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## FIGURE SKATING

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The Official Special Olympics Sports Rules for Figure Skating shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon International Skating Union (ISU) rules for figure skating found at <http://www.isu.org/>. ISU or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Figure Skating or Article I. In such cases, the Official Special Olympics Sports Rules for Figure Skating shall apply.

#### SECTION A - OFFICIAL EVENTS

The following is a list of official events available in Special Olympics.

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

Special Olympics offers three (3) official figure skating events: Singles Competitions, Pair Skating and Ice Dancing.

1. Skills Competition (not a World Games event, but is intended for local and program level competition)
2. Singles Competitions (Singles Levels 1-6)
3. Pair Skating (Pair Levels 1-2)
4. Ice Dancing (Ice Dancing Levels 1-4)
5. Unified Sports Pairs Skating
  - a. Male Unified Sports Partner with an athlete
  - b. Female Unified Sports Partner with an athlete
6. Unified Sports Ice Dancing

#### SECTION B - FACILITIES

1. A rectangular rink which measures at least 26 x 56 meters (85' x 185') is required.
2. A warming area and changing facility should be available for athletes.

#### SECTION C - EQUIPMENT

1. A sound system for musical accompaniment is required.
2. Competition Attire and Skates
  - a. Dress should enhance and not detract from the skater's technical proficiency.
  - b. Singles Preliminary Round - Female
    - 1) Figure skates should be clean and polished with laces tucked in.
    - 2) Simple, fitted figure skating dress, skirt, or jumper with turtleneck and/or sweater.
    - 3) Sheer to waist pantyhose or tights, undergarments should not be visible.
    - 4) No loose jewelry (i.e. necklaces or bracelets).



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## c. Singles Final Round - Female

- 1) Figure skates should be clean and polished with laces tucked in.
- 2) Dress may have beading, sequins, and/or lace, all done in good taste with the approval of a professional coach. No props may be used (i.e. hats, canes, boas, etc.)
- 3) Sheer to waist pantyhose or tights, undergarments should not be visible.
- 4) No loose jewelry (i.e. necklaces or bracelets).

## d. Singles Preliminary Round - Male

- 1) Figure skates should be clean and polished with laces tucked in.
- 2) Simple fitted pants (stretch material and plain color preferred), long sleeved sweater, and/or turtleneck. No sweat pants allowed.
- 3) A well-groomed appearance is highly recommended.

## e. Singles Final Round - Male

- 1) Figure skates should be clean and polished with laces tucked in.
- 2) Simple fitted pants or jumpsuit (stretch material of any color with simple decoration is acceptable as long as it does not interfere).
- 3) A well-groomed appearance is highly recommended.
- 4) No props (i.e. hats, canes, etc.).

## f. Pair Skating

- 1) Refer to the dress requirements listed for the male and the female in singles final round competition.

## g. Ice Dancing

- 1) Refer to the dress requirements listed for the male and the female in singles final round competition.

**SECTION D - PERSONNEL**

## 1. Competition Staff

- a. Chief Referee
- b. Assistant Referee
- c. Chief Accountant

## 2. Judges

- a. There will be a minimum of three and a maximum of nine judges (one of whom will be a head judge), accountants and assistant accountants. In any case, the number of judges must be an odd number.



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**FIGURE SKATING****SECTION E - RULES OF COMPETITION**

## 1. Singles Competition

## a. Level I

1) Eligibility: A skater competing in Level I must be able to complete the skills required in Badges 1-5 but no higher.

## 2) Level I Compulsory Element Group

Skaters shall skate all of the following elements in isolation. After one skater has completed all their elements the next skater will begin. The skater has two opportunities to perform the elements.

- a) Forward Swizzles for a distance of 10 meters
- b) Backward Swizzles for a distance of 10 meters
- c) One Foot Snowplow Stop

## 3) Level I Freestyle Program

- a) Skater may start program at any spot on ice surface.
- b) Judging and timing will begin when skater commences to skate.
- c) This is a Beginning Freestyle program. A well 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 elements only:
  - Knee dip
  - Forward gliding dip
  - Forward march
  - Backward wiggle or march
  - Forward swizzles
  - Backward swizzles
  - Forward two-foot glide
  - Backward two-foot glide
  - Forward one-foot glide
  - Forward skating across rink
  - Two-foot jump in place
  - One-foot snowplow stop (left or right)
  - Forward stroking
  - Forward two-foot curves left and right across the rink
  - Two-foot turn front to back on the spot
- d) The skills may be performed in any order.
- e) The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.
- f) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- g) The program will not exceed a time limit of one (1) minute, plus or minus ten (10) seconds.
- h) No elements above Badge 5 are to be included in the program. A mandatory .2 deduction will be made for each added element.



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## b. Level II

1) Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-10 but no higher.

## 2) Level II Compulsory Element Group

Skaters shall skate the first eight elements in succession. The skater has two opportunities to perform the elements. After completion of the first eight elements the skater will perform the ninth element.

- a) Skater starts at one end of the rink (or on the red goal line).
- b) Skater begins when so instructed by the referee.
- c) Skater skates forward using stroking motion (not swizzles a .2 deduction will be made for swizzles) to the first blue line, or a point approximately one-third the length of the skating area.
- d) At the first blue line (or one-third the length of the ice), skater performs a forward to backward turn.
- e) Upon completion of the turn, the skater skates backward stroking (not swizzles a .2 deduction will be made for swizzles) to the second blue line or a point approximately two thirds the length of the skating area.
- f) At second blue line (or two thirds the length of the ice), skater performs a backward to forward turn.
- g) Upon completion of the turn, the skater skates forward "using stroking motion" to the finish line (red goal line at the end of the rink).
- h) At the finish line (red line), the skater performs a T-Stop.
- i) Level II Compulsory Element Group: Forward crossovers around the hockey circles in figure eight pattern. One pattern clockwise and one pattern counterclockwise (with no stop between), minimum of five crossovers per circle.

## 3) Level II Freestyle Program

- a) Skater may start program at any spot on ice surface.
- b) Judging and timing will begin when skater commences skating.
- 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 include all elements listed in Level I as well as a selection 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)



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- 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
- d) The skills may be performed in any order.
- e) The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.
- f) The program must be performed to the instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- g) The Program will not exceed a time limit of one and one half (1 1/2 ) minutes, plus or minus ten (10) seconds.
- h) No elements above Badge 10 are to be included in the program. A mandatory .2 deduction will be made for each added element.

**c. Level III**

1) Eligibility: A skater competing in Level III must be able to complete the skills required in Badges 1-12 but no higher.

