



DISTRICT 11 CHAMPIONSHIPS 2026

April 25-26, 2026

PLEASE READ THROUGH CAREFULLY

ELIGIBILITY: This competition is open to all skaters who are current individual members of ISI (Ice Sports Industry). This competition is endorsed by ISI and will be conducted according to the current ISI Handbook. **All competitors entering this competition must be registered to their highest level with the ISI as of March 8, 2026.**

ENTRY FEES: \$75.00 single event - each additional event \$25.00
 \$140.00 Family Entry first event only (up to 2 family members only)
 \$30.00 per member for all team events

Please complete entry form and verify with the signature of your coach.

Make checks payable to STARS OF AUSTIN FSC. Credit Cards will be Accepted with a **\$5 charge**.

Entries must be received no later than March 1, 2026.
Mail Entries: SAFSC 4124 Lake Edge Way, Pflugerville, TX 78660
Attention: DAWN DUDLEY
Team Coaches: Please verify entry forms and mail
ALL entries together as a team by the rink.

Incomplete Entry Forms will be returned to the rink. Any changes to the original entry form will result in a Change Fee of \$25.00 per entry change. Late entries will be accepted at the discretion of the Competition Director and, if accepted, will be charged a double entry fee. There will be **NO REFUNDS**.

CONTACTS:

Dawn Dudley (512) 773-9589/Cathryn Tremewan (512) 217-9555 or
hillcountrycompetition@gmail.com

REGISTRATION: All skaters must check in at the registration table at least 1 (one) hour prior to the skater's competition time.

SCHEDULE: A schedule of events will be available as soon as possible after all the entries have been received after March 1st. Schedules will be sent to the coaches of each rink. Competition will run Saturday and Sunday.

MUSIC: All music for competitors must be emailed to safscmusic@gmail.com in an MP3 format no later than March 25, 2026. There will be \$25 late fee if received after March 25, 2026. Please label the file Skater's First Name, Last Name-Event Name-Level (Jan Doe-Artistic-FS4). Competitors are responsible for turning in their music. Be sure to have a backup on phone with dongle available at rink side.

AWARDS: Awards will be presented during the course of the competition. There will be medals awarded in all events for 1st-5th places. Team Trophies will be presented to the top 3 teams.

LOCATION: The competition will be held at Ice & Field at The Crossover

Located at 1717 Scottsdale Dr, Leander, TX 78641

Directions are located on the website at <https://crossovertx.com/>

Main Number (512) 795-4931

COACHES/JUDGES: All coaches with skaters participating in any ISI competition must be a current Professional Member. All judges must also have no less than a Bronze Certification to judge in an open competition. Each participating arena must provide at least one judge for every 10 EVENTS entered. 10 points will be deducted from the overall team score if judges are absent from duty or teams do not supply judges. The replacement judge will receive 10 team points towards his/her team.

COMPETITION EVENT REQUIREMENTS:

ARTISTIC SOLO 1-10

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

Levels	Maneuver Limitations	Duration
Freestyle 1-3 / Bronze	FS 4 and below	1.5 min.
Freestyle 4-5 / Silver	FS 6 and below	1.5 min
Freestyle 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min

COUPLES SPOTLIGHT - LOW/BRONZE/SILVER/GOLD/PLATINUM

An entertaining spotlight program performed by two skaters using costumes and props. Couples will also be divided into Character / Dramatic / Light Entertainment categories so please mark the correct category box on your entry form.

Levels		Maneuver Limitations	Duration
Low	Tot-Delta	FS 1 and below	1 min
Bronze	Freestyle 1-3/Bronze	FS 4 and below	1.5 min
Silver	Freestyle 4-5/Silver	FS 6 & below	1.5 min
Gold	Freestyle 6-7/Gold	Any maneuvers	2 min
Platinum	Freestyle 8-10 Platinum	Any maneuvers	2 min

DANCE 1-10 - Solo & Partner Dance - SIMILAR/MIXED/PRO PARTNER

This is the skater's version of Ballroom Dancing. Test levels begin with basic steps and patterns, and then advance to a high performance level. All skaters must pass the required dance tests to compete in these events. Ice Dancing can be enjoyed at any age or level. Skaters are not required to pass the Delta test to participate in Ice Dance events. Skaters are no longer 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.

Professionals and their students can compete together in the Pro Partner dance events at the student's current Ice Dance test level. The Professional must be a current ISI Professional member but does not have to pay any entry fees for that event. The Professional will not receive any medal for Pro Partner dance event participation.

Dance 1	Chasses Sequence	Dance 6	Foxtrot
Dance 2	Dutch Waltz	Dance 7	Tango
Dance 3	Canasta Tango	Dance 8	Blues
Dance 4	Cha Cha	Dance 9	Quickstep
Dance 5	Hickory Hoedown	Dance 10	Argentine Tango

ENSEMBLE

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and there is no technical score for this event.

