The Skating Club of Johnstown Presents:

Crown & Glory Invitational

September 28th & 29th, 2024 Registration Deadline: August 17th, 2024 or until the event is full.

Sign up early so you don't miss out!

*Tot 1-4

*Pre Alpha- Delta

*Freestyle 1-10

*Figures

*Open Events

*Stroking/Crossovers

*Interpretive

*Footwork

*Hockey Events

*Synchro

*Production

*Compulsory

*Dance Events

*Spotlight Events

* Jump & Spin

*Spiral Challenge

*Artistic Event

*Shoot The Duck Challenge

1st Summit Arena @ Cambria County War Memorial 326 Napoleon St, Johnstown, Pa 15909

(Alexis Cunningham-Capouellez - Director) The Skating Club of Johnstown@gmail.com

The Skating Club of Johnstown is pleased to invite you to participate in our Annual I.S.I.

Crown & Glory Invitational

September 28th & 29th, 2024

Registration Deadline: August 17, 2024 or until registration is full

Conversion Chart:

If tested in the USFS the skater must test and compete in levels no lower than what is listed below:

ELIGIBILITY: All participants must be current members of the ISI. The "**Crown & Glory Invitational**" is open to current I.S.I. members, tots and members of the U.S.F.S. Members of the U.S.F.S. will be eligible to compete in accordance with the I.S.I., U.S.F.S. Joint Statement of Policy. All entrants must be registered to their highest test level with the I.S.I. on or before **Aug 17, 2024**, and must be registered at the level they wish to compete. Skaters may not enter an event at a lower/ higher level than their last test passed. Events are offered to all ages – Tot through Adults.

DEADLINE: Entries must be postmarked on or before **Aug 17, 2024 or until registrations are full.** Late entries will be accepted at the discretion of the competition committee and will require an additional **late fee** to be included with the registration. We reserve the right to limit entries on a first come, first serve basis.

ENTRY FORMS: All forms should have the skater's I.S.I number and competition level. The coach's signature is needed to verify that all of the information is correct. Team coaches should check all forms for the above information. We are also able to import registrations using the Edge program.

ENTRY AND EVENTS FEES:

Learn to Skate – Learn to Skate Elements Event Only -no other events –\$30.00, \$50.00 -First Event -\$15.00 for each additional event. Team events are additional

CHECKS TO: "The Skating Club of Johnstown Mail to: "Crown & Glory Invitational": 158 Bansky Ave. Johnstown, Pa 15909

AWARDS: Individual medals 1st-6th place will be awarded. Team trophies will be awarded for the highest team point accumulation.

SCHEDULE: A tentative schedule will be posted on-line at theskatingclubofjohnstown@gmail.com. Coaches will be e-mailed a schedule one week priorifa legible address is given.

STRUCTURE: Participants must register at least 1 hour before their first skating event. Events will be judged by a three-member panel and will include a gold level I . S . I . judge who will preside over the panel. Hats and gloves are allowed. Outfits will not be judged unless specified by the category. Males and females may be combined for some events. On-ice assistance is available for Tots and Element Only participants.

JUDGING: Each team will provide at least one Judge for every 10 skaters. There will be a judges' meeting one hour before the first event. All judges must be current members of the I.S.I. All coaches will be placed on the judging schedule unless we are notified in advance.

MUSIC: All music will need to be emailed to the competition director by August 10, 2024. Music can be email to theskatngclubofjohnstown@gmail.com Music not received by Aug. 26th will be charged \$25 per song. Please bring backup CDs to the event for each of your programs.

LOCKER ROOMS: 5 rooms will be available. Separate room/rooms will be designated for males.

ICE SURFACE: 200 x 85

COMPETITION STANDARDS: The competition will be conducted in accordance with the guidelines contained in the NEW 2024 edition of the ISI handbook along with the newest rule revisions.

ACCOUNTING REVIEWS: Only accounting reviews will be considered; reviews concerning judgment will not. Requests must be made in writing and submitted by the Team Coach with a \$30.00 fee to the Chief Referee within one hour after the results are posted. The fee will be refunded only if the protest is upheld. The Chief Referee's decision is final.

