



2024-25 Guidelines

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1. DEFINITION

Theatre – On - Ice is the translation in space and time of themes, stories or music in relation to one another, chosen by the choreographer.

The music, theme and choreography should be consistent with one another, and give a feeling of harmony and balance.

The performance must be adapted to the dynamics of skating: quality of gliding and edges, speed, ease and beauty of movements. It must also aim for proper placement and treatment of groups and variety in the use of the skating vocabulary.

2. Contents of a Theatre On Ice Performance

Theatre – On - Ice consists of two different types of programs: The Choreographic Exercise (CE) and Free Performance (FP). *At the Theatre – On - Ice National Competition both segments are competed.* All other types of competitions may allow for both combined events along with individually competed CE and FP events.

- Theatre – On - Ice programs should demonstrate choreography that emphasizes movement and gliding. Static positions on the ice (i.e. without skating) should be avoided with any overuse to be reflected in the judges marks.
- The performance of both programs requires the usage of the terminology of the three axes found within the Choreographic Exercise Dictionary as a primary foundation for Theatre – On - Ice. The CE program will have three required axes for all programs to demonstrate. The Free Performance program allows the coach/choreographer/team choices within each type of axis to be demonstrated. The number, variety and quality of the terminology used and easily recognizable will be a primary evaluation tool of the judges.
- Each team may choose its scenery, music, choreographic processes, theme, movements and relationships between skaters. These aspects should however be consistent with one another and form a unified “whole”, which allows for emotion and therefore art. The interpretation of the chosen theme should not be limited to being literal, but may be abstract.
- Technical elements are defined as jumps, spins, lifts, steps, or edge elements. There is no limit to the number of free skating, pairs, ice dance or synchronized skating elements used in the program and are required to be meaningful with regards to the theme of the program. Such elements should be appropriate to the skating abilities of the team members. Any mistakes or falls during the program will lead to deductions from the final score.
- Judges will evaluate the harmony of all elements used to enhance the chosen theme and music. They will evaluate how those elements add to the whole of the composition of the program.
- Skaters' or couples' solos must make sense to the theme of the performance. They should not dominate the program but rather be used in a manner to link different parts of the overall performance. Programs containing overuse of technical elements without relationship to music, theme, or story, will be negatively reflected in the judges' marks.

3. RULES

A. MEMBERSHIP

All Theatre – On - Ice teams must be registered with U.S. Figure Skating before entering any U.S. Figure Skating sanctioned competition. Teams should register prior to commencing practices for the season; rosters and team level may still be modified after team registration is complete.

All Theatre on Ice team members must meet the criteria in Rule 3060 – Eligibility to Compete in non – qualifying competitions. Learn to Skate members only are not eligible to compete in Theatre on Ice competitions as defined by Privileges of Learn to Skate USA Members (Rules MR 30.30 to MR 30.33)

To compete in the National Theatre - On - Ice Competition teams must have registered with U.S. Figure Skating no later than **April 1, 2025**.

Team managers or coaches can complete their U.S. Figure Skating registration in Members Only. Note that prior to registering for any competition in EMS, all skaters on a team must complete their medical registry and waivers in their member profile; instructions on how to do so [are here](#).

All participants are expected to abide by the Code of Conduct as stated in GR 1.01, 1.02, 1.03, 1.04 and 1.05 without exception.

All coaches are required to follow rules GR 4.01, 4.02 and 4.03 which details the expectations as they relate to Coach Compliance and Professional Group Instructor.

All officials are required to follow Rule GR 1.01 that details Code of Ethics.

B. COMPETITIONS

All Theatre – On - Ice competitions held under the jurisdiction of U.S. Figure Skating are nonqualifying competitions. The Theatrical Skating Committee, whose oversight covers Theatre - On - Ice in U.S. Figure Skating, will assist any member club in sponsoring a Theatre – On - Ice competition. Nonqualifying club competitions are encouraged to host Theatre – On - Ice events with trained officials making up the majority of the judging panel.