**2) Level III Compulsory Element Group**

Skaters shall skate all of the following elements in isolation. The skater has two opportunities to perform the elements; the attempt which produces the highest aggregate score from the judges will be used towards the skater's final score, the other score will be discarded.

- a) Skater starts elements at point designated by the referee.
- b) Skater begins elements when so instructed by the referee.
- c) Skater must perform the following skills:
  - i. Outside and inside forward edges shall be skated. The skating edges shall be short strokes with correct take-offs from one foot to the other. Four consecutive outside edges and 4 consecutive inside edges beginning with the right foot and alternating to the left foot shall be skated across the width of the rink.
  - ii. The skater shall execute a Forward Outside Three Turn on the right foot and a Forward Outside Three Turn on the left foot. This skill must be performed twice. The competitor shall approach, execute, and exit each Three Turn on one skate. The skate which the Three Turn is to be executed upon shall be the only skate to touch the ice one meter prior to, during, and one meter after the execution of each Three Turn.
  - iii. The skater shall execute a right forward inside edge to left backward inside edge open Mohawk and a left forward inside edge to right backward inside edge open Mohawk. The free leg should be extended before and after the turn.

**3) Level III Freestyle Program**

- a) Skater may start program at any spot on ice surface.
- b) Judging and timing will begin when skater commences skating.
- 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:



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- 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
- d) The skills may be performed in any order.
- e) The skater is not required to perform a set number of skills, however, the skater will be judged on the quality of the performance and the content.
- f) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- g) The program will not exceed a time limit of two (2) minutes, plus or minus ten (10) seconds.
- h) Any spin beyond a one foot spin or jumps other than those listed above will receive a mandatory .2 deduction.

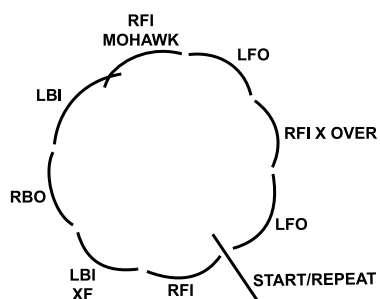
**FIGURE SKATING**

## d. Level IV

## 1) Level IV Compulsory Element Group

- a) Outside and inside backward edges shall be skated. The skating edges shall be short strokes with correct take-offs from one foot to the other. Four consecutive outside edges and 4 consecutive inside edges beginning with the right foot and alternating to the left foot shall be skated across the width of the rink.
- b) The following elements shall be performed in sequence in a circular pattern.
- Left forward outside edge
  - Right forward inside edge crossover
  - Left forward outside edge
  - Right forward Inside Mohawk
  - Left back inside edge
  - Right back outside edge
  - Left back inside crossover
  - Right forward inside edge

Step sequence must be repeated two times and performed left and right.

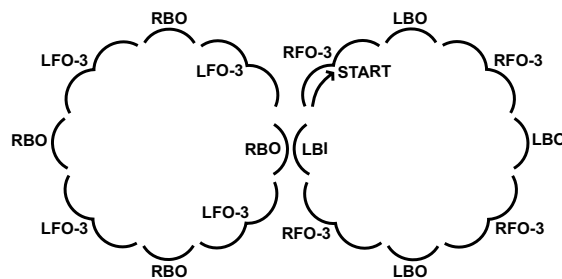


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c) Waltz three step sequence: Performed in a figure eight pattern. A two step introduction may be added

- Right forward outside three turn
- 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

A minimum of three, three-turn/back edge sequence per circle must be performed



2) Level IV Freestyle Program

- a) Skater may start program at any spot on skating surface.
- b) Judging and timing will begin when skater commences skating.
- c) This is a more Advanced Level Freestyle program. A well balanced program of free skating elements with emphasis on spins, jumps and footwork that includes all elements listed in Level I, Level II and Level III as well as a selection of the following elements only:
  - Salchow
  - Toe loop
  - Loop jump
  - 1/2 revolution jumps
  - Two foot spin, pick up the outside foot (a beginning back spin)
  - Combination jump waltz jump/ toe loop
  - Combination jump salchow/ toe loop

**FIGURE SKATING**

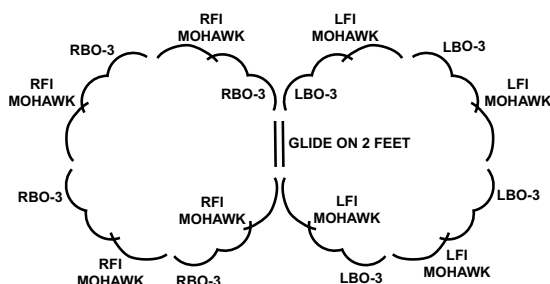
- d) A mandatory .2 deduction will occur for any additional elements (i.e. full rotation jumps or change of foot spins other than those listed).
- e) Combination jumps of waltz jump/toe loop, or salchow/ toe loop may be included.
- f) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- g) The program will be two (2) minutes, plus or minus ten (10) seconds.

## e. Level V

## 1) Level V Compulsory Element Group

Element a) and b) will be performed in a figure eight pattern.

- a) Glide on two feet into left backward outside three turn into left forward inside Mohawk repeat to complete first half of figure eight.
- b) Glide on two feet into right backward outside three turn into right forward inside Mohawk repeat to complete second half of figure eight.

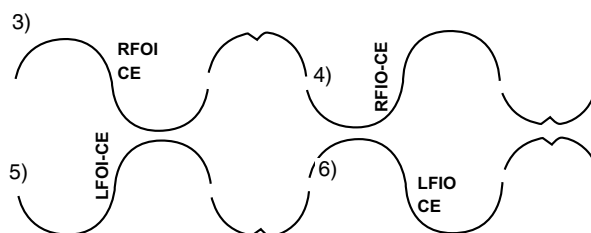


Element c) and d) will be performed down the length of the rink, in sequence. A maximum of four introductory steps may be used.

- c) Right forward outside to inside change of edge into left forward inside three turn. (See Diagram #3)
- d) Right forward inside to outside change edge into left forward outside three turn. (See Diagram #4)

Element e) and f) will be performed down the length of the rink, in sequence. A maximum of four introductory steps may be used.