ARTISTIC SOLO - Freestyle 1-10

Skaters perform a program to music with emphasis on strong edges, flow, music interpretation, choreography and innovative moves. There is no score for technical ability in this event. Event level is based on skater's freestyle test level. Timing begins with any motion after music begins.

Level	Limitations	Duration
Freestyle 1-3 / Bronze	FS4 and below	1.5 min.
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-10 / Gold / Platinum	Any maneuvers	2 min

COUPLES SPOTLIGHT -

This is an entertaining program performed by two skaters using costumes and props. In addition to levels, couples will also be divided into Character/ Dramatic / Lt Entertainment categories so please note the correct category on your entry form.

Levels	Maneuver Limitations	Duration	
Tot & Pre-Alpha – Delta	FS1 and below	1 min	
Freestyle 1-3 / Bronze	FS4 and below	1:30 min	
Freestyle 4-5 / Silver	FS6 and below	1:30 min	
Freestyle 6-10 / Gold / Platinum	Any maneuvers	2 min	

COUPLES 1-10 Similar/Mixed-

See Rulebook for guidelines-

SOLO COMPULSORIES (Pre-Alpha – Freestyle 10)

Skaters are to perform only the three maneuvers selected by the competition director in any order with a minimum of connecting steps. Each maneuver may only be attempted <u>one</u> time. Additional maneuvers, such as any jump, spin, or gliding maneuver from a test level or any un-captured move are not allowed. One Minute suggested duration. **There is no penalty given for the quantity of swizzles, wiggles, strokes or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these maneuvers should be comparatively judged.** Pre-Alpha – Freestyle 5 will be done on ½ ICE ONLY. Freestyle 6 – 10 will be done on FULL ICE.

SELECTED MANEUVERS FOR THIS EVENT:

Pre-Alpha	Right One Foot Glide / Forward Swizzles / Backward Swizzles
Alpha	Forward Stroking / Left over Right Forward Crossovers / 1-Foot Snowplow Stop
Beta	Backward Stroking / Left T-Stop / Right T-Stop
Gamma	RFO Three Turn / LFO Three Turn / Hockey Stop
Delta	RFI 3 -turn / Lunge / Bunny Hop
Freestyle 1	Waltz Jump / Forward Arabesque /2 Foot Spin
Freestyle 2	1/2 Lutz / 1-foot spin / Dance Step Sequence
Freestyle 3	Salchow Jump / Change Foot Spin / Toe Loop
Freestyle 4	Flip jump / Sit Spin / 1/2 Loop Jump
Freestyle 5	Fast Back scratch spin / Axel / Camel-Sit-Upright spin
Freestyle 6	Axel-1/2 Loop-Flip Jump / Choice spin (Cross-foot/Layback/Sit-Change-Sit) /Split
Freestyle 7	Jump2 Walley jumps in a row/ Flying Camel spin / One Foot Axel -quarter Flip-Axel
Freestyle 8	Double Flip jump / Camel-jump-Camel spin / Split Lutz
Freestyle 9	Double Lutz jump / Opposite spin / Axel-double Loop Jump combination
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

DANCE 1-10 - Solo & Shadow

All skaters must pass the required dance tests to compete in these events. Skaters are not required to pass the Delta test to participate in Ice Dance events. Skaters are not required to pass the entire dance test for the next higher level before competing individual dances from that next higher level that have already been passed. All dancers can choose to compete in any or all dances from their highest completed test level. A separate event entry fee is required for each dance selected.

Dance 2 - Dutch Waltz	Dance 7 – Tango, American Waltz, Rocker Foxtrot
Dance 3 – Canasta Tango, Rhythm Blues	Dance 8 – Kilian, Blues
Dance 4 – Cha Cha, Swing Dance, Fiesta Tango	Dance 9 - Paso Doble, Starlight, Quickstep
Dance 5 – Ten Fox , Hickory Hoedown, Willow Waltz	Dance 10 –Westminster, Viennese, Argentine
Dance 6 – European Waltz, 14 Step, Foxtrot	

FOOTWORK 1-10

Freestyle skaters perform a one-minute program to music using various turns and connecting steps with limited jumps or spins. Skaters are judged on correct turns & edges as well as flow, variety of moves and choreography. You may perform any footwork sequences that are not mandatory dance step sequences; no jumps over ½ rotation or spins over 3 revolutions. Duration: 1 min for all levels.

