



## Artistic Competitions

At the 2012 ISA AGM, the following rule 350 was passed. This rule relates to the elements and program lengths for Artistic Competitions, effective 1<sup>st</sup> May 2012.

### Program Lengths

Sections	Program Length
Preliminary Singles	Max 1 min 40 secs but maybe less
Elementary Singles	Vocal Music permitted
Pre-Primary Singles	
Primary Singles	
Intermediate Singles	
Adult Bronze	
Adult Silver	
Adult Gold	
Adult Masters	
Adult Elite	
Novice Singles	Max 2 min 10 secs but maybe less
Junior Singles	Vocal Music permitted
Senior Singles	

### Judging Requirements

The artistic event will be judged only on the basis of the Program Components:

- Skating skills
- Transitions
- Performance/Execution
- Choreography/Composition
- Interpretation/Timing

There will be no technical panel and no technical mark given. (See ISU Special Regulations and Technical Rules 2008, Singles & Pair Skating, Rule 522, paragraph 2 for a detailed description of Program Components.)

The artistic program consists of a variety of skating moves selected for their value in enhancing the skater's interpretation of the music rather than for their technical difficulty. Skaters will be judged on their ability to interpret the music and develop a theme by using their skating skills.

The artistic free skate is a competitive program which must include elements of the sport of figure skating.

At least one (1) but a maximum of two (2) single jumps (single axel jumps permitted) and at least one (1) but a maximum of two (2) spins **MUST** be included. No double jumps are allowed. No combination jumps are allowed.

Credit for jumps and spins is based solely on the ability of such movements to enhance the chosen theme and support the music. Credit will not be given for their technical difficulty.

The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps which should be used only to reflect the character of the program and to underline the rhythm and nuances of the chosen music. The skater must not remain in one place for more than five (5) seconds.

Any element exceeding the maximum number as set forth above will be judged as an illegal element ( 2.0 deduction); if there is no jump or no spin element included or only a jump and no spin or vice versa a deduction for a “missing element” of 2.0 will be made. The Referee is responsible for such deductions.

Costumes should be simple, tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme.

Props may not be used in any part of the artistic programs. Any item that is held in the hand or removed during the performance is considered a prop. Thus, for example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance it is considered a prop.

Objects on the ice, thrown in the audience, placed on the boards or on the judges table are not permitted.

Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.

The Referee is responsible for prop deductions.

Illegal elements:

- Somersault type jumps
- Lying on the ice and prolonged and/or stationary kneeling on both knees on the ice

**Authorised by:** Lisa Jelinek, Operational Director Technical Regulations  
**Authorisation date:** 1<sup>st</sup> June 2012