



Figure Skating

Sport Rules

Special Olympics





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1. GOVERNING RULES

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 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.

Refer to Article 1, <http://media.specialolympics.org/resources/sports-essentials/general/2014-Article-I.pdf>, for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports®.

2. OFFICIAL EVENTS

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 competitor's skill and interest.

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

- 2.1. Badge Competition (not a World Games event, but is intended for local and program level competition)
- 2.2. Singles Competitions (Singles Levels 1-6, Short Program (Level 4-6) and Free Skate (Level 1-6))
- 2.3. Pair Skating (Pair Levels 1-3, Short Program (Level 3) and Free Skate (Level 1-3))
- 2.4. Ice Dancing (Ice Dancing Levels 1-6)
- 2.5. Unified Sports® Pairs Skating (Pairs Levels 1-3)
 - 2.5.1. Male Unified Sports® Partner with an athlete
 - 2.5.2. Female Unified Sports® Partner with an athlete
- 2.6. Unified Sports® Ice Dancing (Ice Dancing Levels 1-6)
- 2.7. Unified Sports® Synchronized Skating (SYS Levels 1-2)

3. FACILITIES

- 3.1. Rink: The available skating area must be rectangular and if possible, shall measure sixty (60) meters in length and thirty (30) meters in width, but not larger, and not less than fifty-six (56) meters in length and twenty-six (26) meters in width. Officials shall not be seated on the ice surface. The Judges and the Referee will be seated at the rinkboard and the Technical Panel will be seated in an elevated position, if possible.
- 3.2. Warming Area: A warming area and changing facility should be available for athletes.
- 3.3. Sound System: A sound system must be provided for competitors music on a CD or any other approved format.



4. COMPETITION EQUIPMENT

4.1. Skates: Figure Skating blades used during Special Olympics competitions 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.

4.2. Competition Clothing:

- 4.2.1. Clothing of the Competitors must be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen.
- 4.2.2. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Men must wear full length trousers and must not wear tights. In addition, in Ice Dance, Ladies must wear a skirt. Accessories and props are not permitted.
- 4.2.3. Clothing not meeting the requirements will be penalized by a deduction of 0.5 point.
- 4.2.4. The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction of 0.5 point.

4.3. Competition music:

- 4.3.1. All competitors shall furnish competition music of excellent quality on CD or in any other approved format.
 - 4.3.1.1. Each program (Short Program/Free Skating) must be recorded on one track and on a separate disc.
 - 4.3.1.2. Competitors must provide a back-up music for each program.

4.4. Program Content Sheet

Each Skater/Pair/Couple, shall present a Program Content Sheet i.e. an official form indicating the planned elements for each Segment of the competition, except Pattern Dances.

5. PERSONNEL

5.1. Competition Staff:

- 5.1.1. Referee
- 5.1.2. Technical Controller
- 5.1.3. Technical Specialist
- 5.1.4. Assistant Technical Specialist
- 5.1.5. Data Input Operator
- 5.1.6. Video Replay Operator (if a Video Replay System is used)

5.2. Judges:

- 5.2.1. There will be a minimum of three and a maximum of nine judges.

6. STARTING ORDER AND WARM-UPS

6.1. Draws for starting order:

- 6.1.1. Draws are conducted by electronic draw in advance of the competition after the deadline of entries.

6.2. Warm-up time:

- 6.2.1. Warm-up periods must be allotted to all Competitors.
- 6.2.2. The duration for warm-up times are:



- 6.2.2.1. Single Skating:
 - 6.2.2.1.1. Level I-III: 4 minutes
 - 6.2.2.1.2. Level IV-VI: Short Program 4 minutes
 - 6.2.2.1.3. Level IV-VI: Free Skating 6 minutes
- 6.2.2.2. Pair Skating:
 - 6.2.2.2.1. Level I-II: 4 minutes
 - 6.2.2.2.2. Level III: Short Program 4 minutes
 - 6.2.2.2.3. Level III: Free Skating 6 minutes
- 6.2.2.3. Ice Dance:
 - 6.2.2.3.1. Level I-III: 4 minutes with music
 - 6.2.2.3.2. Level IV-VI: 5 minutes with music

6.3. Warm-up groups:

- 6.3.1. Single Skating: There should not be more than six skaters in one warm-up group.
- 6.3.2. Pair Skating: There should not be more than four pair teams in one warm-up group.
- 6.3.3. Ice Dance: There should not be more than five ice dance teams in one warm-up group.

7. RULES: SINGLES COMPETITION

7.1. Badge Program:

- 7.1.1. Badge 1
 - 7.1.1.1. Stand unassisted for 5 seconds
 - 7.1.1.2. Fall and stand up unassisted
 - 7.1.1.3. Knee dip standing still unassisted
 - 7.1.1.4. March forward 10 steps assisted
- 7.1.2. Badge 2
 - 7.1.2.1. March forward 10 steps unassisted
 - 7.1.2.2. Swizzles, standing still (3 repetitions)
 - 7.1.2.3. Backward wiggle or march assisted
 - 7.1.2.4. 2-foot glide forward for distance at least length of body
- 7.1.3. Badge 3
 - 7.1.3.1. Backward wiggle or march
 - 7.1.3.2. 5 forward swizzles covering at least 10 feet
 - 7.1.3.3. Forward skating across the rink
 - 7.1.3.4. Forward gliding dip covering at least length of body
- 7.1.4. Badge 4
 - 7.1.4.1. Backward 2-foot glide covering at least length of body
 - 7.1.4.2. 2-foot jump in place
 - 7.1.4.3. 1-foot snowplow stop (left or right)
 - 7.1.4.4. Forward 1-foot glide covering at least length of body (left and right)
- 7.1.5. Badge 5
 - 7.1.5.1. Forward stroking across the rink
 - 7.1.5.2. 5 backward swizzles
 - 7.1.5.3. Forward 2-foot curves left and right across the rink
 - 7.1.5.4. 2-foot turn front-to-back, on the spot



- 7.1.6. Badge 6
 - 7.1.6.1. Gliding forward-to-backward 2-foot turn
 - 7.1.6.2. 5 consecutive forward 1-foot swizzles on circle (left and right)
 - 7.1.6.3. Backward 1-foot glide length of body (left and right)
 - 7.1.6.4. Forward pivot
- 7.1.7. Badge 7
 - 7.1.7.1. Backward stroking across the rink
 - 7.1.7.2. Gliding backward-to-forward 2-foot turn
 - 7.1.7.3. T-Stop left or right (stopping foot behind)
 - 7.1.7.4. Forward 2-foot turn on a circle (left and right)
- 7.1.8. Badge 8
 - 7.1.8.1. 5 consecutive forward crossovers (left and right)
 - 7.1.8.2. Forward outside edge (left and right)
 - 7.1.8.3. 5 consecutive backward 1-foot swizzles on a circle (left and right)
 - 7.1.8.4. 2-foot spin
- 7.1.9. Badge 9
 - 7.1.9.1. Forward outside 3-turn (left and right)
 - 7.1.9.2. Forward inside edge (left and right)
 - 7.1.9.3. Forward lunge or shoot the duck, at any depth
 - 7.1.9.4. Bunny hop
- 7.1.10. Badge 10
 - 7.1.10.1. Forward inside 3-turn (left and right)
 - 7.1.10.2. 5 consecutive backward crossovers (left and right)
 - 7.1.10.3. Hockey stop
 - 7.1.10.4. Forward spiral 3 times length of body
- 7.1.11. Badge 11
 - 7.1.11.1. Consecutive forward outside edges (minimum 2 on each foot)
 - 7.1.11.2. Consecutive forward inside edges (minimum 2 on each foot)
 - 7.1.11.3. Forward inside Mohawk (left and right)
 - 7.1.11.4. Consecutive backward outside edges (minimum 2 on each foot)
 - 7.1.11.5. Consecutive backward inside edges (minimum 2 on each foot)
- 7.1.12. Badge 12
 - 7.1.12.1. Waltz jump
 - 7.1.12.2. one-foot spin (minimum of 3 revolutions)
 - 7.1.12.3. Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
 - 7.1.12.4. Combination of three moves chosen from badges 9 – 12
- 7.1.13. Level I = Badges 1 – 5
- 7.1.14. Level II = Badges 1 – 9
- 7.1.15. Level III = Badges 1 – 12
- 7.1.16. Level IV, V, VI = Badges 1 – 12 and Footwork and difficult jumps and spins and spirals
- 7.1.17. REFERENCE; Figure Skating Coaching Guide <http://resources.specialolympics.org/>



7.2. Level I

- 7.2.1. Eligibility: A skater competing in Level I must be able to complete the skills required in Badges 1-5 but no higher.
- 7.2.2. Level I Freeskate Program
 - 7.2.2.1. Skater may start program at any spot on the ice surface.
 - 7.2.2.2. Judging and timing will begin when skater commences to skate. The program will not exceed a time limit of one minute fifteen seconds, plus or minus ten seconds.
 - 7.2.2.3. The program must be performed to music, instrumental OR vocal music.
 - 7.2.2.4. This is a Beginner Freeskate program.
 - The skaters will perform the selected six elements listed below from Badges 1-5 and will receive a value and a GOE mark for each element.
 - Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-5.
 - Elements can be performed in any order.
 - If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.
 - 7.2.2.4.1. Forward swizzles (at least 5) (FSw)
 - 7.2.2.4.2. Backward swizzles (at least 5) (BSw)
 - 7.2.2.4.3. Forward one-foot glide left and right (length of glide is considered in GOE) (FGl)
 - 7.2.2.4.4. Two-foot jump in place or moving (forward only) (TFJu)
 - 7.2.2.4.5. One-foot forward snowplow stop (left or right) (FSSt)
 - 7.2.2.4.6. Forward two-foot curves left and right (feet should be parallel and leaning on a curve) (FTCu)
 - 7.2.2.5. No elements above Badge 5 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.
 - 7.2.2.6. Deductions:
 - 7.2.2.6.1. per Fall: -0.5
 - 7.2.2.6.2. costume failure: -0.5
 - 7.2.2.6.3. music failure (wrong music length): per 5 sec. -0.5
 - 7.2.2.7. Program Components will be judged in
 - Performance
Factor 1.0

7.3. Level II

- 7.3.1. Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-9 but no higher.
- 7.3.2. Level II Freeskate Program
 - 7.3.2.1. Skater may start program at any spot on the ice surface.
 - 7.3.2.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and forty five seconds, plus or minus ten seconds.
 - 7.3.2.3. The program must be performed to music, instrumental OR vocal music.
 - 7.3.2.4. This is an Advanced Beginner Freeskate program:



- The skaters will perform the selected seven elements listed below from Badges 1-9 and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-9.
- Elements can be performed in any order.
- If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.

- 7.3.2.4.1. Bunny hop (BHo)
- 7.3.2.4.2. T-stop left or right (TSt)
- 7.3.2.4.3. Backward stroking (6-8 strokes alternating feet) (BSt)
- 7.3.2.4.4. Forward two-foot spin (minimum of three revolutions) (FTFSp)
- 7.3.2.4.5. Forward outside three-turn (left and right) (in place or moving) (FoTTu) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed
- 7.3.2.4.6. Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) (FCr)
- 7.3.2.4.7. Forward lunge or Shoot the Duck (at any depth) (FLu)

7.3.2.5. No elements above Badge 9 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.

7.3.2.6. Deductions:

- 7.3.2.6.1. per Fall: -0.5
- 7.3.2.6.2. costume failure: -0.5
- 7.3.2.6.3. music failure (wrong music length): per 5 sec. -0.5

7.3.2.7. Program Components will be judged in

- Performance
 - Interpretation
- Factor 1.0

7.4. Level III

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

7.4.2. Level III Freeskate Program

7.4.2.1. Skater may start program at any spot on the ice surface.

7.4.2.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and fifteen seconds, plus or minus ten seconds.

7.4.2.3. The program must be performed to music, instrumental OR vocal music.

7.4.2.4. This is an Intermediate Level Freeskate program.

- The skaters will perform the selected seven elements listed below from Badges 1-12 and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-12.



- Elements can be performed in any order.
- If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.

- 7.4.2.4.1. Forward spiral (FSp)
- 7.4.2.4.2. One-foot upright spin/ Scratch Spin (USp) (minimum of three (3) revolutions)
- 7.4.2.4.3. Waltz Jump (W) in place or moving
- 7.4.2.4.4. Consecutive backwards crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) (BCr)
- 7.4.2.4.5. Consecutive forward inside edges (set of four edges alternating feet = a total of four edges) (FiEd)
- 7.4.2.4.6. Forward inside three-turn (left and right) (in place or moving) (FiTTu) – this is considered as one element and the three turns must consecutively follow each other, but minimal steps in between are allowed
- 7.4.2.4.7. Step Sequence (StSq) consisting of steps and turns from Badge 9-12 (covering at least half of the ice surface, straight line or circular pattern can be used)

7.4.2.5. No elements above Badge 12 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

7.4.2.6. Deductions:

- 7.4.2.6.1. per Fall: -0.5
- 7.4.2.6.2. costume failure: -0.5
- 7.4.2.6.3. music failure (wrong music length): per 5 sec. -0.5

7.4.2.7. Program Components will be judged in

- Performance
 - Interpretation
- Factor 1.0

7.5. Level IV

7.5.1. Level IV Short-Program

7.5.1.1. Skater may start program at any spot on the ice surface.

7.5.1.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and fifteen seconds, plus or minus ten seconds.