C. ROSTERS

US COMPETITIONS

Teams may roster from 8-28 skaters, with 8-24 allowed to compete in each program. The Adaptive/Unified category can roster and compete as few as 5 team members and a maximum of 20.

The same number of skaters must skate the CE and FP segments of a competition. A maximum of four rostered skaters may be different between the Choreographic Exercise and Free Performance programs. Should a skater(s) become injured or ill, along with no alternate(s) available to replace said skaters, thus providing a different number of athletes to compete in both segments, a medical evaluation, consultation and approval with the Chief Referee of the competition must occur in order to allow for affected team to continue to compete without disqualification.

The Chief Referee of a competition is responsible for the verification of these requirement(s).

D. AGE FLEXIBILITY

Senior:

All skaters, except for a maximum of 4, must have reached the age of 15 by July 1st of the competition year. The 4 skaters "Outside criterion" need to have reached the age of 12 by July 1st of the competition season (July 1, 2024 – June 30, 2025).

Junior:

All skaters, except for a maximum of 4, must have reached the age of 11 but not have reached the age of 19 by July 1st of the competition year. The 4 skaters "Outside the criterion" may be outside the age range by 3 years maximum (8 years old minimum for the youngest, less than 22 years old for the oldest, by July 1st of the competition season (July 1, 2024 – June 30, 2025).

Novice:

All skaters, except for a maximum of 4, must have reached the age of 8 but not have reached the age of 15 by July 1st of the competition year. The 4 skaters "Outside the criterion" may be outside the age range by 3 years maximum (5 years old minimum for the youngest, less than 18 years old for the oldest, by July 1st of the competition season (July 1, 2024 – June 30, 2025).

Intermediate:

All skaters, except for a maximum of 4, may be 15 years of age or younger by July 1st of the competition year. The 4 skaters "Outside the criterion" may be outside the age range by 3 years maximum. Those skaters must not have reached the maximum age of 19 by July 1st of the competition season (July 1, 2024 – June 30, 2025).

Juvenile:

All skaters, except for a maximum of 4, may be 13 years of age or younger by July 1st of the competition year. The 4 skaters "Outside the criterion" may be outside the age range by 3 years maximum. Those skaters must not have reached the maximum age of 17 by July 1st of the competition season (July 1, 2024 – June 30, 2025).

Preliminary:

All skaters, except for a maximum of 4, may be 11 years of age or younger by July 1st of the competition year. The 4 skaters "Outside the criterion" may be outside the age range by 3 years maximum. Those skaters must not have reached the age of 15 by July 1st of the competition season (July 1, 2024 – June 30, 2025).

CROSSOVERS

No crossovers (meaning skaters who participate on two different level teams during the same competition) are permitted in any division, except in the case of Adaptive Skating teams. Skaters who assist the adaptive skaters during their program are not considered crossover skaters but mentors.

E. LIGHTING

Standard rink lighting is to be used for all events. No spotlights or special lighting is permitted

Accidents, Falls and Interruptions

1. A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.

For every Fall there shall be a deduction.

2. An Interruption is defined as the time elapsed between the moment a skater(s) stops performing the program until the moment they resume performing the program. For every Interruption by one or more skaters of more than ten seconds, there shall be a deduction. If an Interruption by the Team as a whole lasts more than forty seconds, an acoustic signal is produced by the Referee and the Team is withdrawn. For cases of interruption due to adverse conditions unrelated to the skater or related to the skater's health or equipment, read below.

Accidents on the Ice During the Competition

If a serious accident occurs to a skater during the competition leaving blood on the ice, the Referee must stop the performance. The decision of action should be communicated between the Referee, Ice Referee, and the Coach/Team Leader. Please refer to medical information provided under USFS website- Officials - Referees.

