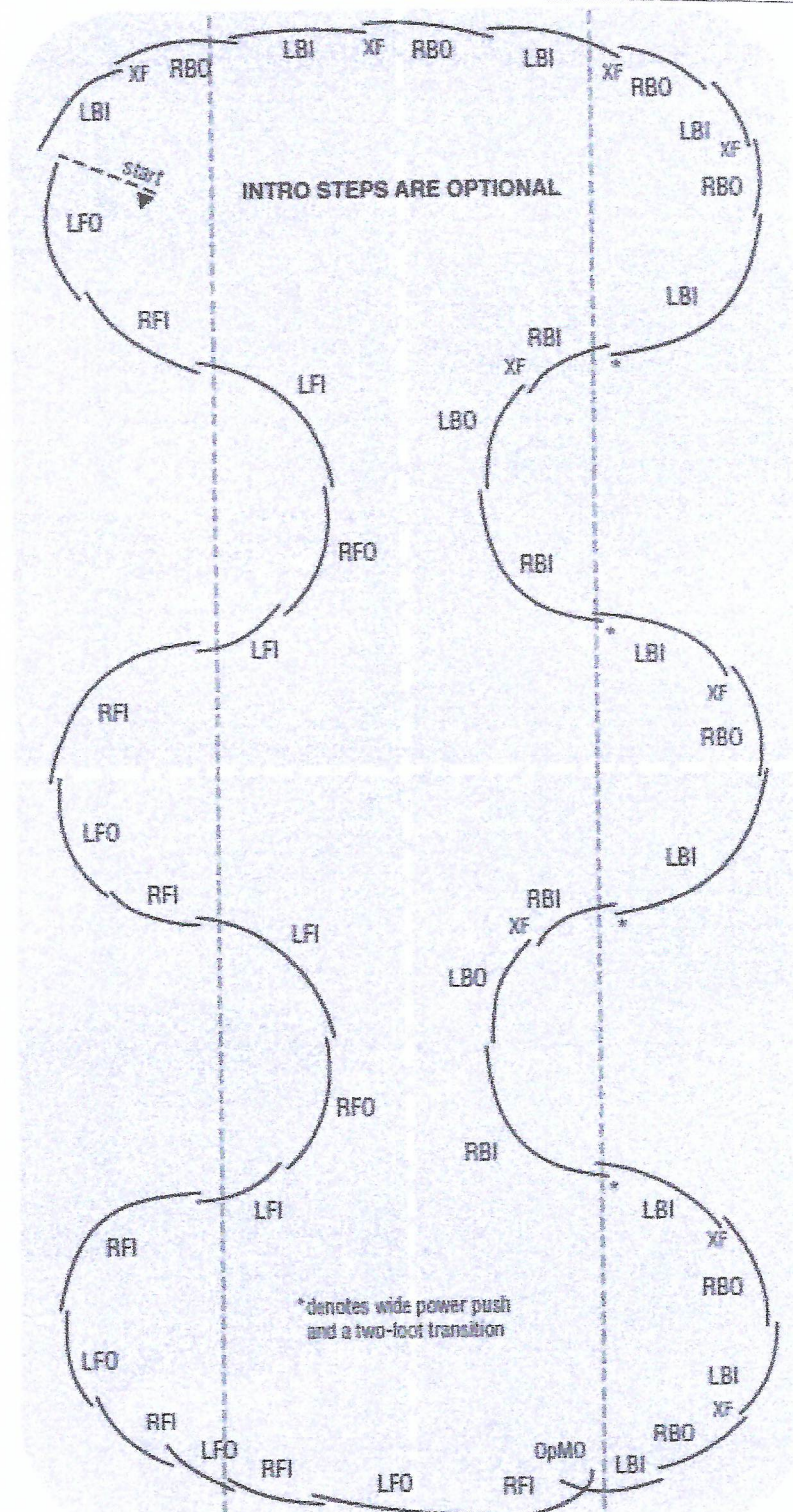
PEWTER

1. Forward and backward perimeter power stroking (anticlockwise only)

The skater will perform four alternating forward crossovers separated by strong FI edge transitions. The end pattern consists of two forward crossovers followed by a LFO open stroke; then a RFI open mohawk followed by one or two backward crossovers. All end pattern steps should be performed with an even cadence except the LFO open stroke, which should be held for two counts. The second side of the pattern resumes with four backward crossovers separated by two-foot transitions, also known as a power push. Skaters should take care to perform the transitions on two solid inside edges. The second end pattern consists of three to five backward crossovers. Introductory steps are optional.