FREESTYLE 1-10

A program performed to music with emphasis on the required test level maneuvers from the skater's current Freestyle level. Various skills are required, depending on the test level. All skaters must pass freestyle test level to compete in this event. (See ISI Handbook for Freestyle 1-10 durations/requirements)

FIGURES 1-10

Regular figures are based on the original "school" figure eights. Skaters perform a required figure patterns 3 times on each foot. Judging is based on the size & shape of the circles, cleanliness of edges & pattern. All skaters must pass the required figure test to compete in these events. Refer to the 2016 ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

Figure 1	Forward Inside Eight
Figure 2	Forward Outside Three to Center
Figure 3	Right Forward Outside Three
Figure 4	Forward Inside Loop
Figure 5	Backward Outside Loop
Figure 6	LFO One Foot Eight
Figure 7	RFO Paragraph Three
Figure 8	RBO One Foot Eight
Figure 9	RFO Paragraph Loop
Figure 10	The Flower

INTERPRETIVE

Freestyle level skaters will hear a piece of music once off the ice; twice during the group warm-up; and once more before competing while they mentally choreograph a skating routine – with no help from friends, parents or coaches. The emphasis is on the skater's ability to choreograph an entertaining skating routine to music and not on the difficulty of the skating maneuvers performed.

Levels	Maneuver Limitations
Tot - Delta	FS1 and below
Freestyle 1-3 / Bronze	FS4 and below
Freestyle 4-5 / Silver	FS6 and below
Freestyle 6-10 / Gold / Platinum	Any maneuvers

JUMP & SPIN -

Two skaters enter the ice as a team. The first skater performs their choice of a required jump 2 times, followed by the second skater performing their choice of a required spin 2 times. Only the best attempt of each required element will be judged. Only the technical accuracy of the required element is judged – the difficulty of the chosen element is not considered during judging for this event. Allow for ½ ice only. If two skaters from different category levels wish to compete together, the team will be entered in the highest level.

Required Elements:

Todanos Elementes				
Level	Jump	Spin		
Low	2-Foot Hop or Bunny Hop	2-Foot Spin		
Bronze	½ Flip or Toe Loop	2-Foot or 1-Foot Spin		
Silver	½ Loop or Axel	Sit Spin or Back Spin		
Gold	Dbl. Salchow or Dbl. Toe Loop	Flying Camel or Layback		
Platinum	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel Jump Camel		

OPEN FREESTYLE - Bronze, Silver, Gold & Platinum

There are no required maneuvers for the Open Freestyle events and any spin can be performed at any level; but all skaters and coaches should <u>carefully check the jump limitations for the Bronze, Silver & Gold levels.</u> The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers, etc. Skaters who have passed the traditional ISI Freestyle 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Freestyle events. Skaters who have passed tests from other skating organizations are <u>only</u> required to take the equivalent level test to compete in that level. In some cases, skaters will have to also test to move up to a higher Open Freestyle level - based on their current program content. Open Freestyle event judging criteria includes: Correctness of Jumps, Correctness of Spins, Correctness of Turns & Edges, Variety of Moves, Music Interpretation, Posture, Choreography & Pattern, Presentation, Duration and General Overall. See the ISI Handbook for durations and limitations. Open Bronze duration is 1:30 as of 9/1/2024.

PRE ALPHA - DELTA SOLO

Skaters perform a one-minute program to music emphasizing the required test level maneuvers from Pre-Alpha- Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the corresponding test of their level to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program and may include any moves from lower levels. Pre Alpha skaters may do a 2 or 1 foot snowplow stop. Alpha & Beta skaters should strive to do a minimum of 5 crossovers in each direction. In Alpha & Beta 6 strokes should be performed without any interruption.

ELEMENTS ONLY

...This event is considered a "created event" for this competition. The event guidelines and judging criteria will not befound in the ISI Handbook.