7.5.1.3. The program must be performed to music, instrumental OR vocal music.

7.5.1.4. Content:

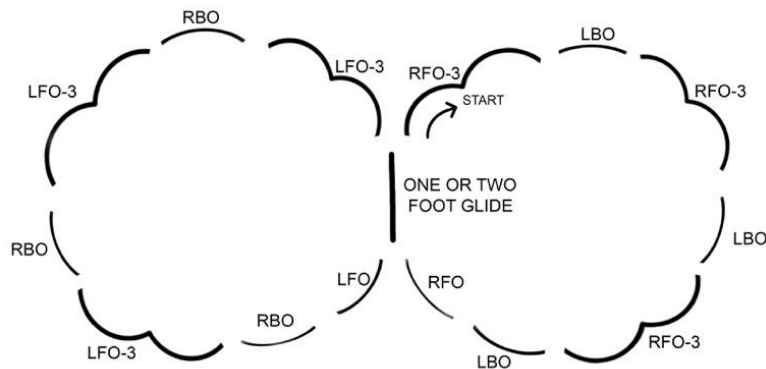
- The skaters will perform the selected three elements listed below and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level.
- Elements can be performed in any order.

7.5.1.4.1. Single Salchow (1S) or Single Toeloop (1T)

7.5.1.4.2. Solo sit spin without change of foot (SSp) (minimum of 3 revolutions in sit position)



- 7.5.1.4.3. Skating Skills Sequence A (SSkSqA): Waltz three step sequence: Performed in a figure eight pattern. A two-step introduction may be added.
- 7.5.1.4.3.1. Right forward outside three turn
 - 7.5.1.4.3.2. Left back outside edge
 - 7.5.1.4.3.3. Right forward outside three turn
 - 7.5.1.4.3.4. Left back outside edge
 - 7.5.1.4.3.5. Right forward outside three turn
 - 7.5.1.4.3.6. Left backward outside edge
 - 7.5.1.4.3.7. Step forward to RFO edge
 - 7.5.1.4.3.8. Glide on two feet back to center
 - 7.5.1.4.3.9. Left forward outside three turn
 - 7.5.1.4.3.10. Right back outside edge
 - 7.5.1.4.3.11. Left forward outside three turn
 - 7.5.1.4.3.12. Right back outside edge
 - 7.5.1.4.3.13. Left forward outside three turn
 - 7.5.1.4.3.14. Right back outside edge
 - 7.5.1.4.3.15. Step forward to LFO edge
 - 7.5.1.4.3.16. One or two foot glide back to center
 - 7.5.1.4.3.17. A minimum of three, three-turn/back edge sequence per circle must be performed.



7.5.2. Level IV Freestyle Program

- 7.5.2.1. Skater may start program at any spot on the ice surface.
- 7.5.2.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and fifteen seconds, plus or minus ten seconds.
- 7.5.2.3. The program must be performed to music, instrumental OR vocal music.
- 7.5.2.4. This is a more Advanced Freeskiate program.
 - The skaters will perform the selected nine elements listed below and will receive a value and a GOE mark for each element.
 -



- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Level I-IV.
- Elements can be performed in any order.

7.5.2.4.1. *Five jump elements*

- Allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toeloop (1T), Single Loop (1Lo).
- Each single jump can be executed two times with a maximum of five jump elements in total.
- There can be two jump combinations or sequences (with a maximum of two jumps).
- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (1S+1T) (=1 jump element).

7.5.2.4.2. *Three spins*

- One spin in one position without change of foot (upright, layback, sit or camel) (Usp/LSp/SSp/CSp) with a minimum of three (3) revolutions
- One upright back spin without change of foot (UBSp) (any entry allowed) with a minimum of three (3) revolutions
- One spin with one change of position without change of foot (CoSp) with a minimum of two (2) revolutions in each position

7.5.2.4.3. *One Choreographic Sequence (ChSq)* (covering the whole ice surface including steps and turns and at least one spiral position)

7.5.2.5. No elements above Level IV are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.

7.5.2.6. Deductions:

7.5.2.6.1. per Fall: -0.5

7.5.2.6.2. costume failure: -0.5

7.5.2.6.3. music failure (wrong music length): per 5 sec. -0.5

7.5.2.7. Program Components will be judged in

- Skating Skills
 - Performance
 - Interpretation
- Factor 1.0

7.6. Level V

7.6.1. Level V Short Program

7.6.1.1. Skater may start program at any spot on the ice surface.

7.6.1.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and thirty seconds, plus or minus ten seconds.

7.6.1.3. The program must be performed to music, instrumental OR vocal music.

7.6.1.4. Content:



- The skaters will perform the selected four elements listed below and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level.
- Elements can be performed in any order.

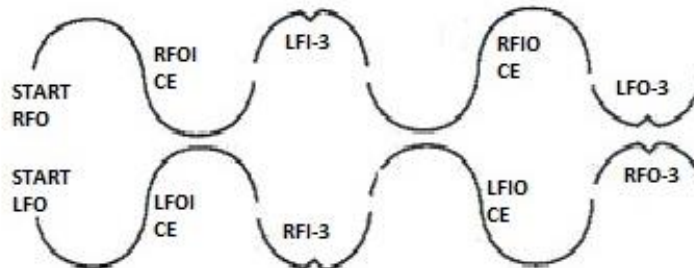
7.6.1.4.1. Single Loop (1Lo)

7.6.1.4.2. Jump combination Single Salchow + Single Toeloop (1S+1T)

7.6.1.4.3. Camel spin without change of foot (CSp) (minimum of three (3) revolutions in camel position)

7.6.1.4.4. Skating Skills Sequence B (SSkSqB):

This pattern can be performed down the length or width of the ice surface. The sequence will be performed on both feet and must be done immediately preceding each other with minimum steps in between. Right forward outside to inside change of edge, left forward inside three turn. Right forward inside to outside change edge, left forward outside three turn. Left forward outside to inside change edge, right forward inside three turn. Left forward inside to outside change edge, right forward outside three turn. Skater may start on either foot.



7.6.2. Level V Freeskiate Program

7.6.2.1. Skater may start program at any spot on the ice surface.

7.6.2.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and thirty seconds, plus or minus ten seconds.

7.6.2.3. The program must be performed to music, instrumental OR vocal music.

7.6.2.4. This is an Advanced Freeskiate program.

- The skaters will perform the selected ten elements listed below and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Level I-V
- Elements can be performed in any order.

7.6.2.4.1. Six jump elements



- Allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toeloop (1T), Single Loop (1Lo), Single Flip (1F), Single Lutz (1Lz).
- Each single jump can be executed two times with a maximum of six jump elements in total.
- There can be three jump combinations or sequences (with a maximum of two jumps).
- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (=1 jump element).

7.6.2.4.2. *Three spins* (flying entrance or flying spins are not allowed)

- One spin in one position with or without change of foot (upright, layback, sit or camel) (Usp/CUSp/LSp/CLSp/SSp/CSSp/CSp/CCSp) with a minimum of three (3) revolutions on each foot
- Two spins with at least one change of position with or without change of foot with a minimum of two (2) revolutions in each position and three (3) revolutions on each foot (CoSp/CCoSp)

7.6.2.4.3. *One Choreographic Sequence* (ChSq) (covering the whole ice surface including steps and turns and at least one spiral position)

7.6.2.5. No elements above Level V are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.

7.6.2.6. Deductions:

7.6.2.6.1. per Fall: -0.5

7.6.2.6.2. costume failure: -0.5

7.6.2.6.3. music failure (wrong music length): per 5 sec. -0.5

7.6.2.7. Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Interpretation

Factor 1.0

7.7. Level VI

7.7.1. Level VI Short Program

7.7.1.1. Skater may start program at any spot on the ice surface.

7.7.1.2. Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and forty-five seconds, plus or minus ten seconds.

7.7.1.3. The program must be performed to music, instrumental OR vocal music.

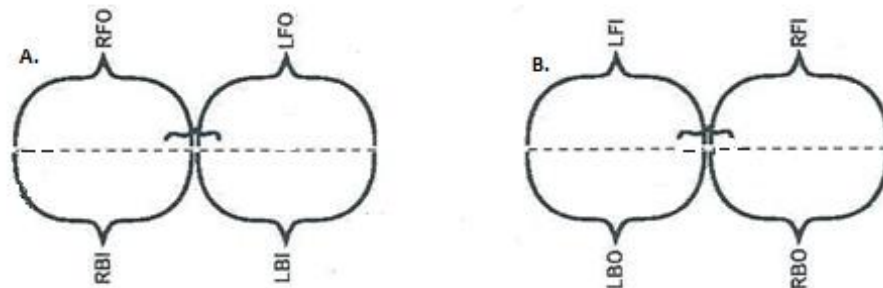
7.7.1.4. Content:

- The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves.
- Elements can be performed in any order.

7.7.1.4.1 Single Axel (1A)



- 7.7.1.4.2 Jump Combination Single Flip + Single Loop + Single Toeloop (1F+1Lo+1T)
- 7.7.1.4.3 Combination spin with one change of position and one change of foot (CcoSp) with a minimum of three (3) revolutions on each foot and a minimum of two (2) revolutions in each position
- 7.7.1.4.4 Flying sit (FSSp) or flying camel spin (FCSp) without change of position and without change of foot and a minimum of three (3) revolutions
- 7.7.1.4.5 Skating Skills Sequence C (SSkSqC):
This Sequence is considered as one element and must follow each other consecutively, but minimal steps in between are allowed.
Brackets:
7.7.1.4.5.1 A - Right forward outside bracket, push backwards into a left backwards inside bracket (closing the circle) left forward outside bracket, push backward into a right back inside bracket (closing up circle).
7.7.1.4.5.2 B - Right forward inside bracket, push backwards into left backwards outside bracket (closing up the circle) left forward inside bracket, push backwards into right back outside (closing up circle).



7.7.2 Level VI Freeskate Program

- 7.7.2.1 Skater may start program at any spot on the ice surface.
- 7.7.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of three minutes, plus or minus ten seconds.
- 7.7.2.3 The program must be performed to music, instrumental OR vocal music.
- 7.7.2.4 This is the Most Advanced Freeskate program.
 - The skaters will perform the selected eleven elements listed below and will receive a value and a GOE mark for each element.
 - Additional elements will receive no value and will not be counted, but can be used as transitional moves.
 - Elements can be performed in any order.
- 7.7.2.4.1 *Seven jump* elements



- Allowed jumps: All single and double jumps (excluding Waltz Jump and Double Axel).
- Each single jump can be executed two times with a maximum of seven jump elements in total.
- There can be three jump combinations or sequences (with a maximum of three jumps).
- A jump combination is considered as one jump element. For example: Single Salchow (=1 jump element), Single Salchow + Single Toeloop combination (=1 jump element).

7.7.2.4.2 *Three spins*

- One spin with change of foot and change of position (CCoSp) with a minimum of five revolutions on each foot and a minimum of two (2) revolutions in each position
- One spin with a flying entrance with or without change of foot and with or without change of position, but with a minimum of six (6) revolutions in total
- One spin free of choice

7.7.2.4.3 *One Choreographic Sequence (ChSq)* (covering the whole ice surface including steps and turns and at least one spiral position)

7.7.2.5 No elements above Level V are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.

7.7.2.6 Deductions:

7.7.2.6.1 per Fall: -0.5

7.7.2.6.2 costume failure: -0.5

7.7.2.6.3 music failure (wrong music length): per 5 sec. -0.5

7.7.2.7 Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Composition
- Interpretation

Factor 1.0



8. RULES: PAIR SKATING

8.1. Badge Program

- 8.1.1. Badge 1
 - 8.1.1.1. Forward stroking in unison, hand in hand, clockwise and counterclockwise
 - 8.1.1.2. Forward crossovers in unison, hand in hand, clockwise and counterclockwise
 - 8.1.1.3. Synchronized two-foot spin (side by side, minimum of three revolutions)
 - 8.1.1.4. Backward swizzles (at least 5), hand in hand
 - 8.1.1.5. Forward one-foot glide left and right (length of the body), hand in hand
 - 8.1.1.6. Two-foot jump in place or moving (forward only), hand in hand
- 8.1.2. Badge 2
 - 8.1.2.1. One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand
 - 8.1.2.2. Synchronized forward pivots (side by side)
 - 8.1.2.3. Synchronized bunny hops (hand in hand)
 - 8.1.2.4. Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)
 - 8.1.2.5. Lunge in holding position (side by side)
 - 8.1.2.6. T-Stop, hand in hand, left or right
- 8.1.3. Badge 3
 - 8.1.3.1. Backward crossovers in unison (position optional, clockwise and counterclockwise)
 - 8.1.3.2. Bunny hop lift (cross arm handhold or armpit handhold)
 - 8.1.3.3. Step sequence (utilizing at least half of the ice surface, pattern optional)
 - 8.1.3.4. Kilian hold pair spin (minimum three revolutions)
 - 8.1.3.5. One foot upright spin (Usp) (minimum of three revolutions), side by side
 - 8.1.3.6. Synchronized waltz jump (side by side)
 - 8.1.3.7. Synchronized Single Salchow (1S) (side by side)
 - 8.1.3.8. Spirals in a holding pattern (position optional)
- 8.1.4. Badge 4
 - 8.1.4.1. Pivot spiral or death spiral: Two-hand hold and pivot not required, can stay on two feet, forward inside only
 - 8.1.4.2. Waltz jump lift
 - 8.1.4.3. Synchronized sit spin without change of foot (SSp) (side by side)
 - 8.1.4.4. Step sequence (utilizing the full ice surface, pattern optional)
 - 8.1.4.5. Synchronized Single Toeloop (1T) (side by side)
 - 8.1.4.6. Synchronized Single Loop (1Lo) (side by side)
 - 8.1.4.7. Synchronized Jump combination Single Salchow + Single Toeloop (1S+1T) (side by side)
 - 8.1.4.8. Throw Waltz Jump
- 8.1.5. Pairs Level I = Pairs Badges 1-2 (Singles Level I-II)
- 8.1.6. Pairs Level II = Pairs Badges 1-3 (Singles Level III-IV)
- 8.1.7. Pairs Level III = Pairs Badges 1-4 (Singles Level V-VI) and Footwork, difficult jumps, spins, throws and spirals



