



# 2022-23 Guidelines

**Gerald Miele**

*Chair, Programs and New Program Development Committee*  
GMiele69@aol.com

**John Cole**

*National Vice Chair, Theatre On Ice Subcommittee*  
jhabcole@aol.com

**Casey Mallory**

*Manager, Figure Skating Programs, U.S. Figure Skating*  
cmallory@usfigureskating.org

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## 1. DEFINITION

Theatre On Ice consists of two programs: The Choreographic Exercise (CE) and Free Skate programs, which is similar to a short program and free skate in singles/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. There should be a balanced incorporation of groups.
- The performance of both programs require the usage of the terminology of the three axis found within the Choreographic Exercise Dictionary as a primary foundation for Theatre On Ice. The CE program will have required axis for all programs to demonstrate. The Free Skate 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.
- 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. A literal retelling of an existing work does not fulfill the intended requirement and must be considered in the judges' evaluation.
- 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. Such elements should be appropriate to the skating abilities of the team. 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.
- 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 also 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.

## 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, 2023.

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**

### **US COMPETITIONS**

Teams may roster from 8-28 skaters. The Adaptive/Unified category can roster 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 CE and Free Skate programs. The Chief Referee of a competition is responsible for the verification of this requirement.

### **NATIONS CUP AND GOLD CUP ROSTERS**

Senior, Junior, and Novice: from 12 (minimum) to 20 (maximum) skaters in competition.

Novice, Junior and Senior teams may have a roster from 12 to 24 skaters. (Maximum number of skaters on the ice for EC and FS is 20).

Adult : from 8 (minimum) to 24 (maximum) skaters in competition.

Adult teams may have a roster from 8 to 28 skaters. (maximum number of skaters on the ice is 24). The team must be over 18 years old on January 1<sup>st</sup> of preceding the competition.

The same number of skaters must compete in the CE and FS. But 4 Skaters who are on the roster may change from the CE and FS.

## **D. AGE FLEXIBILITY**

### **Senior:**

All skaters, except for 4 maximum, must have reached the age of 15 by January 1<sup>st</sup> of the competition year. The 4 skaters "Outside criterion" need to have reached the age of 12 by January 1<sup>st</sup> of the competition year.

**Junior:**

All skaters, except for 4 maximum, must have reached the age of 11 but not have reached the age of 19 by January 1st of the competition year. The 4 skaters "Outside 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 January 1st of the competition year).

**Novice:**

All skaters, except for 4 maximum, must have reached the age of 8 but not have reached the age of 16 by January 1st of the competition year. The 4 skaters "Outside criterion" may be outside the age range by 3 years maximum (5 years old minimum for the youngest, less than 19 years old for the oldest, by January 1st of the competition year).

**Intermediate:**

All skaters, except for 4 maximum, may be 18 years of age or younger by January 1st of the competition year. The 4 skaters "Outside criterion" must not have reached the age of 22 by January 1st of the competition year.

**Preliminary:**

All skaters, except for 4 maximum, may be 12 years of age or younger by January 1st of the competition year. The 4 skaters "Outside criterion" must not have reached the age of 16 by January 1st of the competition year.

**E. 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.

**F. LIGHTING**

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

**G. 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.

**H. Interruptions**

If there is a problem with the music during the first 20 seconds of the performance, the team captain should make it clear to the event ice or event referee in order to stop the performance.

In this case only, the performance will start again from the start and the officials should not take into account the first execution.

If the music stops during the course of the performance, the team captain should clearly signal it by positioning him/herself in front of the event referee, so he can stop the performance.

The team shall continue the performance from the start of the stopped element. The rest of the performance shall be evaluated from that restarted element.

In case of a serious event (for example a fall causing an injury and a skater not being able to leave the rink without the help of the rescue team or any other serious event), the referee may decide to stop the performance by clearly blowing a whistle, to ensure the safety of all the skaters. The performance will then continue from the point at which it was stopped. The judges shall not take the pause into account but the fall will be penalized.

There is no deduction for these types of interruptions.

## **I. PROGRAM DESCRIPTION**

### **1) Written Description**

Teams shall submit to the competition LOC a short, written description of both the CE and Free Skate. These descriptions will be distributed to the judging panel prior to the respective event. They will not be read aloud before each performance.

### **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.

## **J. 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) Backup music must be readily available at rink side.
- 7) No substitution of personnel will be permitted once the program has started.