Skaters may compete by performing the test elements. They will enter the ice as a group. The maneuvers for this event are as follows: **Pre Alpha:**Fwd Swizzles, Backward Swizzles, Two-Foot Glide, Backward Wiggles, One-Foot Glide and L, One-Foot Glide R. **Alpha:** Fwd Stroking, Fwd
Crossovers R/L, Fwd Crossovers L/R, One-foot Snowplow Stop, **Beta:** Back Stroking, Back Crossovers R/L, Back Crossovers L/R, Right T-Stop, Left
TStop **Gamma:** Right Forward Outside 3-turn, Left Forward Outside 3-turn, Right & Left Forward Inside Mohawk Combination, Hockey Stop. **Delta:** Right
Forward Inside 3-turn, Left Forward Inside 3-turn, Forward Outside and Inside edges, Shoot the Duck / Lunge (choice of one), Bunny Hop.

SPIRAL CHALLENGE

This event is considered a "created event" for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook. All levels. Using the short axis of the rink for introductory steps, skaters will perform their best spiral down the long axis of the rink. If able, they may continue the spiral around the goal end and up the opposite long axis of the rink. Posture and duration will be judged. After obtaining the position judging will stop if a fall, additional pushes, or a touchdown occurs. Skaters will be allowed two attempts.

SHOOT THE DUCK CHALLENGE

This event is considered a "created event" for this competition. The event guidelines and judging criteria will not be found in the ISI Handbook. All levels. Using the short axis of the rink for introductory steps, skaters will perform their best shoot the duck down the long axis of the rink. If able, they may continue the shoot the duck around the goal end and up the opposite axis of the rink. Duration, Depth on dip, and Position will be judged. After obtaining the position judging will stop if a fall, or touchdown occurs. Skaters will be allowed two attempts.

RHYTHMIC SKATING 1-10

This entertaining event requires the use of one hand-held prop listed below. The program should contain elements that employ the use of the prop throughout the routine. The skater must maintain control of the prop at all times. This means the prop must be used by the skater throughout the routine. It can be thrown, bounced or juggled but control should be maintained. The prop should not be put down on the ice while the skater does jumps & spins. No additional props are permitted. Props are not allowed on the event warm-up. If it is obvious that skater's prop does not meet the following specifications, the panel Referee can determine if any point deduction should be taken.

Choice of One:

- 1. Hoop Must be made from wood or plastic (from a rigid, non-bending material). The hoop diameter should measure between 2 feet 7 inches 2 feet 11 inches. The hoop can have colored tap or fabric to match or contrast the skater's costume, but it cannot have any other attached decoration (i.e. fringe etc.).
- 2. Ball Must be made of rubber or plastic. The ball diameter should measure approximately 7-3/4 inches.
- 3. Ribbon Stick must be made of wood, plastic or fiberglass. Stick length should be between 20-30 inches. Ribbon material must be one single piece of satin or a non-starched fabric. Ribbon width should be 2-4 inches wide and between 6 feet 9 feet long proportional to the size and ability level of the skater.

Levels	Maneuver Limitations	Duration
Freestyle 1-3 / Bronze	FS4 and below	1:30 min.
Freestyle 4-5 / Silver	FS6 and below	1:30 min
Freestyle 6-10 / Gold / Platinum	Any maneuvers	2 min

SPECIAL SKATER- (See ISI Rulebook) SPOTLIGHT SOLO PROGRAM (All Levels)

This is an entertaining & "fun" routine that emphasizes the skater's acting ability and not technical skills. Emphasis is placed on the theatrical and entertainment value of the performance; there is no score for technical merit in this event. Costumes and props are encouraged however, not every number needs a prop for effectiveness. Props, if used, are limited to those the skater can hand-carry or push onto the ice in 30 sec. or less. The skater must pass a test for Tots, Pre-Alpha to Delta or Freestyle to determine the spotlight event level. Event categories are: a) CHARACTER – a famous or easily identifiable character. b) DRAMATIC – a theatrical performance that sets a mood; evoking an emotional response. c) LIGHT ENTERTAINMENT – an entertaining, light-hearted performance. (Please mark the correct category on your entry form).

Levels	Maneuver Limitations	Duration
Tot & Pre-Alpha – Delta	FS1 and below	1 min
Freestyle 1-3 / Bronze	FS4 and below	1:30 min
Freestyle 4-5 / Silver	FS6 and below	1:30 min
Freestyle 6-10 / Gold / Platinum	Any maneuvers	2 min

CREATED STROKING (PRE-ALPHA)

Skaters compete together in groups wearing colored ribbons provided by the rink for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. <u>Crossovers are optional at the end of the rink, but not required and not judged</u>. This is the very basic skill of skating. This event does not follow the ISI Rulebook for Stroking Events.