Forward focus: Power, extension and edge quality

Backward focus: Power and edge quality



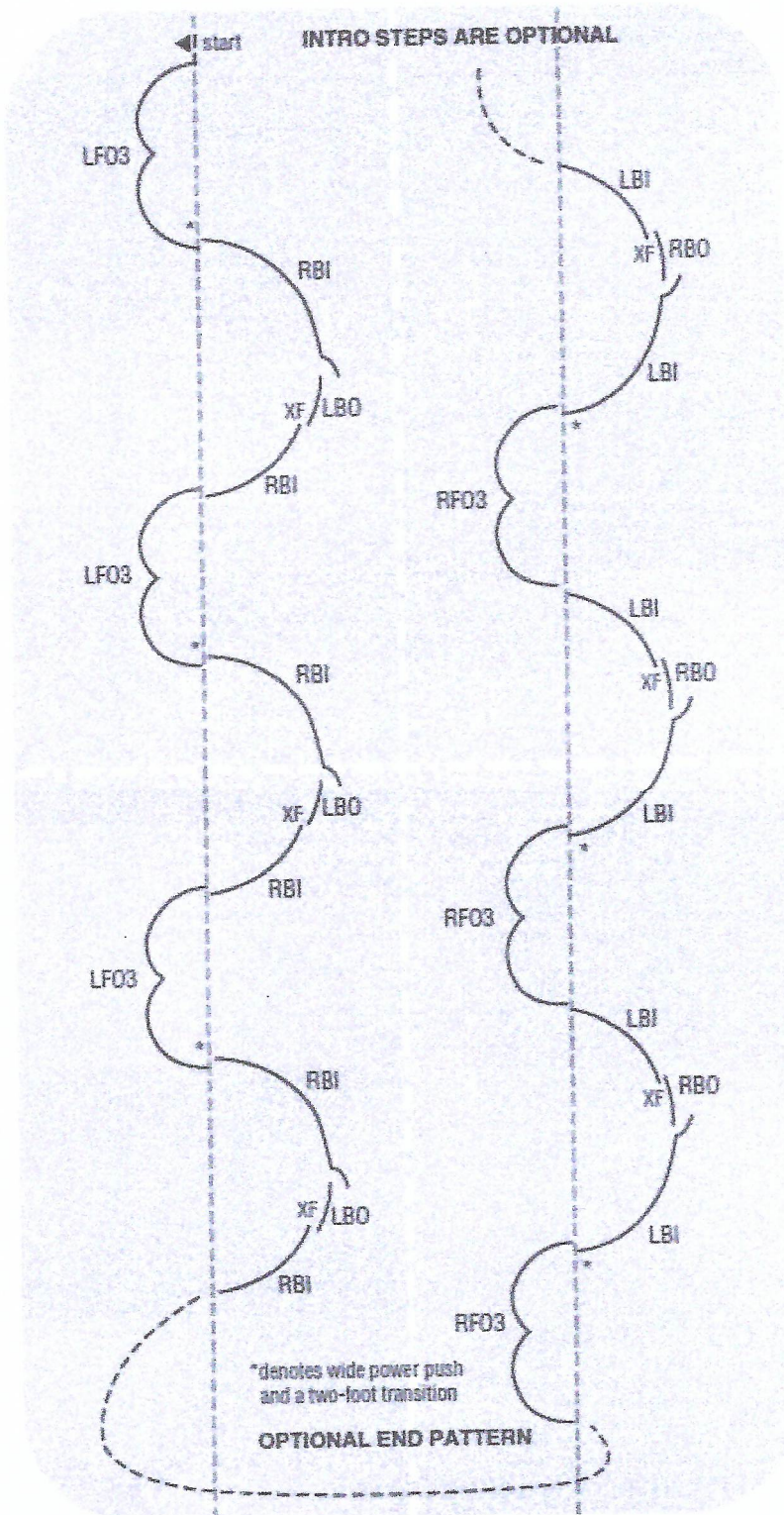
PEWTER

DESCRIPTION

4. Forward power three-turns

The skater will perform forward outside three-turns to a balance position followed by a backward crossover. Three to six sets of three-turns will be skated depending on the length of the ice surface. Skaters may begin this move with either right or left foot three-turns. On the second length of the rink, the three-turns will be skated on the opposite foot. Introductory steps and backward crossovers around the end of the rink are optional.

Focus: Power



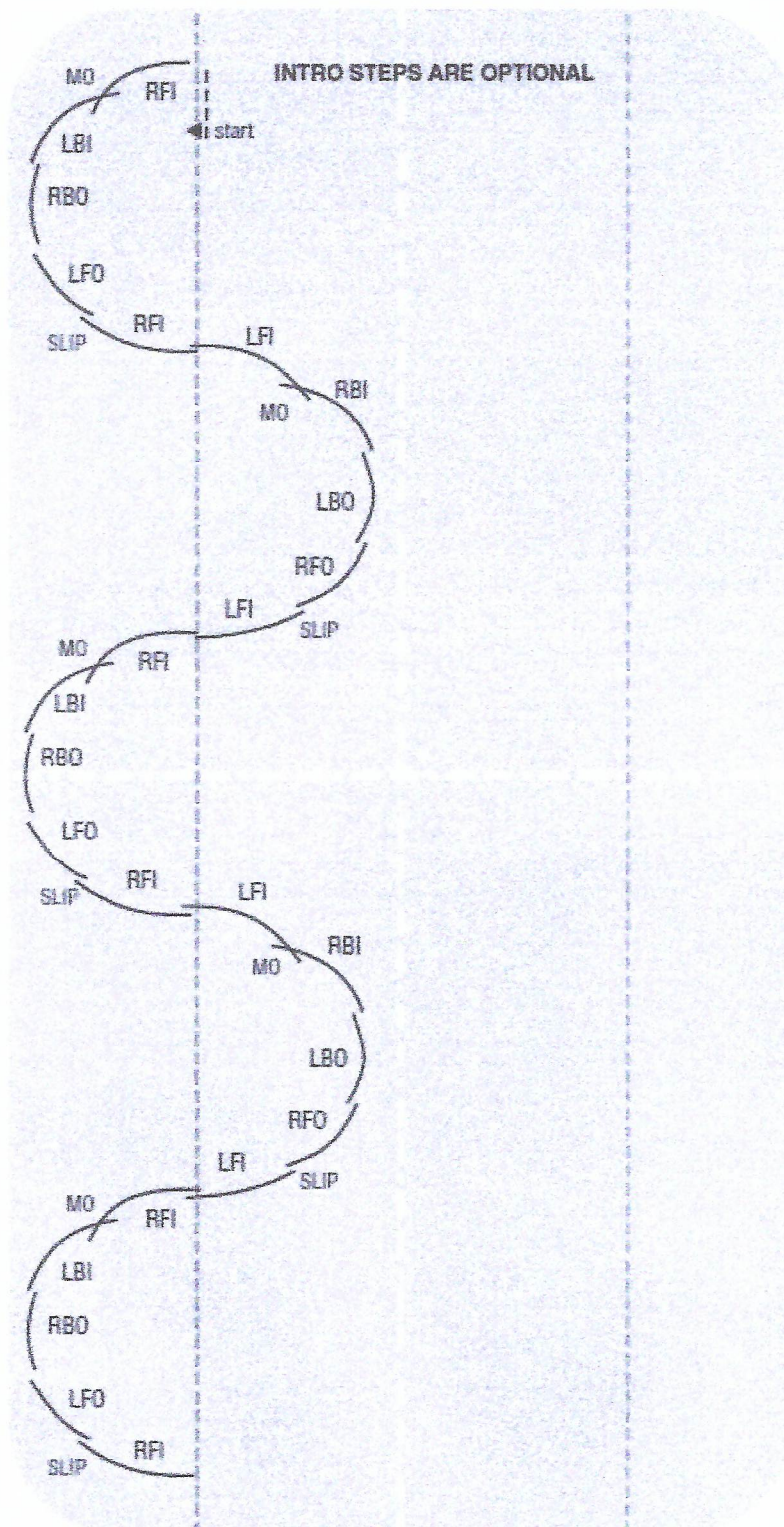
BRONZE

DESCRIPTION

5. Five-step mohawk sequence

The skater will perform alternating forward inside mohawks, skated in consecutive half circles. Each series consists of a five step sequence. The skater will skate one length of the ice with four or five lobes. Introductory steps are optional.