8.1.8. REFERENCE; Figure Skating Coaching Guide <http://resources.specialolympics.org/>

8.2. Level I Pairs

(this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

- 8.2.1. Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters Level I, but not higher than Level II.
- 8.2.2. Skaters may start program at any spot on the ice surface.
- 8.2.3. Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of one minute and thirty seconds, plus or minus ten seconds.
- 8.2.4. The program must be performed to music, instrumental OR vocal music.
- 8.2.5. This is a Beginner Freeskate program.
- The skaters will perform the selected six elements listed below from Badges 1-2 and will receive a value and a GOE mark for each element.
 - Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-2.
 - Elements can be performed in any order.
 - If an element can be performed in place or moving, moving is considered as better quality and will be reflected in the GOE.
- 8.2.5.1. Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand (PFCr)
- 8.2.5.2. Synchronized two-foot spin (side by side, minimum of three revolutions) (FTFSp)
- 8.2.5.3. Two-foot jump in place or moving (forward only), hand in hand (TFJu)
- 8.2.5.4. One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand or in any holding position (PGL)
- 8.2.5.5. Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions) (TFPSp)
- 8.2.5.6. Lunge hand in hand or in any holding position (side by side or facing each other) (PLu)
- 8.2.6. No elements above Pairs Badge 2 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.
- 8.2.7. Deductions:
- 8.2.7.1. per Fall per person: -0.5
- 8.2.7.2. costume failure: -0.5
- 8.2.7.3. music failure (wrong music length): per 5 sec. -0.5
- 8.2.8. Program Components will be judged in
- Performance
 - Interpretation
- Factor 1.0

8.3. Level II Pairs

(this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

- 8.3.1. Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females.



- 8.3.2. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters Level III, but not higher than Level IV.
- 8.3.3. Skaters may start program at any spot on the ice surface.
- 8.3.4. Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of two minutes, plus or minus ten seconds.
- 8.3.5. The program must be performed to music, instrumental OR vocal music.
- 8.3.6. This is an Intermediate Freeskate program.
 - The skaters will perform the selected seven elements listed below from Badges 1-3 and will receive a value and a GOE mark for each element.
 - Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-3.
 - Elements can be performed in any order.
 - 8.3.6.1. Consecutive backward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand (PBCr)
 - 8.3.6.2. Bunny hop lift (cross arm hold or armpit hold) (BHLi)
 - 8.3.6.3. Step Sequence (StSq) consisting of steps and turns from Badge 9-12 (Singles) (covering at least half of the ice surface, straight line or circular pattern can be used)
 - 8.3.6.4. Kilian hold pair spin (minimum three (3) revolutions, on one or two feet) (KHPSp)
 - 8.3.6.5. One foot upright spin/ scratch spin (Usp) (minimum of three (3) revolutions, side by side)
 - 8.3.6.6. Synchronized waltz jump (side by side) (W)
 - 8.3.6.7. Spirals hand in hand or in any holding position (position optional) (Sp)
- 8.3.7. No elements above Pairs Badge 3 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.
- 8.3.8. Deductions:
 - 8.3.8.1. per Fall per person: -0.5
 - 8.3.8.2. costume failure: -0.5
 - 8.3.8.3. music failure (wrong music length): per 5 sec. -0.5
- 8.3.9. Program Components will be judged in
 - Skating Skills
 - Performance
 - Interpretation

Factor 1.0

8.4. Level III Pairs

(this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

- 8.4.1. Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and it is suggested that they should be at least single skaters of Level V, but not higher than Level VI.
- 8.4.2. Level III Pairs Short Program
 - 8.4.2.1. Skaters may start program at any spot on the ice surface.



8.4.2.2. Judging and timing will begin when skaters commence skating. The program will not exceed a time limit of one minute and forty seconds, plus or minus ten seconds.

8.4.2.3. The program must be performed to music, instrumental OR vocal music.

8.4.2.4. Content:

- The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves.
- Elements can be performed in any order.

8.4.2.4.1. One Waltz Jump Throw (1WTh)

8.4.2.4.2. One Modified Death Spiral: One partner pivot, one partner in spiral position; pivot and spiral (PiF)

8.4.2.4.3. One Waltz jump Lift (WLi)

8.4.2.4.4. One Spin with at least one change of position and one change of foot with at least two (2) revolutions in each position and at least three (3) revolutions on each foot (CCoSp) side by side

8.4.2.4.5. *One Choreographic Sequence* (ChSq) (covering the whole ice surface including steps and turns and at least one spiral position)

8.4.3. Level III Pairs Freeskate Program

8.4.3.1. Skaters may start program at any spot on the ice surface.

8.4.3.2. Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of two minutes and thirty seconds, plus or minus ten seconds.

8.4.3.3. The program must be performed to music, instrumental OR vocal music.

8.4.3.4. This is an Advanced Freeskate program.

- The skaters will perform the selected eight elements listed below from Badges 1-4 and will receive a value and a GOE mark for each element.
- Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-4.
- Elements can be performed in any order.

8.4.3.4.1. One Modified Death Spiral: One partner pivot, one partner in spiral position; pivot and spiral (PiF)

8.4.3.4.2. One Waltz jump lift (WLi)

8.4.3.4.3. One Pairspin in sit position or camel position without change of foot (PSp)

8.4.3.4.4. *Three jump* elements (side by side)

- Allowed jumps: All single and double jumps (excluding Waltz Jump and Double Axel).
- Each single jump can be executed two times with a maximum of three jump elements in total.
- There can be one jump combination or sequence (with a maximum of three jumps).
- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (=1 jump element).



- 8.4.3.4.5. One single or double Throw Jump (1WTh)
- 8.4.3.4.6. One Step sequence (utilizing the full ice surface, pattern optional) (StSq)

8.4.3.5. No elements above Pairs Badge 4 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

8.4.3.6. Deductions:

- 8.4.3.6.1. per Fall per person: -0.5
- 8.4.3.6.2. costume failure: -0.5
- 8.4.3.6.3. music failure (wrong music length): per 5 sec. -0.5

8.4.3.7. Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Composition
- Interpretation
- Factor 1.0

9. RULES: ICE DANCE

9.1. Badge Program

- 9.1.1. Waltz Badge 1
 - 9.1.1.1. Six-beat forward progressive (left and right)
 - 9.1.1.2. Six-beat forward outside swing roll (left and right)
- 9.1.2. Waltz Badge 2
 - 9.1.2.1. Consecutive six-beat forward progressives (left and right, minimum two each direction)
 - 9.1.2.2. Consecutive six-beat forward outside swing rolls (left and right, minimum two each direction)
- 9.1.3. Waltz Badge 3
 - 9.1.3.1. Dutch Waltz Music: 3/4 waltz, 138 beats per minute; two patterns or one time around the ice surface
- 9.1.4. Tango Badge 1
 - 9.1.4.1. Four-beat forward chasse (left and right)
 - 9.1.4.2. Four-beat forward slide chasse (left and right)
 - 9.1.4.3. Four-beat forward outside swing roll (left and right)
- 9.1.5. Tango Badge 2
 - 9.1.5.1. Consecutive four-beat forward chasses (left and right, minimum two each direction)
 - 9.1.5.2. Consecutive four-beat forward slide chasse, four-beat outside swing roll (left and right, minimum two each direction)
- 9.1.6. Tango Badge 3
 - 9.1.6.1. Canasta Tango with Music: Two patterns or one time around the ice surface
 - 9.1.6.2. Rhythm Blues Badge 1
 - 9.1.6.3. Left forward outside progressive (four beats) to right forward outside swing roll (four beats)
 - 9.1.6.4. Left forward outside flare (two beats) to right forward inside progressive (four beats)
- 9.1.7. Rhythm Blues Badge 2



- 9.1.7.1. Left forward inside to right forward inside swing rolls (four beats each)
- 9.1.7.2. Left forward outside progressive (four beats, done on counts three, four, one, two), step to right forward inside cross behind (counts three, four), left forward outside cross behind (counts one, two), right forward inside (two beats each, counts three, four)

9.1.8. Rhythm Blues Badge 3

- 9.1.8.1. Rhythm Blues with music (two patterns)

9.2. Music requirements

All competitors must furnish Ice Dance competition music of excellent quality on CD or in any other approved format for all dances skated. The music may be instrumental or vocal music.

Each level music must have the correct beats per minute for that level, current ISU music can be used but must be provided by the competitor.

9.3. Judging

- 9.3.1. The Technical Panel will determine the name of the Pattern Dance and confirm the Sequence/Section that requirements for the Base Level are fulfilled.
- 9.3.2. The Judges evaluate the Pattern Dance with the GOE.
- 9.3.3. The following Program Components will be judged:
 - Skating Skills
 - Performance
 - Interpretation
- 9.3.4. The factor of the Components is 1.0.
- 9.3.5. The Total Score for each dance will be multiplied by a factor of 0.5.

9.4. Level I

- 9.4.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.4.2. General requirements for first and second pattern dance:
 - 9.4.2.1. All Pattern Dances will be skated to music.
 - 9.4.2.2. The dance will commence at the end of the rink designated by the referee.
 - 9.4.2.3. The introduction may include a maximum number of seven steps.
- 9.4.3. Dance Rotation (Preliminary)
 - 9.4.3.1. All levels of Ice Dance rotate the pattern dances depending on Winter World Games and qualifying years. See the block within the Level for updated Dances.



| Year | First Pattern Dance | Second Pattern Dance |
|------|--|--|
| 2022 | Canasta Tango World Games Qualifying Year | Rhythm Blues World Games Qualifying Year |
| 2023 | Canasta Tango (World Games) | Rhythm Blues (World Games) |
| 2024 | Dutch Waltz (World Games Qualification Year) | Canasta Tango (World Games Qualification Year) |
| 2025 | Dutch Waltz (World Games) (World Games) | Canasta Tango (World Games) (World Games) |

- 9.4.3.1.1. Dutch Waltz – 3/4 Waltz – 138 beats per minute; two patterns or one time around the ice surface ([See Diagram #1](#)).
- 9.4.3.1.2. Rhythm Blues – 4/4 Blues – 88 beats per minute; two patterns or one time around the ice surface ([See Diagram #3](#)).
- 9.4.3.1.3. Canasta Tango – 4/4 Tango – 104 beats per minute; two patterns or one time around the ice surface ([See Diagram #2](#)).

