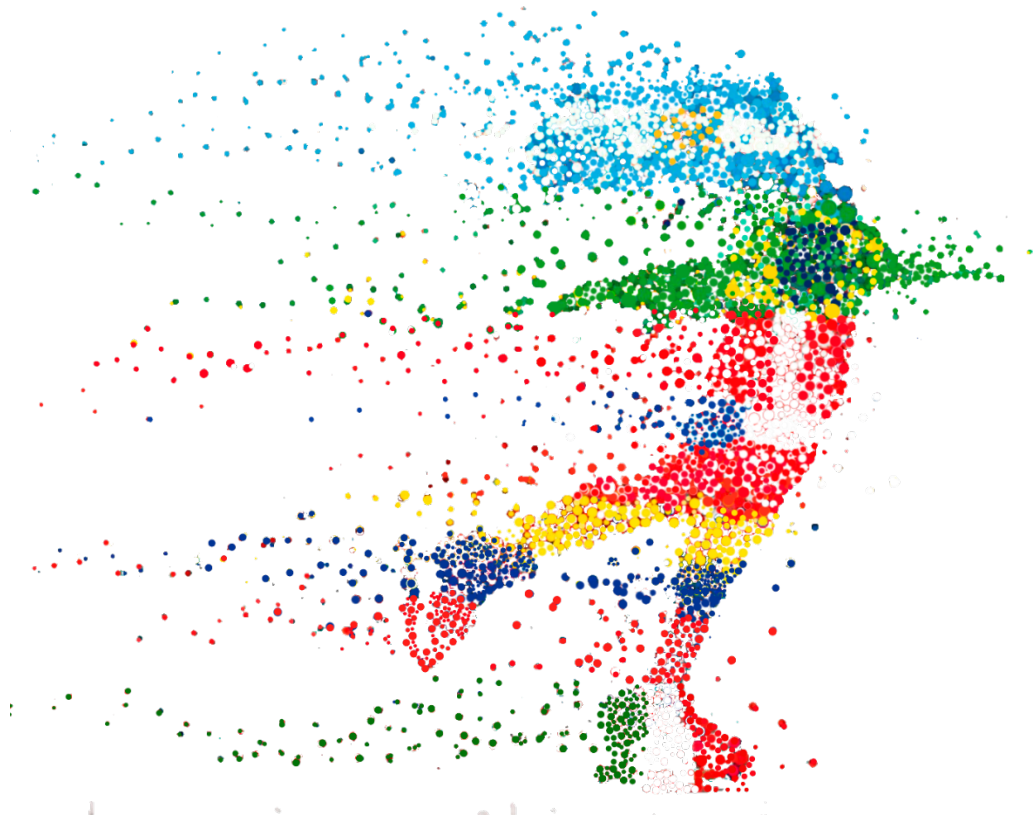


**ANNOUNCEMENT**  
**2<sup>nd</sup> Latin American Regional**  
**Interclub Figure Skating Competition**  
**November 1 – 3, 2024**



**ORGANIZED BY:**



Supported By:



## NOTICE

The 2nd Latin American Regional Interclub Figure Skating Competition is open to competitive club entries from any Latin American club belonging to their respective ISU national member federation. Skaters from the Caribbean and Central America are invited to request authorization to participate in the competition, and it will be the organizing committee of the event that will approve their registration and participation.

All competitors and coaches are expected to be familiar with these rules, to comply with them in full and to exemplify the highest standards of fairness, ethical behavior, and genuine good sportsmanship in their relations with others. Any person whose acts, statements or conduct is considered detrimental to the welfare of figure skating may be disqualified from the competition.

# 2<sup>nd</sup> Latin American Regional Interclub Figure Skating Competition

QUITO, ECUADOR November 1 – 3, 2024

## ANNOUNCEMENT

### INTRODUCTION

It is a pleasure to extend our warmest invitation to participate in the second edition of the LATIN AMERICAN REGIONAL INTERCLUB FIGURE SKATING COMPETITION, with the main purpose of promoting friendship and developing the sport of Figure Skating in our region. The Ecuadorian Figure Skating Federation has been chosen as organizer in our country as hosts to give opportunity to have access to a large scale event, as well as offer different possibilities of cultural enjoyment to our friends visiting Ecuador.

We welcome the skating family to this new adventure in a festive atmosphere and hope to meet you soon in wonderful Quito city.

### 1. GENERAL REGULATIONS

The 2nd Latin American Regional Interclub Competition is not part of any national competition circuit, it is open and friendly. Skaters will participate according to their age and category as of July 1st, 2024. This is an open non-qualifying event (non-federative)

Athletes and Coaches must know these rules to have smooth competition. The organization of the event will oversee ensuring its faithful compliance. Any doubts in the technical or logistical area will be resolved by the organizing committee until the end of the registration, taking for granted the total acceptance of these Regulations.

The participating delegations (Skaters, Coaches and Parents) must respect and address the Judges, Officials, Organizers, Coaches, Skaters, family members, and the public in a friendly manner. Any problem that is generated by family, friends, and/or companions of the participant, may cause the Skater to be automatically disqualified under the decision of the COMPETITION DISCIPLINARY COMMITTEE and may be suspended from the next Latin American competitions depending on the severity of the fault.

The accreditation will be mandatory for participants, Coaches, Judges, Technical assistants, and delegates to enter the ice rink facilities and/or carry out the activities corresponding to the competition. The absence of it will make the participants or whoever corresponds, unable to enter or carry out their assigned activities and they must pay for their entry the value stipulated by the ice rink administration on the days of the event.

Any skater belonging to a School or Club duly accredited by their respective National Federation may **participate**.

Because the competition is an event for clubs from Latin American countries that are ISU Members, it provides that clubs from NON-ISU MEMBERS countries are invited to request authorization to participate in the competition, and it will be the Organizing Committee of the event who will approve their registration and participation.

For ISU members the entries can only be made through the respective NATIONAL FEDERATION.

**Organizer:**

ECUADORIAN FIGURE SKATING FEDERATION – FEP – Federación Ecuatoriana de Patinaje.

**Venue:**

Blizz Ice Arena, a newly opened facility, holds one of the largest permanent ice rinks in South America, measuring 20 by 40 meters.

Viewer seating is offered on the main floor or the elevated second-floor seats, the arena offers a viewing experience with seating for up to 250 guests.