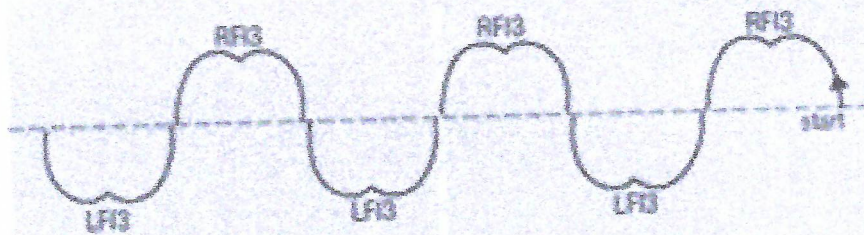
Focus: Edge quality, extension and quickness.



BRONZE**DESCRIPTION****5. Alternating forward inside three-turns**

Starting from a standing position the skater will perform alternating forward inside three-turns for the width of the rink. The size of the rink and strength of the skater will determine the number of three- turns skated. This move may start on either foot.

Focus: Edge quality



BRONZE

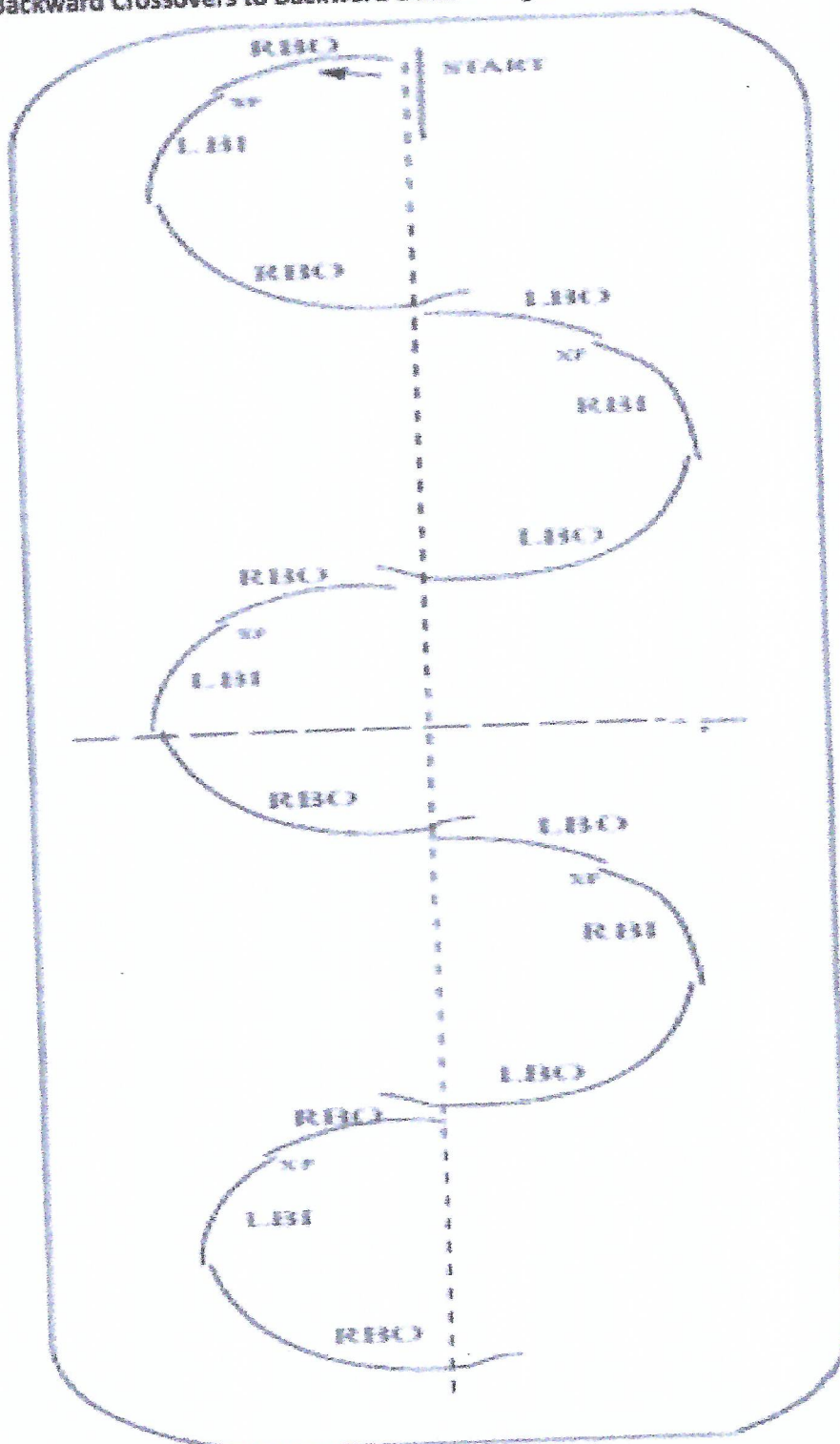
DESCRIPTION

6. Alternating backward crossovers to backward outside edges

The skater will perform alternating backward crossovers to backward outside edges in consecutive half circles for one length of the rink. Four or five lobes should be skated. Introductory steps are optional.