- e) Left forward outside to inside change edge into right forward inside three turn. (See Diagram #5)
- f) Left forward inside to outside change edge into right forward outside three turn. (See Diagram #6)

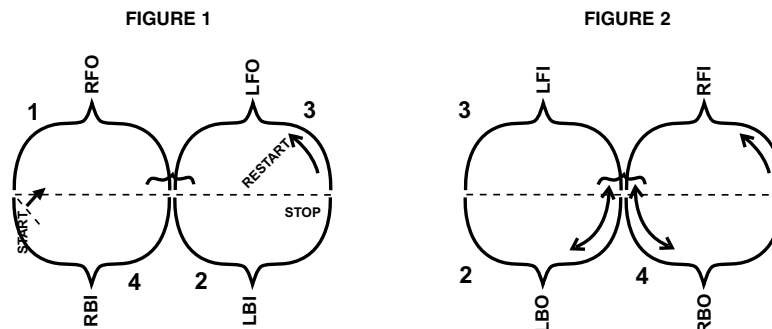




**FIGURE SKATING**

## b) Brackets:

- i. Right forward outside bracket...push backwards into a left backwards inside bracket stop (closing the circle)  
left forward outside bracket...push backward into a right back inside bracket stop (closing up circle)
- ii. Right forward inside bracket...push backwards into left backwards outside bracket stop (closing up the circle)  
left forward inside bracket...push backwards into right back outside bracket stop (closing up circle)



## 2) Level VI Freestyle Program:

- a) Skater may start program at any spot on skating surface.
- b) Judging and timing will begin when skater commences skating.
- c) This is the Most Advanced Freestyle program. A well-balanced program of free skating elements that includes all elements listed in Level I, Level II, Level III, Level IV and Level V as well as a selection of the following elements only:
  - Flying spins
  - Change of foot spins
  - Change of position spins
  - Axles
  - Double jumps
  - Combination jumps
- d) Flying spins, change of foot, change of position, axles, double jumps, and any combinations are allowed.
- e) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- f) The program will be three (3) minutes, plus or minus ten (10) seconds.
- g) The program MUST include:
  - Straight line/ circular or serpentine footwork sequence
  - Spiral sequence with a minimum of three changes of foot position



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**FIGURE SKATING****2. Pair Skating****a. Level I Pairs (this will apply to Special Olympics/Special Olympics pair skaters and Unified Sports® pairs skaters)**

1) Eligibility: Skaters participating in this event must be a Level II singles skater and capable of passing badges 1-10. Skaters may perform any singles elements from badges 1-10. Teams shall consist of two Special Olympics Athletes 1 male and 1 female, 2 males or 2 females.

**2) Level I Pairs Compulsory Element Group**

- a) Skaters start at point designated by referee.
- b) Skaters begin when so instructed by the referee.
- c) Skaters have a maximum of one (1) minute, thirty (30) seconds to perform without music, using the following skills:
- d) Required Skills: Beginning in the hockey goal crease at the end of the rink, the couple will skate hand-in-hand forward stroking to the middle of the rink, skate into a forward crossover figure eight pattern (one sequence clockwise and counter-clockwise), then continue forward stroking to the other end of the rink and at the goal crease execute a T-stop, then a side-by-side two foot spin.
- e) Skaters will skate each compulsory element as a team. Skaters will perform these elements as continuous moves without music.
- f) Each team is allowed two attempts.
- g) The attempt which produces the highest score from the judges will count toward the skaters' final score. The score from the other attempt shall be discarded.

**3) Level I Pairs Freestyle Program**

- a) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- b) Each team will perform a program lasting one (1) minute, plus or minus ten (10) seconds.
- c) This is a beginning Pair program.
- d) Any spin beyond a two foot spin and any jump beyond a Bunny Hop will receive a mandatory .2 deduction for each added element.
- e) The skills may be performed in any order.
- f) The program must include 8 of the following 10 elements:
  - Forward stroking in unison, hand in hand
  - Forward crossovers in unison, hand in hand - clockwise
  - Forward crossovers in unison, hand in hand - counterclockwise
  - Synchronized two foot spin
  - Side by side forward pivot Pair spin, position optional
  - Pair spiral, position optional
  - Synchronized bunny hop, hand in hand
  - Straight line step sequence
  - Backward stroking, hand in hand
  - Stationary lift (not above the man's shoulders)
- g) A mandatory .2 deduction will be assessed for any elements performed that are from a higher level.



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## b. Level II Pairs

## 1) Level II Pairs Compulsory Element Group

- a) Skaters may start at any spot on the Ice surface.
- b) Skaters begin when so instructed by the referee.
- c) Skaters have a maximum of one (1) minute thirty (30) seconds to perform without music, using the following skills:
- d) Required skills: Backward crossovers in a figure eight pattern (one sequence clockwise and one sequence counter clockwise). Side-by-side waltz jumps. Pair spin – position optional, minimum of two revolutions, step sequence (pattern optional) straight line, circular or serpentine.
- e) The skills may be done in any order, but no additional skills may be added.
- f) A .2 mandatory deduction will be given for any added element.
- g) Skaters skate each compulsory element as a team. Skaters will perform these elements as continuous moves without music.
- h) Each team is allowed two attempts.
- i) The attempt which produces the highest score from the judges will count toward the skaters' final score. The scores from the other attempt shall be discarded.

## 2) Level II Pairs Freestyle Program

- a) The program must be performed to instrumental music (no vocals). A mandatory .2 deduction will be made for vocal music.
- b) Each team will perform a program lasting two (2) minutes, plus or minus ten (10) seconds.
- c) This is a more advanced Pair program.
- d) The skills may be performed in any order.
- e) The program must include 8 of the following 10 elements:
  - Backward crossovers, position optional - clockwise
  - Backward crossovers, position optional - counterclockwise
  - Lunge in a holding position (position optional)
  - Spirals in a holding position (position optional)
  - Bunny Hop Lift
  - Lift limited to 1 1/2 turns by the man and 2 turns by the lady - no full extension of the man's arms
  - Step Sequence (pattern optional – minimum of 8 steps) straight line, circular, serpentine
  - Synchronized Jump (jump optional)
  - One foot synchronized spin, 3 rotations
  - 1 foot Pair Spin, position optional, 3 rotations
- f) The following elements are NOT permitted in this program:
  - i. Overhead lifts that require full extension of both of the man's arms
  - ii. Death spiral
  - iii. Throws
- g) A mandatory .2 deduction will be assessed for any elements performed that are from a higher level.



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## 3. Ice Dance

## a. Level I

1) Eligibility: Skaters competing in Level I dance must have passed Badge 10 or level II, but no higher than a Level III singles skater. All ice dancing competitions may be skated solo or may be skated by a dance team comprised of two Special Olympics athletes, one male and one female, two females or two males.

## 2) Level I Compulsory Dances

- a) All Level I compulsory dances will be skated to music.
- b) Skaters will be required to perform the Dutch Waltz, Canasta Tango, or Rhythm Blues in accordance with the following rotation schedule.