In addition, Blizz Ice Arena is equipped with a variety of amenities to ensure a comfortable and enjoyable experience for all visitors. The venue includes a cafeteria for those looking to grab a bite, well-maintained sanitary facilities, off-ice training room, changing rooms for athletes, and a Judge’s lounge for competition officials.

Conveniently located at the entrance of Cumbayá, Blizz Ice Arena offers 80 on-site parking spaces. This prime location on the main route connecting Quito, Cumbayá, and Mariscal Sucre Airport ensures convenient access for both residents and visitors.





**Date:**

November 1 – 3, 2024

**2. TECHNICAL DATA**

**Age Groups: Singles/ Non ISU levels**

5 – 7 years old – MINORS

8 – 10 years old – CHILDREN

11 – 13 years old – PRE-TEENS

14 – 17 years old – TEENS

18 – 25 years old – YOUNG ADULTS

Novice level only 1 category

Junior – Senior levels according to the ISU regulations

ADULTS LEVELS – More than 26 years old

The competitor's age will be determined based on that skater's age on JUL 1<sup>st</sup> 2024. Should the competitor's birthday be July 1<sup>st</sup>, the older age category shall apply.

**Basic Levels (1-3)**

General Requirements: The skating order of the required elements is optional. The elements can only be repeated once, however there are not restricted as to the length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

→ To be skated on full ice surface.

→ The skater may use elements from a previous level.

- A 0.2 deduction will be taken for each element performed from a higher level.
- Skaters must come to a complete stop when a stop or standstill position is indicated.
- All glides must be executed for at least a count of **six**.
- All three-turn and related movements must be clearly perceivable.
- All spirals must be executed with the free leg at least parallel to the ice surface and the position held for at least a count of **four** to ensure that the spiral is readily visible and identifiable.
- When performing a dip, the upper part of the skating leg at least parallel to the ice. When performing a shoot the duck movement, the upper part of the leg must be at least parallel to the ice surface. The skater must return to the standing position on one leg. In both cases, the position will be held for a **count of four** to ensure that the position is readily visible and identifiable.
- All steps must be visible and identifiable to be judged.
- Connecting steps or movements between elements are highly recommended.
- The time duration for all Basic Levels (**1:40 max**) must not exceed the maximum time allowed, but may be less, provided that all technical elements are included.
- These events are scored with both element and program components scores.
- The panel's points for each Program Component are multiplied by a factor such that the Program Component Score is as equivalent as possible to the Total Elements Score as follows:
  - Composition: 1.10
  - Presentation: 1.40
  - Skating Skills: 1.40
- **IMPORTANT: All steps and sequence of steps required must be appropriate to the size of the track on which the championship will be held without prejudice to the quality of the performance, or the number of steps or repetitions (if applicable).**
- **The organizing committee has the freedom to join contiguous age categories if, after registration, there were 1 or 2 athletes in a competition group, this to stimulate competition.**

#### **BASIC 1 - 5 ELEMENTS FROM THE LIST BELOW**

- 2Ft Glide -Dip
- Forward ½ Swizzle pumps on a circle (minimum 4)
- Forward Slalom
- 1 foot glide on a straight line
- Forward Lunge
- Forward Pivots
- 1 Stop (Snowplow Stop – R or L., T Stop, Hockey Stop)

#### **BASIC 2 - 5 ELEMENTS FROM THE LIST BELOW**

- Forward Outside edge on a circle
- Forward Inside edge on a circle

- Backward outside edge on a circle
- Backward inside edge on a circle
- Backward 1Ft glide R or L
- Backward ½ swizzle pumps on a circle
- 2Ft Spin

**BASIC 3 - 5 ELEMENTS FROM THE LIST BELOW:**

- Bunny hop
- Spiral
- Shoot the duck R or L
- 1Ft Upright Spin
- Mazurka
- Waltz jump
- **ChSt\*** 3 turns or steps (Ex: 2 Forward crossovers into a forward inside edge mohawk, Step down and cross behind, Step into one backward crossover and step to a forward inside edge)

\* Mandatory and can be executed only ONE time.

**Pre - Advanced Levels (1-3)**

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to length of glides, number of revolutions, etc., unless otherwise specified, but they will be executed once. Vocal music is allowed.

- To be skated on full ice surface.
- The skater may use elements from a previous level.
- A 0.3 deduction will be taken for each element performed from a higher level.
- To be valid, Three-Turns, Mohawks and Step Sequences must be clearly visible and identifiable by the judges.
- All spirals must be executed with the free leg at least parallel to the ice surface and held in position for at least a count of four or sufficient time to make the element readily identifiable to the audience and the judges.
- All required jumps must be executed as solo jumps unless otherwise indicated.
- All steps must be visible and identifiable to be judged.
- Jumps can't be repeated more than twice, one as a solo jump and one as part of a combination or sequence.
- The time duration for all Pre Advanced Levels (**2:00 min max**) must not exceed the maximum time allowed, but might be less, provided that all technical elements are included.
- The Spins will have Level Base maximum.
- These events are scored with both element and program components scores.

→ The panel's points for each Program Component are multiplied by a factor such that the Program Component Score is as equivalent as possible to the Total Elements Score as follows:

Composition: 1.20

Presentation: 1.80

Skating Skills: 1.80

→ **IMPORTANT: All steps and sequence of steps required must be appropriate to the size of the track on which the championship will be held without prejudice to the quality of the performance, or the number of steps or repetitions (if applicable).**

**Level Base Maximum**

→ **The organizing committee has the freedom to join contiguous age categories if, after registration, there were 1 or 2 athletes in a competition group, this to stimulate competition.**

#### **PRE ADVANCED 1 – 7 ELEMENTS:**

- 2 solo jumps from the list:
  - 1T/ 1S/ 1Lo / 1Eu/ 1F/ 1Wz
- 1 jump combination: (2 jumps from the same list)
- 2 Spins from the list:
  - USp, CUSp, **SSp\***
- 2 Steps from the list:
  - Alternating Mohawk - Crossover sequence. (See FIG. 1)
  - Forward power 3s. (See FIG. 2)
  - Alternating Forward outside Spiral R&L. (See FIG. 3)
  - Alternating Forward inside Spiral R&L. (See FIG. 4)
  - Backward outside and inside 3 turns R&L. (All 3 turns must be executed as close as possible)