If a serious accident occurs there are no restarts of the program and the team must continue from the point of interruption as verified by the Referee. The referee has the discretion to allow for a substitution of skater(s) in this instance.

The Referee must inform the judges on the panel of the continuance of the program with regard to marking the elements, and also communicate the time to the Music Technician. The Announcer may give a short remark to the audience, if appropriate and directed by the Referee. In order to have effective management of situations such as this, the Referee must have suitable and workable communication system with the Ice Referee, the onsite medical team, the Announcer and the Music Technician at all times during the event.

It is suggested that the Referee(s) of a competition meet prior to the start of the competition to test the communication equipment and set the procedures with regard to serious accidents and program interruptions.

Interruptions, Music Deficiencies and Incomplete Programs

1. An Interruption is defined as the period of time starting immediately when a Skater/Team stops performing the program or is ordered to do so by the Referee, whichever is earlier, and ending when the Skater/Team resumes his/her/their performance. The Referee shall decide where the point of interruption is and communicates this to the Team Captain and the Judges. The Skater/Team shall resume the program according to paragraphs 2, 3, 4 and 5 below.

2. Music Deficiencies.

If the tempo or quality of the music is deficient or if for any reason there is an interruption or stop in the music, the Team must stop skating when they become aware of the problem or at the acoustic signal of the Referee, whichever is earlier.

a) If any of these problems with music occurs within the twenty seconds after the start of the program, it is the choice of the Team whether to continue from the point of the interruption of music or restart the program. If the Team decides to restart the program, the judges evaluate the program from the beginning, disregarding previous evaluation. If the Team decides to continue from the point of the interruption of music, the judges continue evaluating the program from the moment the Team starts to resume the program and the prior evaluation remains.

b) If any of these problems occurs more than twenty seconds after the start of the program, the Team shall resume the program from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP), at the point immediately preceding the CP/G. The Team is allowed to repeat this element when resuming the program. No deductions apply for interruptions due to music deficiencies.

4. Adverse conditions unrelated to a Skater/Team and/or his/their equipment.

If an adverse condition unrelated to a Skater/Team or their equipment, such as lighting, ice- condition, item thrown onto the ice etc. occurs, the Team Captain and/or the Team may stop skating and report to the Referee when he/she/they become aware of the problem and must stop skating at the acoustic signal of the Referee. When the problem is solved, the Team shall continue from the point of interruption or if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP), at the point immediately preceding the CP/G. The Team is allowed to repeat this element when resuming the program.

5. If, the interruption lasts longer than ten minutes, there shall be a second warm-up period. After the second warm-up, the Team shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element.

No deductions apply for interruptions unrelated to the Skater/Team and/or his/their equipment.

4. Adverse conditions related to a Skater/Team and/or his/their equipment occurring during the program:

If a skater is injured during the program or another adverse condition related to him/her or their equipment (such as but not limited to health problems, nose bleeding, lace undone, damage to clothing or skates) occurs, the skater must stop skating when he/she becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier. The music shall be stopped only if the Referee instructs the music technician to do so according to section b) below.

Duration of Interruptions: a) Up to 40 seconds.

If the adverse conditions can be remedied without delay, the skater does not need to report to the Referee, and the rest of the Team has continued to skate their program and the affected skater(s) resume(s) skating their program within forty seconds, the Referee will apply a deduction for interruption.

b) Up to 3 minutes.

If a Skater/Team does not resume skating within forty seconds, the Referee shall instruct the music technician to stop the music, and allow the Skater/Team 3 additional minutes. If the Skater/Team resumes skating within this additional period, the Referee will apply a deduction of 5.0 points . This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.

When the problem is solved, the Skater/Team shall continue from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP) at the point immediately following the CP/G.

Only one resumption per program is allowed upon an allowance of additional 3 minutes. If there is a second interruption of more than 40 seconds due to an adverse condition related to the Skater/Team or his/her/their equipment, the Team shall be considered withdrawn.