## Level I

2007 – Dutch Waltz

2008 – Canasta Tango (This will be a World Games qualification year)

2009 – Canasta Tango (World Games)

2010 – Rhythm Blues

- i. Dutch Waltz - 3/4 Waltz - 138 beats per minute; 2 patterns or 1 time around the ice surface. (See Diagram #1)
  - ii. Rhythm Blues - 4/4 Blues - 88 beats per minute; 2 patterns or 1 time around the ice surface. (See Diagram #3)
  - iii. Canasta Tango - 4/4 Tango - 104 beats per minute; 2 patterns or 1 time around the ice surface (See Diagram #2)
- c) The dance will commence at the end of the rink designated by the referee.
  - d) The introduction may include a maximum of 7 steps.

## b. Level II

1) Eligibility: Skaters competing in Level II Compulsory Dances must be a Level II I, but no higher Level IV single skater.

## 2) Level II Compulsory Dances

- a) All Level II Compulsory Dances will be skated to music.
- b) Skaters will be required to perform the Swing Dance, Fiesta Tango, or Cha Cha in accordance with the follow rotation schedule.

## Level II

2007 – Swing Dance

2008 – Cha Cha (This will be a World Games qualification year)

2009 – Cha Cha (World Games)

2010 – Fiesta Tango

- i. Swing Dance - 2/4 Schottische - 96 beats per minute; 2 patterns or 2 times around the ice surface. (See Diagram #4)
- ii. Fiesta Tango - 4/4 Tango - 108 beats per minute; 2 patterns or 1 time around the ice surface. (See Diagram #6)
- iii. Cha Cha - 4/4 Cha Cha - 104 beats per minute; 2 patterns or 1 time around the ice surface. (see Diagram # 5)



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- c) The dance will commence at the end of the rink designated by the referee.
- d) The introduction may include a maximum of 7 steps.

**c. Level III**

- 1) Eligibility: Skaters competing in Level III Compulsory Dance must be a level IV or higher singles skaters.
- 2) Level III Compulsory Dances

- a) All Level III Compulsory Dances will be skated to music.
- b) Skaters will be required to perform the Ten Fox, Willow Waltz, or Hickory Hoedown in accordance with the following rotation schedule.

**Level III**

2007 – Ten Fox

2008 – Hickory Hoedown (This will be a World Games qualification year)

2009 – Hickory Hoedown (World Games)

2010 – Willow Waltz

- i. Ten Fox - 4/4 Fox-trot - 100 beats per minute; 2 patterns or 1 time around the ice surface. (See Diagram #8)
- ii. Willow Waltz - 3/4 Waltz - 138 beats per minute; 2 patterns or 1 time around the ice surface (See Diagram #9)
- iii. Hickory Hoedown - 4/4 Country Western - (Hoedown) - 104 beats per minute; 2 patterns or 1 time around the ice surface. (See Diagram #7)

- c) The dance will commence at the end of the rink designated by the referee.
- d) The introduction may include a maximum of 7 steps.

**d. Level IV**

- 1) Level IV Compulsory Dances

- a) All Level IV compulsory Dances will be skated to music.
- b) Skaters will be required to perform the Fourteen Step, European Waltz, or Foxtrot, in accordance with the following rotation schedule:

**Level IV**

2007 - European Waltz

2008 - Fourteen Step (This will be a World Games qualification year)

2009 - Fourteen Step (World Games)

2010 – Foxtrot

- i. Fourteen step - March 4/4, 2/4, or 6/8; 112 beats per minute, 2 patterns, or 1 time around the ice surface. (See Diagram # 10)
- ii. European Waltz - Waltz 3/4 135 beats per minute, 2 patterns, or 1 time around the ice surface, (See Diagram # 11)
- iii. Foxtrot - Foxtrot 4/4, 100 beats per minute, 2 patterns, or 1 time around the ice surface, (See Diagram #12)

- c) The dance will commence at the end of the rink designated by the referee.
- d) The introduction may include a maximum of 7 steps



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**FIGURE SKATING****SECTION F – UNIFIED SPORTS® EVENTS**

1. Selection of Special Olympics Athletes and Unified Sports Partners of similar age is preferred and ability is required for Unified Sports training and competition in Figure Skating.
2. Each Unified Sports Team shall consist of one Special Olympics Athlete and one Unified Sports Partner.
3. A coach may not also participate as a Unified Partner.

**SECTION G — SCORING**

1. Total Score Qualifications
  - a. Skaters must skate both compulsory and freestyle programs to qualify for a total score in both the preliminary and final rounds.
  - b. Ice dancing competitors must skate both compulsory and dance sequence programs to qualify for a total score in both the preliminary and final rounds.
  - c. Skaters competing in a skills contest must attempt each of the required skills listed at least once in order to qualify for a total score. Competitors will be given two opportunities to perform each skill.
2. Skaters must skate both preliminary (when needed) and final rounds to qualify in the official competition.
3. In all Special Olympics Figure Skating competitions the judges' marks will be valued in the following manner:
  - a. Singles Free Style Competition
    - 1) Compulsory events - 33.3 percent
    - 2) Freestyle events - 66.7 percent
  - b. Pair Skating
    - 1) Compulsory events - 33.3 percent
    - 2) Freestyle events - 66.7 percent
  - c. Ice Dancing
    - 1) Compulsory events - 50 percent
    - 2) Dance sequence events - 50 percent
4. Compulsory Event - Singles - Free Style
  - a. Each judge will give one mark for the compulsory program.
  - b. The deduction of points will depend on the frequency of error and omission of required elements.
  - c. For the Level I compulsory elements, the judges will consider the skater's carriage, speed, and the precision of turns and the stop.
  - d. For the Level II compulsory elements, the judges will consider the skater's carriage, speed, and the precision of turns and the stop.
  - e. For the Level III compulsory elements, the judges will consider the carriage, the shape, symmetry, smoothness and control of the edges and turns.
5. Final Round Freestyle Events - Singles
  - a. Each judge will give two marks for the final round program:
    - 1) The first mark will be given for the technical merit of the skater's program.
    - 2) The second mark will be given for the composition and style of the skater's program.