DIAGRAM #1 – DUTCH WALTZ

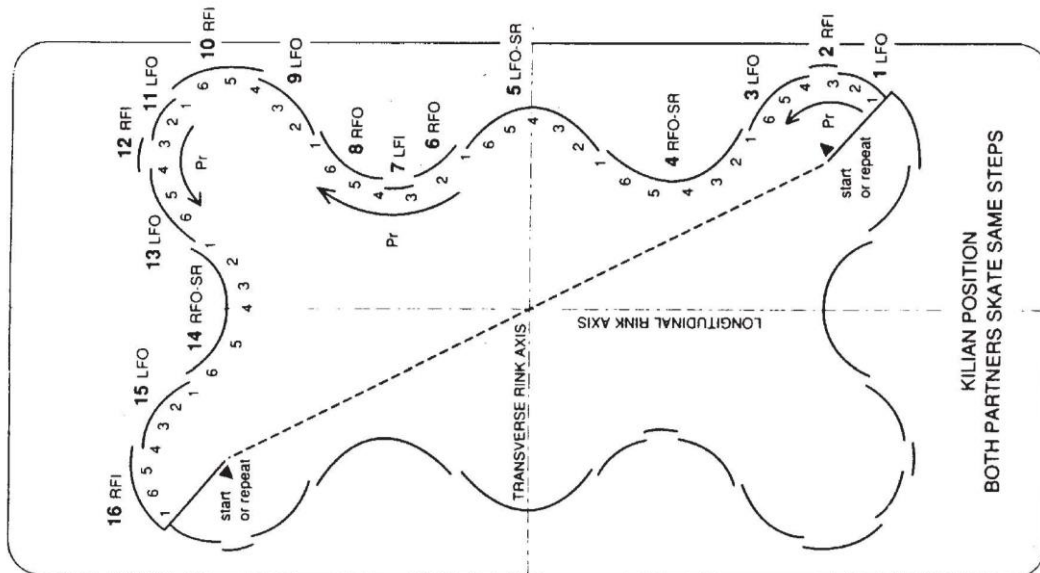




DIAGRAM #2 – CANASTA TANGO

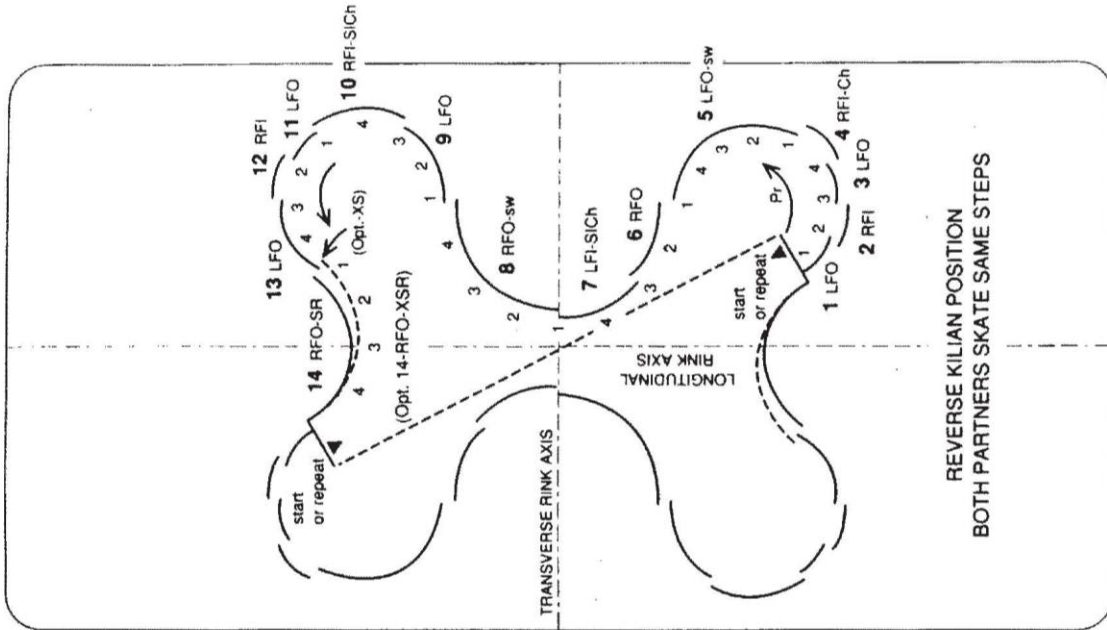
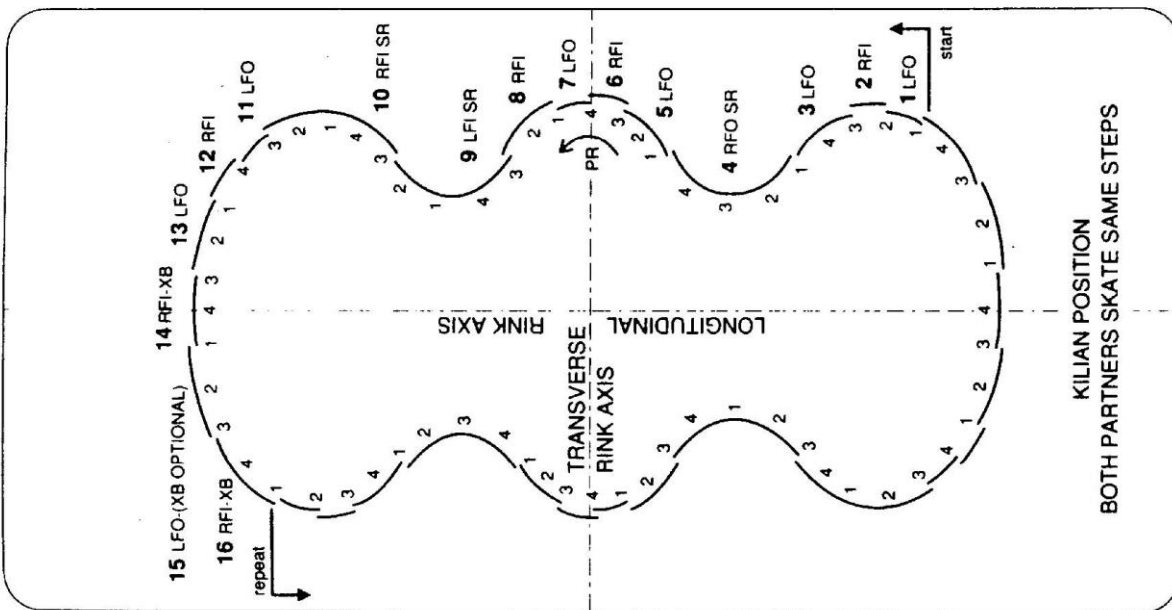


DIAGRAM #3 – RHYTHM BLUES





9.5. Level II

- 9.5.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.5.2. General requirements for first and second pattern dance:
 - 9.5.2.1. All Pattern Dances will be skated to music.
 - 9.5.2.2. The dance will commence at the end of the rink designated by the referee
 - 9.5.2.3. The introduction may include a maximum number of seven steps.
- 9.5.3. Dance Rotation (Pre-Bronze)
 - 9.5.3.1. Skater will be required to perform the Swing Dance, Fiesta Tango or Cha Cha in accordance with the following rotation schedule.

| Year | First Pattern Dance | Second Pattern Dance |
|------|--|---|
| 2022 | Cha Cha (World Games Qualifying Year) | Swing Dance (World Games Qualifying Year) |
| 2023 | Cha Cha (World Games) | Swing Dance (World Games) |
| 2024 | Fiesta Tango (World Games Qualifying Year) | Cha Cha (World Games Qualifying Year) |
| 2025 | Fiesta Tango (World Games) | Cha Cha (World Games) |

- 9.5.3.1.1. Swing Dance – 2/4 Schottische – 96 beats per minute; two patterns or two times around the ice surface ([See Diagram #4](#)).
- 9.5.3.1.2. Fiesta Tango – 4/4 Tango – 108 beats per minute; two patterns or one time around the ice surface ([See Diagram #6](#)).
- 9.5.3.1.3. Cha Cha – 4/4 Cha Cha – 104 beats per minute; two patterns or one time around the ice surface ([See Diagram #5](#)).



DIAGRAM #4 – SWING DANCE

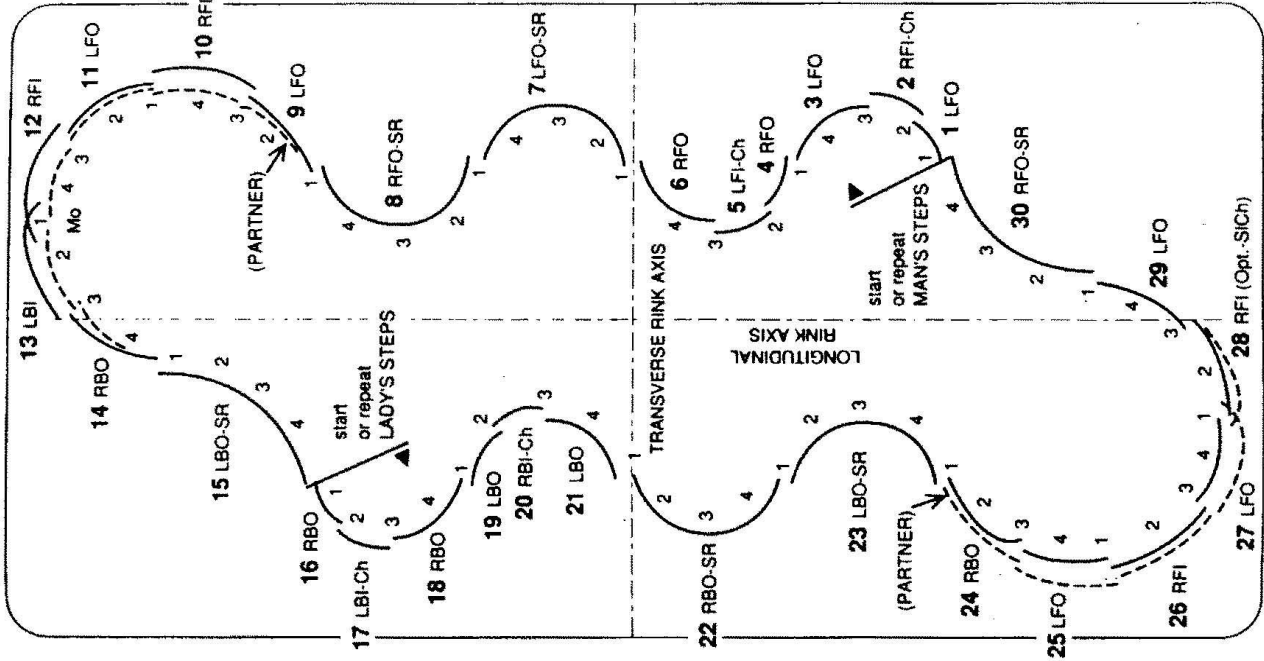


DIAGRAM #5 – FIESTA TANGO

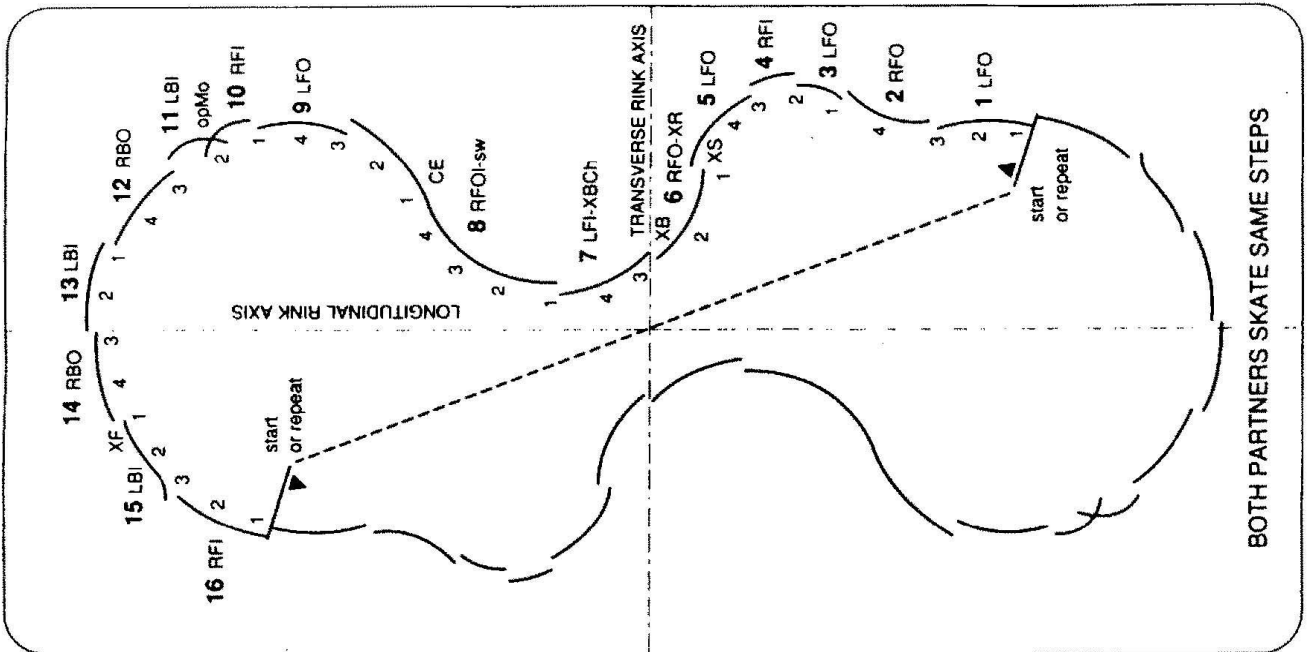
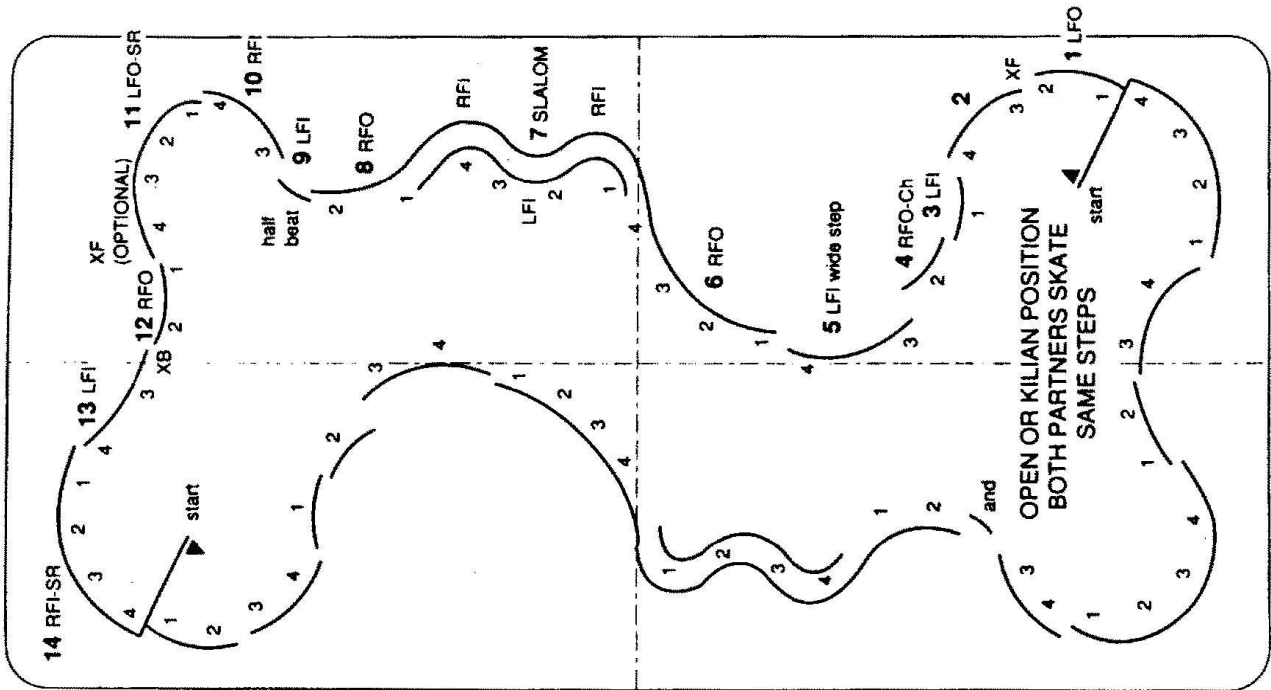




DIAGRAM #6 – CHA CHA



9.6. Level III

- 9.6.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.6.2. General requirements for first and second pattern dance:
 - 9.6.2.1. All Pattern Dances will be skated to music.
 - 9.6.2.2. The dance will commence at the end of the rink designated by the referee
 - 9.6.2.3. The introduction may include a maximum number of seven steps.
- 9.6.3. Dance Rotation (Bronze)
 - 9.6.3.1. Skaters will be required to perform the Ten Fox, Willow Waltz or Hickory Hoedown in accordance with the following rotation schedule.



| Year | First Pattern Dance | Final Round—Second Pattern Dance |
|------|---|---|
| 2022 | Hickory Hoedown (World Games Qualifying Year) | Ten Fox (World Games Qualifying Year) |
| 2023 | Hickory Hoedown (World Games) | Ten Fox (World Games) |
| 2024 | Willow Waltz (World Games Qualifying Year) | Hickory Hoedown (World Games Qualifying Year) |
| 2025 | Willow Waltz (World Games) | Hickey Hoedown (World Games) |

- 9.6.3.1.1. Ten Fox – 4/4 Foxtrot – 100 beats per minute; two patterns or one time around the ice surface (See Diagram #8).
- 9.6.3.1.2. Willow Waltz – 3/4 Waltz – 138 beats per minute; two patterns or one time around the ice surface (See Diagram #9).
- 9.6.3.1.3. Hickory Hoedown – 4/4 Country Western – (Hoedown) – 104 beats per minute; two patterns or one time around the ice surface (See Diagram #7).