5. Medical attention.

If medical attention is required, the Referee must stop the performance by an acoustic signal, follow the Medical Protocol (as provided by USFS Guidelines) and instruct the music technician to stop the music. After consulting with the respective Team Physician, or, if not present, the medical doctor provided by the Organizer, the Referee shall decide if the skater is allowed back to compete. If the Referee does not allow the skater to resume within 3 minutes since the skater stopped skating his/her program, another skater may be substituted. If the Referee allows the skater to continue skating the program, no deduction will apply.

When the problem is resolved, the skater shall continue from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture (G) or Choreographic Process (CP), at the point immediately following the CP/G.

a) In case of skater's injury, which requires skater's evacuation by the medical personal from the ice surface and/or new ice resurfacing is needed after the accident, the three minute period is not in place.

b) If a substitute skater is available, the Team may choose to finish their program without utilizing such substitute.

6. Adverse condition occurring prior the beginning of the program with allowance of up to three minutes.

i) If any adverse condition related to a Skater/Team or his/her/their equipment occurs between the call to the start and taking the starting position, which cannot be remedied within sixty seconds, the Referee shall allow the Skater/Team three additional minutes and apply a deduction of 5.0 points as per paragraph 4 b) above.

ii) If any adverse condition related to the Skater/Team or his/her/their equipment occurs after he/she/they take the ice but before the call to the start and the time before the start of the program is not sufficient to remedy such condition, the Referee shall allow the Skater/Team three additional minutes before being called to the start and apply a deduction of 5.0 points as per paragraph 4b) above.

7. Limit of the interruptions allowed. Only one interruption, up to 3 minutes, is allowed whenever it takes place (prior or during the program). If there is a second interruption of more than 40 seconds due to an adverse condition related to a Skater/Team (including medical problems) or his/her/their equipment the Team shall be considered withdrawn.

8. Incomplete Programs, if a Team does not complete the program, no marks will be awarded and the Team shall be considered withdrawn.

9. Substitution of Skaters.

Once a Choreographic Exercise or Free Program has started, no substitution of a skater will be permitted (if there is no visible reason i.e., injury/equipment failure, etc.). However, registered team alternates may be substituted if the team's program is stopped by the Referee due to injury or equipment problems. If a team substitutes a skater without the authorization of the Referee, the team will be disqualified.

Protests

Protests based on alleged violation of rules may be lodged provided that they are not forbidden by this or another rule. The Referee decides upon all protests.

Protests must be filed with the Referee in writing and within the stated time limit.

2. Persons Entitled to File a Protest

Protests may be lodged only:

1. a) By Competitors, (Team captains in Theatre On Ice) or team leaders accredited for the competition concerned.

2. b) With the approval of such Competitor(s), or team leaders, by the Coach

, members of the committee organizing the competition or any official representatives of ISU Members or affiliated clubs that have entered Competitor(s).

3. Time Limits for Filing Protests

1. a) Protests concerning the participation of a Competitor must be filed before the competition starts. If an immediate decision cannot be reached, the Competitor is permitted to start, but the announcement of the result and the distribution of the prizes shall be deferred until a decision has been reached.
2. b) Protests concerning the composition of the panel of Officials must be filed within 30 minutes of its announcement.
3. c) Any other protests, except cases covered by subparagraph d) below, must be filed with the Referee immediately, in any event, not later than 30 minutes after the end of any segment (Choreographic Exercise/Free Performance) of a Theatre On Ice competition.
4. d) Protests against incorrect mathematical calculation may be filed until 24 hours after the completion of the competition concerned. (See also paragraph 4. A. c) below). If the Referee is not available in person at the site or hotel, the Protest shall be sent by fax or email to the Secretariat which will forward it to the Referee concerned.