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**FIGURE SKATING**

- b. Judging and timing shall start when skater commences to skate.
  - c. Points will be deducted depending on frequency of error and omission of required elements.
  - d. A whistle shall be blown 10 seconds after the expiration of the time limit. The judges shall cease judging at the sound of the whistle. No points will be deducted if a skater has not completed the program provided that the required elements have been included. However, the skater shall be instructed to leave the ice surface 10 seconds after the whistle is blown regardless of whether the program is finished or not.
6. Compulsory Events - Pairs
- a. Each judge will give one mark for each pairs compulsory program.
  - b. The deduction of points will depend on the frequency of error and omission of required elements.
  - c. For the Level I compulsory elements, the judges will consider the pair skaters' carriage, cleanliness of edges and turns, sureness and unison.
  - d. For the Level II compulsory elements, the judges will consider the pair skaters' carriage, cleanliness of edges and turns, sureness, unison, speed and utilization of ice surface.
7. Freestyle Events - Pairs
- a. Each judge will give two marks for the freestyle program:
    - 1) The first mark will be given for the technical merit of the pair skaters' program.
    - 2) The second mark will be given for the composition and style of the pair skaters' program.
  - b. Judging and timing shall start when skaters commence to skate.
  - c. Points will be deducted depending on frequency of error and omission of required elements.
  - d. Points will be if the minimum number of elements are not completed in the prescribed time limit.
  - e. No points will be deducted if the pair skaters complete the required elements in less than the prescribed time limit.
  - f. A whistle will be blown by the referee 10 seconds after the expiration of the prescribed time limit. The judges shall cease judging at the sound of the whistle.
  - g. The pair skaters shall be instructed to leave the ice surface 10 seconds after the whistle is blown, regardless of whether the program is finished.
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.
9. 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 knowl-edge and execution of the pattern.
    - 2) The second mark is a manner of performance mark which rates the skater's expression and the style of the dance rhythm skated.
10. Final Score and Placement
- a. The athlete's final score and placement in each division shall be determined by adding each athlete's scores from the initial round to the scores from the final round. Final placement shall be established by the highest to lowest score for each division. The skater(s) with the highest combined scores shall be the winner(s) within the ability division.



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**FIGURE SKATING****SECTION H - CONDUCT OF SKILLS COMPETITION**

1. Skills Competition (not a World Games event, but is intended for local and program level competitions)
  - a. In the 11 singles skills competitions, skaters will have two opportunities to perform each skill. This will constitute the final round. A preliminary round is not conducted in these competitions.
  - b. Judges will give mark for each of the two skill attempts made by the skater.
  - c. Judges will evaluate the performance of the skill using a ranking system ranging from .1 to 6.0, with .1 being the lowest and 6.0 being the highest.
  - d. The highest mark from the two attempts will be used, and the high marks given for each skill will be added together to determine the skater's final score and placement.
  - e. Skills Competition Events - Skaters must be able to complete Badge 2 to compete in Skill Competition 2, complete Badge 3 to compete in Skill Competition 3, etc (The Badge Program can be found in the new Special Olympics Figure Skating Coaching Guide which may be found at [www.specialolympics.org](http://www.specialolympics.org)
    - 1) Skill Competition 1
      - a) March forward 10 steps unassisted.
      - b) Swizzles, standing still (3 repetitions).
      - c) Two foot glide forward for distance of at least the length of the body.
    - 2) Skill Competition 2
      - a) Backward wiggle or march.
      - b) 5 forward swizzles covering at least 10 feet.
      - c) Forward gliding dip covering at least length of body.
    - 3) Skill Competition 3
      - a) Backward 2-foot glide covering at least length of body.
      - b) 1-foot snowplow stop (left or right).
      - c) Forward 1-foot glide covering at least length of body (left or right).
    - 4) Skill Competition 4
      - a) 5 backward swizzles covering at least 10 feet.
      - b) Forward 2-foot curves left and right across the rink.
      - c) 2-foot turn front to back, on the spot.
    - 5) Skill Competition 5
      - a) Gliding forward to backward 2-foot turn.
      - b) Backward 1-foot glide length of body (left and right).
      - c) Forward pivot.
    - 6) Skill Competition 6
      - a) Backward stroking across the rink.
      - b) Gliding backward to forward 2-foot turn.
      - c) T-stop left or right.



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**FIGURE SKATING**

## 7) Skill Competition 7

- a) 5 consecutive forward crossovers (left and right).
- b) Forward outside edge (left and right).
- c) 2-foot spin.

## 8) Skill Competition 8

- a) Forward outside 3-turn (left and right).
- b) Forward inside edge (left and right).
- c) Bunny Hop.

## 9) Skill Competition 9

- a) Forward inside 3-turn (left and right).
- b) 5 consecutive backward crossovers (left and right).
- c) Forward spiral - 3 times length of body.

## 10) Skill Competition 10

- a) Consecutive forward outside edges - minimum 2 on each foot.
- b) Consecutive forward inside edges - minimum 2 on each foot.
- c) Forward inside Mohawk (left and right).
- d) Backward outside edge (left and right).

## 11) Skill Competition 11

- a) Waltz Jump
- b) 1-foot spin - minimum of 3 revolutions.
- c) Forward crossover, inside Mohawk, backward crossover (left and right).
- d) Combination of three moves chosen from Skill Competition 8-11.