\*Mandatory

#### **PRE ADVANCED 2 – 7 ELEMENTS:**

- 2 solo jumps (1Wz not allowed):
  - Any single jump. (Single axel is not allowed)
  - **1Lz is mandatory.**
- 2 jump combination:
  - One could have 3 jumps (1Eu only allowed between jumps)
- 2 Spins:
  - **CSp\***
  - CUSp
  - CSSp
  - **Spins must be of a different character.**
  - **Fly entry is not allowed.**
  - **Change of foot is allowed.**
- 1 ChSq: (2 choreo movements)

\*Mandatory



### PRE ADVANCED 3 – 7 ELEMENTS:

- 2 Solo Jumps:
  - Any single jump (Single axel is not allowed)
- 2 Jump Combinations:
  - One could be 3 or 2 single jumps combination.
- 2 Spins:
  - 1 must be a solo Spin (any position)
  - 1 must be a Combo Spin
  - 1 Change of foot is allowed.
  - Flying entry is allowed.
- 1 StSq: (Full Ice Surface)

### Advanced Levels

General Requirements: The skating order of the required elements is optional. Vocal music is allowed.

- To be skated on full ice surface.
- The skater may use elements from a previous level.
- A 0.3 deduction will be taken for each element performed from a higher level.
- In the execution of difficult steps (Brackets, Loops, Counters, Rockers, Choctaws, etc.) and Step Sequences and/or Choreographic Sequences, the movements must be perceptible and identifiable, with correct edges to be considered valid for the judges.
- All the required jumps must be executed as solo jumps or as indicated. Solo Jumps could be repeated in the Combination or sequence but only once.
- Spins will only be considered if performed correctly: in the sit spin, the flexed leg must be at least parallel to the surface of the ice; in the Camel Spin, the free leg should be at an angle of at least 90 degrees from the ice. Spin rotations will be counted from the moment the skater takes the correct position. If the skater exits this position and returns to the proper position the lap count will restart.
- Skating time varies by level and must not exceed the maximum allowed time. Skaters may, however, use less than the prescribed time, provided that all the mandatory elements are presented, under penalty of a deduction for those not performed.
- Unless otherwise stated, all elements must meet the general criteria and basic requirements to be counted.
- If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.
- Solo Jumps can't be repeated unless it will be executed as a part of a combination or sequence, in that case could be executed only once again.
- Spins and Step Sequences can be awarded up to level 4.
- These events are scored with both element and program components scores.
- The panel's points for each Program Component are multiplied by a factor such that the Program Component Score is as equivalent as possible to the Total Elements Score as follows:

Category	Segment	Composition	Presentation	Skating Skills
Pre - Preliminary	FS	0.90	0.90	2.70
Preliminary	FS	0.92	0.92	2.76
Pre Juvenile	FS	0.96	0.96	2.88
Juvenile	FS	1.25	1.25	3.75
Intermediate	FS	0.90	0.90	1.80

→ **IMPORTANT: All steps and sequence of steps required must be appropriate to the size of the ice surface on which the championship will be held without prejudice to the quality of the performance, or the number of steps or repetitions (if applicable). Step sequences or Choreo sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence/Choreo sequence but additional step sequences connecting the various elements may be included at the discretion of the skater. Single Jumps may be included in the Step Sequence.**

#### **PRE-PRELIMINARY 2:10 max**

- 3 solo jumps:
  - 1 must be an Axel type jump.
  - All single jumps are allowed, no double or triple jumps.
- 2 jump combinations/sequence:
  - 2 jump combinations or 1 jump combination and 1 sequence (only one jump combination or sequence can have 3 jumps)
- 2 Spins:
  - 1 solo spin, change of foot or flying entry are allowed.
  - 1 Combination Spin with or without change of foot, flying entry is not allowed.
- 1 StSq: (Full Ice Surface)

#### **PRELIMINARY 2:10 max**

- 3 Solo Jumps:
  - 1 must be an Axel type jump.
  - All single jumps are allowed.
  - One double jump from the list must be performed: 2T / 2S / 2Lo.
- 2 Jump combinations /Sequence:
  - 2 jump combinations or 1 jump combination and 1 sequence (only one jump combination or sequence can have 3 jumps)
- 2 Spins:
  - 1 solo spin, change of foot or flying entry are allowed.
  - 1 Combination with or without change of foot, flying entry is not allowed.
- 1 StSq: (Full Ice Surface)

#### **PRE-JUVENILE 2:10 max**

- 3 Solo Jumps:
  - 1 must be an Axel type jump.
  - One double jump from the list must be performed: 2F / 2Lz.
  - All single and double jumps are allowed, not 2A.
- 2 Jump combinations /Sequence:

- 2 jump combinations or 1 jump combination and 1 sequence (only one jump combination or sequence can have 3 jumps)
- 2 Spins:
  - 1 solo spin, change of foot or position or flying entry are allowed.
  - 1 Combination Spin with or without change of foot, flying entry is allowed.
- 1ChSq: At least 2 choreographic movements

#### **JUVENILE 2.30 min +/- 10 sec**

- 3 Solo Jumps:
  - 1 must be an Axel type jump.
  - All single and double jumps are allowed, included 2A.
  - One triple is allowed.
- 2 Jump combinations /Sequence:
  - 2 jump combinations or 1 jump combination and 1 sequence (only one jump combination or sequence can have 3 jumps)
- 2 Spins:
  - 1 solo spin, change of foot are allowed, must have flying entry (min 5 Revs)
  - 1 CCoSp with only one change of foot, no flying entry
- 1ChSq: at least 2 choreographic movements

#### **INTERMEDIATE 3.00 min +/- 10 sec**

- 3 Solo jumps:
  - One must be an axel type jump.
  - All singles, doubles or triples are allowed.
  - 3 Jump combinations/sequences: 3 jump combinations or 1 jump sequence and 2 Jump combinations (1 jump combination or sequence can have 3 jumps)
- 2 Spins:
  - 1 solo spin, change of foot are allowed, must have flying entry (min 5 Revs)
  - 1 CCoSp with only one change of foot, no flying entry
- StSq.

#### **Novice Level**

The regulations contained herein are based on the provisions of the ISU Communication 2489 or later but will not count as a part of ISU international results.

→ Ages: Only one group No minimum age, maximum 26yo

#### **ADVANCE NOVICE – Women and Men**

Competition will be held in accordance with ISU Communications

#### **Junior and Senior Levels**

The regulations contained herein are based on the ISU Special Regulations & Technical Rules

handbook updated in September 2022 but will not count as a part of ISU international results.