DIAGRAM #7 – TEN-FOX

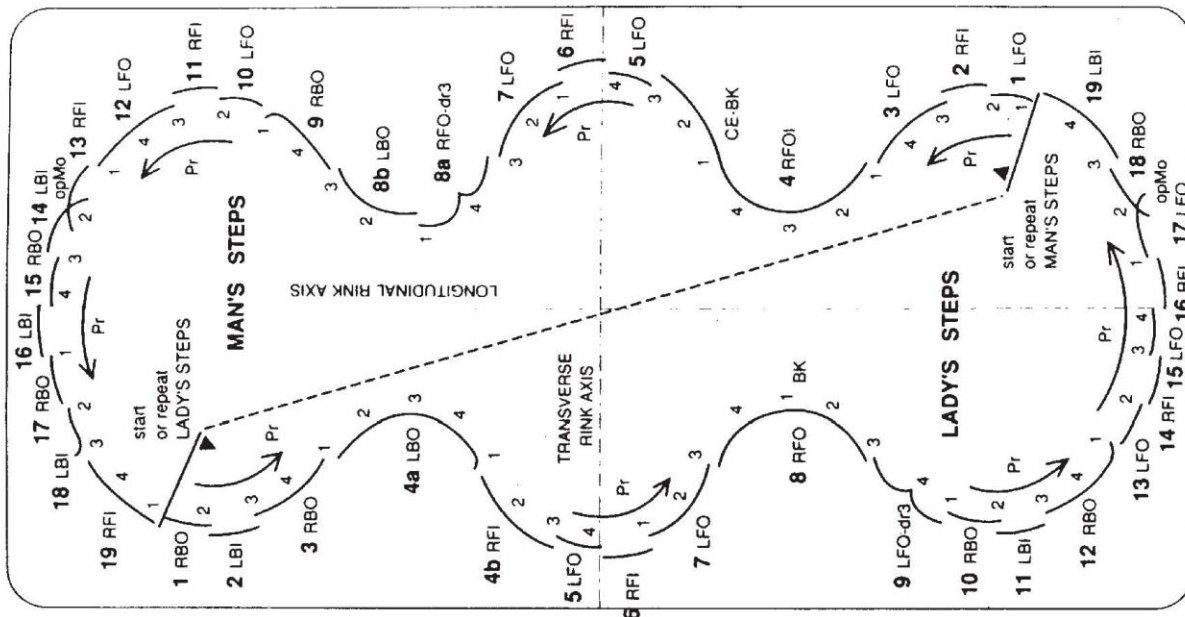




DIAGRAM #8 – WILLOW WALTZ

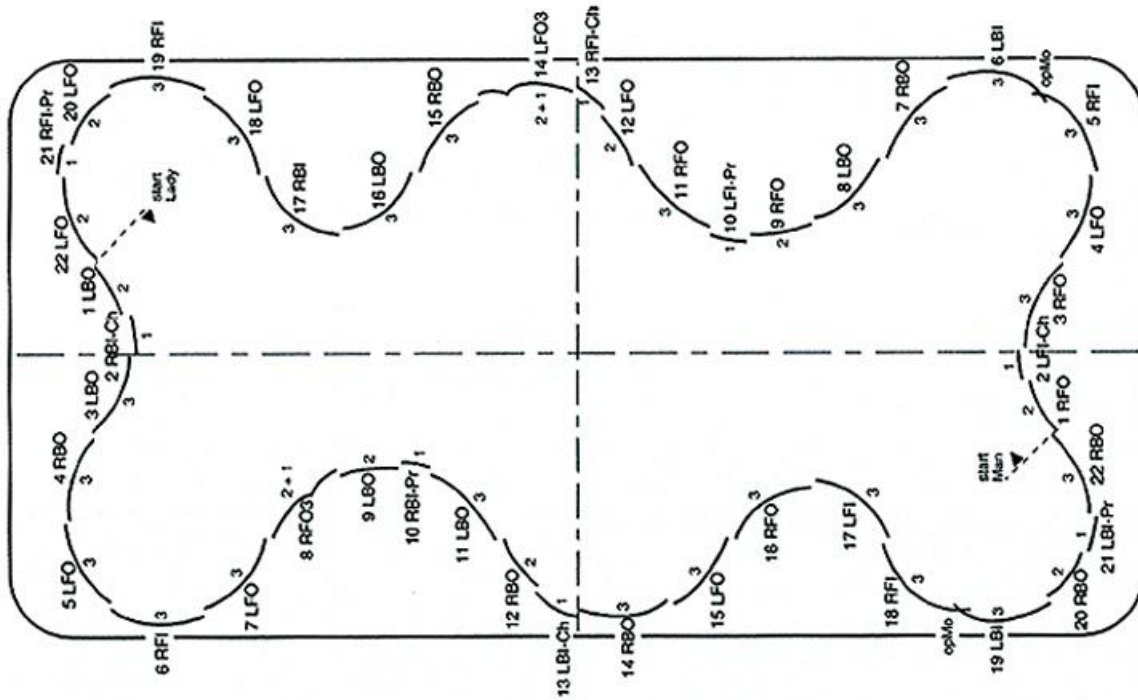
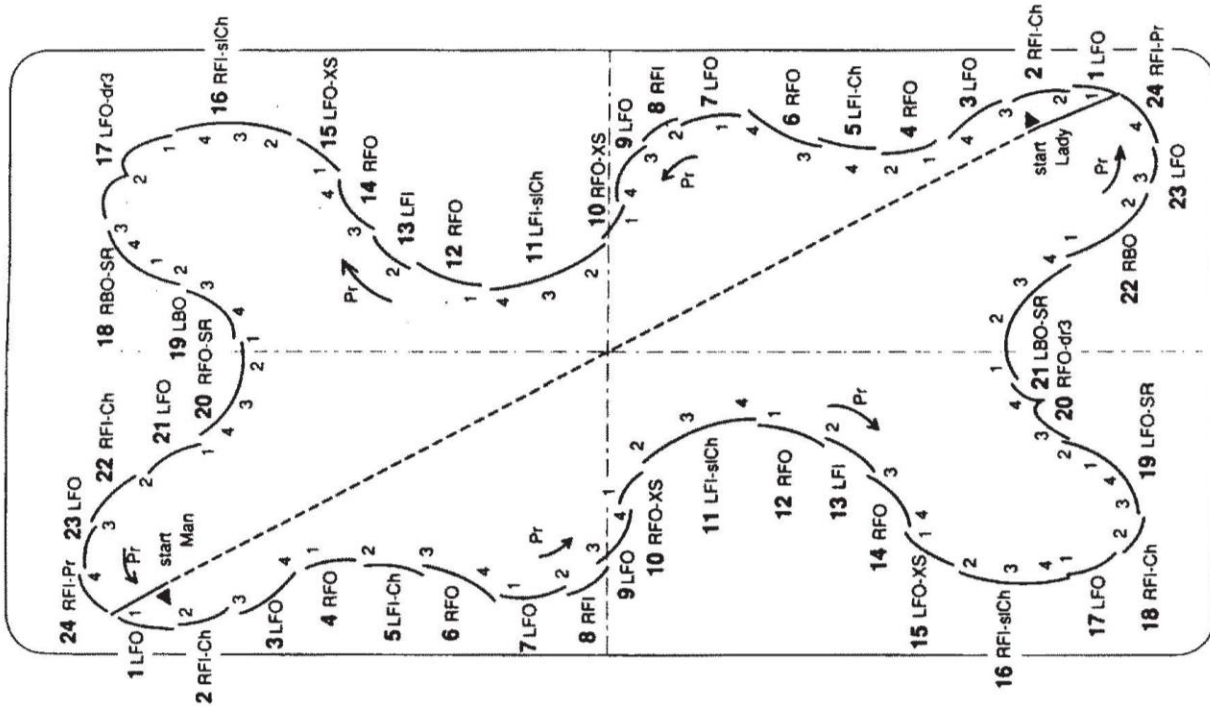


DIAGRAM #9 – HICKORY HOEDOWN





9.7. Level IV

- 9.7.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.7.2. General requirements for first and second pattern dance:
 - 9.7.2.1. All Pattern Dances will be skated to music.
 - 9.7.2.2. The dance will commence at the end of the rink designated by the referee
 - 9.7.2.3. The introduction may include a maximum number of seven steps.
- 9.7.3. Dance Rotation (Pre-Silver)
 - 9.7.3.1. Skaters will be required to perform the Fourteen Step, European Waltz or Foxtrot in accordance with the following rotation schedule.

| Year | First Pattern Dance | Second Pattern Dance |
|------|--|--|
| 2022 | European Waltz (World Games Qualifying Year) | Fox Trot (World Games Qualifying Year) |
| 2023 | Foxtrot (World Games) | Fourteen Step (World Games) |
| 2024 | Fourteen Step (World Games Qualifying Year) | European Waltz (World Games Qualifying Year) |
| 2025 | European Waltz (World Games) | Fourteen Step (World Games) |

- 9.7.3.1.1. Fourteen Step – March 4/4, 2/4 or 6/8; 112 beats per minute, two patterns or one time around the ice surface ([See Diagram #10](#)).
- 9.7.3.1.2. European Waltz – Waltz 3/4; 135 beats per minute; two patterns or one time around the ice surface ([see Diagram #11](#)).
- 9.7.3.1.3. Foxtrot – Foxtrot 4/4; 100 beats per minute, two patterns or one time around the ice surface ([See Diagram #12](#)).