FIGURE SKATING

DIAGRAM #1 - DUTCH WALTZ

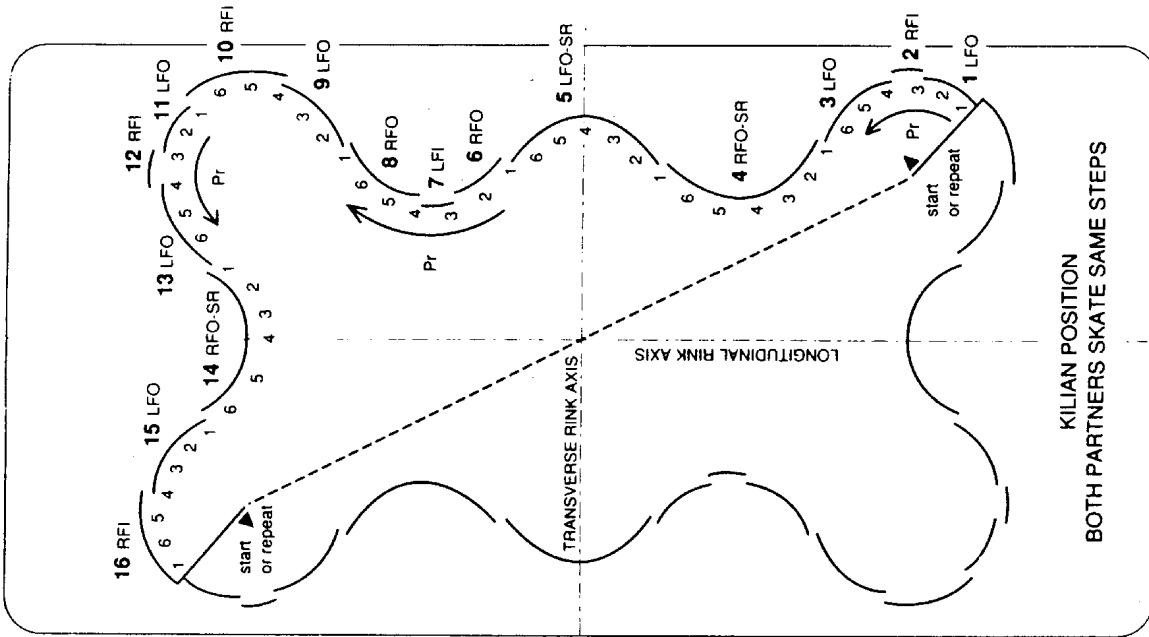
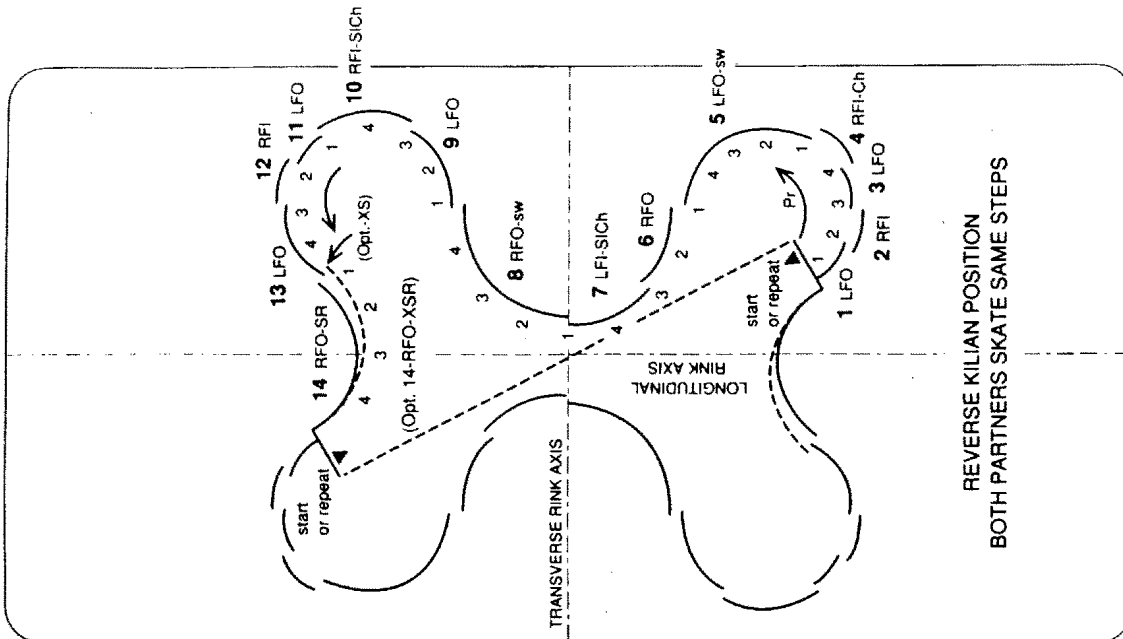