Focus: Power and extension

Alternating Backward Crossovers to Backward Outside Edges



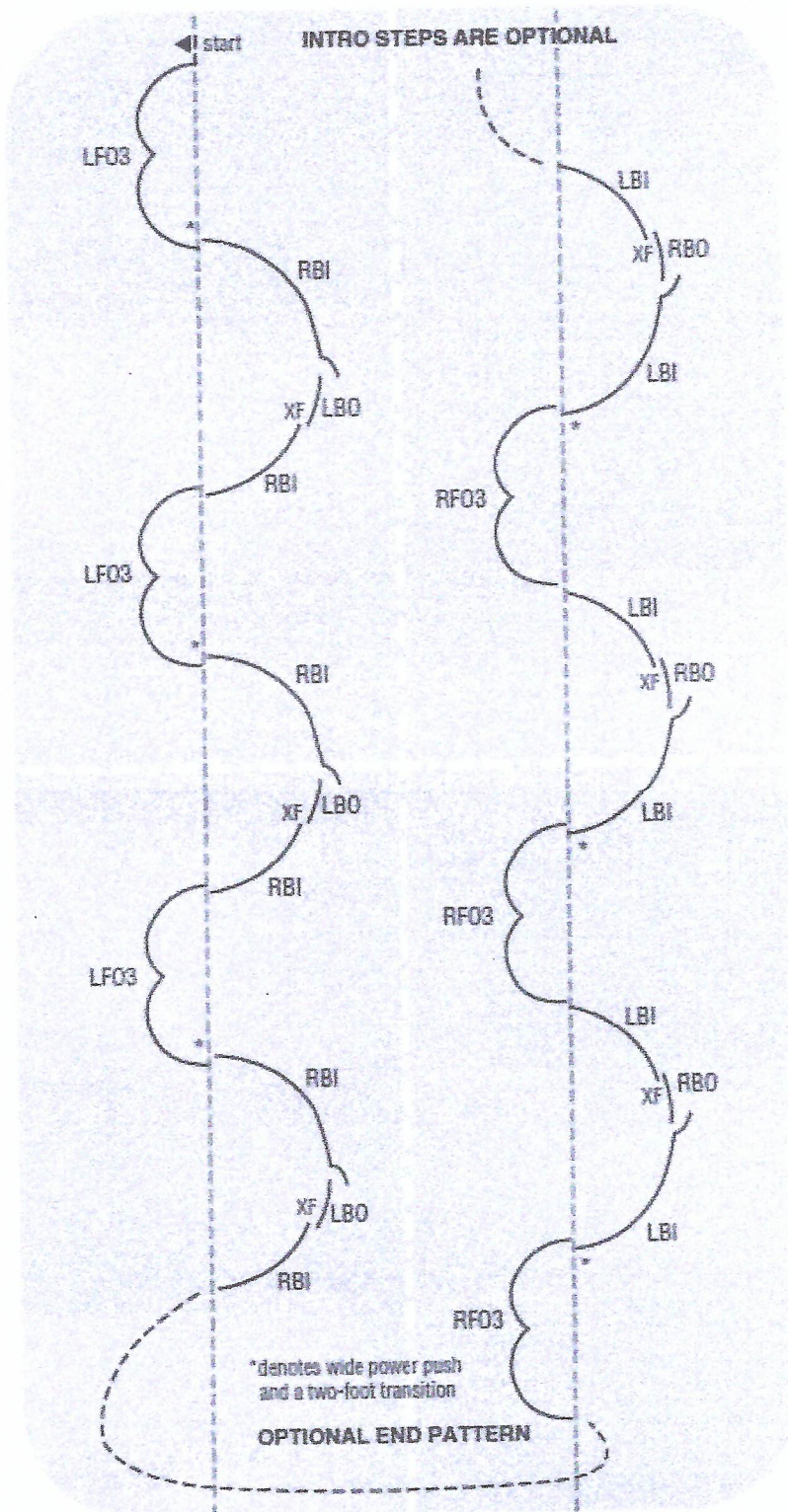
BRONZE

DESCRIPTION

4. Forward power three-turns

The skater will perform forward outside three-turns to a balance position followed by a backward crossover. Three to six sets of three-turns will be skated depending on the length of the ice surface. Skaters may begin this move with either right or left foot three-turns. On the second length of the rink, the three-turns will be skated on the opposite foot. Introductory steps and backward crossovers around the end of the rink are optional.

