



# 2023-24 Guidelines

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# Table of Contents

<b>1. Definition</b>	<b>3</b>
<b>2. Rules</b>	<b>3</b>
<b>3. Choreographic Exercise</b>	<b>5</b>
<b>4. Free Program</b>	<b>6</b>
<b>5. Levels &amp; Requirements</b>	<b>7</b>
<b>6. Adaptive/Unified Requirements</b>	<b>8</b>
<b>Appendix I: Judging System and Criteria</b>	<b>9</b>
<b>Component Judging System</b>	<b>9</b>
<b>6.0 Judging System</b>	<b>11</b>

## 1. DEFINITION

Theatre – On - Ice consists of two different types of 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 competed.*

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, Costuming/Make up and Sets/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 a variety in the use of the different elements of skating. There should be a balanced incorporation of groups.
- 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 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 members. 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 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.

**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, 2024.

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 1.02, 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.

## **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 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 July 1<sup>st</sup> of the competition year.

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 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 year.

##### **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 year).

##### **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 year).

##### **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 year.

##### **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 year.

##### **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 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 Adaptive Skating teams. Skaters who assist the adaptive 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(s) resulting with the majority of his/her own body weight 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 themselves in front of the event referee, so they may stop the performance.

The team shall continue the performance from the point of interruption. The rest of the performance shall be evaluated from the point of interruption.

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.

**In case the interruption exceeds 10 minutes through no fault of the team, a new warm up period will be allowed.**

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 **for the purpose of inclusion in a printed program (if provided). The description should not include types of Choreographic Processes and/or Gestures to be skated within the program is not appropriate and will be ignored by the Officials.** These descriptions will be distributed to the judging panel prior to the respective event. **They will not be read aloud before each performance.**

## J. PROGRAM RULES

- 1) Recorded music must be used, and vocals are permitted
- 2) Refer to Section K: 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 thirty seconds 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 30 seconds remaining. At the conclusion of one minute thirty seconds, 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 warning. The Referee will instruct the Music official to begin playing of the team's program.

**Free Skate:** For the purposes only of setting up scenery, once all members of the preceding team has exited the ice, and while the judging panel is busy awarding its marks, some skaters of the following team may enter the ice for the purposes ONLY of setting up their scenery. Once finished, they must exit the ice and wait with their teammates to be announced.

The first team to skate after an ice resurface acts in a similar fashion. The Ice Referee will control when skaters can enter the ice surface to place their scenery and then return to wait with their teammates to be announced and begin their warm-up.

In the case the whole team enters the ice to set up the scenery and fails to exit the ice immediately, the Referee will count this time as part of their warm-up.

Once the team has been announced and the last skater of the team takes the ice, there is a maximum of one minute thirty seconds for the entire team to be in place ready to skate. After one minute has elapsed, an announcement will be made alerting the team that there is 30 seconds remaining. There are no further time announcements. At the one minute 30 second mark, the referee will instruct the Music official to begin playing of the team's program.

## 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.

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. 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, 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 required.
- **No theatrical make-up may be visible from the stands, including but not limited to dark colored lipstick, eye liner, false eye lashes, eyelash extenders or any other type of make-up that is not considered minimal or unnoticeable.**

### 2.) COSTUMES

- All costumes must be the same. 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.** Two-piece outfits are allowable but minimal skin may be visible in between top and bottom pieces of the costume.
- Skirts: Skating skirts and dresses (with black tights) are allowed. Long dresses past mid -thigh are not allowed.
- Black illusion/mesh is accepted.
- 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

- All team members **must wear the same or similar hair styles without added accessories** which include but are not limited to headbands, scrunchies, decorated clips, bobby pins and hair fasteners.

## 3) SCENERY AND PROPS

Scenery and props are not allowed in the CE program.

## 3. 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/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.

### 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 be permitted **1 minute 30 seconds** 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.

#### 4. LEVELS AND REQUIREMENTS

- All test levels are as of **April 1, 2024** for the National Theatre On Ice competition.
- All age requirements are as of **July 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 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*	<u>Pre-Juvenile Skating Skills</u>	None	<u>8-14</u>		2:30 +/- 10 sec.	4:30 +/- 10 sec.
Intermediate	8-24	<u>Preliminary Skating Skills</u>	None	<u>15</u> and younger		2:30 +/- 10 sec.	4:00 +/- 10 sec.
Juvenile	8-24	Pre-Preliminary Skating Skills	None	<u>13</u> and younger		2:30 +/- 10 sec.	3:30 +/- 10 sec.
Preliminary	8-24	Pre-Preliminary Skating Skills	None	<u>11</u> 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.	3:30 +/- 10 sec.
Adult	8-24		None	18+	N/A	2:30 +/- 10 sec.	<u>4:30 +/- 10 sec.</u>
Adaptive/Unified	5-20	See below	None	All	N/A	N/A	3:30 max

## 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

### 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 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

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	<u>Referee</u>
Part of costume or decoration falls on the ice/ Costume failure/Scenery or Prop Violation per each type(FS only)	-0.5	<u>Referee</u>
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

## 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. 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	<u>Referee to notify Judges</u>
2.	Part of costume or decoration falls on the ice/ Costume failure/Scenery/ Prop Violation per each type (FS only)	0.1 per occurrence	<u>Referee to notify judges</u>
3.	Costume Failure (FS)/Scenery or Prop violation	0.1 per occurrence	<u>Referee to notify judges</u>
4.	Falls – per skater or groups up to 3 skaters.	0.1 per fall	<u>Referee to notify judges</u>
5.	Program Time Violation – per every 10 sec. lacking or in excess	0.1 per 10 seconds	Referee to notify Judges.