## **K. CALL TO START**

Choreographic Exercise: Once the team has been announced and the last skater of the team takes the ice, there is a maximum of one minute for the entire team to be in place ready to skate. After 30 seconds has elapsed, an announcement will be made alerting the team to the 30 seconds remaining. At the one minute mark, the referee will alert the music to be played regardless if the team is in place. There is no re-announcement of the team after the 30 second warning.

Free Skate: Once the team has been announced and the last skater of the team takes the ice, there is a maximum of two minutes for the entire team to be in place ready to skate. After one minute has elapsed, an announcement will be made alerting the team to the time remaining. A second announcement will be made at the one minute 30 second mark. At the two minute mark, the referee will alert the music to be played regardless if the team is in place. There is no re-announcement of the team after the one minute and 30 second warning.

### 3. 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.

Note that the terms and elements in the Choreographic Exercise Dictionary (found on the Theatre On Ice web page) are drawn from the choreographic terminology of dance. In developing their choreographic exercises, coaches and choreographers are encouraged to utilize outside dance resources online to learn more about the CE axis.

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. 2022-23 CHOREOGRAPHIC EXERCISE

**Theme: Nature**

**Choreographic Process: Call & Response**

**Gesture: Rotational**

#### C. 2023-24 CHOREOGRAPHIC EXERCISE

**Theme: Street Art**

**Choreographic Process: Contrast**

**Gesture: Release**

**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, we 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.

## D. PROGRAM RULES

Scenery and props are not allowed.

## E. 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.

### 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.).
- Make-up should not enhance the Theme, Choreographic Process or Gesture.

### 1) COSTUMES

- All team members must wear all plain black (this includes legs). Black tights for ladies, black pants for any team member. Two-piece outfits are allowable but minimal skin may be visible in between top and bottom pieces of the costume.
- 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. Long dresses past mid -thigh are not allowed.
- Decoration: There may be no decorations or embellishments. Costumes must be as plain as possible.
- Sleeves: The absence of sleeves is accepted as are different lengths of sleeves.
- Black illusion/mesh is accepted.
- Gloves up to the wrist may be worn provided they are flesh or black.
- Costuming is not taken into account for marking even if it is consistent with the theme, choreographic process or movements.

### 2) 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 must not enhance the prescribed Theme, Choreographic Process or Gesture
- No bobby pins are allowed. No hair fasteners that may slip/fall out are allowed. (Plain hairnets are allowed if wearing buns.)
- Eyelash extensions should not be visible from a distance.

## 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 literal retelling of an existing work does not fulfill the requirement and will be reflected in the judges' marks.



## **FREE SKATING 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**

- 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) Costumes must be decent.
- 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) The event referee, assistant referee or the ice referee may require that the program be stopped if they believe that the skaters' safety is at stake.

### **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) No propulsion devices will be permitted. This includes items such as cannons and trampolines. These items will not be allowed on the ice surface.
- 12) No mirrors or glass of any kind will be allowed on the ice.
- 13) The use of live animals is prohibited.

### **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.

### **E. Deductions**

All deductions can be found in the deduction charts later in this document.

## 5. LEVELS AND REQUIREMENTS

- All test levels are as of **April 1, 2023** for the National Theatre On Ice competition.
- All age requirements are as of **January 1, 2023**.
- 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) In determining number of skaters on a team only Special Olympic/Therapeutic 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 for skaters if needed).
- 7) Scenery is allowed .
- 8) Costumes may be worn.
- 9) 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

### **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.

*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

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

### CJS Deduction Chart

Description	Penalty	Who Deducts
Costume/Hair/Makeup violation (CE only)	-0.5 per occurrence	Majority deduction
Part of costume or decoration falls on the ice/ Costume failure (FS only)	-0.5	Referee
Scenery or Prop Violation	-0.5 per occurrence	Majority deduction
Falls – per skater or groups up to 3 skaters.	-0.5 per occurrence	<u>Referee</u>
Program Time Violation – per every 10 sec. lacking or in excess	-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 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 skaters<sup>1</sup>
- 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	Judges
2.	Part of costume or decoration falls on the ice/ Costume failure (FS only)	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	<u>Referee</u>
5.	Program Time Violation – per every 10 sec. lacking or in excess	0.1 per 10 seconds	Referee to notify Judges.