DIAGRAM #10 – FOURTEEN STEP

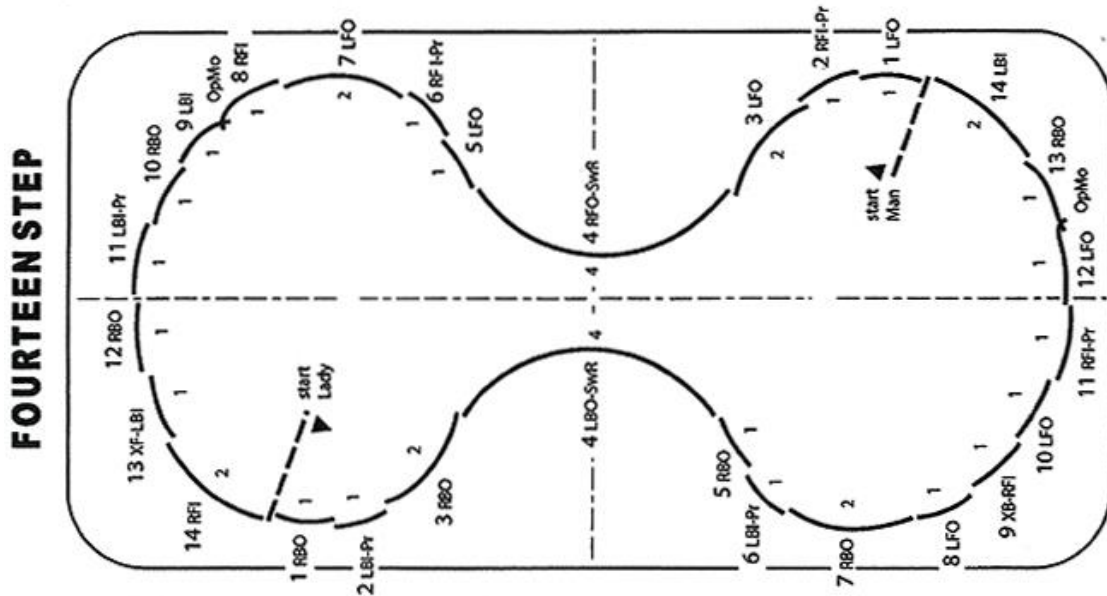


DIAGRAM #11 – EUROPEAN WALTZ

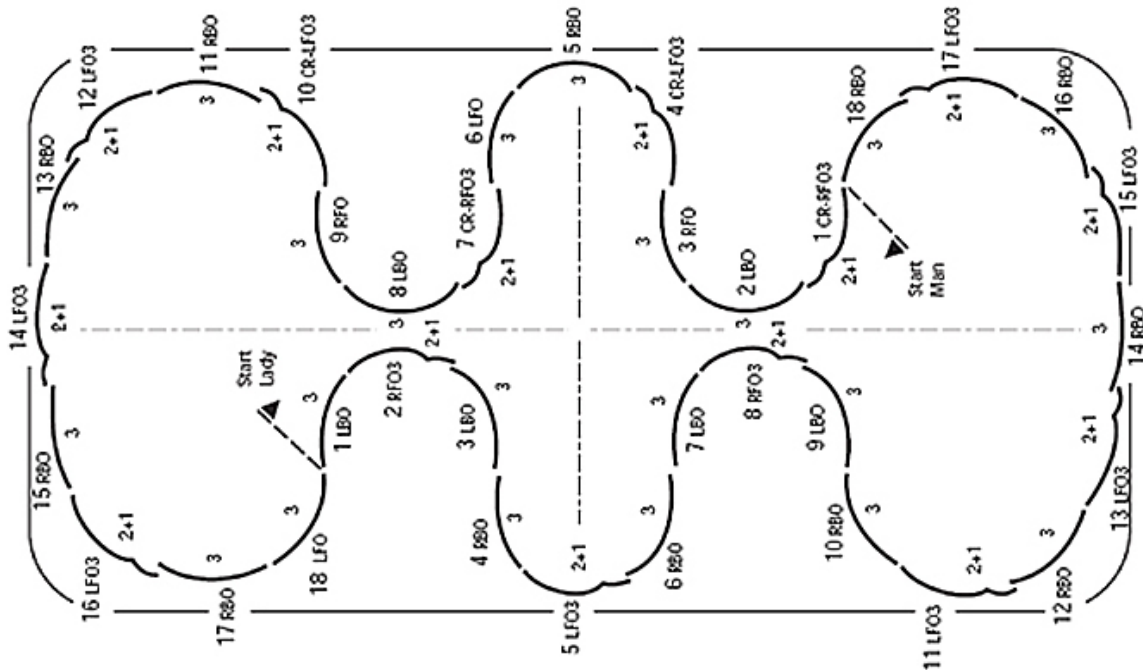
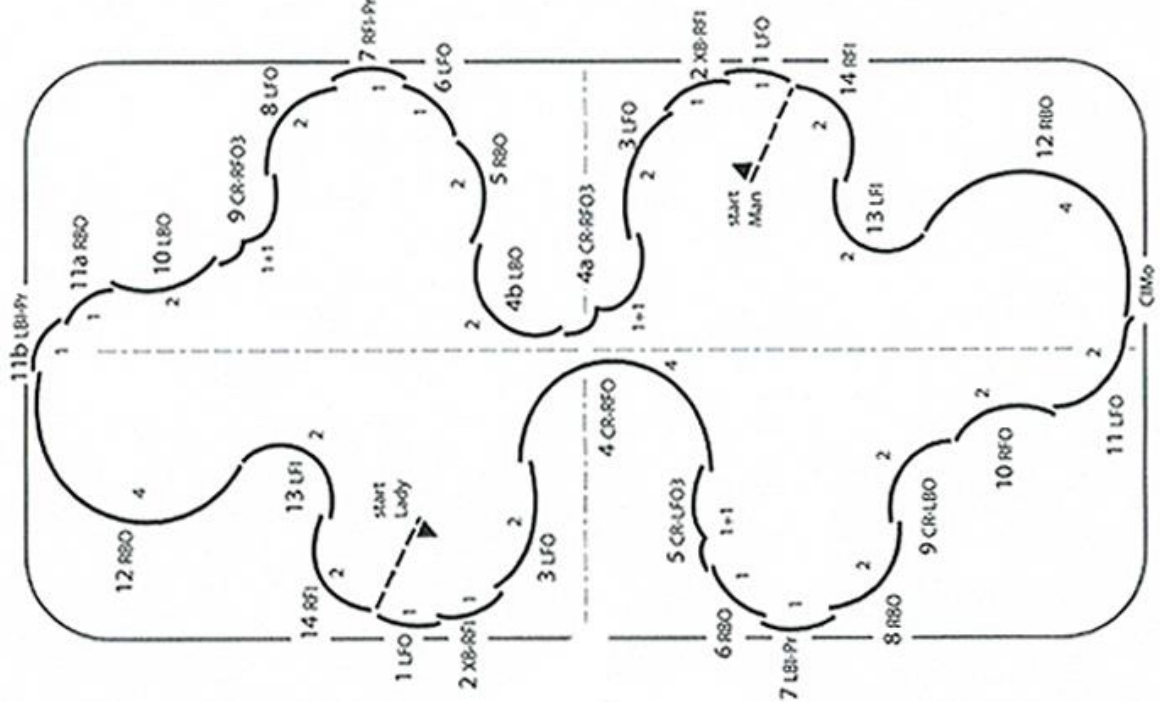




DIAGRAM #12 – FOXTROT



9.8. Level V

- 9.8.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.8.2. General requirements for first and second pattern dance:
 - 9.8.2.1. All Pattern Dances will be skated to music.
 - 9.8.2.2. The dance will commence at the end of the rink designated by the referee
 - 9.8.2.3. The introduction may include a maximum number of seven steps.
- 9.8.3. Rotation of Dances (Silver)

| | |
|-----------|-----------------------------------|
| 2018-2021 | Tango and Rocker Foxtrot |
| 2022-2025 | Rocker Foxtrot and American Waltz |
| 2026-2029 | American Waltz and Tango |



DIAGRAM #13 – TANGO

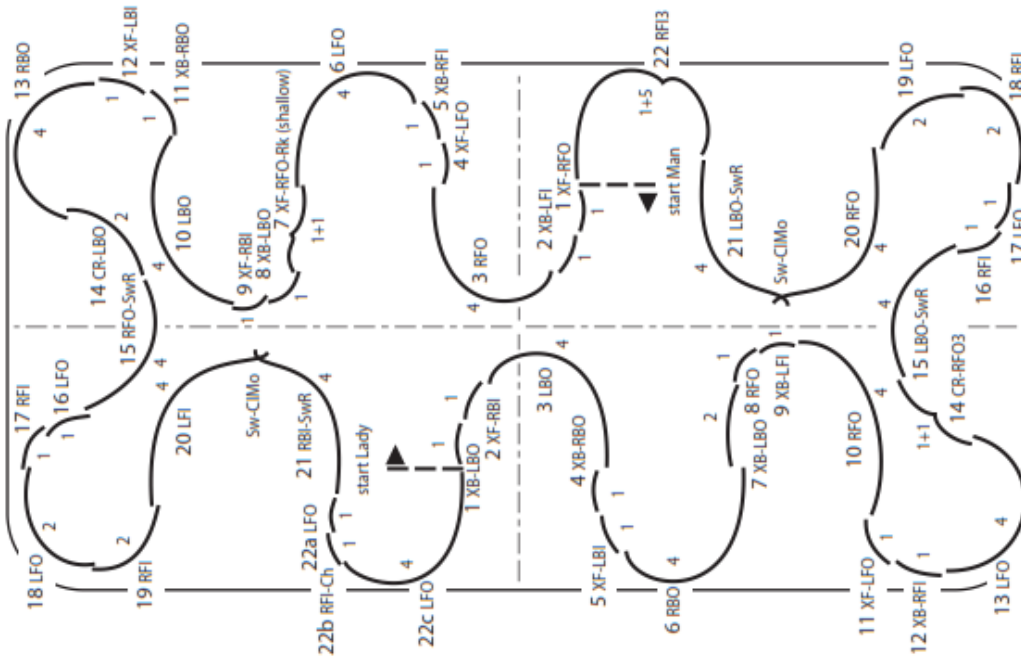


DIAGRAM #14 – ROCKER FOXTROT

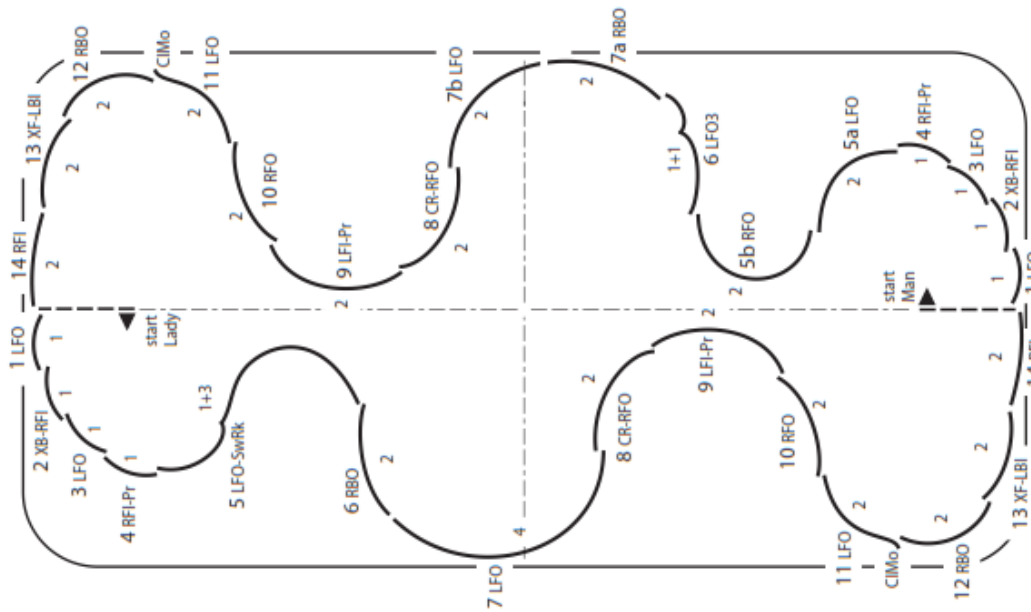
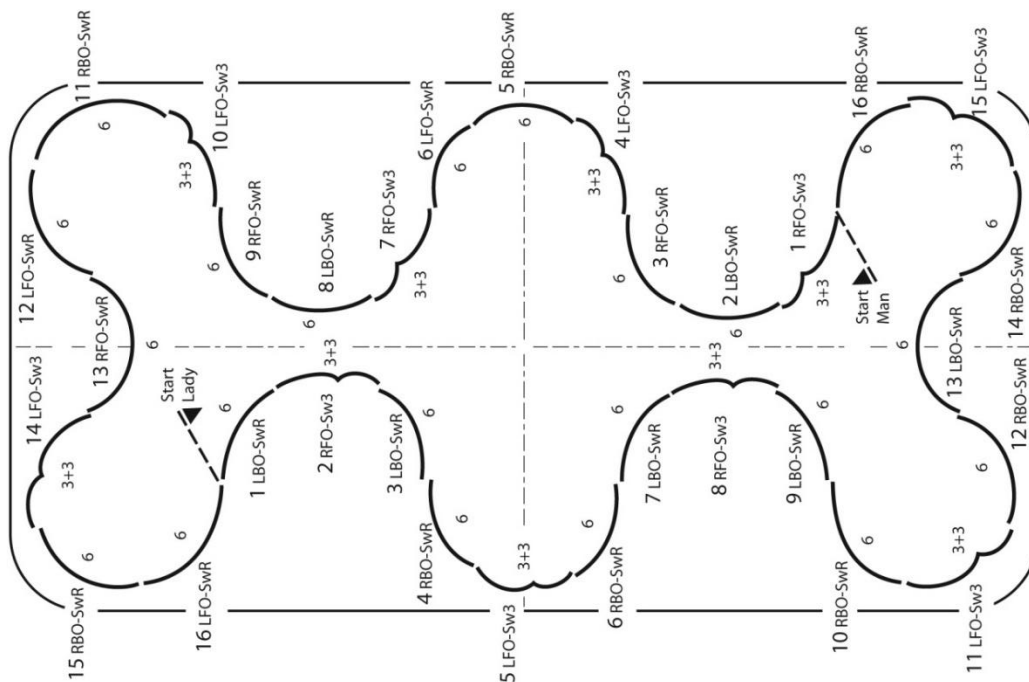




DIAGRAM #15 – AMERICAN WALTZ



9.9. Level VI

- 9.9.1. Eligibility: All ice dancing competitions may be skated solo or may be skated by a dance team. Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® dance skater: one male and one female, two males or two females. Both skaters should have similar skating ability.
- 9.9.2. General requirements for first and second pattern dance:
 - 9.9.2.1. All Pattern Dances will be skated to music.
 - 9.9.2.2. The dance will commence at the end of the rink designated by the referee
 - 9.9.2.3. The introduction may include a maximum number of seven steps.
- 9.9.3. Rotation of Dances (Pre-Gold)

| | |
|-----------|--------------------------------|
| 2018-2021 | Starlight Waltz and Kilian |
| 2022-2025 | Kilian and Blues |
| 2026-2029 | Paso Doble and Starlight Waltz |