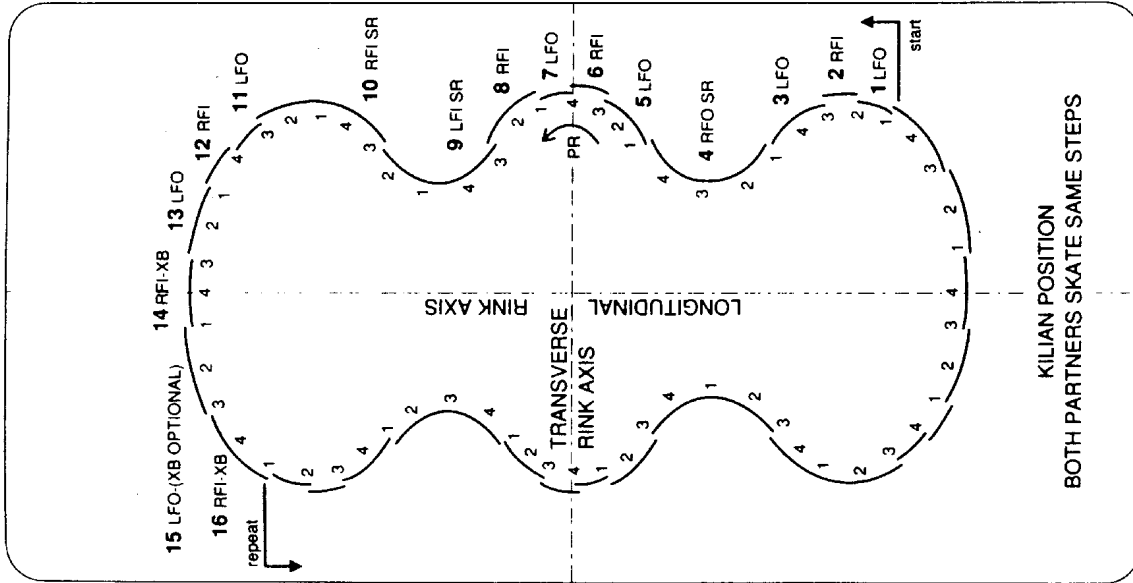
DIAGRAM #2 - CANASTA TANGO



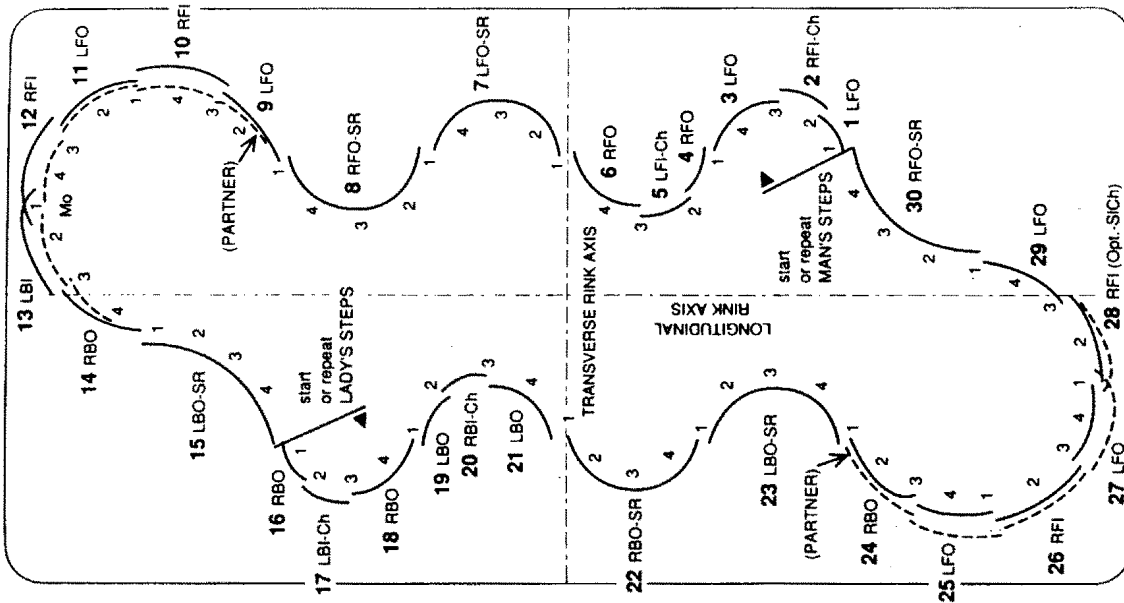


# FIGURE SKATING

### DIAGRAM #3 - RHYTHM BLUES



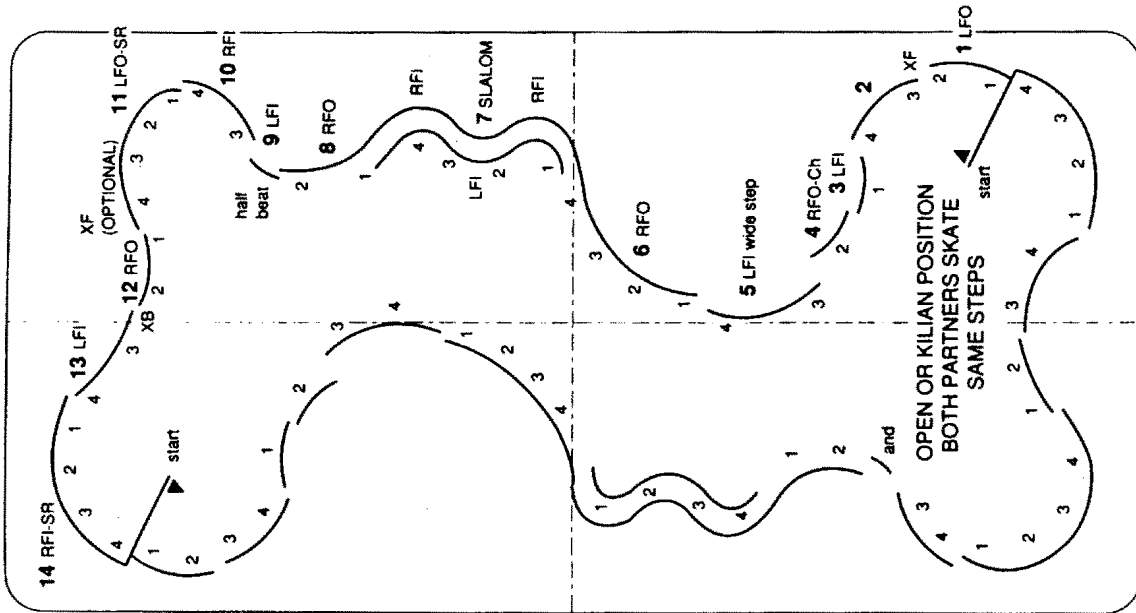
### DIAGRAM #4 - SWING DANCE



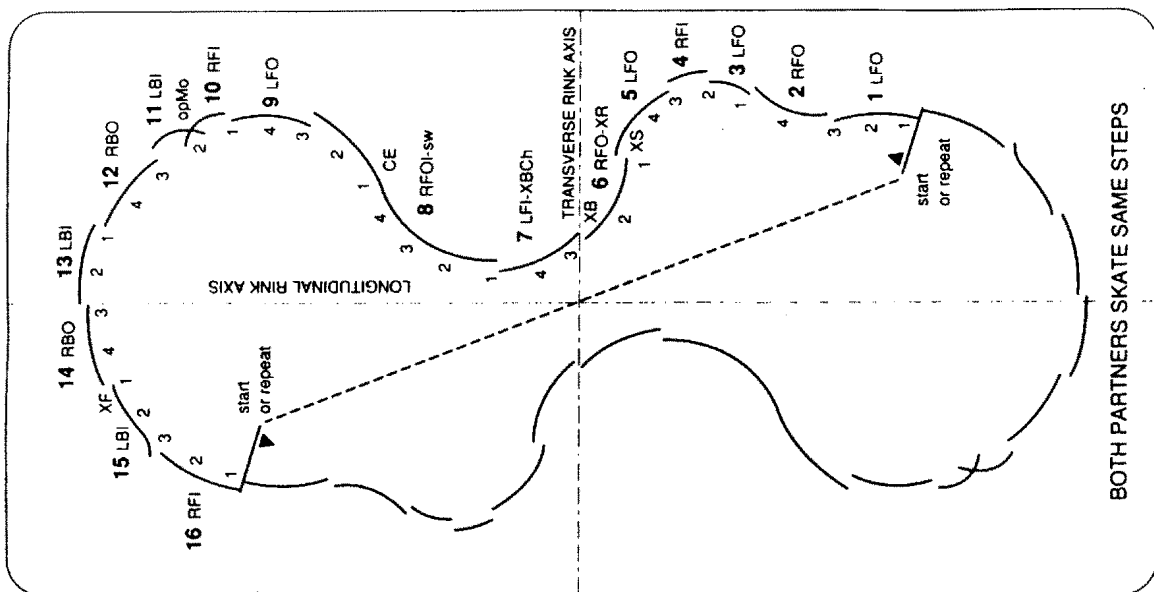