Focus: Power



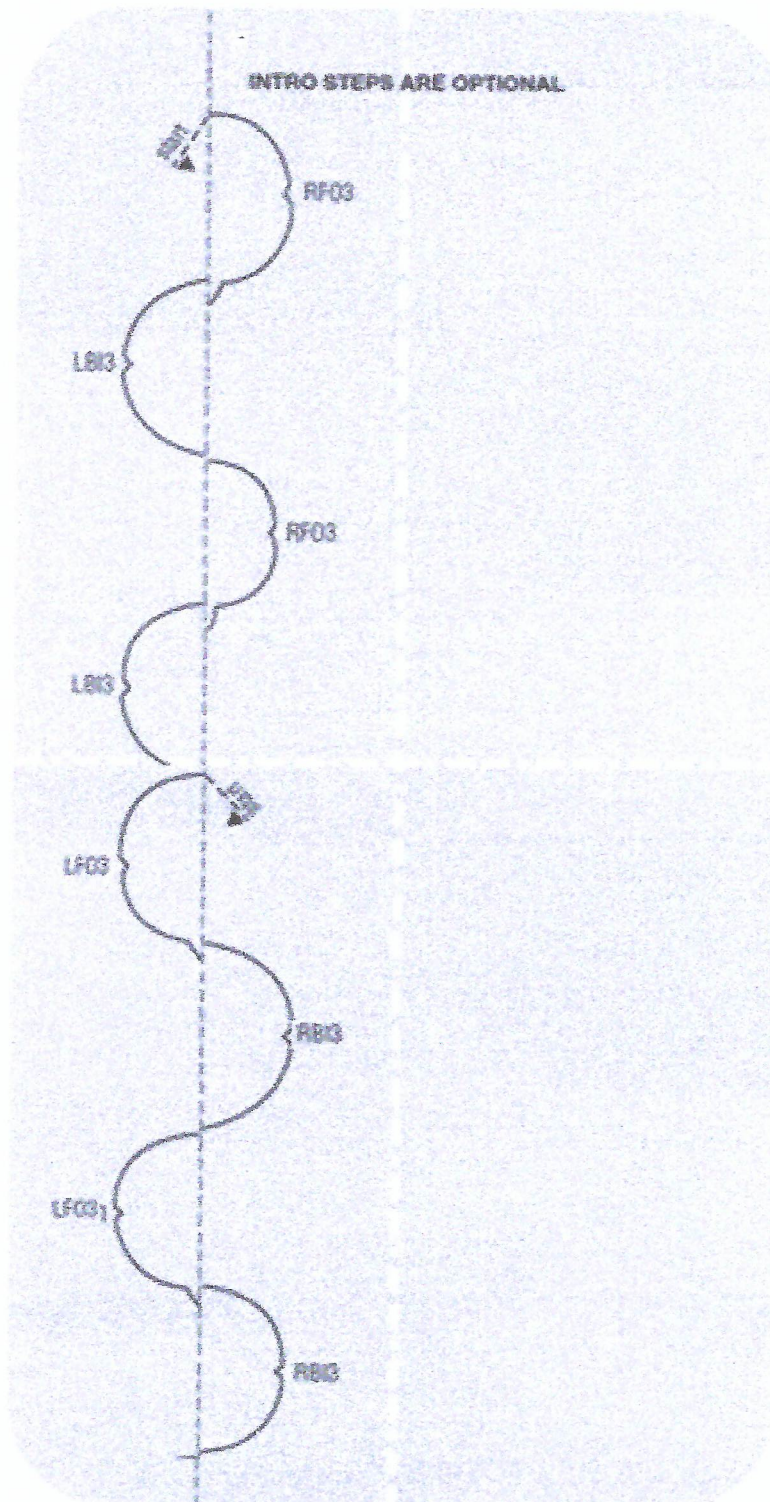
SILVER

DESCRIPTION

2. FO-BI three-turns in the field

The skater will perform two sets of forward outside three-turns alternating to backward inside three-turns covering approximately half the length of the rink. One half of the rink will be RFO-LBI three-turns. The skater will perform LFO-RBI three-turns on the other half of the rink. Introductory steps are optional, as are the steps to transition to the second half. This move may start on either foot.

Focus: Edge quality



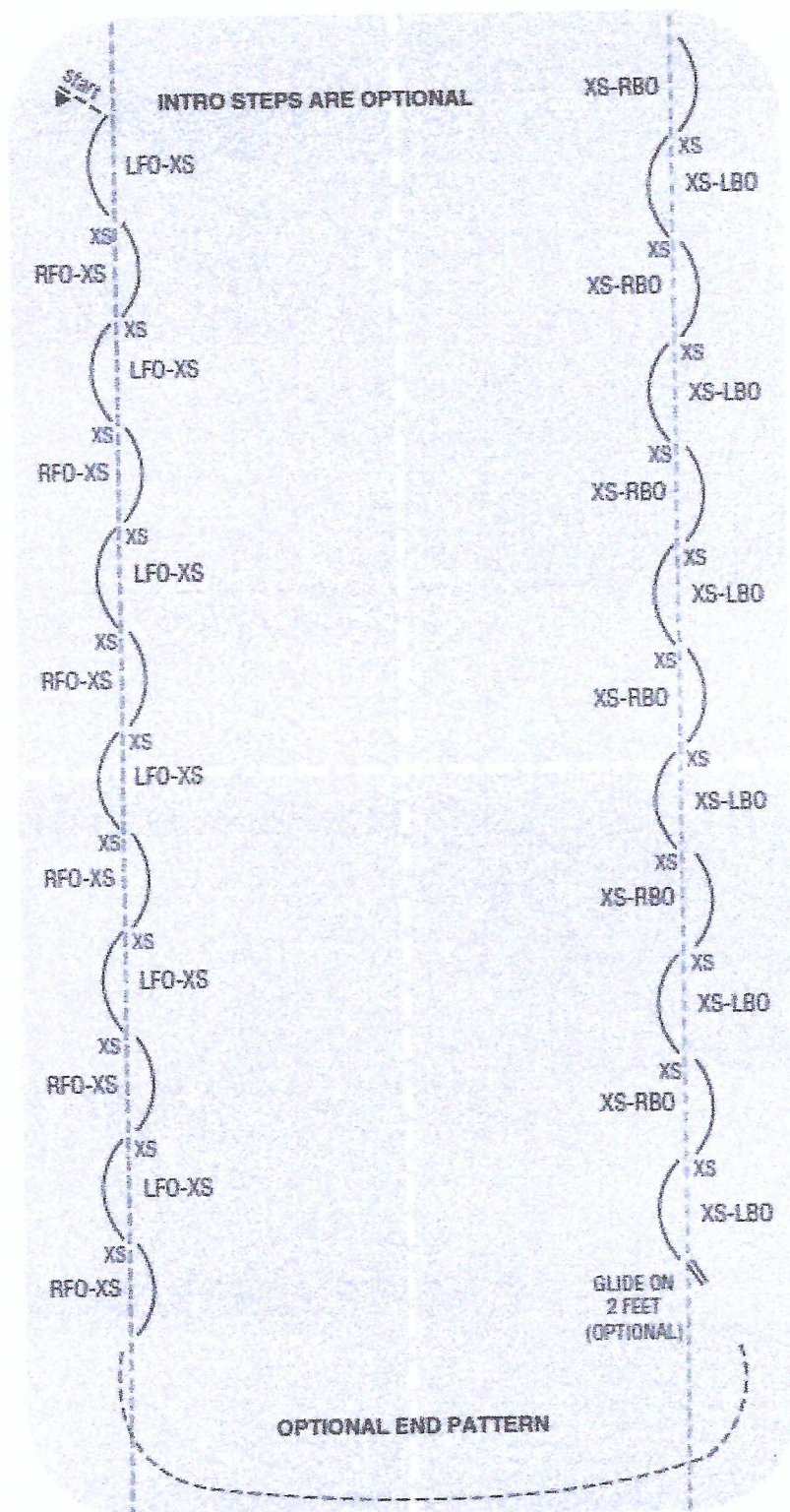
SILVER

DESCRIPTION

4. Forward and backward free skate cross strokes

The skater will perform free skate cross strokes the length of the ice surface. Forward cross strokes will be skated for one length of the rink and backward cross strokes for the second length of the rink. Introductory steps and end patterns are optional. This move may start on either foot.