The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 minutes.

FAMILY SPOTLIGHT (All Levels)

Two or more family members can perform an entertaining spotlight routine using costumes & props. If necessary, the event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes.

FOOTWORK 1-10

Freestyle skaters perform a one-minute program to music using various turns and connecting steps with $\frac{1}{2}$ rotation jumps and spins less than 3 revolutions are permitted. Skaters are judged on correct turns & edges as well as flow, variety of moves and choreography. Duration: 1 minute.

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.

FREESTYLE SYNCHRO TEAM 1-10

Three to seven skaters from the same Freestyle level can enter this new form of group skating. They must perform the same identical Freestyle program in unison. All test level requirements must be included. All skaters must have passed the same freestyle test level to compete in this event. Skaters cannot skate above or below their freestyle test level.

INTERPRETIVE 1-10 (Freestyle Levels Only)

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	Duration
Freestyle 1-3/Bronze	FS 4 and below	1.5 min
Freestyle 4-5/Silver	FS 6 and below	1.5 min
Freestyle 6-7/Gold	Any maneuvers	2 min
Freestyle 8-10/Platinum	Any maneuvers	2 min

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.*

ALL JUMP & SPIN EVENTS will be done on $\frac{1}{2}$ ICE ONLY.

Category Levels:

Low	Both skaters must be in Pre-Alpha to Delta levels only.
Bronze	Both skaters must be in Freestyle 1-3 / Bronze levels or below.
Silver	Both skaters must be in Freestyle 4-5 / Silver levels or below.
Gold	Both skaters must be in Freestyle 6-7 / Gold levels or below.
Platinum	Both skaters must be in Freestyle 8-10 / Platinum levels or below.

If two skaters from different category levels wish to compete together, the team will be entered in the highest level of the two skaters.

Required Elements:

Level	Jump	Spin
Low	2-Foot Hop or Bunny Hop	2-Foot Spin
Bronze	$\frac{1}{2}$ Flip or Toe Loop	2-Foot or 1-Foot Spin
Silver	$\frac{1}{2}$ Loop or Axel	Sit Spin or Back Spin
Gold	Db. Salchow or Db. Toe Loop	Layback or Flying Camel
Platinum	Db. Loop or Db. 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 carefully check the jump limitations for the Bronze, Silver & Gold levels. 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 only required to take the equivalent level test to compete at 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.

PRE ALPHA - DELTA SOLO

Skater performs a one-minute program routine to music that emphasizes the required test level maneuvers from Pre-Alpha through Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the Pre-Alpha - Delta test to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program.

PRODUCTION TEAM (All Levels)

This team event is for groups of 8 or more skaters. Team will be judged on the performance value of the program. There are no required maneuvers and no technical score for this event. The group should use music along with elaborate costumes and props to enhance the theme while creating an entertaining performance. Skaters from all levels can participate in this event. Event entries will be divided in to Small / Medium / Large / Extravaganza categories, as registration warrants.

RHYTHMIC SKATING

This new 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. Props of the same kind (i.e. Ball / Hoop / Ribbon) must be grouped together and cannot be combined for competition event groups.

The skater chooses only one rhythmic prop per routine (ball, hoop or ribbon) and must maintain control of the prop at all times throughout the program. 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 decoration (i.e. fringe, lights, etc.) on the prop.
2. Ball - Must be made of rubber or plastic. The ball diameter should measure approximately 7-3/4 inches. The ball must be smooth (without any texture).
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	1.5 min.
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min

SOLO COMPULSORIES (Pre-Alpha - Freestyle 10)

Skaters are to perform only the three maneuvers below in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, or gliding maneuver from a test level or any uncaptured moves are not allowed.

Please Note: There is no penalty given for the quantity of swizzles, wiggles, strokes or crossovers in the Alpha - Beta levels. Only the quality of these maneuvers is comparatively judged.

