



2021-22 Guidelines

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1. DEFINITION

Theatre On Ice consists of two programs: The Free program and the Choreographic Exercise (CE), which is similar to a short program in singles and pairs skating. *At the Theatre On Ice National Competition both segments are performed.*

Theatre On Ice uses all aspects of figure skating to incorporate a theme, emotion or story enhanced by music. It is a package that includes five dimensions: Theme, Music/Sound, Choreography/Skating Movements, Performance and Costuming/Sets and Props.

- The quality of the Theatre On Ice performance requires the music, theme, and choreography to be consistent with one another and give the feeling of harmony and balance. No singular type of element should dominate the performance. The goal is to transcend the literal and to create emotion.
- Theatre On Ice should utilize the following: Quality of gliding and edges, speed, ease, and amplitude of movements. It must also look for the proper treatment of groups, and for a good variety in the use of the different elements of skating. The quality of edge, speed, ease, and flow of movement should enhance the performance and there should be a balanced incorporation of groups.
- The performance should be an original work or an interpretation of an existing work. The music, costumes and scenery should be used to enhance the overall performance.
- Technical elements are defined as jumps, spins, lifts, steps, or edge elements performed by at least three skaters.
- There is no limit to the number of free skating, pairs, ice dance or synchronized skating elements used in the program; however, judges will evaluate the congruency of all elements used to enhance the chosen theme and music. Programs containing overuse of technical elements without relationship to music, theme, story, or other skaters for the sole purpose of increasing the technical mark will be negatively reflected in the judges' marks.

2. 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.

To compete in the National Theatre On Ice Competition teams must have registered with U.S. Figure Skating no later than April 1, 2022.

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.](#)

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.

C. ROSTERS

Teams may roster from 5-24 skaters. 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 CE and free program programs.

D. 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 Special Olympics/Therapeutic Skating teams. Skaters who assist the Special Olympics/Therapeutic 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

F. FALLS

A fall is defined as a loss of control by a skater with 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 i.e. hand (s), knee (s), buttock (s) or any other part of the arm.

For fall deductions, see deduction charts in the Appendix.

G. PROGRAM DESCRIPTION

1) Written Description

Teams shall submit to the competition LOC a written description of both the CE and Free Program. The description may not be more than 50 words in length. Descriptions longer than 50 words will only include the first 50 characters in the competition program.

2) Audio Description

No audio description is allowed to be included at the beginning of a team's music. If included, timing will begin and it will count toward the length of the program.

H. PROGRAM RULES

- 1) Recorded music must be used, and vocals are permitted
- 2) Refer to sections 3 and 4 for Call to Start requirements for the CE and FP.
- 3) Once announced, all skaters must take the ice **without interruption**.
- 4) Before the music is started, the team must take a stationary position on the ice and one skater must give a hand signal.
- 5) Timing will begin with the first purposeful movement of any skater. Timing will cease when the last skater comes to a complete stop.
- 6) If the tempo or quality of the music is deficient, it is up to the team to stop skating and the team captain to notify the event referee. The team may restart from the beginning if the competitor informs the event referee within 30 seconds after the start. If the interruption happens after the 30 second mark, the performance will continue from the point of interruption. Backup music must be readily available at rink side.
- 7) A maximum of four rostered skaters may be different between the CE and FP programs.

- 8) No substitution of personnel will be permitted once the program has started.
- 9) Program time violation deductions can be found in the chart on page 11.

3. CHOREOGRAPHIC EXERCISE

A. PROGRAM RULES

- 1) No scenery or props are allowed
- 2) Call to start: An announcement will be made after thirty seconds have elapsed. At the 1 minute mark, the team will be announced and the music will be started.

B. CE ELEMENTS (Axes)

The choreographic exercise consists of three required axes which must be included in the program. All three axes 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.

C. 2021-22 CHOREOGRAPHIC EXERCISE

Note that the terms and elements in the CE dictionary are drawn from the choreographic terminology of dance. In developing their choreographic exercises, coaches and choreographers are encouraged to utilize dance resources online to learn more about the CE axes.