**FIGURE SKATING**

**DIAGRAM #5 - CHA CHA**



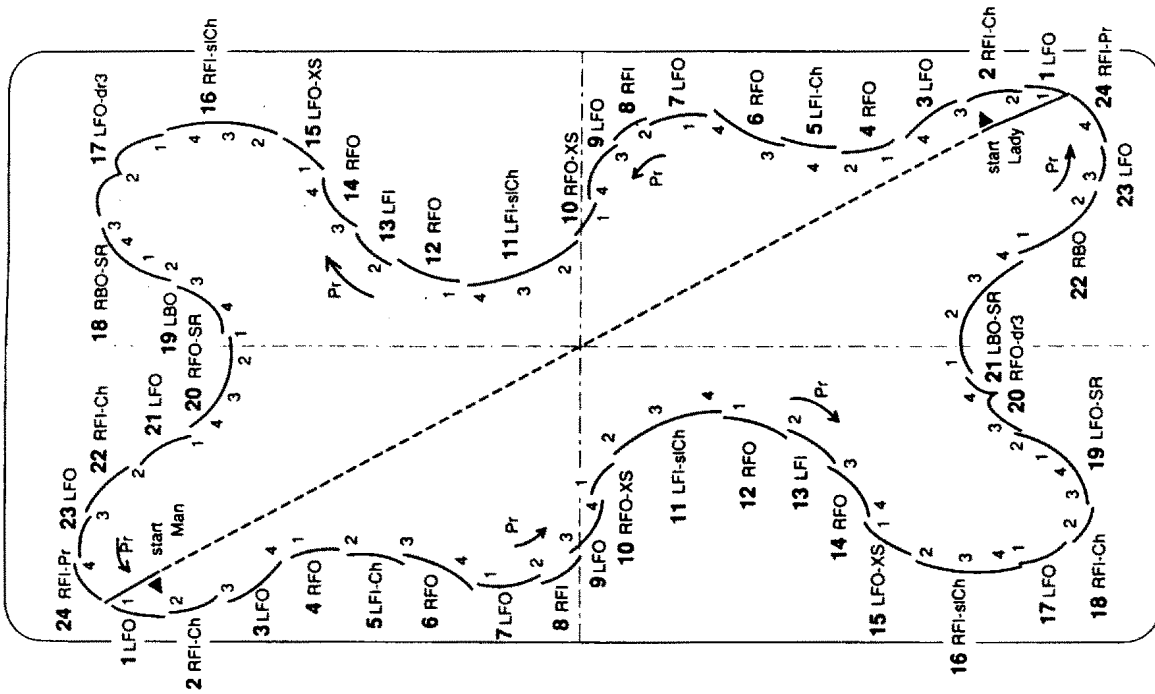
**DIAGRAM #6 - FIESTA TANGO**





# FIGURE SKATING

### DIAGRAM #7 - HICKORY HOEDOWN



### DIAGRAM #8 - TEN-FOX

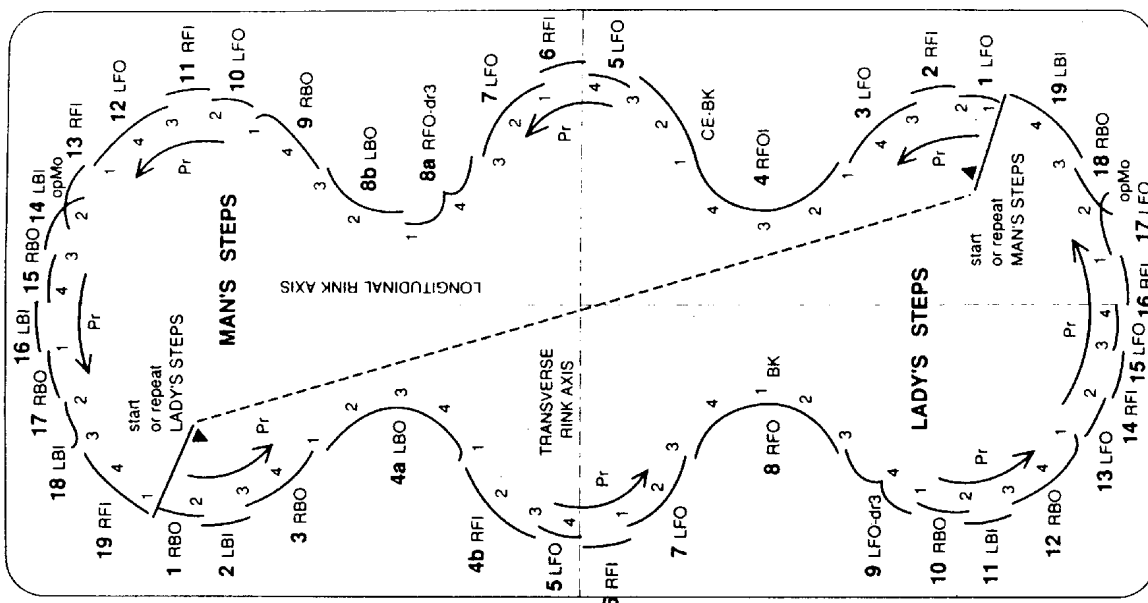






FIGURE SKATING

DIAGRAM #11 - EUROPEAN WALTZ

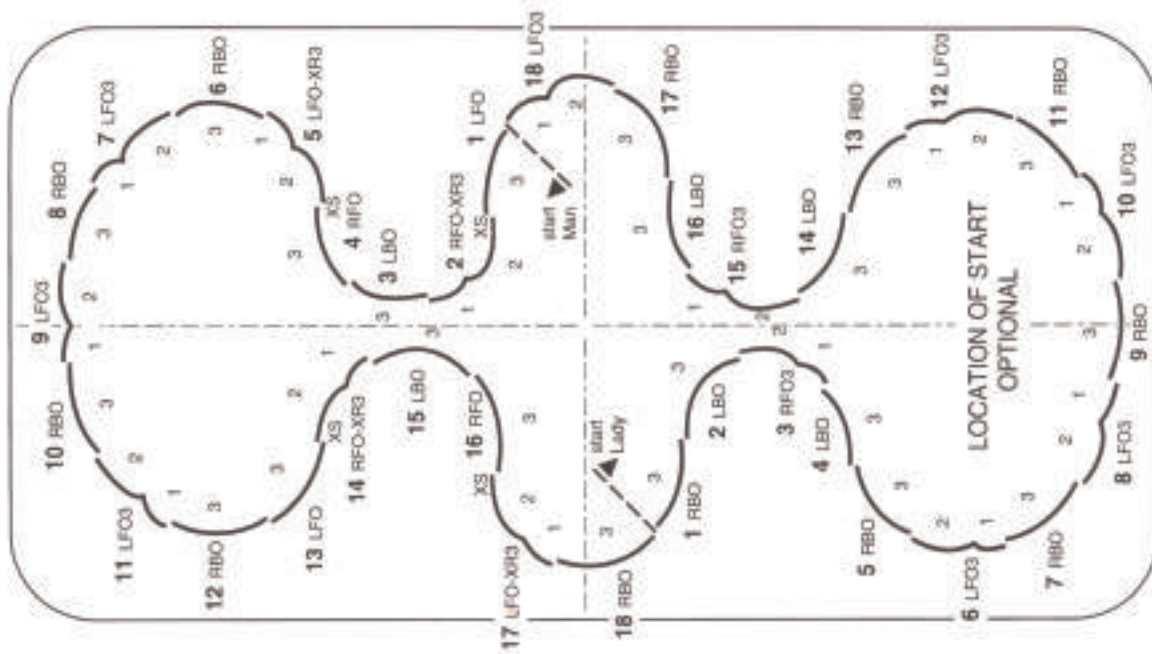


DIAGRAM #12 - FOXTROT