Alpha - Freestyle 5 will be on $\frac{1}{2}$ ICE ONLY / Freestyle 6 - 10 will be on FULL ICE

Pre-Alpha	Right One Foot Glide / Right One Foot Glide / Forward Swizzles
Alpha	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
Beta	Right Backward Crossover / Left Backward Crossovers / Left T-Stop
Gamma	RFI Mohawk Combination / LFI Mohawk Combination / Hockey Stop
Delta	LFI 3-turn / Lunge / Bunny Hop
Freestyle 1	Waltz Jump / Forward Inside Pivot / 1/2 Flip Jump
Freestyle 2	1/2 Lutz / 1-foot spin / Ballet Jump
Freestyle 3	Salchow Jump / Change Foot Spin / Backward Pivot
Freestyle 4	Flip jump / Sit Spin / Loop Jump
Freestyle 5	Lutz Jump / Axel / Camel-Sit-Upright Spin
Freestyle 6	Double Salchow Jump / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Falling Leaf
Freestyle 7	2 Walley Jumps in a Row / Flying Camel spin / Double Toe Loop Jump
Freestyle 8	Double Loop Jump / Camel-Jump-Camel Spin / Split Lutz
Freestyle 9	Double Lutz Jump / Flying Camel Spin into Jump Sit Spin / Axel-Double Loop Jump Combination
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps
Special Skater 1	Fall, Get Up, March in Place
Special Skater 2	Forward Swizzle, 2-Foot glide, Teapot Dip
Special Skater 3	Forward Swizzles, Scooter Push (L or R), Backward Wiggles
Special Skater 4	T- Position Push, 1-Foot Swizzles (L or R), Forward Crossovers Standing Still
Special Skater 5	Forward Stroking, Snowplow stop, R/L Forward Crossovers
Special Skater 6	2-Foot Turn Fwd to Bkwd, Fwd 1-Foot Glides on a Curve, L 1-Foot Bkwd Swizzles
Special Skater 7	Backward Stroking, Choice of Stop, L/R Backward crossovers
Special Skater 8	RFI Mohawk, LFI Mohawk, RBO Edge on a Curve
Special Skater 9	RFO Three Turn, LFO Three Turn, Choice of Stop
Special Skater 10	Bunny Hop, Lunge, LFI Three Turn

SPECIAL SKATER 1-10

This category is open to skaters of all ages with physical or mental disabilities. Skaters will perform a program to music for 1 minute that includes all of the compulsory maneuvers from their test level. Skaters will be grouped by age, gender, and disability classification. The Special Skater event is based on the ISI Special Skater test levels 1-10. These tests must be registered with the ISI national office.

Above the Special Skater 10 (Delta) level, Special Skaters can take and pass the test levels in Freestyle, Figures, Couples, Pairs, Dance and Free Dance so they are eligible to compete in those events

- along with Artistic, Footwork, Interpretive, etc. If requested, the Competition Director can put special skaters into a separate event group for those events.

SPOTLIGHT SOLO PROGRAM (All Levels)

This is an entertaining & "fun" routine that emphasizes the skater's acting ability and not technical skating skills. There is no score for technical merit in this event. The skater must pass a test for Tots, Pre-Alpha to Delta or Freestyle to determine the spotlight event level.

Spotlight events are divided into three categories listed below. Please mark the correct category on your entry form.

- a) CHARACTER - a famous or easily identifiable character.
- b) DRAMATIC - a theatrical performance that sets a mood and evokes an emotional response.
- c) LIGHT ENTERTAINMENT - an entertaining or light-hearted performance.

Levels	Maneuver Limitations	Duration
Tot & Pre-Alpha - Delta	FS1 and below	1 min
Freestyle 1-3 / Bronze	FS4 and below	1.5 min.
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min

STROKING (Alpha - Delta Only)

Skaters compete together in groups wearing colored numbers for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. Crossovers are required and will be judged. This is the very basic skill of skating.

SYNCHRONIZED COMPULSORIES - Formation / Skating

Synchronized Formation and Skating teams must perform 4 or 5 required elements to music, with no additional moves permitted. Teams will be divided by age groups. For details of compulsory maneuvers and program duration limitations, please see the current edition of the *ISI Handbook*

SYNCHRONIZED TEAM - Dance / Formation / Skating

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For complete description of Formation, Skating, and Dance categories, please see the current edition of *ISI Handbook*.

TEAM COMPULSORIES 1-10 (Freestyle Levels Only)

Six skaters (or seven skaters for FS6-10 levels) perform a lively and entertaining routine in which each skater performs one required test level maneuver (in the order listed in the current edition of the *ISI Handbook*). Lively music with entertaining themes, great costumes and hand-held props are featured in this event. Skaters can compete on more than one team as long as those two teams are in different freestyle levels. Skater may skate above, but not below their own freestyle test level.

THEATER PRODUCTION

This new production event is for your entire skating team. Skaters of all ages and advanced ability level can participate in this theatrical team event. This is a creative and artistic program usually based on a story or theme, using costumes, props and technical skating to enhance the production performance.

TOT 1-4

Tots (skaters age 6 and under) will perform a 1-minute program routine with music. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included and will not be judged. 2-foot and/or 1-foot snowplow stops are permitted in Tot events.

All Tot competitors must have their current test registered with ISI to enter Tot competition events. Coaches will be allowed to help the skater on the ice.