4. Protest Restrictions

In line with the generally accepted international sports concept according to which "field of play decisions" are not subject to correction and/or review, the score or time achieved by a Competitor during a segment, race or qualifying round of a competition is final, as a matter of principle, once the decision(s) of the competent Official(s) is/are announced by the official announcer and/or displayed on the score board or video screen of the competition with the exception of successful protests according to the provisions below. Consequently, the following restrictions for protests apply:

A. Figure Skating

1. a) No protests against evaluations by Referees and Judges of Skaters' performances are allowed.
2. b) Protests against results are permitted only in the case of incorrect mathematical calculation.
3. c) Authority of Referee to Correct Errors
As an exception to the aforementioned Rule(s), the Referee shall correct errors, i.e. even if no protest has been filed, if he/she learns:
 1. i) Prior to the beginning of the award ceremony (or prior to the official announcement of results if there is no award ceremony), that a wrong data input by the Data Operator occurred,
 2. ii) Within 24 hours after the award ceremony that an incorrect mathematical calculation occurred. If such correction leads to changes in the final placements, the corresponding medals and/or awards shall be redistributed accordingly.
4. d) If a situation under paragraphs a) - c) above arises, the Referee shall make a short record in writing.

F. PROGRAM DESCRIPTION

1) Written Description

Teams shall submit to the competition LOC a one sentence description of the theme for the Free Performance for the purpose of inclusion in a printed program (if provided).

These descriptions will be distributed to the judging panel prior to the respective event. They will not be read aloud before each performance.

G. PROGRAM RULES

- 1) Recorded music must be used, and vocals are permitted
- 2) Backup music must be readily available at rink side.
- 3) Timing of each program begins with the first purposeful movement of any skater. Timing of a program will cease when the last skater comes to a complete stop with no parts of the body moving.
- 4) No substitution of personnel will be permitted once the program has started except as noted under Item C Rosters or Falls, Interruptions and Accidents.

Call to Start

1. The 1st Team to skate in a group or following an ice resurface, is allowed two minutes for their warmup.
2. Prior to the announcement of the score for the last team to have skated, the next Team to skate must enter the ice surface for their warmup at the sign of the Ice Referee for a warmup period of at least one minute.
3. Once scores are announced the next Team is announced.
4. Each Team must take the starting position and make a signal to the Referee by raising their hand of each Segment of the competition (Choreographic Exercise and Free Performance) at the latest thirty seconds after their name has been announced. If this time has expired and the Team has not yet taken the starting position, the Referee shall apply a deduction (deducted from the final score). If sixty seconds started from the call to the start have expired and the Team has not yet taken the starting position, they will be considered as withdrawn.

General Timing Guidelines

Timing should be started when the last Skater of the Team enters the ice surface for their one/two minute(s) warmup.

2. CHOREOGRAPHIC EXERCISE

A. CE ELEMENTS (Axis)

The Choreographic Exercise consists of three required axis which must be included in the program. All three axis must be presented in the program.

1. **Theme:** The theme is the purpose of the program. It is the unifying concept and can tell a story (narrative) or be abstract. It should have meaning and support the Choreographic Process and Gesture.
2. **Choreographic Process:** A set of movements which are performed by individuals, small groups and the whole team.
3. **Gesture/Body Movement:** The gesture is the type of body movements the skaters are to perform individually and in groups.

B. 2024-25 CHOREOGRAPHIC EXERCISE

Theme: Revolution

Choreographic Process: Cascade – Action to fall. Sequential movement in which the larger pattern is dependent on the individual movement connecting one to another.

Gesture: Resistance – Movements which resist an opposite strength (for every action there is an equal and opposite reaction)

Note: The axis for the Choreographic Exercise are selected by the International Theatre- On - Ice Committee of which the USA is a member. The axis selected are meant for usage at the Novice, Junior, Senior and Adult levels. Each year, The Theatre – On - Ice Committee will evaluate the axis as they relate to our lower levels and determine if programs can be reasonably constructed and performed based upon age, test levels and skating abilities.