Focus: Power



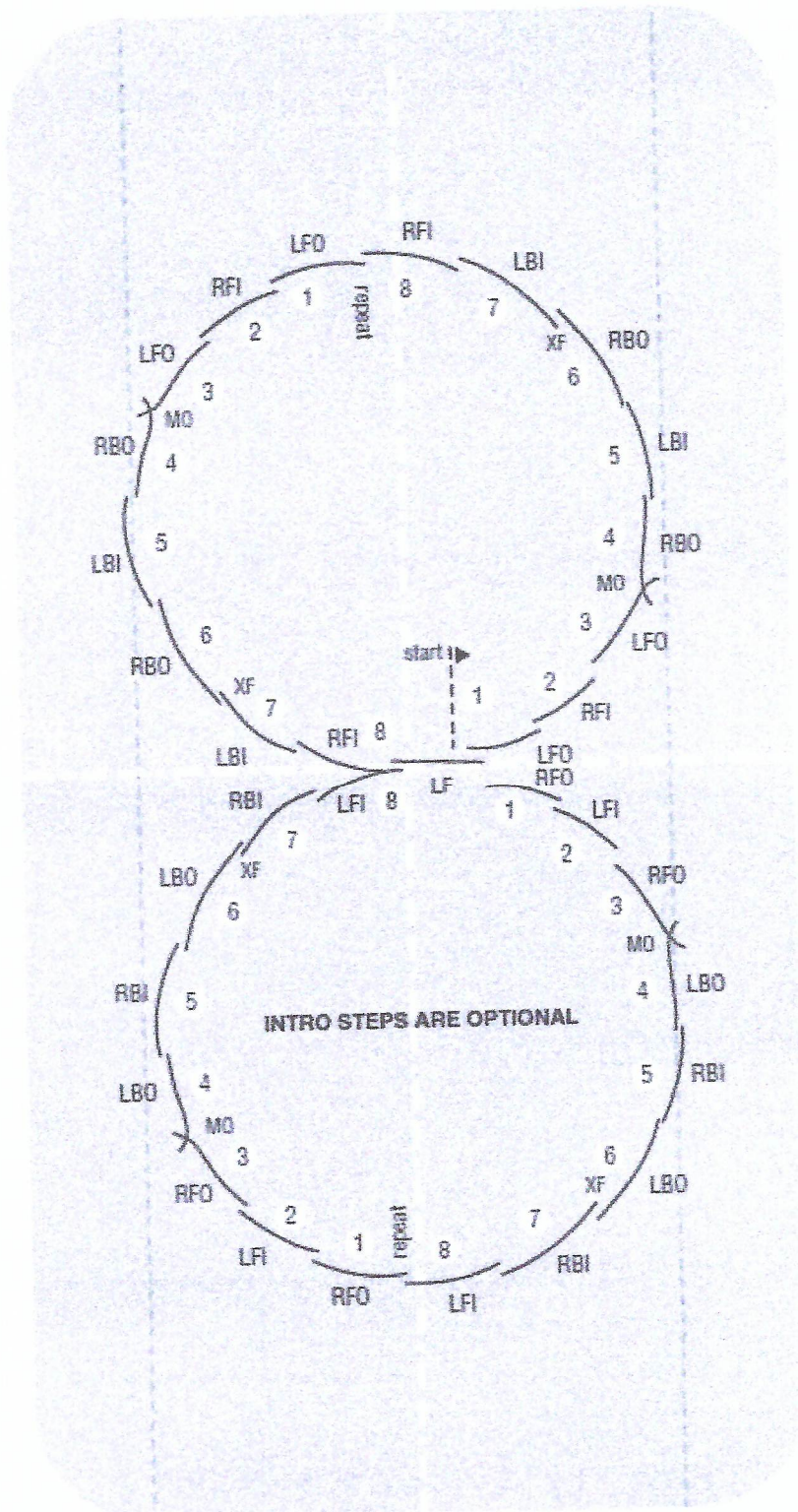
SILVER

DESCRIPTION

3. Eight-step mohawk sequence

The skater will perform two eight-step mohawk sequences counter clockwise. The step order is: Forward crossover into a LFO mohawk, followed by LBI, RBO, LBI cross forward and RFI. The skater should maintain a march cadence (one beat per step). Between the circles is a two-beat left foot transition. The sequence is then repeated in the opposite direction. Introductory steps are optional. This move may start on either foot.