STROKING (Alpha - Delta)

Skaters compete together in groups wearing colored ribbons provided by the rink for easy identification by the Judges. They do only forward stroking in both directions with crossovers on the end and are judged on posture and correct stroking technique.

CROSSOVERS (FS1-FS10)

Forward crossovers will be executed clockwise and counterclockwise around the center circle. The skater should complete two full circles each direction, introductory steps are optional. Posture, Extension, Power, and Correctness of Push will be judged.

Hockey Shooting

The skater will carry the puck on the stick while skating from one end of the rink to the other around a 4-cone course and will then skate toward the net and take a shot on goal. This is a timed event and the time will stop when the puck enters the net. The skater can shoot any time after the 4th cone, but if they miss, they must get the puck and get it into the goal to stop the timing. The skater with the fastest time in that event group wins.

Hockey Skating

Skaters will race one or two at a time skating one forward lap around the rink carrying the puck on the stick. After completing the forward lap, the skater will drop the puck, keep the stick and skate another lap around the rink backwards. The skater with the fastest time in that event group wins.

TOT 1-4 SOLO EVENT

Tots (skaters age 6 and under) will perform a 1-minute program routine to music. No score will be given for content or duration for Tot Solo events, but judging will stop after 1:10. Lower level moves are allowed but there is no grade for Extra Content. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included, but if performed will not be judged/penalized. Un-captured gliding maneuvers listed in the ISI Handbook may be performed at any level including the Tot levels. 2-foot / 1-foot snowplow stops are permitted in this event. A coach may accompany the tot as they compete. Timing begins with any action after the music starts All Tot competitors must be a current ISI Individual member.

SURPRISE EVENTJUMBLE

Get teamed up from skaters from multiple rinks of similar levels for a fun surprise event.

Production Number Registration Form

(Postmark Deadline: Aug. 17th, 2024)

Name of Team	# of Skaters	Name of Arena		
Arena Address	City		State	Zip
Entry Fees: \$10.00 per team member, including alte	rnates.			
Head coach please make one check payable to: "The	e Skating	Club of Johnstown" Mail ent	ry forms a	and fee
1	ting Club 158 Bansl nnstown,	-		
As the team coach I,	verify	that all of the information su	bmitted o	n behalf of the
Team is accurate, as ofand that a				
the appropriate test level. We skate this at this comp	etition at	our own risk and release NC	CRC/SMG	6, it's owners,
employees, directors and volunteers from all liability, .				
Team Coach Addre	ess			
Coach's Cell () E-mail				

Indicate with an X any Production Team member who has competed at or above the Novice level at any USFS National Championship within the last two years.

NAME	USFS AGE	ISI#	NAME	USFS AGE ISI#
1.			19.	
2.			20.	
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9.			27.	
10.			28.	
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12.			30.	
13.			31.	
14.			32.	
15.				
16.				
17.				

18.

Synchronized Skating Registration Form Crown & Glory Invitational September 28th & 29th, 2024 Postmark Deadline: August 17, 2024

Name of Arena_

Arena Address

Arena Citv		StateZip	
	Team ISI #		
-		Coach's ISI #_	
Coach's email		Coach's Phone	
Tots (Majo	(Majority 8 & under)	Reminder- check duration.	
	ty 12-14) Skating Team_F jority 20 & over)	Formation_Compulsories	en (Majority 14-19)
		ding alternates for 1st event.	
		ck payable to: "The Skating Club of	
Johnstown" Mail 6	entry forms and fee to:	The Skating Club of Johnstown 158 Bansky Ave.	
		Johnstown DA 15000	
As the team coacl	1 l,	verify that all of the info	rmation submitted on behalf of the
team is accurate,	as ofand	that all skaters are current members	of ISI. We skate this competition
at our own risk for	:	Age for Synchro	onized Teams is as of <u>July 1, 2024</u>
		verify that all of the informatio	on submitted on behalf of the team
		all skaters are current members of	
at our own risk for :	date	Age for Synchronize	·
	Home Arena		Natl. Championship within the last two years.
NAME	USFS AGE		USFS AGE ISI#
1.		17.	
2.		18.	
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Lucky Ads

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Personal Note	e:		
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