

## Be a fan<sub>™</sub>

## 2010 Rule Change Summary Figure Skating

Change From	Change To
Section E – Rules of Competition 1.a.3) c)	Section E – Rules of Competition 1.a.3).c)
c) This is a Beginning Freestyle program. A we balanced program with elements selected from Badges 1-5 with emphasis on balance glide and beginning moves done well that includes a selection of the following element only:  • Knee dip  • Forward gliding dip  • Forward march  • Backward wiggle or march  • Forward swizzles  • Backward swizzles  • Forward two-foot glide  • Backward one-foot glide  • Two-foot jump in place or moving	balanced program with elements selected from Badges 1-5 with emphasis on balance, glide and beginning moves done well that includes a
One-foot snowplow stop (left or right)	Forward two-foot curves left and right
Forward stroking across rink	Two-foot turn front to back on the spot
<ul> <li>Forward two-foot curves left and right across     the rink</li> </ul>	.t
Two-foot turn front to back on the spot	
Section E – Rules of Competition 1.b. 3). c)	Section E – Rules of Competition 1.b.3). c)
c) This is an Advanced Beginner Freestyle program. A well balanced program with elements selected from Badges 1-10 with emphasis on Glide and Turns and includes all elements listed in Level I as well as a selectio	·

of the following elements only:

- Five consecutive forward one-foot swizzles on a circle (left foot and right foot)
- Backward one-foot glide length of body (left foot and right foot)
- Bunny Hop
- T-Stop (left or right)
- Hockey stop
- Backward stroking across the rink
- Gliding forward to a backward two-foot turn
- Gliding backwards to forward two-foot turn
- Forward Pivot
- Two-foot spin
- Forward two-foot turn on a circle (left and right)
- Forward outside three-turn (left and right)
- Forward inside three-turn (left and right)
- Forward spiral (left or right foot)
- Five consecutive forward crossovers (left and right)
- Five consecutive backwards crossovers (left and right)
- Forward outside edge on a circle
- Forward inside edge
- Five consecutive backward half swizzles on a circle (left and right)
- Forward lunge or shoot the duck at any depth

of the following elements only:

- Consecutive forward one-foot swizzles on a circle (left foot and right foot)
- Consecutive backward one-foot swizzles (left foot and right foot)
- Backward one-foot glide length of body (left foot and right foot)
- Bunny Hop
- T-Stop left or right
- Hockey stop
- Backward stroking
- Two-foot turn gliding forward to a backward
- Two-foot turn gliding backwards to forward
- Forward Pivot
- Forward two-foot spin
- Forward two-foot turn on a circle (two-foot three-turn) left and right
- Forward outside three-turn (left and right)
- Forward inside three-turn (left and right)
- Forward spiral
- Consecutive forward crossovers (left and right)
- Consecutive backwards crossovers (left and right)
- Forward outside edge
- Forward inside edge

Forward Lunge or Shoot the Duck (at any depth)

Section E- Rules of Competition 1.c.3) c)

- c) This is an Intermediate Level Freestyle program. A well balanced program with elements selected from Badges 1-12 with emphasis on Flow, Carriage and a slightly more advance skill level that includes all elements listed in Level I and Level II as well as a selection of the following elements only:
  - Waltz jump

Section E – Rules of Competition 1.c.3) c)

- c) This is an Intermediate Level Freestyle program. A well balanced program with elements selected from Badges 1-12 with emphasis on Flow, Carriage and a slightly more advance skill level that includes all elements listed in Level I and Level II as well as a selection of the following elements only:
- Waltz jump

- One foot spin (minimum of three rotations)
- Consecutive forward outside edges (minimum two on each foot)
- Consecutive forward inside edges (minimum two on each foot)
- Consecutive backwards outside edges (minimum two on each foot)
- Consecutive backwards inside edges (minimum two on each foot)
- Forward inside Mohawk
- Mohawk step sequence (repeat clockwise and counter clockwise)
- Combination of any three moves listed above
- Simple Footwork
- Field moves (spirals, lunges etc.)
- Salchow
- Toe Loop

- Backward Spiral
- One foot spin (minimum of three revolutions)
- Consecutive forward outside edges
- Consecutive forward inside edges
- Consecutive backwards outside edges
- Consecutive backwards inside edges
- Forward inside Mohawk
- Simpler footwork (Mohawk step sequence, Waltz three-step sequence, etc)
- Field moves (spirals, lunges etc.)
- Salchow
- Toe Loop

Section E – Rules of Competition – 1.d.c)