Focus: Quickness and power



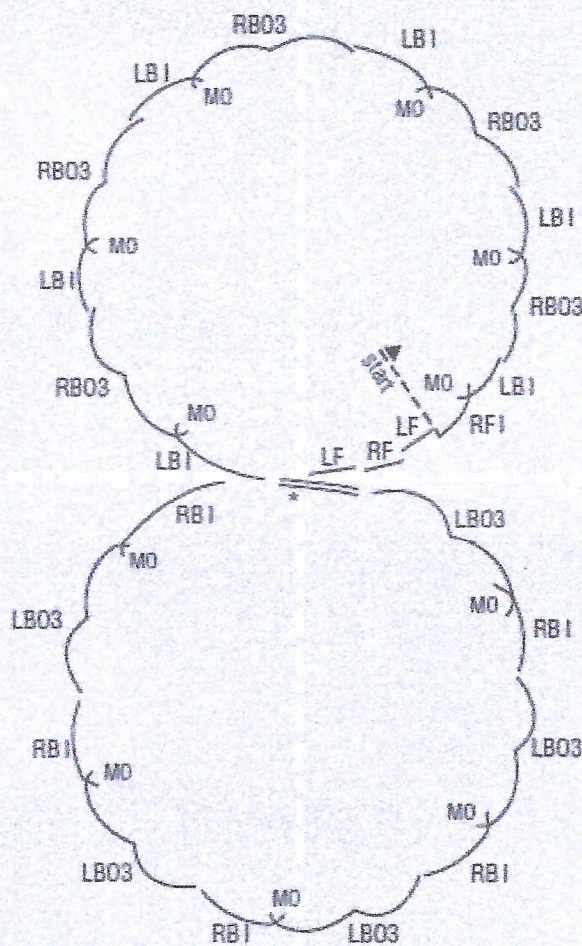
SILVER

DESCRIPTION

5. Backward power three-turns

The skater will perform three to five backward power three-turns per circle in a figure eight pattern. One complete figure eight is required. A one or two-foot glide may be utilized when changing circles. Introductory steps are optional. This move may start in either direction.

Focus: Power



*a one or two foot glide may be utilized when changing circles.

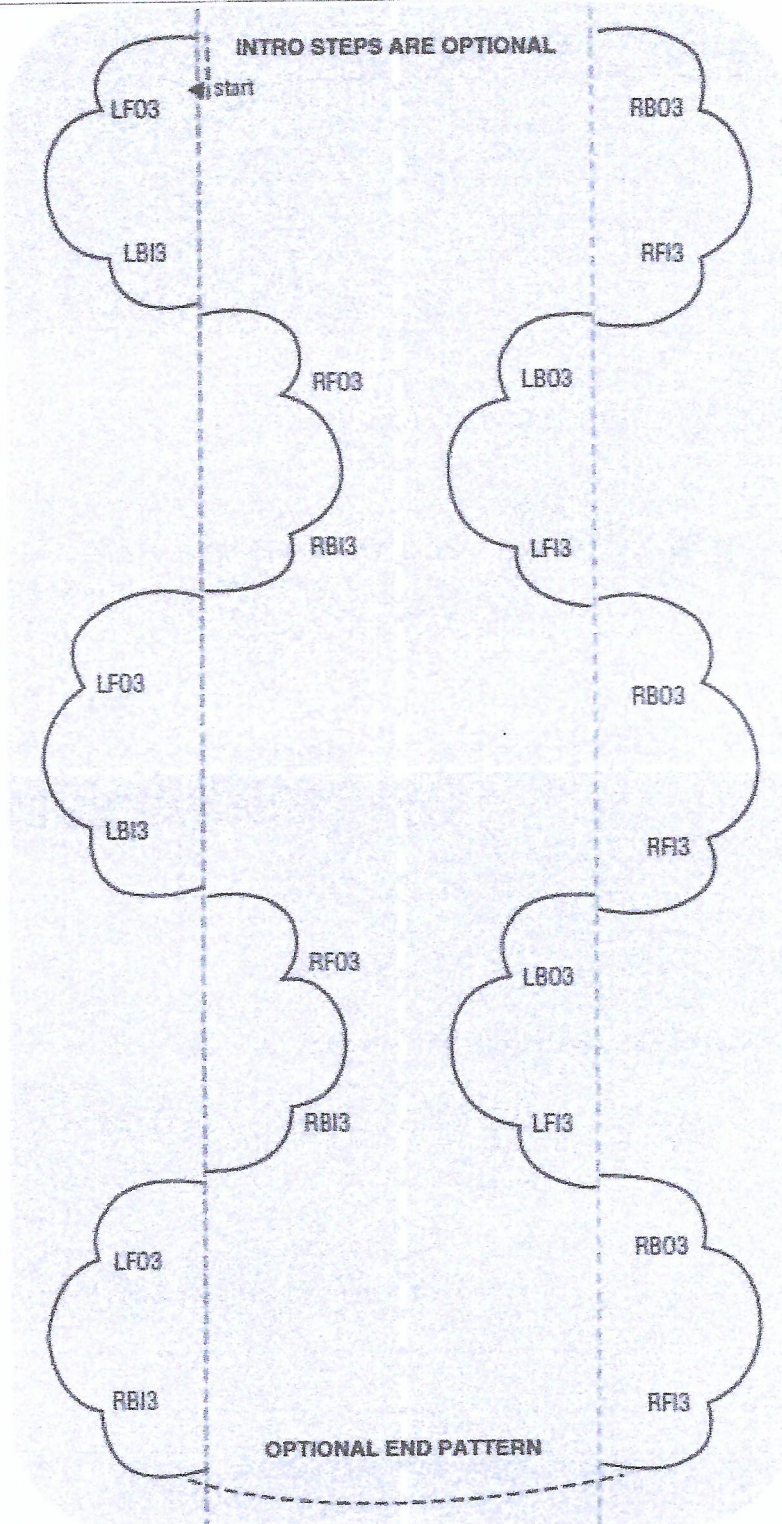
GOLD

DESCRIPTION

6. Forward double three-turns

The skater will perform consecutive forward double three-turns on half circles, with alternating of feet. Four to six half circles will be skated depending on the length of the rink and strength of the skater. The sequence begins with FO double three-turns covering the first length of the rink. The FI double three-turns will cover the second length of the rink. Introductory steps and end patterns are optional.