Theme: Contemporary

Choreographic Process: Flocking

Gesture: Acceleration

D. COSTUMES, MAKEUP, AND HAIR

The purpose of neutral, non-program specific costumes for the CE is to allow only the movements of the skaters and their performance to suggest the CE elements without reliance on costumes, makeup, or hair. Nothing which enhances or references the theme or music is allowed. Costumes must be as basic (generic) as possible. CE Costume, Makeup and Hair deductions can be found in the judging criteria appendix.

1) MAKEUP

- Natural or minimal makeup is required.
- No theatrical make up may be visible from the stands (this includes black or bright red lipstick, dark eyeliner, false eyelashes, etc.).

2) COSTUMES

- All team members must wear all plain black (this includes legs). Black tights or pants for ladies, black pants for men. Two-piece outfits are allowable but minimal skin may be visible in between top and bottom pieces of the costume.
- No hoods

- All costumes must be the same (with the exception of men wearing black pants).
- Skirts/Pants: All skaters must wear black tights or pants. Skating skirts and dresses (with black tights) are allowed.
- Sleeves: The absence of sleeves is accepted as are different lengths of sleeves.
- Gloves may be worn but must be skin toned.
- Decoration: There may be no decorations or embellishments. Costumes must be as plain as possible.

3) HAIR

- All team members must wear the same or similar hair styles.
- Hair may be worn down or pulled back without added accessories such as headbands, scrunchies, decorated clips, etc.
- Hair may not be colored with temporary color or glittered.
- No bobby pins are allowed. No hair fasteners that may slip/fall out are allowed. (Plain hairnets are allowed if wearing buns.)

4. FREE PROGRAM

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. FREE 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
- 3) Call to start: An announcement will be made after 1 minute has elapsed. Another announcement will be made when 1 minute and 30-seconds have elapsed. **At the 2-minute mark, the team will be announced, and the music will be started.**

B. COSTUMES

- 1) Costuming and make-up for free program programs should enhance the feeling created by the performance and reflect the meaning of the story or theme.
- 2) Ornaments and hair accessories must be secure and not detach fall on the ice surface
- 3) No bobby-pins, feathers, or anything else which can fall to the ice and be hazardous to the skaters will be allowed.
- 4) For costume deductions, please review chart on page 9.

C. SCENERY/PROPS

- 1) Scenery may only be used in the free program.
- 2) The use of scenery and/or props is optional and not mandatory.
- 3) Scenery may not be more than 7'6" in height (2.3 meters).
- 4) Scenery must fit into a 10' x 10' space for storage
- 5) 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
- 6) 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.
- 7) Members of the team's prop crew may not set foot on the ice.

- 8) Skaters may not step off the ice to bring scenery onto the ice surface.
- 9) 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.
- 10) No propulsion devices will be permitted. This includes items such as cannons and trampolines. These items will not be allowed on the ice surface.
- 11) No mirrors or glass of any kind will be allowed on the ice.
- 12) Preliminary teams may use handheld props only. No scenery.
- 13) Prop/Scenery deductions can be found on the chart on page 9.

D. SCENERY BREAK DOWN

- 1) At the completion of the performance, teams will be permitted 2 minutes to remove all scenery. 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.
- 2) Timing of exit will begin with the first skater's movement from their ending position.
- 3) There will be no timing announcements during the breakdown period.

5. LEVELS AND REQUIREMENTS

- All test levels are as of **April 1, 2022** for the National Theatre On Ice competition.
- All age requirements are as of **January 1, 2022**.
- 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 MIF	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 MIF	None	11-18		2:30 +/- 10 sec.	5:00 +/- 10 sec.
Novice	8-24*	Preliminary MIF	None	8-15		2:30 +/- 10 sec.	4:30 +/- 10 sec.
Intermediate	8-24	Pre-Preliminary MIF	None	18 and younger		2:30 +/- 10 sec.	4:00 +/- 10 sec.
Preliminary	8-24	Pre-Preliminary MIF	None	12 and younger		2:00 +/- 10 sec.	2:30 +/- 10 sec.
Open	8-24	At least one MIF or Dance test***	None	All	N/A	2:30 +/- 10 sec	3:30 +/- 10 sec.
Adult****	8-24		None	18+	N/A	2:30 +/- 10 sec	5:00 +/- 10 sec.
Adaptive/Unified	5-20	See below	None	All	N/A	N/A	3:30 max