C. PROGRAM RULES

D. COSTUMES, MAKEUP, AND HAIR

The purpose of neutral, non-program specific costumes, along with the restrictions found below for make-up and hair is for the CE is to allow only the movements of the skaters and their performance to be the focus of the program. Costumes, make-up and hair are not allowed to enhance the Theme, Choreographic Process or Gesture of the CE program.

1.) MAKEUP

- Natural or minimal makeup is allowed.
- No theatrical make-up is permitted.
- Eyelash extenders are permitted but cannot be visible from a distance.

2.) COSTUMES

- Costumes must be as plain as possible.
- All team members must wear all plain black (this includes legs). Black tights or black pants for any team member. Leotards are allowable but minimal skin may be visible in between top and bottom pieces of the costume.
- Free Performance dresses (short dress to the middle of the thigh) with black tights are permitted. Long dresses below calf are not allowed.
- Black illusion/mesh is accepted. Lace is not allowed.
- Sleeves: The absence of sleeves is accepted as are different lengths of sleeves.
- Gloves up to the wrist may be worn provided they are flesh or black.
- Decoration: There may be no decorations or embellishments. Ornaments/sequins are not allowed.

2) HAIR

- Hair design should not be used to enhance the CE Program.

3) SCENERY AND PROPS

Scenery and props are not allowed in the CE program.

3. FREE PERFORMANCE (FP)

The free program performance should express a theme, emotion or story. It may be linear storytelling or abstract. Neither form has a greater value than the other. It may be an original work or a reinterpretation of an existing work. A literal retelling of an existing work does not fulfill the requirement and will be reflected in the judges' marks.

FREE PERFORMANCE PROGRAM RULES

- 1) All skaters must remain on the ice for the duration of the program. Skaters may appear and disappear behind scenery or props but may not leave the ice until the completion of the program.
- 2) No one can remain behind the scenery, or props for entire performance. Everyone on the ice must be a participant in the performance.

B. COSTUMES/HAIR/MAKE UP

- 1) Costuming, hair and make-up for free program should enhance the feeling created by the performance and reflect the meaning of the story or theme.
- 2) Costumes must be dignified and appropriate for athletic competition. Clothing may reflect the character/theme of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the ages of the skaters as well as the discipline of TOI.
- 3) Ornaments and hair accessories must be secure and not detach fall on the ice surface or affect the competition (glitter, beads, sequins, bobby pins etc.) or be hazardous to the skaters
- 4) Feathers are prohibited.
- 5) All accessories must be fake (guns, swords, etc.) and not be dangerous in case of falls or accidental collisions.

C. SCENERY/PROPS

- 1) Scenery may only be used in the free program.
- 2) Preliminary teams may use handheld props only. No scenery.
- 3) The use of scenery and/or props is optional and not mandatory.
- 4) Scenery may not be more than 7'6" in height (2.3 meters).
- 5) Scenery must fit into a 10' x 10' space for storage
- 6) All scenery must be portable and not require any mechanical means for transportation (i.e., forklift, etc.). Its movement will be the responsibility of the team
- 7) All scenery will be placed on the ice by the members of the team's prop crew at the designated entrance; skaters will position scenery and/or props on the ice.
- 8) Members of the team's prop crew may not set foot on the ice.
- 9) Skaters may not step off the ice to bring scenery onto the ice surface.
- 10) The use of smoke, fire, liquids, live animals, feathers, or any substance that may harm the ice surface and/or skaters is not permitted. These items will not be allowed on the ice surface.
- 11) Propulsion devices are not permitted. This includes items but not limited to cannons and trampolines.

- 12) Mirrors or glass of any kind will not be allowed on the ice.
- 13) The use of live animals is not allowed.

D. SCENERY BREAK DOWN

- 1) At the completion of the performance, teams will remove their scenery in an efficient and timely manner. When removing the props from the ice, the skaters may not step off the ice. Members of the team's prop crew may not set foot on the ice.