## **SENIOR**

Women, Men

### **Short Program 2 min. 40 sec. +/-10sec**

The required elements to be skated are those listed in ISU Technical Rules Single and Pair Skating and respective ISU Communications.

Woman, Men

### **Free Skating 4 minutes, +/-10 seconds.**

In accordance with ISU Technical Rules Single and Pair Skating and the respective ISU Communications.

## **JUNIOR**

Men, Woman

### **Short Program 2 min. 40 sec. +/-10 seconds**

The required elements to be skated are those listed in ISU Technical Rules Single and Pair Skating and respective ISU Communications.

Men, Woman

### **Free Skating 3 minutes and 30 seconds, +/-10 seconds**

In accordance with ISU Technical Rules Single and Pair Skating and the respective ISU Communications.

## **ADULTS LEVELS**

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

- To be skated on full ice surface
- The skater may use elements from a previous level and must contain the elements mentioned in any order.
- Steps Sequences (Three-Turns, Mohawks, Choctaws, Counters, Rockers, Brackets, Loops, etc.) and movements must use correct edges and must be visible and identifiable to the judges to be considered valid.
- All spirals must be executed with the free leg at least parallel to the ice surface and held in position for at least a count of four or sufficient time to make the element readily identifiable to the audience and the judges.
- All the required jumps must be executed as solo jumps or as indicated.
- Skating time varies by level and must not exceed the maximum allowed time. Skaters may, however, use less than the prescribed time, provided that all the mandatory elements are presented, under penalty of a deduction for those not performed.
- **IMPORTANT: All steps and sequence of steps required must be appropriate to the size of the track on which the championship will be held without prejudice to the quality of the performance, or the number of steps or repetitions (if applicable).**

## **FREE SKATING ELITE MASTERS**

TIME: 3 minutes +/- 10 seconds

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.67.

FALLS: Each fall shall receive a deduction of 1.0.

WARM UP: 6 minutes

Skaters entering this category will compete against other Elite Masters Free Skaters. The technical requirements are the same as those for the category "Masters Free Skating."

## **FREE SKATING MASTERS**

TIME: 3 minutes +/- 10 seconds

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.67.

FALLS: Each fall shall receive a deduction of 1.0.

WARM UP: 6 minutes

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

Jumps: 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.

Spins: 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.

Steps: A maximum of one (1) step sequence, fully utilizing the ice surface.

Features up to and including Level 4 will be counted for the technical elements.

### **FREE SKATING GOLD**

TIME: 2 minutes 50 seconds +/- 10 seconds.

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 1.6.

FALLS: Each fall shall receive a deduction of 1.

WARM UP: 6 minutes

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

Jumps: 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.

Spins: 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.

Steps: A maximum of one (1) step sequence, fully utilizing the ice surface.

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.

### **FREE SKATING SILVER**

TIME: 2 minutes +/- 10 seconds.

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

FALLS: Each fall shall receive a deduction of 0.5.

WARM UP: 5 minutes

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

Jumps: 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 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.

Spins: A maximum of two (2) spins of a different abbreviation, one (1) of which must be a spin combination.

- 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.

Steps: 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.

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.

### **FREE SKATING BRONZE**

TIME: 1 minute 40 seconds +/- 10 seconds.

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

FALLS: Each fall shall receive a deduction of 0.5.

WARM UP: 5 minutes

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

Jumps: 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.

Spins: A maximum of two (2) spins of a different abbreviation, each of which must be a spin in one position with or without no 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.
- 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 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

Steps: 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.

**NOTE: Adults skaters below Bronze can participate in Pre Advanced (1-3) or Basic (1-3)**

## **Showcase Competition**

### **A. Judging and Marking**

1. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities.
2. This Category will be judged using the Program Components Marks only. Technical skating skills 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 selected theatrical elements.
3. Unintended falls, poorly executed skating elements and obvious losses of control will negatively affect the competitor's/team's marks.
4. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence.
5. Theatrical elements evaluated will include are but not limited to:
  - a) Reflection of the musicality as it pertains to the concept of the program

- b) Projection
- c) Energy
- d) Timing
- e) Acting
- f) Skating skills that relate to the music
- g) Age appropriateness to skater
- h) Use of props and scenery
- i) Interaction (Duets and Ensembles only)
- j) Note: Prolonged pauses to express lyrics are discouraged  
They will be consider for composition and presentation marks

**6.** Deductions will apply for negligence relating to: costumes, props, program times. If there is more than one infraction, each will be deducted from the single mark.

Deduction	Description
-0.1	Hair or accessory falls to ice
-1.0	Prohibited size or type of prop
-0.1	For each 10 second over maximum time
-1.0	Wrong category entered, for example a clearly Dramatic Program entered as a Light Entertainment

7. Skaters who are ONLY participating in the Showcase portion of this competition may enter TWO Showcase Competition events. Any skater who is competing in a non-Showcase category may only enter ONE Showcase Competition event.

8. They will decide at the time of registration which club/country they will represent. To help this, the Organizing Committee will publish as soon as the registration ends the list of the groups in order to facilitate the Athletes to contact the teams and join them.

**B. Costumes**

1. Costuming and make-up for showcase/theatrical/interpretive skating programs should enhance the feeling created by the performance and reflect the meaning of the story or theme.
2. Costume rules for competition free skate programs do not apply for showcase/theatrical/interpretive skating. Ornaments and hair accessories must be secure.
3. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. A 0.1 deduction will be taken.
4. Figure skating blades must be used, no hockey or other blades. The blades 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.

**C. Event Regulations**

Skaters may enter any or all singles events for which they are qualified by test level. Skaters cannot skate in different levels of the same event.

**C.1. Singles events:**

**C.1.1. Dramatic Entertainment:** Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating

movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness. Even the emotion is sadness, there should be an enlivened feeling given to the audience. **Props and Scenery ARE permitted.**

**C.1.2. Light Entertainment:** Programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions. **Props and Scenery ARE permitted.**

**C.1.3. Interpretive:** The program will be a performance choreographed by the competitor, unaccompanied and unassisted, to music that is supplied by the LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater’s interpretation of the music, rather than technical elements. The music will be played continuously during a 30-minute off ice session in a room. The room will be attended only by the adult monitor assigned to play the music, and the competing skaters. The music will be played twice during a warm-up on full ice. **After the warm up skaters will go back to the room, with no music being played.** Skaters will be brought to the ice when the previous skater finishes. All competitors in an event will interpret the same music. Props are permitted but must be brought into the room prior to listening to the music and be taken to the ice only when the skater is called to perform. Props may not be pre-positioned on the performance surface.

