

SECTION 9

ARTISTIC COMPETITIONS

Amended January 2019

Where no specific by-law exists in this section, the appropriate by-laws from other sections of these regulations apply.

Refer to Section 6 for By-Laws governing Championships and Competitions and Section 8 for By-Laws governing International events.

The artistic free skate is a competitive program which must include elements of the sport of figure skating. It consists of a variety of skating moves selected for their value in enhancing the skater's interpretation of the music rather than for their technical difficulty. Skaters will be judged on their ability to interpret the music and develop a theme by using their skating skills.

By-Law 900

Divisions and Duration of Skating

Competition organisers are free to arrange divisions as best suits their event. Men and ladies compete together. Different levels may be combined if necessary, keeping in mind the different deductions. Divisions may be split based on test or age if the number of entries permits. These possible variations must be stated in the competition announcement.

Aussie Skate	Max 1 min 40 secs but may be less
Preliminary Singles	
Elementary Singles	
Basic Novice Singles	
Intermediate Novice Singles	
Intermediate Singles	
All Adult Singles	
Advanced Novice Singles	Max 2 min 10 secs but may be less
Junior Singles	
Senior Singles	

By-Law 901

Composition of the Program

Any type of single jump and a maximum of TWO double jumps is permitted. Spins are also permitted and not restricted in number. Credit for jumps and spins will be based solely on the ability of such movements to enhance the chosen theme and support the music. Credit will not be given for their technical difficulty.

Choreography should not be directed primarily to only one part of the audience or the judges.

By-Law 902

Music

The choice of music is unrestricted but must be appropriate for the age and ability of the skater and suitable for public performance. The program should be an integrated exploration of the chosen music assembled to entertain an audience with emphasis still being placed on skating skills and not merely a

collection of pleasing or spectacular moves. The use of unsuitable music should result in a deduction as per the table below.

By-Law 903

Costumes, Make-Up and Props

Costumes and make up should be simple, tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme. For safety reasons, feathers are not permitted. Excessively theatrical costumes and make up are not necessary but if used, should not dominate the performance otherwise a deduction may be made as per the table below.

Only one prop is permitted if it is used to develop the theme or story. Any item that is held in the hand or removed during the performance is considered a prop. It must be a logical part of the costume and enhance not detract from the performance. For example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance it is considered a prop.

Costume, make-up and props should not be the only demonstration of the theme or story. The program must be also developed through skating skill, quality, performance, choreography and interpretation rather than through non-skating actions such as sliding on one knee. The use of toe steps must not be excessive and should be used only to reflect the character of the program and to underline the rhythm and nuances of the chosen music. The skater must not remain in one place for more than five (5) seconds at a time and excessive stopping must be avoided.

By-Law 904

General

Draw Procedure Refer to ISU Rule 513.1 (a). Refer to ISU Table II for the size of warm up groups. To assist with time management, there may be up to 7 skaters per group.

Warm Up Period The duration of each warm-up shall be three minutes.

Call to Start Refer to ISU Rule 350.

Restart Refer to ISU Rule 515.

By-Law 905

Marking the Program

Only Program Components will be used to judge an artistic event.

- Skating skills
- Transitions
- Performance
- Composition
- Interpretation of the Music

There will be no technical panel and no technical mark given. Refer to ISU Special Regulations and Technical Rules, Singles & Pair Skating, Rule 504, paragraph 3(a) for a detailed description of Program Components.

Each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 increments.

In addition to qualified technical Judges, experts in the fields of dance, theatre, choreography, ballroom, drama, music, and artistic sports such as gymnastics may be used provided they apply the ISU criteria for marking program components. Depending on the composition of the panel, the marking of program components can be split between the Judges. The Referee must always be a qualified technical Judge.

By-Law 906

Deductions

906.1 Judging Panel including Referee

The Judges together with the Referee, decide upon the deductions according to the table below for violations of the music, costume, make-up and a prop. Those deductions are applied according to the opinion of the majority of the panel which includes all the Judges and the Referee. No deduction is made in case of a 50:50 split vote.

Choice of music is unsuitable or inappropriate for age, ability or public performance	-2.0
Costume and/or make up dominate performance or is inappropriate for age, ability or public performance	-2.0
Prop is not relevant to the theme or story.	-1.0

906.2 Referee Only

The Referee decides upon the deductions according to the violation in the table below.

Violation	Divisions up to Advanced Novice	Adult, Junior and Senior
Program time	- 1.0 up to every 5 seconds in excess	- 1.0 up to every 5 seconds in excess
Illegal Element/Movement - More than two double jumps - Somersault type jumps	- 2.0 per violation	- 2.0 per violation
<ul style="list-style-type: none"> • Costumes with feathers • Part of the costume or decoration falls on the ice • Any object is thrown or placed on the ice, boards, judges table or audience. • Props which are intentionally or accidentally dropped • More than one prop is used. 	- 1.0 per program	- 1.0 per program
Fall See ISU Rule 503 and the latest ISU Communication on Novice.	- 0.5 per fall	- 1.0 per fall
Late start See ISU Rule 350	- 1.0 for start between 1 and 30 seconds late	- 1.0 for start between 1 and 30 seconds late
Interruption in performing the program See ISU Rule 503 and the latest ISU Communication on Novice.	For every Interruption of: - more than 10 seconds up to 20 seconds: - 0.5 - more than 20 seconds up to 30 seconds: - 1.0	For every Interruption of: - more than 10 seconds up to 20 seconds: - 1.0 - more than 20 seconds up to 30 seconds: - 2.0

	- more than 30 seconds up to 40 seconds: - 1.5 - more than 40 seconds:-2.0	- more than 30 seconds up to 40 seconds: - 3.0
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption. See ISU Rule 503 and the latest ISU Communication on Novice.	- 2.5 per program	- 5.0 per program
Choreography restrictions - Lying on the ice at any time* - Skater remains in one place for >5 seconds, including splits - Skater is on both knees for >5 seconds, moving or stationary - Starting or ending the program off the ice (includes sitting on the barrier)	- 2.0	- 2.0

***Splits are not considered lying on the ice**

By-Law 907

Determination of Results

The factor for the Program Component marks for all divisions is 1.0.

If available the ISU Judging System may be used to determine the results following ISU Rule 353 except that there is no trimmed mean even if there are five or more judges.

If the IJS is not available then a spreadsheet or manual calculations may be used, provide ISU Rule 353 is followed.

If there is a tie it will be broken on the mark for skating skills, if it cannot be broken on this component then it will be broken on the mark for performance and then composition.