- Waltz three step sequence: Performed in a figure eight pattern. A two step introduction may be added
  - Right forward outside three turn
  - Left back outside edge
  - Right forward outside three turn
  - Left back outside edge
  - Right forward outside three turn
  - Left backward inside edge
  - Left forward outside three turn
  - Right back outside edge
  - Left forward outside three turn
  - Right back outside edge
  - Left forward outside three turn
  - Right back outside edge
  - Left forward outside three turn
  - Right back outside edge

Section E- Rules of Competition – 1.d.c)

- Waltz three step sequence: Performed in a figure eight pattern. A two step introduction may be added
- Right forward outside three turn
- Left back outside edge
- Right forward outside three turn
- Left back outside edge
- Right forward outside three turn
- Left backward inside edge
- Step forward to RFO edge
- Glide on two feet back to center
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge

	Step forward to LFO edge
	Glide on two feet back to center
Section E – Rules of Competition, 1.d.c)	Section E – Rules of Competition, 1.d.c)
RBO RBO LFO.3 RFO.3	RBO  LFO.3  RFO.3  RFO.3  RFO.3  RFO.3  RFO.3  RFO.3  RFO.3  LBO  RFO.3  LBO  RFO.3
Section E – Rules of Competition 3.b.1)	Section E – Rules of Competition 3.b.1)
b. Level II	b.Level II
1) Eligibility: Skaters competing in Level II Ice Dance must be a Level III, but no higher than Level IV single skater. All ice dancing competitions may be skated solo or may be skated by a dance team comprised of two Special Olympics athletes, 1 male and 1 female, 2 males or 2 females.	<ol> <li>Eligibility: Skaters competing in Level II Ice         Dance must be <u>at least</u> a Level III <u>singles skater</u>.         All ice dancing competitions may be skated solo or may be skated by a dance team comprised of two Special Olympics athletes, 1 male and 1 female, 2 females or 2 males.</li> </ol>
Section E – Rules of Competition 3.c.1)	Section E – Rules of Competition 3.c.1)
c. Level III 1) Eligibility: Skaters competing in Level III Ice Dance must be a level IV or higher singles skaters. All ice dancing competitions may be skated solo or may be skated by a dance team comprised of two Special Olympics athletes, 1 male and 1 female, 2 males or 2 females.	<ul> <li>c. Level III</li> <li>1) Eligibility: Skaters competing in Level III Ice Dance must be <u>at least</u> a <u>level III</u> singles skaters. All ice dancing competitions may be skated solo or may be skated by a dance team comprised of two Special Olympics athletes, 1 male and 1 female, 2 females or 2 males.</li> </ul>
Section H – Scoring – 3.c. 1) & 2)	Section H – Scoring – 3.c. 1) & 2)
c. Ice Dancing	c. Ice Dancing
1) Compulsory events - 50 percent	1) <u>First</u> Compulsory <u>Dance</u> - 50 percent
2) Dance sequence events - 50 percent	2) <u>Second</u> Compulsory <u>Dance</u> - 50 percent
Section H – Scoring – 4.	Section H – Scoring – 4.
Compulsory Event - Singles - Freestyle	Compulsory Event - Singles
Section H – Scoring 8.a.1) & 2)	Section H – Scoring 8.a.1) & 2)
8. Compulsory Events - Ice Dancing	

a. For the Compulsory dance, each judge will give one mark for the execution of the steps, depth of edge and timing where applicable.	8. Ice Dancing - First Compulsory Dance  a. For the first compulsory dance, each judge will give two marks.  1) The first mark is a technical merit mark which rates the skater's knowledge and execution of the steps, pattern and timing.  2) The second mark is a manner of
Cartian II. Carrier O a 1	performance mark which rates the skater's expression and the style of the dance rhythm skated.
Section H – Scoring 9.a.1)  Final Round - Ice Dancing     a. For the dance final round, each judge will give two marks.     1) The first mark is a technical merit mark which rates the skater's knowledge and execution of the steps and knowledge and execution of the pattern.	Ice Dancing – Second Compulsory Dance  a. For the second compulsory dance, each judge will give two marks.  1) The first mark is a technical merit mark which rates the skater's knowledge and execution of the steps, pattern and timing.
	<ul> <li>Section H- Scoring – 10.a. &amp; b</li> <li>10. Final Score and Placement - Calculation of the results</li> <li>a. For the determination of the results of International Competitions and Special Olympics World Winter Games the ISU 6.0 – OBO System as prescribed in rules 353-357 of the ISU- Regulation 2002 have to be used.</li> <li>b. It is permitted to use the following system for the determination of the results of National and sectional competitions and/or skill competitions only:</li> </ul>

**NOTE:** For full detail of Proposed Rule Changes (Accepted and Denied) please contact your Regional Sport Director. This list does not indicate those proposed changes that were not adopted by the Sports Rules Advisory Committee in 2009.