**D. Duet & Ensemble events:**

**D.1. Duets:** are theatrical performances by any two competitors. Props and Scenery ARE permitted. Skaters may enter only one duet, one mini production ensemble and one production ensemble each.

**D.2. Mini Production Ensembles:** are theatrical performances by three to seven competitors. Props and Scenery ARE permitted. Programs are performed under full arena lighting. Skaters may enter only one duet, one mini production ensemble and one production ensemble each.

**D.3. Production Ensembles:** are theatrical performances by eight or more competitors. NOTE: Skaters may enter only one duet, one mini production ensemble and one production ensemble each. Props and Scenery ARE permitted. Programs are performed under full arena lighting.

**E. Warm Up Times**

**Interpretive** events will warm up for four minutes on performance ice under full house lighting. Warm-up groups for interpretive will not exceed 10 skaters. No props are allowed on the ice during warm up.

**Singles, duets, mini-production and production ensembles** will warm up for a minimum of three minutes backstage when curtains and spotlights are used.

**F. Performance Times:**

**F.1. Showcase Competition Events (except Adult):**

EVENT	AGE	TIME
<b>Basic</b>	No Minimum Age (Maximum Age 20)	1:30 max
<b>Pre Advanced 1-3</b>	No Minimum Age (Maximum Age 20)	1:30 max
<b>Pre Preliminary - Preliminary</b>	No Minimum Age (Maximum Age 20)	1:40 max
<b>Pre Juvenile - Juvenile</b>	No Minimum Age (Maximum Age 20)	1:40 max

<b>Intermediate</b>	13 or under	2:10 max
<b>Junior</b>	15 or under	2:10 max
<b>Senior</b>	15-27	2:10 max

**F.2. For Adult Exhibition Competition Events ONLY:**

<b>EVENT</b>	<b>AGE</b>	<b>TIME</b>
<b>Adult Basic</b>	21 and older	1:30 max
<b>Adult Pre Advanced 1-3</b>	21 and older	1:30 max
<b>Adult Bronze</b>	21 and older	1:40 max
<b>Adult Silver</b>	21 and older	1:40 max
<b>Adult Gold</b>	21 and older	1:40 max
<b>Adult Master</b>	28 and older	2:30 max

**F.3. Specials:**

<b>EVENT</b>	<b>AGE</b>	<b>TIME</b>
<b>Mini-Production</b>	Open	3:10 max
<b>Production</b>	Open	5:30 max

**G. TIMING:**

Timing of the program will begin with the first purposeful movement of any competitor or member of a team. For performances that are over the time allotment, standard time deductions will apply according to previously announced rules for Singles Events. Timing will cease when the last skater comes to a complete stop.

**H. SCENERY / PROPS RULES:**

**H.1. Props and scenery must be placed and removed:**

- Unaided, by the singles and duets competitors within one-minute total on and off.
- Unaided, by the ensemble teams within two minutes maximum for setup and two minutes maximum for removal. Anyone not skating is not allowed to step on the ice.

**H.2. General:**

- The inclusion of scenery and/or props is not mandatory.
- All scenery will be portable and not require any mechanical means for transportation (i.e. forklift, etc.). Its movement will be the responsibility of the skater or teams.
- A mandatory deduction of 1.0 may be applied by each judge as instructed by the referee for the following violations:
  - Scenery may not exceed 7'6" in height
  - For insurance reasons no propulsion devices will be permitted. This includes items such as cannons and trampolines. Apparatus such as these, which could be used to assist skaters with jumping into the air, are NOT permitted.
  - The use of smoke, fire, dry ice, liquids, live animals, feathers, bubble machines or any substance that may harm the ice surface and/or skaters is not permitted.
  - No projectiles.
  - All props must be under the control of the skater; for example, remotely controlled images or objects.

- No mirrors or glass of any kind is allowed on the ice.
- People may not be used as props.
- For ensemble set ups (2:00 max): An announcement will be made after 1 minute has elapsed. Another announcement will be made when 30 seconds are remaining. At the 2-minute mark, an announcement is made that set up time is over. Set-up must be complete, and skaters must be in their starting position before the 2-minute announcement is made. A 0.1 deduction will be taken for every 10 seconds over.
- There will be no countdown of timing announced for Single skaters or Duets.
- If a competitor has any doubt concerning the safety of his/her performance, the Chief Referee should be consulted.

### **H.3. Scenery Break Down (Ensembles):**

At the completion of the performance, and after the team has taken their bows, teams will be permitted two minutes to remove all scenery/props. When removing the scenery/props from the ice the skaters may not step off the ice until all scenery is removed.

A 0.1 deduction will be assessed by the referee against each judge's mark for each ten second in excess of the time allowed.

### **SPECIFICS:**

**A.** There is no minimum time requirement for any event program.

**B.** Events will not be segregated by gender.

**C.** There will be a 0.1 deduction for each 10 second in excess of the maximum performance time.

**D.** There will be a 0.1 deduction for each 10 second in excess of the maximum prop placement

**E.** There will be a 0.1 deduction for each 10 second in excess of the maximum prop break down time.

**F.** There will be a 1.0 deduction when a program is entered in the wrong category, for example a clearly Dramatic Program entered as a Light Entertainment.

**G.** Timing starts with the first purposeful motion of the body and ends when motion stops.

**H.** Spotlights and curtains are not required for showcase events at nonqualifying competitions.

### **GROUP SIZES AND FINAL ROUNDS:**

Maximum sizes of initial rounds will be 18 contestants. In adult events, groups larger than 18 participants will be split by age. Final rounds may be held at the discretion of the referee and the local organizing committee.

**IMPORTANT: The final classification and division of the presentations will be done by technical level, age (when applicable), regardless of the gender of the athletes. Mixed and same sex couples will be allowed.**

## **3. ENTRIES**

### **3.1 Confirmation of Entries**

In accordance with all the LATAM Federations for the Latin American Competition 2024, entries can only be made for Skaters belonging to a School or Club duly accredited by their respective National Federation, a must be made through the respective NATIONAL

FEDERATION. The confirmation of the entries must be submitted by **August 30, 2024**, and must be submitted to

**Federación Ecuatoriana de Patinaje**

Ms. Ambar Fuentes

e-mail: [ecuadoriceskating@gmail.com](mailto:ecuadoriceskating@gmail.com)

with a copy to

**Comisión Técnica FEP**

Mr. Jorge Canizares

e-mail: [jorlcm83@gmail.com](mailto:jorlcm83@gmail.com)

**3.2 Entries by name**

All entries must be done electronically by the deadline indicated.