6. ADAPTIVE/UNIFIED: ADDITIONAL REQUIREMENTS

- 1) **Test Requirements:** All team members must have passed any Special Olympics, Therapeutic Skating or have mastered any Special Olympics level with the exception of four skaters who must be enrolled in a Special Olympics or Therapeutic Skating class.
- 2) May have up to one mentor on the ice per skater on the team.
- 3) Mentors must be listed on the Special Olympics/Therapeutic Skating Theatre On Ice team rosters .
- 4) The crossover rule (shown above) does not apply to other team skaters mentoring the Special Olympics/Therapeutic Skating Theatre On Ice teams .
- 5) In determining number of skaters on a team only Special Olympic/Therapeutic Skaters are counted in the total.
- 6) Note that there is no program minimum length, programs may not exceed 3:30 **maximum.**
- 7) Props may be used (including walkers for skaters if needed).
- 8) Scenery is allowed .
- 9) Costumes may be worn.
- 10) Must be members of U.S. Figure Skating or a registered Learn to Skate USA member.

Appendix I: Judging System and Criteria

7. 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

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
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 1
	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 ¹					
	Skating Skills	Choreographic Composition	Quality of Groups ³	Theatricality	Creation of a Universe
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 ⁴
	Use of jumps, spins, steps and turns, lifts, etc ²			Costumes	Intensity and Impact

Application of the theme and music for the Free Performance is evaluated in each component.

1. When marking the overall strength of the skaters on the team as a whole, judges must consider turns, footwork, spirals, jumps, spins, lifts, and dance elements included in the performance. Such evaluation must consider the quality of edge, flow, speed and its variation and carriage

2. Technical elements are defined as jumps, spins, lifts, steps, or edge elements performed by groups of at least three skaters. Technical Elements need to make sense within the choreography and music. An imbalance of any one type of element will be reflected in this mark

3. Use of highlighting (the performance of solo elements by the same skater (or small group of skaters) without connection to story, theme, music and other skaters for the purpose of increasing the technical mark will be negatively reflected in judges' overall evaluation of the program.

4. The Originality and Creativity bullet 5.2. may be applied to programs which are **original programs or those which are a unique reinterpretation of an existing work**. A literal retelling of an existing work does not fulfill bullet b regardless of ease of interpretation by observers.

CJS Deduction Chart

Description	Penalty	Who Deducts
Costume/hair/makeup violation (CE)	-0.5 per occurrence	Majority deduction
Program Time violation	-0.5	Referee
Falls	-0.5 per occurrence	Majority deduction
Costume/decoration failure (FP)	-0.5 per occurrence	Majority deduction
Scenery/prop violation (outside the requirements)	-0.5	Referee

8. 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. Consistency 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 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
- d. 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 elements²
- d. Quality of gliding, edges and flow (skating skills) of the team

¹ Use of highlighting (the performance of solo elements by the same skater (or small group of skaters) without connection to story, theme, music and other skaters for the purpose of increasing the technical mark will be negatively reflected in judges overall evaluation of the program.

² Technical elements are defined as jumps, spins, lifts, steps or edge elements performed by groups of at least three skaters. Technical Elements need to make sense within the choreography and music. An imbalance of any one type of element will be reflected in this mark.

- e. Overall strength of the skaters on the team³

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)⁴
- b. Originality and Creativity of the performance as a whole as well as its ability to be interpreted by observers. ⁵
- 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	0.1 per occurrence (Max deduction of 0.4 per program)	Judges
2.	Part of costume or decoration falls on the ice	0.1 per occurrence	Judges
3.	Scenery or Prop Violation	0.2	Judges
4.	Falls – per skater or groups up to 3 skaters.	0.1 per fall	Judges
5.	Program Time Violation – per every 5 sec. lacking or in excess	0.1 per 10 seconds	Referee to notify Judges.

³ When marking the overall strength of the skaters on the team as a whole, judges must consider turns, footwork, spirals, jumps, spins, lifts, and dance elements included in the performance. Such evaluation must consider the quality of edge, flow, speed and its variation and carriage

⁴ Use of scenery is optional and is evaluated when present.

⁵ The Originality and Creativity bullet b. may be applied to programs which are **original programs or those which are a unique reinterpretation of an existing work**. A literal retelling of an existing work does not fulfill bullet b regardless of ease of interpretation by observers.