4. LEVELS AND REQUIREMENTS

- All test levels are as of **April 1, 2025** for the National Theatre On Ice competition.
- All age requirements are as of **July 1, 2024**.
- Clubs are permitted to enter more than one team in the same level; teams at the same level are required to have different names.

Level	# of skaters	Minimum Test	Maximum Test	Age	Age Flexibility	CE Length	FP Length
Senior	8-24	Juvenile Skating Skills	None	15+	4 rostered skaters may be outside age range by no more than 3 years	2:30 +/- 10 sec.	5:30 +/- 10 sec.
Junior	8-24*	Juvenile Skating Skills	None	11-18		2:30 +/- 10 sec.	5:00 +/- 10 sec.
Novice	8-24*	Pre-Juvenile Skating Skills	None	8-14		2:30 +/- 10 sec.	4:30 +/- 10 sec.
Intermediate	8-24	Preliminary Skating Skills	None	15 and younger		2:30 +/- 10 sec.	4:00 +/- 10 sec.
Juvenile	8-24	Pre-Preliminary Skating Skills	None	13 and younger		2:30 +/- 10 sec.	3:30 +/- 10 sec.
Preliminary	8-24	Pre-Preliminary Skating Skills	None	11 and younger		2:00 +/- 10 sec.	2:30 +/- 10 sec.
Open	8-24	At least one Skating Skills or Dance test	None	All		N/A	2:30 +/- 10 sec.
Adult	8-24		None	18+	N/A	2:30 +/- 10 sec.	4:30 +/- 10 sec.
Adaptive/Unified	5-20	See below	None	All	N/A	N/A	3:30 +/- 10 sec.

5. ADAPTIVE/UNIFIED: ADDITIONAL REQUIREMENTS

- 1) **Test Requirements:** All team members must have passed any Adaptive Skating or have mastered any Adaptive level with the exception of four skaters who must be enrolled in an Adaptive Skating class.
- 2) May have up to one mentor on the ice per skater on the team.
- 3) Mentors must be listed on the Adaptive Theatre On Ice team rosters.
- 4) In determining number of skaters on a team only Adaptive skaters are counted in the total.
- 5) Note that there is no program minimum length, programs may not exceed 3:30 maximum.
- 6) Props may be used (including walkers or wheelchairs for skaters if needed).
- 7) Scenery is allowed.
- 8) Costumes may be worn.

Must be members of U.S. Figure Skating or a registered Compete USA member.

Appendix I: Judging System and Criteria

The current judging systems in use are detailed below. It should be noted that a new judging system is being developed by the International TOI Co-ordination Group at this time. Upon its expected completion (Fall of 2024) work will begin on making this new system the primary Judging system for TOI within USFS competitions. More details will be posted to the USFS TOI web page as they become available.

6. COMPONENT JUDGING SYSTEM (CJS)

The Component Judging System (CJS) will be used at the National Theatre On Ice Competition. Non-Qualifying competitions may use either CJS or the 6.0 System.

DESCRIPTION:

The Component Judging System (CJS) uses five marks to evaluate each program. Each mark is evaluated on a scale of 0-10, outlined below:

Marking Scale
10 - exceptional
9 - superior
8 - very good
7 - good
6 - above average
5 - average
4 - fair
3 - weak
2 - low-level
1 - poor
0 - not skated

Weighting the results for the choreographic exercise and the free skate

The results of the choreographic exercise and the free skate are weighted equally

For each category, the final result is a combination of the choreographic exercise and the free skate.

The Event Referee and the Ice Referee (if available) will sign the results sheets for CE, FS and overall results protocol.

An outline of components judged for both the Choreographic Exercise and the Free Performance are on the following page.