**3.2.1 Entries of competitors**

The Entries must be made electronically by the National Federation with the official forms correctly filled; and must be submitted to

**Federación Ecuatoriana de Patinaje**

Ms. Ambar Fuentes

e-mail: [ecuadoriceskating@gmail.com](mailto:ecuadoriceskating@gmail.com)

with a copy to

**Comisión Técnica FEP**

Mr. Jorge Canizares

e-mail: [jorlcm83@gmail.com](mailto:jorlcm83@gmail.com)

not later than **Friday, September 29, 2024**

**3.2.2 Entries of judges**

An entry of competitor(s) is not automatically followed by an entry of a Judge. Participating ISU Members with five (5) skaters or more may be invited to nominate one judge for the event. Any substitution or changes for any of the invited judges need the approval of the Organizing Member.

The entries of judges must be made electronically by the National Federation with the official forms correctly filled; and must be submitted to

**Federación Ecuatoriana de Patinaje**

Ms. Ambar Fuentes

e-mail: [ecuadoriceskating@gmail.com](mailto:ecuadoriceskating@gmail.com)

with a copy to

**Comisión Técnica FEP**

Mr. Jorge Canizares

e-mail: [jorlcm83@gmail.com](mailto:jorlcm83@gmail.com)

not later than **Friday, September 29, 2024**

Each panel of judges will consist of a maximum of 9 judges but with a minimum of 4 judges, if possible.

**3.2.3 Entries of Team Members**

Official entries of Team Leaders, Assistant Team Leaders, Coaches, Team Officials, Team Medical Staff and Member Press Officer (if applicable) and the partner or relative of a Judge will be accepted. Accreditation will be provided to those who are officially accepted by the Organizer.

Please be advised that only one Coach per Skater will be accredited. A Team Leader will be accepted for Teams having six (6) or more Skaters. Only one Team Official of each Member, including the Member President if they are Council Members, Technical Committee Members or Members of the Head Office of their Federation, will be accredited. Not more than one (1) Team Doctor and one (1) Team Physiotherapist will be accepted as the Team Medical Staff, for which the organizer requests the right to have a medical certification (document) presented before accreditation. An accompanying person to a Judge will only be accepted for accreditation if this person is a life partner or a relative of the Judge. The ISU Member guarantees that the requested accreditation of Team Members will correspond to their function within the team and the Federation.

The names of all team members must be submitted electronically by the National Federation with the official forms correctly filled in not later than **Friday, September 29, 2024**.

**4. MEALS, LODGING AND TRAVEL EXPENSES**

**4.1 Meals and Lodging**

The organizer will provide and cover the expenses for rooms and meals for the invited Officials: Referees, Judges, Technical Controllers and Specialists, Data & Video Replay Operator, beginning with dinner from the day before starting the events, until breakfast after the completion of the event. **The cover of all expenses for competitors, team leaders, coaches, etc.; is the sole responsibility of the teams participating.**

**4.2 Travel Expenses**

The Organizing Member will pay air travel expenses based on the best available economy airfare rate for all invited Officials, from their domicile to Quito and return. If any Official

decides to arrive earlier or stay later than the approved dates listed above any cost difference will be the responsibility of the Official or their respective federation. If Officials desire to upgrade using miles or fly on a desired airline, the Organizing Committee will review with the understanding that the Official is responsible for the difference in price from the best available economy airfare available.

Officials who wish to purchase their air tickets directly or make other individual travel arrangements must first have prior approval in writing from the Organizing Committee concerning the acceptance of the air travel costs.

#### 4.3 Entry Fee

Fee	Fee by person in USD		
	1st Event	2nd Event	3rd Event
Free Skate	165	90	60
Showcase Singles			
Duo/Couple			
Mini Production (3-7)	260		
Production (8+)	270		
Synchronized	270		

For Ecuadorian skaters the Payment must be made to the following Bank Account:

**Federación Ecuatoriana de Patinaje, Banco Guayaquil, Cuenta Corriente # 2709643, Ruc 1391713541001.**

For all international skaters Payment must be made at the accreditation desk (at the ice rink). Only cash will be accepted.

#### 4.4 Miscellaneous

All extra expenses incurred by any Official will be the responsibility of that person and must be paid prior to departure.

### 5. PRACTICE

Official practice for Competitors begins one or two days before the first event. The detailed schedule will be issued at the time of registration.

### 6. MUSIC / PLANNED PROGRAM CONTENT

The ISU Member/Club is responsible for uploading the music to a Google Drive that will be created for the competition and given access to each ISU Member. The music must be uploaded no later than **October 14, 2024**.

Each music shall be labelled with the name of the ISU Member, the club, name of category, segment, and the name(s) of the competitor(s):

ECU\_Club\_Ladies\_PreAdvanced2\_FS\_MARTA-PEREZ

ECU\_Club\_Men\_Junior\_SP\_CARLOS-RAMIREZ



The music files must be sent as **MP3** file formats. Any other format is not acceptable.

Each Competitor must have an own back-up drive (USB Stick) for each program in the format of a **MP3** file.

The Planned Program Content are mandatory for all levels. PPCS must be submitted electronically no later than **October 14, 2024**, to:

**Federación Ecuatoriana de Patinaje**

Ms. Ambar Fuentes

e-mail: [ecuadoriceskating@gmail.com](mailto:ecuadoriceskating@gmail.com)

with a copy to

**Comisión Técnica FEP**

Mr. Jorge Canizares

e-mail: [jorlcm83@gmail.com](mailto:jorlcm83@gmail.com)

If the music and/or the Planned Program Content is not provided, accreditation will not be given.

## **7. ACCREDITATION**

The official accreditation will be located at the ice rink.

Accreditation will be given to all persons officially registered and approved by the OC.

## **8. RESULTS**

The marking system (ISU Judging System) as described in ISU Technical Rule Single & Pair Skating and Ice Dance 2022, Rule 352 and Rule 353 (Determination and publication of results) will be used.

For lower levels it will be adapted.

## **9. STARTING ORDERS**

Draw for all categories will be performed and available to watch online by the Participants.