Focus: Edge quality



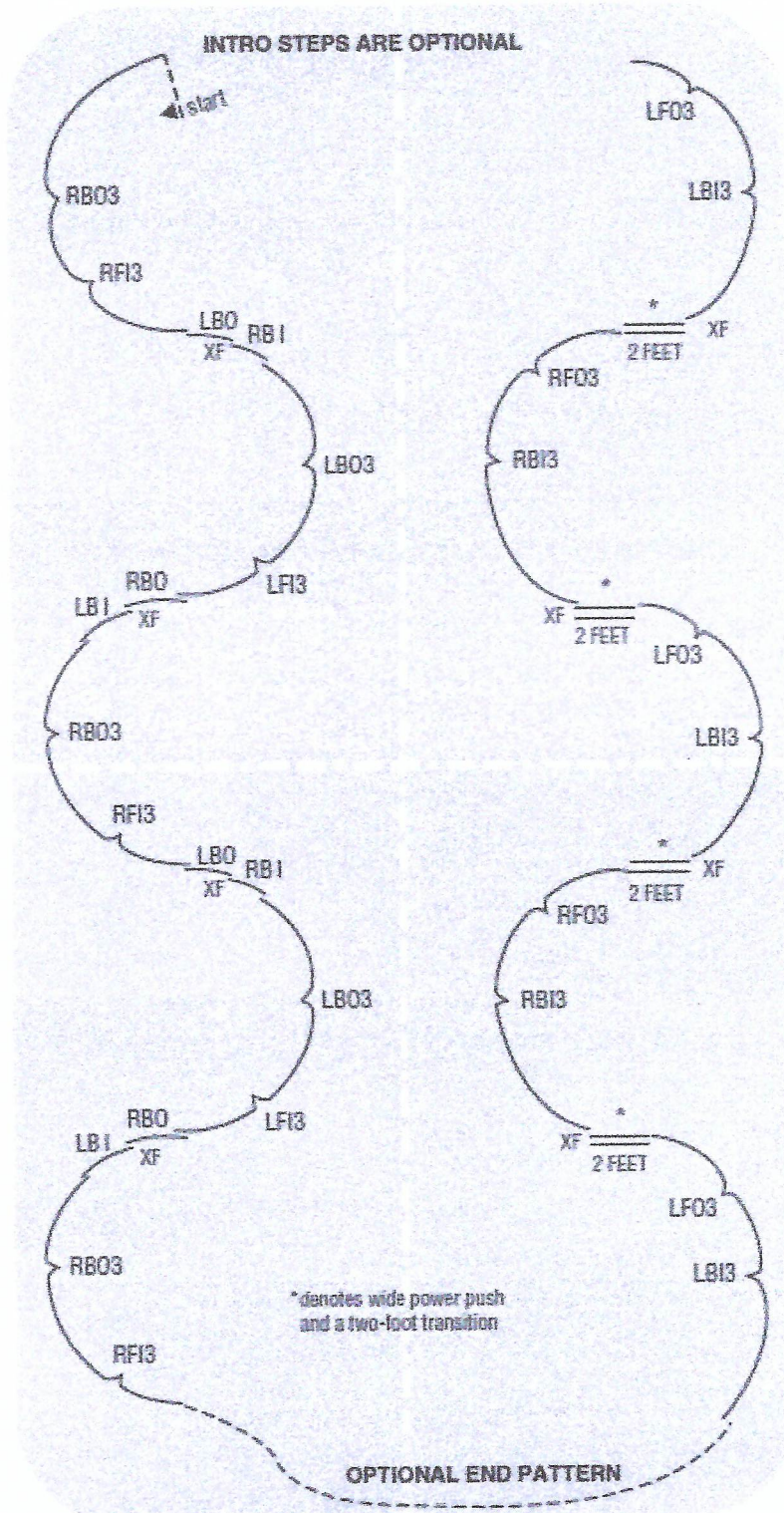
GOLD

DESCRIPTION

1. Backward double three-turns

The skater will perform consecutive backward double three-turns on half circles with alternating feet. Four to six half circles will be skated depending on the length of the rink and strength of the skater. The sequence begins with BO double three-turns covering the first length of the rink. The BI double three-turns will cover the second length of the rink. Introductory steps and end patterns are optional.

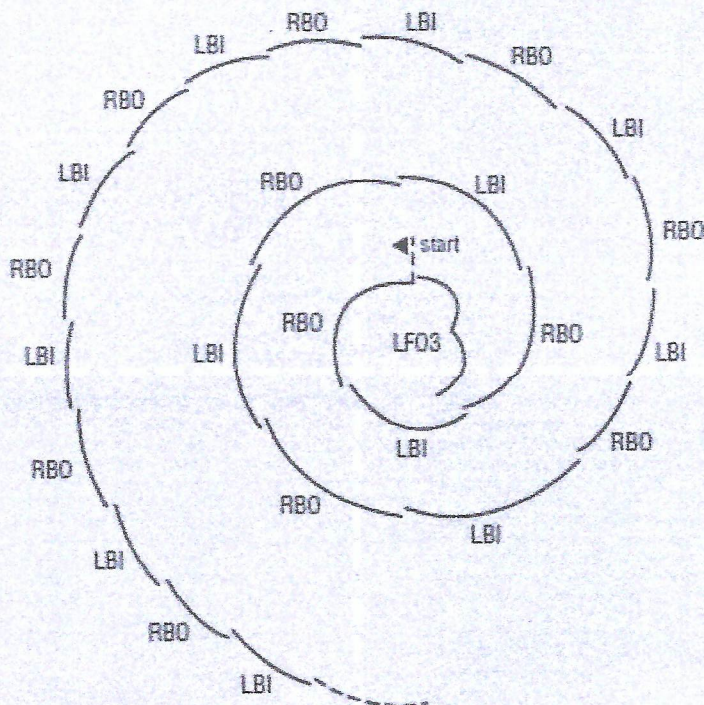
Focus: Edge quality and extension



GOLD**DESCRIPTION****2. Stroking: Backward power circle**

Starting from a standing position, the skater will perform backward crossovers progressively increasing in foot speed and acceleration throughout the entire move, from a slow, but gradually accelerating pace, to fully accelerated crossovers. As the skater accelerates, the circle circumference increases. Power circles are performed in both counter clockwise and clockwise directions. It is recommended that no more than 15 crossovers be utilized in completing each portion of this move. This move may start in either direction.

Focus: Power



GOLD

DESCRIPTION

5. Inside slide chassé pattern

The skater will perform four alternating patterns of inside slide Chassés preceded by backward power three-turns. The pattern should cover the entire length of the rink. Introductory steps are optional.

Focus: Edge quality and extension

