

2nd Velocity Figure Skating Challenge – Event Details

Event 1: Artistic Skating

There are no required moves and no limitation on maneuvers. The emphasis should be placed on the creative and innovative design of a skating program. Strong edges, body positions, flow, music interpretation, rhythm, choreography and artistry should be the main focus of an Artistic program. There will be no grade for technical merit.

Props of any kind are not permitted. This includes portions of a costume (hats, scarfs, etc) that are detached from the costume and used as a prop.

Music with vocals is permitted.

Skaters enter this event individually.

Age groups, levels and genders may be combined where necessary.

Program Length and Skating Levels

Level	Duration	Average skating ability (guide)	Approx ISI levels
Low	1 minute	Pre-freestyle	Delta & below
Medium	1 min 30 sec	One or two single jumps, forward upright spin	FS1 to FS3
Intermediate	1 min 30 sec	Single jumps, forward sit spin, upright spin with change of foot	FS4, FS5
High	1 min 30 sec	All jumps & spins, good footwork control	FS6 & above

Timing and Duration

Timing begins with any action after the music starts (even if the feet are not moving). Timing stops when the skater stops moving completely. There is a 10 second leeway provided – skaters may skate 10sec over or 10sec under the prescribed time without penalty.

Judging Criteria

Artistic Impression; choreography and pattern; innovative moves; music interpretation and rhythm; edges and flow; posture and carriage; duration; general overall performance

Event 2: Jump and Spin

Skaters choose one type of jump and one type of spin to perform from the prescribed options for each level. Skaters perform the maneuvers individually and without music. Each maneuver may be attempted up to two (2) times.

The emphasis is on the technical accuracy of the jump and the spin performed. Connecting steps will not be graded, and no additional maneuvers are permitted.

Skaters enter this event individually.

Age groups and genders may be combined where necessary.

Level	Jump	Spin
Low	Two-foot hop <i>or</i> Bunny hop	Two-foot spin
Medium	Half flip <i>or</i> Toe loop	Two-foot spin <i>or</i> one-foot spin
Intermediate	Loop <i>or</i> Axel	Sit spin <i>or</i> Back spin
High	Double Salchow <i>or</i> Double loop	Flying camel <i>or</i> Flying sit

Timing and Duration

The skater must complete all jumps and spins within 1 minute. Timing begins with any action by the skater, and stops when the skater stops moving completely.

Judging Criteria

Each judge will grade the best attempt of the jump and the spin performed. Only the technical accuracy (correctness) of the maneuver performed is scored, not the difficulty level of the maneuver.

Event 3: Spotlight Event

There are no required maneuvers in the Spotlight event. Emphasis is placed on the theatrical and entertainment value of the skater's performance, rather than on the technical accuracy of specific maneuvers.

Skaters may enter this event individually (solo spotlight) or with a partner (couples spotlight).

Music with vocals is permitted.

Age groups, levels and genders may be combined where necessary.

Program Length and Skating Levels

Level	Duration	Average skating ability (guide)	Approx ISI levels
Low	1 minute	Pre-freestyle	Delta & below
Medium	1 minute	One or two single jumps, forward upright spin	FS1 to FS3
Intermediate	1 min 30 sec	Single jumps, forward sit spin, upright spin with change of foot	FS4, FS5
High	1 min 30 sec	All jumps & spins, good footwork control	FS6 & above

Costume and/or Props

Elaborate costumes and props are encouraged to help illustrate the act; however, not every number needs a prop for effectiveness or to complete the mood. Props, if used, are limited to those the skaters can hand-carry or push onto the ice by themselves in one trip in 30 seconds. Prop size should be compatible with the skater's size and weight.

Skaters have 30 seconds to get their props on the ice, and 30 seconds to get the props off the ice. Skaters may not be assisted during the setup time, or with getting the props on or off the ice. Skaters may not be given off-ice assistance or participation during their number.

Live props are not permitted. Props may not be flame or smoke oriented or of any substance that will alter the surface of the ice. Whipped cream, shaving cream or mops with loose material (wet or dry) cannot be used. No dry ice is allowed for safety reasons. Skaters should also be forewarned regarding the use of boas with feathers, which often drop off during performances; every feather must be removed from the ice in the time allowed to remove your props. Skaters must ensure that all attachments to their props are firmly attached.

Timing & Duration

Timing starts with any action after the music starts (even if the feet are not moving). Timing stops when the skater(s) stop moving completely. There is a 10 second leeway provided, but there is no penalty for skating under the prescribed time.

Judging Criteria

Costume and/or prop; duration; performance appeal; music and choreography; originality