## **10. PRESENTATION OF MEDALS**

### **10.1 Individual Competition**

The first 3 places with the highest score will be awarded GOLD, SILVER, and BRONZE medals respectively.

### **10.2 Competition by Clubs**

Because this competition is defined in its title as a competition between clubs, there will be a special prize for the clubs that have the highest score in their respective nationalities,

in each of the categories, regardless of their age: Basic, Pre Advanced, Advanced, Novice-Junior-Senior (Singles).

The calculation will be made as follows: 3 points will be awarded for each gold medal, 2 points for each silver medal and 1 point for each bronze medal obtained to each club in categories with at least 2 Clubs and 3 Skaters if there is less Clubs or Skaters 1 point will be awarded for each medal, these points will be divided between the number of skaters that each club has presented in the championships. The result will be the final score of this club in that category. This will be done with all clubs. The one with the highest score will receive the category prize.

### **10.3 Absolut Competition**

At the end of the competition and with all the scores duly awarded, the absolute winner country/delegation of the contest will be announced, according to the score they have obtained. This will be calculated as follows: 3 points will be awarded for each gold medal, 2 points for each silver medal and 1 point for each bronze medal obtained by each club of each country in categories with at least 2 Clubs and 3 Skaters if there is less Clubs or Skaters 1 point will be awarded for each medal, these points will be divided between the number of skaters that each country has presented in the contest. These points will be divided by the number of skaters that each delegation has presented. The result will be the final score of the delegation. The delegation that obtains the highest score will receive the absolute trophy of the contest.

## **11. INSURANCE / LIABILITY**

In accordance with the ISU Regulations, Rule 119 the Organizer accepts no liability for the damage or injuries which any of participants, judges, officials, or others may suffer. It is highly encouraged for every individual taking part in the event to have their own insurance to cover any expense, which is the sole responsibility of the participants.

## **12. INFORMATION**

For further information, please contact:

### **Federación Ecuatoriana de Patinaje**

Ms. Ambar Fuentes

e-mail: [ecuadoriceskating@gmail.com](mailto:ecuadoriceskating@gmail.com)

with a copy to

### **Comisión Técnica FEP**

Mr. Jorge Canizares

e-mail: [jorlcm83@gmail.com](mailto:jorlcm83@gmail.com)



Ing. Jorge Luis Canizares Mena  
Technical Committee  
Federación Ecuatoriana de Patinaje