DIAGRAM #16 - STARLIGHT WALTZ

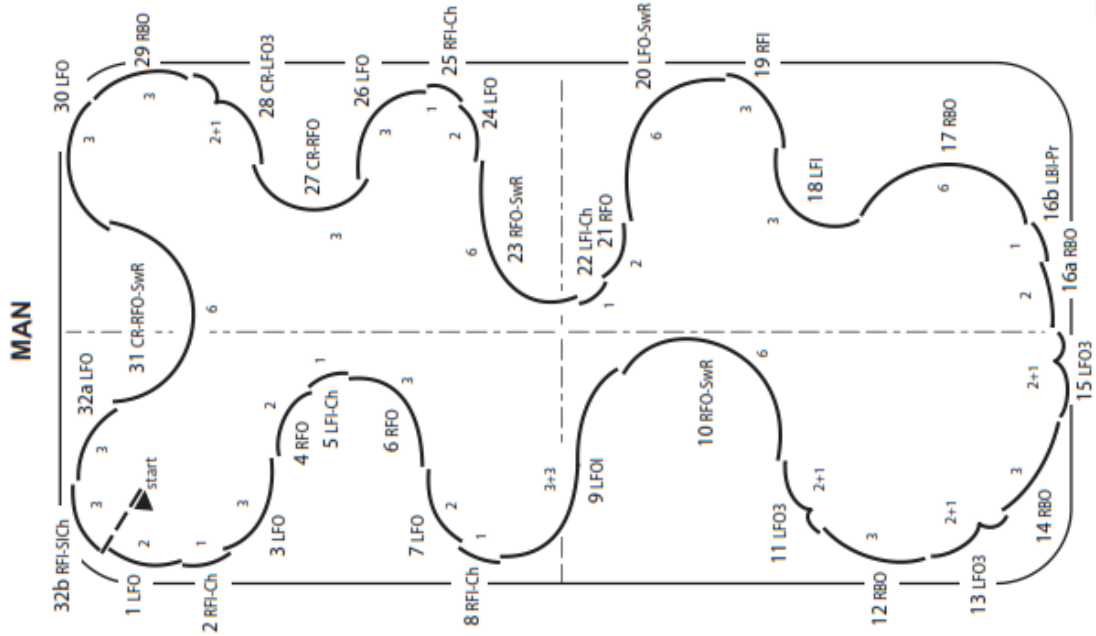


DIAGRAM #17 - KILIAN

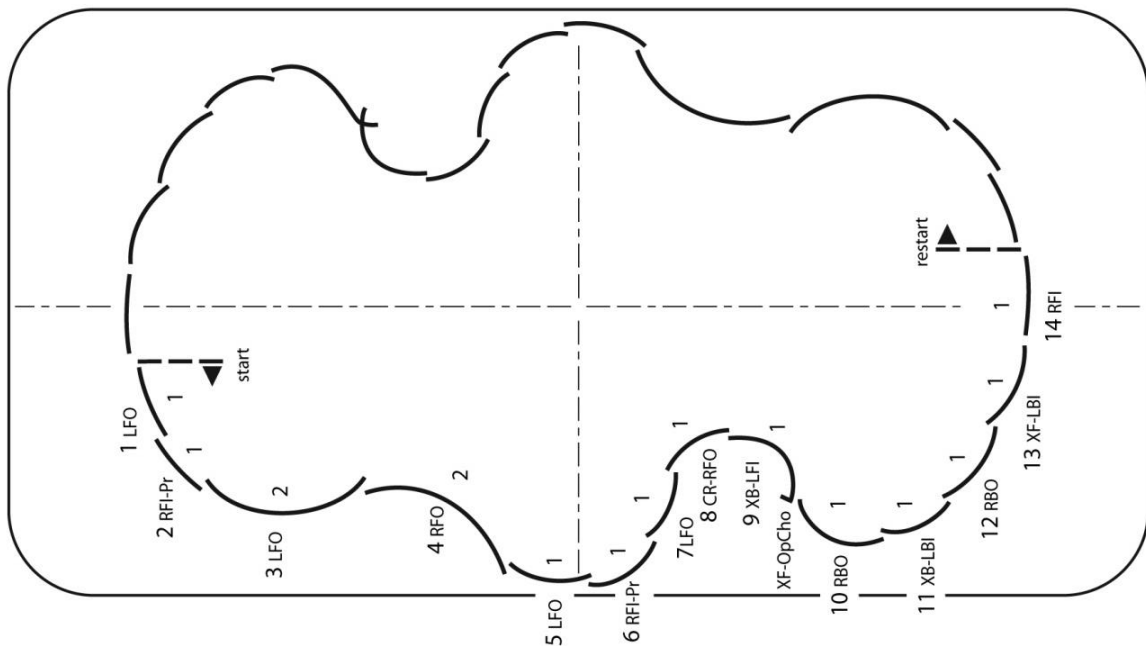




DIAGRAM #18 – BLUES

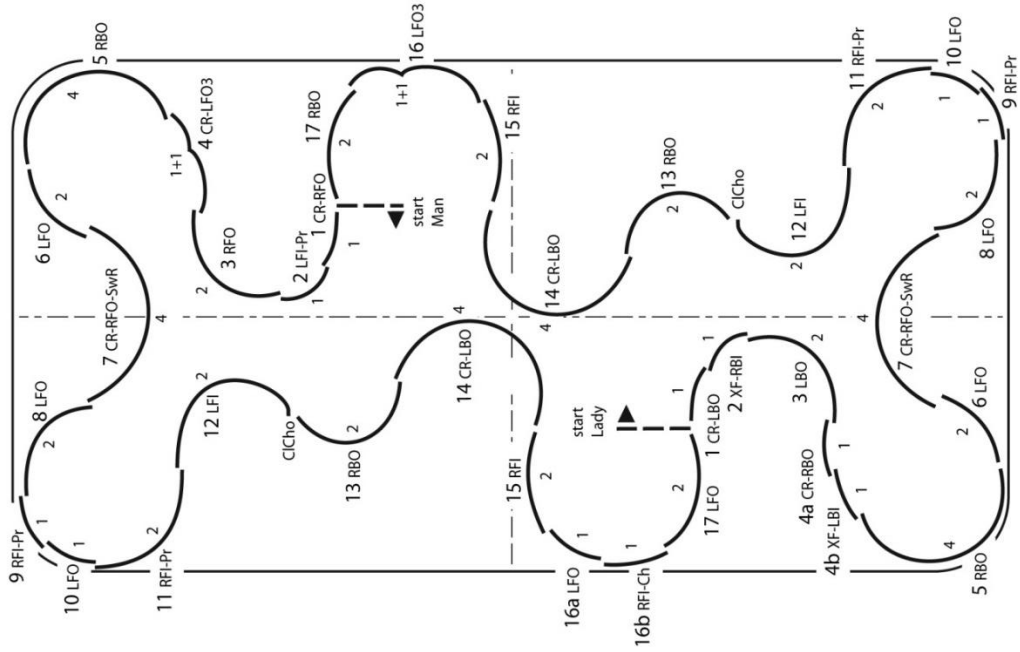
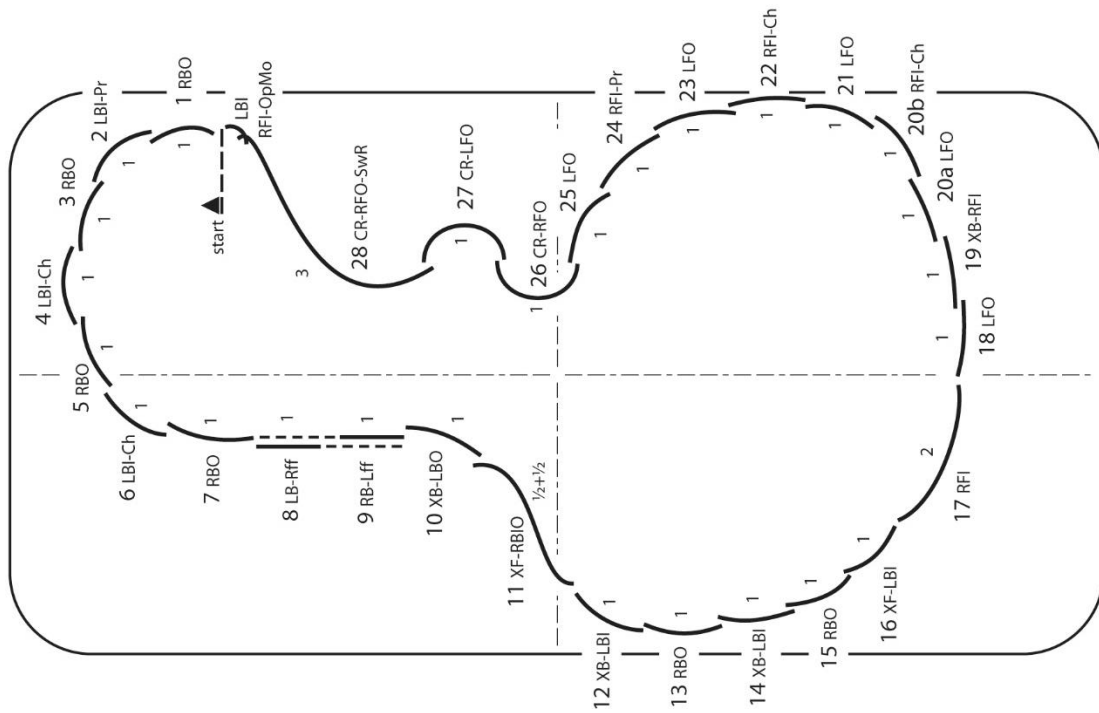


DIAGRAM #19 – PASO DOBLE





10. UNIFIED SYNCHRONIZED SKATING

10.1. Level I

- 10.1.1. Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.
- 10.1.2. Skaters may start program at any spot on the ice surface.
- 10.1.3. Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of three minutes and thirty seconds, plus or minus ten seconds.
- 10.1.4. The program must be performed to music, instrumental OR vocal music.
- 10.1.5. The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.
 - 10.1.5.1. Line (only forward)
 - 10.1.5.2. Circle (only forward; clockwise and counterclockwise)
 - 10.1.5.3. Bloc (only forward)
 - 10.1.5.4. Wheel (only forward)
 - 10.1.5.5. Intersection (only forward)
- 10.1.6. The hand holding is optional.
- 10.1.7. Allowed skills to be used as transitional movements:
 - 10.1.7.1. Forward skating
 - 10.1.7.2. Swizzles forward
 - 10.1.7.3. Half-swizzles forward
 - 10.1.7.4. Forward one-foot-glide
 - 10.1.7.5. Swizzles backward (maximum of 2 consecutive swizzles)
- 10.1.8. Program Components will be judged in
 - Performance
Factor 1.0

10.2. Level II

- 10.2.1. Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.
- 10.2.2. Skaters may start program at any spot on the ice surface.
- 10.2.3. Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of three minutes and thirty seconds, plus or minus ten seconds.
- 10.2.4. The program must be performed to music, instrumental OR vocal music.
- 10.2.5. The skaters will perform the selected five elements listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.
 - 10.2.5.1. Line (can be diagonal)
 - 10.2.5.2. Circle (forward or backward; must have a change of direction)
 - 10.2.5.3. Bloc (including a change of axis)
 - 10.2.5.4. Wheel (including backward skating)
 - 10.2.5.5. Intersection (direction optional)



- 10.2.6. The hand holding is optional.
- 10.2.7. Allowed skills to be used as transitional movements:
 - 10.2.7.1. Forward and backward skating
 - 10.2.7.2. Swizzles forward and backward
 - 10.2.7.3. Half-swizzles forward
 - 10.2.7.4. Forward and backward one-foot-glide
 - 10.2.7.5. Three-turns
 - 10.2.7.6. Mohawks
- 10.2.8. Program Components will be judged in
 - Performance
 - Interpretation

Factor 1.0

11. UNIFIED SPORTS® EVENTS

- 11.1. 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.
- 11.2. Each Unified Sports® Team shall consist of one Special Olympics Athlete and one Unified Sports® Partner.
- 11.3. A coach may not also participate as a Unified Sports® Partner.