Choreographic Exercise

	Skating Skills	SS Support Music/Theme	Choreographic Process	Gesture	CP & G Consistency
Value	25%	25%	15%	15%	20%
Criteria	Quality of Gliding	Use of Skating Skills to develop the theme	Required process is obvious and dominant	Required gesture is obvious and dominant	Required choreographic process, gesture, and theme become one
	Quality of Edges	Execution of Movement	Process is clearly demonstrated using quality, variety and complexity	Gesture is clearly demonstrated using quality, variety and complexity	Blending and Balance
	Use of jumps, spins, steps and turns, lifts, etc.	Body positions and placement			Subtlety

Free Performance

	Skating Skills	Choreographic Composition	Quality of Groups	Theatricality	Creation of a Universe
Value	20%	15%	15%	25%	25%
Criteria	Quality of Gliding	Use of various choreographic processes and gestures	formations and ensembles and their relation to each other	Acting	Emotion and Feeling
	Quality of Edges	Treatment of Space	Balance and Cohesion	Scenery and/or Props (if used)	Originality/Creativity
	Use of jumps, spins, steps and turns, lifts, etc.			Costumes	Intensity and impact

CJS Deduction Chart

Description	Penalty	Who Deducts
Costume/Hair/Makeup violation (CE only)	-0.5 per occurrence	Referee
Part of costume or decoration falls on the ice/ Costume failure/Scenery or Prop Violation per each type(FS only)	-0.5	Referee
Falls – per skater or groups up to 3 skaters.	-0.5 per occurrence	Referee
Program Time Violation – per every 5 sec. lacking or in excess	-0.5	Referee

7. 6.0 JUDGING SYSTEM

A. CHOREOGRAPHIC EXERCISE JUDGING

Two marks, each between 0 and 6 (given in increments of 0.1 units), will be awarded.

1) CHOREOGRAPHIC MARK

1. Management of the prescribed theme
2. Management of the prescribed choreographic process
3. Management of the prescribed gesture (movement)
4. Blending of the three prescribed elements.

2) TECHNICAL MARK

1. Mastery of gliding and the quality of edges
2. Speed, variety and amplitude of steps and turns, jumps, rotations and other skating movements.
3. Quality of execution of gestures: body hold and placement.
4. Quality of execution of gestures: body position and placement
5. The consistency between the three elements and integration with music and theme.

B. FREE SKATE PROGRAM JUDGING

Two marks, each between 0 and 6 (given in increments of 0.1 units), will be awarded.

1) TECHNIQUE OF PERFORMANCE

The following criteria must be considered by the judges when awarding this mark:

- a. Utilization of the ice, utilization of space, and the organization of formations
- a. Quality of movements including body positions
- b. Quality of ensembles and rapport between the skaters themselves and group of skaters¹
- c. Quality of performance of technical elements
- d. Quality of gliding, edges and flow (skating skills) of the team
- e. Overall strength of the skaters on the team

2) ARTISTIC MARK

The following criteria must be considered by the judges when awarding this mark:

- a. Creation of a Universe including use of music, costumes (and scenery if present)
- b. Originality and Creativity of the performance as a whole as well as its ability to be interpreted by observers.
- c. Theatricality of Performance including consistency of performance and projection of emotion
- d. Presence, Intensity and Impact: Establishment of a presence by the skaters individually as well as the intensity and impact of the performance as a whole. This includes projection and connection with the audience.

C. 6.0 SYSTEM DEDUCTIONS

	Description	Penalty	Who Deducts
1.	Costume/Hair/Makeup violation (CE only)	0.1 per occurrence	Referee to notify Judges
2.	Part of costume or decoration falls on the ice/ Costume failure/Scenery/ Prop Violation per each type (FS only)	0.1 per occurrence	Referee to notify judges
3.	Costume Failure (FS)/Scenery or Prop violation	0.1 per occurrence	Referee to notify judges
4.	Falls – per skater or groups up to 3 skaters.	0.1 per fall	Referee to notify judges
5.	Program Time Violation – per every 5 sec. lacking or in excess	0.1 per 5 seconds	Referee to notify Judges.