FIG. 1

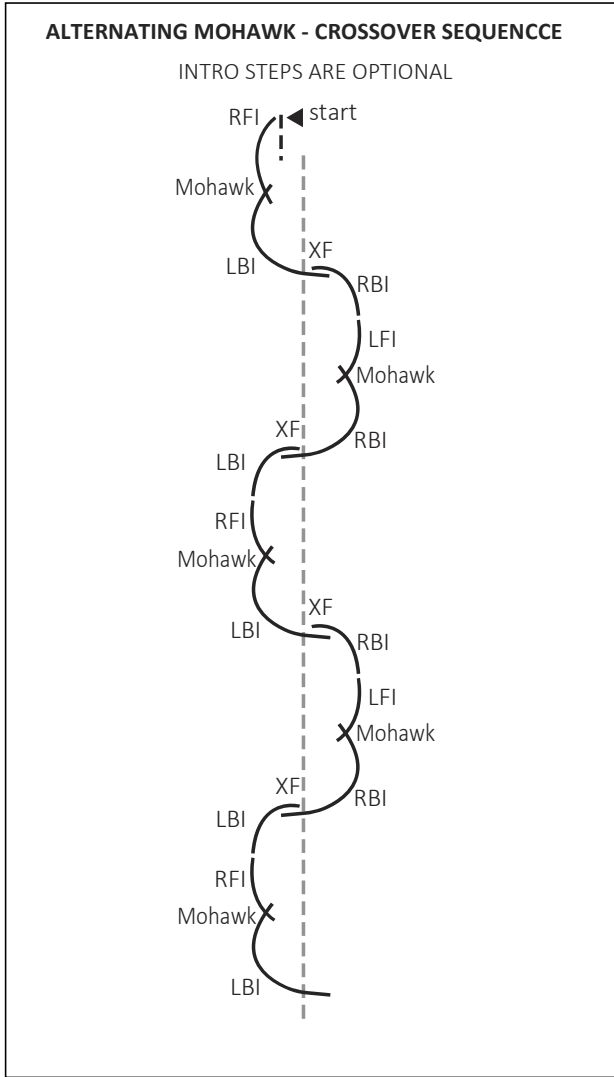


FIG. 2

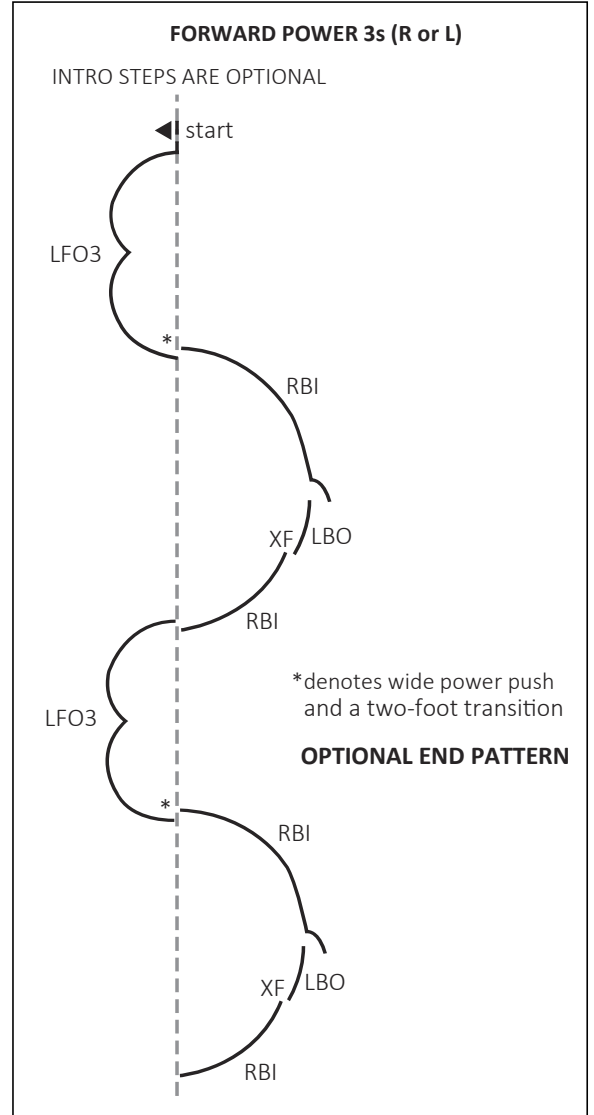


FIG. 3

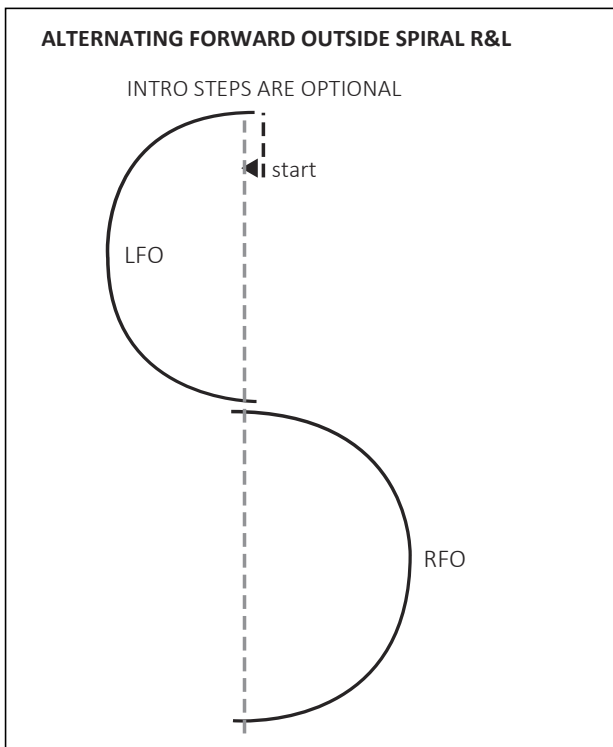
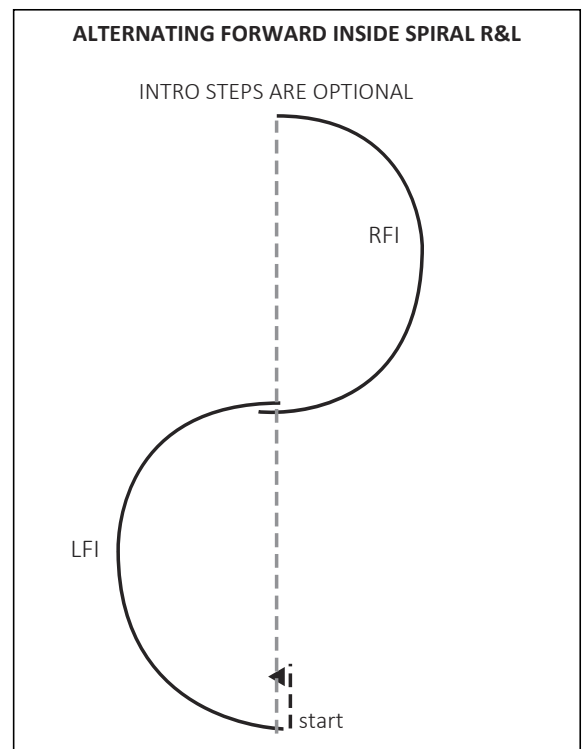


FIG. 4



## APPENDIX 2

### 1. Nomenclature for Planned Content Sheets

CODES	DESCRIPTION	BASE VALUE
<b>Dip</b>	Dip	0.3
<b>FHSw</b>	Forward ½ Swizzle pumps on a circle	0.3
<b>FSI</b>	Forward Slalom	0.4
<b>1ftG</b>	Forward one Foot Glide on a straight line	0.2
<b>FL</b>	Forward Lunge	0.8
<b>FPI</b>	Forward Pivot	0.5
<b>SStp</b>	SnowPlow Stop	0.4
<b>TStp</b>	T-Stop	0.5
<b>HStp</b>	Hockey Stop	0.5
<b>FOE</b>	Forward Outside Edge	0.3
<b>FIE</b>	Forward Inside Edge	0.3
<b>BOE</b>	Backward Outside Edge	0.3
<b>BIE</b>	Backward Inside Edge	0.3
<b>B1ftG</b>	Backward One Foot Glide	0.3
<b>BHSw</b>	Backward ½ Swizzle pumps on a circle	0.4
<b>2USp</b>	Two-Foot Upright Spin	0.8
<b>1BH</b>	Bunny Hop	0.2
<b>Spr</b>	Spiral	0.5
<b>StD</b>	Shoot the Duck	1.0
<b>1Mz</b>	Mazurka Jump	0.2
<b>ChSt</b>	Choreo Step	1.0
<b>1Wz</b>	Waltz Jump	
<b>1Eu</b>	Euler	0.5
<b>AltMoX</b>	Alternating Mohawk - Crossover sequence	1.0
<b>FP3</b>	Forward power 3s	
<b>FOSpr</b>	Alternating Forward outside Spiral R&L	1.0
<b>FISpr</b>	Alternating Forward inside Spiral R&L	1.0
<b>BOI3</b>	Alternating Backward Outside and Inside 3 turns R&L	1.0

**IMPORTANT:** The Technical Panel will determine the corresponding level for all Spins and Step Sequences. PPCS should therefore only indicate the element, not the intended level. For ISU listed elements please see the latest ISU communication.

## 2. Guidelines for marking +GOE of Single Skating Elements

The Guidelines for marking GOEs for basic elements are:

FOR +1 : 1 bullet

FOR + 2 : 2 bullets

FOR + 3 : 3 Bullets

FOR + 4 : 4 bullets

FOR +5 : 5 or more bullets

**FOR +4 and +5 THE FIRST THREE bullets highlighted in bold must be present**

### Single Skating

#### Positive Aspects

Basic Elements	<b>1) Good Height, length or speed</b>
	<b>2) Good Controlled/Clear position(s)</b>
	<b>3) Effortless throughout</b>
	4) Creativity and/or Originality
	5) Good Ice coverage
	6) Element Matches the music

#### Reductions for errors

Basic Elements	Fall	-5
	Loss of Balance	-1 to -3
	Poor/awkward, unasthetic position(s)	-1 to -3
	Slow of reduction of speed	-1 to -3
	Strumble	-1 to -3

\*For ISU listed elements please see the latest ISU communication.