12. SCORING (APPLICABLE FOR TECHNICAL PANEL, REFEREES AND JUDGES ONLY)

- 12.1. Basic principles
 - 12.1.1. The results must be calculated electronically at World Winter Games.
 - 12.1.2. The organizing GOC, is responsible for the accuracy of the results including the computer software program and shall provide experienced, competent operators who shall be responsible for the entry of data into the computer and the generating of official results.
 - 12.1.3. Online marking and display system
 - 12.1.3.1. Officials screen

Each Judge and the Referee operate independently, and the decisions of the Technical Controller and Technical Specialists are recorded by the Data Operator, using a touch screen or similar system which could be equipped with a built-in video replay system. The input by each individual Judge, the Referee and the Technical Panel are transferred into a calculation computer, including, if possible, a complete back-up system.
 - 12.1.3.2. Electronic marks display/scoreboard

In World Games an electronic marks’ display system must be used. The results display information (scoreboard) must show place in previous Segment (Short Program/Short Dance), current place in this Segment and overall current place.
 - 12.1.4. Off-line marking

When online marking is not available, the Officials shall operate as follows:

 - 12.1.4.1. With not more than five (5) Judges and no Technical Panel (Technical Controller, Technical Specialist):



- 12.1.4.1.1. The panel of Judges shall be split in the "Technical Judge(s)" (maximum two (2) Judges) and the "Performance Judges" (if possible not more than three (3) Judges).
 - 12.1.4.1.2. The "Technical Judge(s)" shall record all Elements and award the GOE for each Element, the "Performance Judges" shall award the Program Components only. The "Performance Judges" shall operate independently, while the "Technical Judges" may confer to agree on decision about the identified elements.
 - 12.1.4.1.3. One of the "Technical Judges" shall act as Referee. The Technical Judge shall alone decide upon the deductions under the obligations of Referees and Technical Panels.
 - 12.1.4.2. With a Technical Panel (Technical Controller, Technical Specialist and, if possible, Assistant Technical Specialist) or with more than five (5) Judges:
 - 12.1.4.2.1. With more than five (5) Judges but no Technical Panel, paragraph 12.1.4.1.1. above shall apply.
 - 12.1.4.2.2. A communication chain needs to be established (headsets etc.) between the "Performance Judges"/Judges and the "Technical Judge(s)"/Technical Panel. With the communication chain it is guaranteed that the "Performance Judges"/Judges operating in the panel are aware of the identified and called Elements.
 - 12.1.4.2.3. The "Technical Judge(s)"/Technical Panel shall record all Elements and apply the deductions under the obligation of Technical Panels. The Judges shall award the GOE for each Element as well as the Program Components.
 - 12.1.4.2.4. One of the "Technical Judges"/Judges shall act as Referee unless a separate Referee has been assigned to the event. The Technical Judges or the Referee alone shall apply the deduction under the obligations of Referees.
 - 12.1.4.3. The "Officials' Marking Sheets" need to be collected after each performance. The data is either transferred into a computer to calculate results or the calculation is done manually. The calculation of results shall be done according to Rule 12.2.
- 12.2. Determination and publication of results
- 12.2.1. Basic Principles of Calculation
 - 12.2.1.1. Every Section of a Pattern Dance, every Element (i.e. Required Element of the Short Program/Short Dance/Free Dance or Element of the Free Skating Program) has a certain Base Value indicated in the Scale of Value (SOV) chart published in attachment.
 - 12.2.1.2. Each Judge identifies for each Section/Element one of the grades of execution. Each grade has its own positive numerical value also indicated in the SOV chart.
 - 12.2.1.3. The panel's Grade of Execution (GOE) is determined by calculating the trimmed mean of the numerical values of the Grades of Execution awarded by Judges.
 - 12.2.1.4. The trimmed mean is calculated by deleting the highest and the lowest values and calculating the average of the remaining values. In the case when there are fewer than five (5) Judges, the highest and lowest values are not deleted from the calculation.



- 12.2.1.5. This average will become the final Grade of Execution of an individual Section/Element. The panel's GOE is rounded to two decimal places.
- 12.2.1.6. The panel's score for each Section/Element is determined by adding the trimmed mean GOE of this Section/Element to its Base Value.
- 12.2.1.7. The panel's scores for all the Sections/Elements are added giving thus the Total Elements Score.
- 12.2.1.8. In Single & Pair Skating:
 - 12.2.1.8.1. Jump combinations are evaluated as one unit by adding the Base Values of the jumps included and applying the GOE with the numerical value of the most difficult jump.
 - 12.2.1.8.2. Jump sequences are evaluated as one unit by adding the Base Values of the two highest value jumps, multiplying the result by 0.8 and after that applying the GOE with the numerical value of the most difficult jump. The factored Base Value of the jump sequence will be rounded to two decimal places.
 - 12.2.1.8.3. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an Element will be taken into account.
- 12.2.1.9. Each Judge also marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
- 12.2.1.10. The panel's points for each Program Component are obtained by calculating the trimmed mean of the Judges results for that Program Component. The trimmed mean is calculated in the manner described above in sub-paragraph 10.2.1.4.
- 12.2.1.11. The trimmed mean of each Program Component is rounded to two decimal places.
- 12.2.1.12. The panel's points for each Program Component are then multiplied by a factor as follows:
 - 12.2.1.12.1. Men: Short Program: 1.0 Free Skating: 1.0
 - 12.2.1.12.2. Ladies: Short Program: 1.0 Free Skating: 1.0
 - 12.2.1.12.3. Pairs: Free Skating: 1.0
 - 12.2.1.12.4. Ice Dance: Pattern Dance: 1.0
- 12.2.1.13. The factored results are rounded to two decimal places and added. The sum is the Program Component Score.
- 12.2.1.14. Deductions are applied for certain violations specified in the Regulations as follows:

| Violation: | Points: |
|---|---|
| Program time | -0.5 up to every 5 seconds lacking or in excess |
| Illegal Element/Movement | -1.0 per violation |
| Costume and prop | -0.5 per program |
| Part of the costume/decoration falls on the ice | -0.5 per program |



| | |
|------|---|
| Fall | <ul style="list-style-type: none"> • Single Skating: -0.5 per fall • Pair Skating and Ice Dance: -0.5 per fall by one partner, -1.0 per fall by both partners • Synchronized Skating: -1.0 for every Fall of one Skater -2.0 for every Fall of more than one Skater at one time. |
|------|---|

12.2.2. Determination of results in each Segment of the Competition

- 12.2.2.1. The Total Segment Score for each Skater/Pair/Couple in each Segment of a competition (Short Program/Short Dance, Free Skating/Free Dance or Pattern Dance(s)) is calculated by adding the Total Elements Score and the Program Component Scores, subtracting any deductions for violations described in subparagraph 10.2.1.15.
- 12.2.2.2. In Ice Dance, for events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5.
- 12.2.2.3. The Skater/Pair/Couple with the highest Total Segment Score is placed first, the Skater/Pair/Couple with the next highest Total Segment Score is placed second and so on.
- 12.2.2.4. If two or more Skaters/Pairs/Couples have the same result, the Total Elements Score will break the tie in the Short Program/Short Dance and the Pattern Dance(s). The Program Components Score will break the tie in the Free Skating/Free Dance. If these results are also equal, the Skaters/Pairs/Couples concerned will be considered as tied.
- 12.2.2.5. For any Segment where a Segment factor is applied, the factored Segment Scores are rounded to two (2) decimal places.

12.2.3. Determination of the final result

- 12.2.3.1. The Total Segment Score of the Short Program/Short Dance or Pattern Dance(s) and Free Skating/Free Dance are added and the result constitutes the Final Score of a Skater/Pair/Couple in a competition. The Skater/Pair/Couple with the highest Final Score is first etc.
- 12.2.3.2. In cases of ties after the Final Score the Skater/Pair/Couple with the highest score for the last skated Segment is placed first etc. If there is a tie in the highest score, the better placement will decide the better place. In Ice Dance, if two Pattern Dances are to be skated, both dances are even in value. There are no tie-breaking criteria.
- 12.2.3.3. If there is a tie for this Segment, the placement of the previously skated Segment will count for the better place etc. If there is no previous Segment, Skaters/Pairs/Couples are tied.

12.2.4. Publication of results

- 12.2.4.1. In the publication of the overall results of an event, the eliminated Competitors (Competitors who did not qualify for the next Segment either due to the insufficient scores or due to withdrawal) shall be listed following the Competitors who have successfully finished the competition and such eliminated Competitors will be listed in order of their placement after their last completed Segment.



- Disqualified Competitors will lose their placements and be officially noted in the intermediate and final results as disqualified (DSQ). Competitors having finished the competition and who initially placed lower than the disqualified Competitor(s) will move up accordingly in their placement(s).
- 12.2.4.2. Following each Segment, the Total Elements Score, the panel's points obtained in each Program Component, the Program Component Score, the deductions and the Total Segment Score of every Skater/Pair/Couple must be published.
- 12.2.4.3. Following each Segment a printout indicating the Base Values of all the Elements and the GOEs and points for the Program Components from every Judge will be issued. For all figure skating competition the Judges names and their respective scores will be published.
- 12.2.4.4. The final result must be published as soon as possible after the conclusion of the event. This must include for each Skater/Pair/Couple:
- the final place;
 - separately, the placing in each Segment of a competition.
- 12.2.4.5. On conclusion of the event the total points (Final Score) of each Skater/Pair/Couple must be published.



13. APPOINTMENT OF OFFICIALS

13.1. Panels of Judges for the World Winter Games

- 13.1.1. Each National Special Olympics Organisation that has participating figure skaters in the respective World Winter Games may recommend to serve not more than two of its own Judges for Single & Pair Skating plus one Judge for Ice Dance. Such recommendations must be submitted to Special Olympics International not later than April 1st in the year preceding the World Winter Games.
- 13.1.2. Each nomination has to be signed by the respective national figure skating federation, certifying that the nominated official has at least the qualification “national” in the discipline nominated.
- 13.1.3. The national Special Olympics Organisation has to certify that the nominated official has already served as official at national or international Special Olympics figure skating competitions of the discipline concerned.
- 13.1.4. The Technical Delegate for Figure Skating together with Special Olympics International will then select the Judges for the competition, regional aspects have to be considered and no nationality can have the majority on the judges or technical panel.
- 13.1.5. If not enough judges have been nominated, the Technical Delegate together with Special Olympics International can invite additional judges to complete the necessary panels of judges.
- 13.1.6. The Technical Delegate for Figure Skating together with Special Olympics International invites the necessary Referees, Technical Controllers, Technical Specialists and Data & Replay Operators.
- 13.1.7. The selected Referees, Judges, Technical Controllers, Technical Specialists, Data & Replay Operators must be contacted by the Organizing Committee not less than 90 days before the start of the Games.
- 13.1.8. The minimum age for Figure Skating Officials is 18 years and the maximum age is 75 years.



14. BAGDE COMPETITION

14.1. Badge Competition Events (**not** a World Games event, but is intended for local and program level competitions)

The competition chair can use the badge level listed below to create either an Elements event OR Program event for the Special Olympics competitors. If doing a program, instrumental OR vocal music can be used and should not exceed a maximum of one minute and ten seconds.

14.1.1. Only applicable, when conducted as Element Event:

- 14.1.1.1. In the 12 singles badge 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.
- 14.1.1.2. Judges will give a mark for each of the two skill attempts made by the skater.
- 14.1.1.3. 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.

14.1.2. Judges will evaluate the performance of the skill using a ranking system ranging from 0.1 to 6.0, with 0.1 being the lowest and 6.0 being the highest.

14.1.3. Skaters should be able to complete all the skills in the Badge they will compete in. The Badge Program can be found in the new Special Olympics Figure Skating Coaching Guide which may be found at <http://resources.specialolympics.org/>.

14.2. Badge Competition 1

- 14.2.1. Stand unassisted for 5 seconds
- 14.2.2. Fall and stand up unassisted
- 14.2.3. Knee dip standing still unassisted
- 14.2.4. March forward 10 steps assisted

14.3. Badge Competition 2

- 14.3.1. March forward 10 steps unassisted
- 14.3.2. Swizzles, standing still (3 repetitions)
- 14.3.3. Backward wiggle or march assisted
- 14.3.4. 2-foot glide forward for distance at least length of body

14.4. Badge Competition 3

- 14.4.1. Backward wiggle or march
- 14.4.2. 5 forward swizzles covering at least 10 feet
- 14.4.3. Forward skating across the rink
- 14.4.4. Forward gliding dip covering at least length of body

14.5. Badge Competition 4

- 14.5.1. Backward 2-foot glide covering at least length of body
- 14.5.2. 2-foot jump in place
- 14.5.3. 1-foot snowplow stop (left or right)
- 14.5.4. Forward 1-foot glide covering at least length of body (left and right)

14.6. Badge Competition 5

- 14.6.1. Forward stroking across the rink
- 14.6.2. 5 backward swizzles



- 14.6.3. Forward 2-foot curves left and right across the rink
- 14.6.4. 2-foot turn front-to-back, on the spot
- 14.7. Badge Competition 6
 - 14.7.1. Gliding forward-to-backward 2-foot turn
 - 14.7.2. 5 consecutive forward 1-foot swizzles on circle (left and right)
 - 14.7.3. Backward 1-foot glide length of body (left and right)
 - 14.7.4. Forward pivot
- 14.8. Badge Competition 7
 - 14.8.1. Backward stroking across the rink
 - 14.8.2. Gliding backward-to-forward 2-foot turn
 - 14.8.3. T-Stop left or right (stopping foot behind)
 - 14.8.4. Forward 2-foot turn on a circle (left and right)
- 14.9. Badge Competition 8
 - 14.9.1. 5 consecutive forward crossovers (left and right)
 - 14.9.2. Forward outside edge (left and right)
 - 14.9.3. 5 consecutive backward 1-foot swizzles on a circle (left and right)
 - 14.9.4. 2-foot spin
- 14.10. Badge Competition 9
 - 14.10.1. Forward outside 3-turn (left and right)
 - 14.10.2. Forward inside edge (left and right)
 - 14.10.3. Forward lunge or shoot the duck, at any depth
 - 14.10.4. Bunny hop
- 14.11. Badge Competition 10
 - 14.11.1. Forward inside 3-turn (left and right)
 - 14.11.2. 5 consecutive backward crossovers (left and right)
 - 14.11.3. Hockey stop
 - 14.11.4. Forward spiral 3 times length of body
- 14.12. Badge Competition 11
 - 14.12.1. Consecutive forward outside edges (minimum 2 on each foot)
 - 14.12.2. Consecutive forward inside edges (minimum 2 on each foot)
 - 14.12.3. Forward inside Mohawk (left and right)
 - 14.12.4. Consecutive backward outside edges (minimum 2 on each foot)
 - 14.12.5. Consecutive backward inside edges (minimum 2 on each foot)
- 14.13. Badge Competition 12
 - 14.13.1. Waltz jump
 - 14.13.2. one-foot spin (minimum of 3 revolutions)
 - 14.13.3. Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
 - 14.13.4. Combination of three moves chosen from badges 9 – 12