



# Club Championships 2026

**VENUE:** Paradise Ice Arena, Botany

**DATE:**

<b>Saturday 22<sup>nd</sup> August</b>	4:15 pm – 7:45 pm
<b>Sunday 23<sup>rd</sup> August</b>	8:15 am – 10:45 am
<b>Sunday 23<sup>rd</sup> August</b>	4:15 pm – 8:45 pm

**IMPORTANT DATES:**

<b>Entries Close</b>	Saturday, 1 <sup>st</sup> of August 2026
<b>PPC Deadline</b>	Monday, 3 <sup>rd</sup> of August 2026
<b>Competition Draw</b>	Monday, 10 <sup>th</sup> of August 2026
<b>Music Submission Deadline</b>	Monday, 17 <sup>th</sup> of August 2026

**ENTRIES:** Entries may close prior to the deadline if the competition reaches capacity. Late entries or unpaid entries may be subject to a **\$40 late fee**. No entries will be accepted after the official draw has been completed.  
Competition entry fees are non-refundable after the official closing date of this competition unless a medical certificate is supplied.

**ENTRY INFORMATION:** All Entries must be submitted online via the NZIFSA Competition Portal

<https://www.nzifsa.org.nz/competitions/>

**MUSIC SUBMISSION:** Competition music must be uploaded using the following link:

<https://www.cognitoforms.com/NorthIslandIceSkatingSubAssociation/NorthIslandsCompetitorsMusic2026>

Failure to submit music by the deadline may result in withdrawal from the event.

**RULES AND ELIGIBILITY:**

1. All skaters must be members in good standing of an NZIFSA-affiliated club.
2. Skaters must have passed the required tests for their entered grade before the entry closing date.
3. Current PPC information must be submitted or updated by the PPC deadline.
4. Competition grading and age divisions will be conducted in accordance with NZIFSA Rules and Regulations.
5. Adult Interpretive and Youth Interpretive grades shall not be divided by gender.

**PHOTOGRAPHY AND VIDEO RECORDING:**

1. Flash photography is not permitted.
2. Video permits are required for all recordings.
3. Permits can be obtained at the venue during competition days.
4. Competitors and families must respect privacy requirements when recording other skaters.

**COMPETITION ORGANISERS:**

[GIER.JONG@ALLEGRO.ORG.NZ](mailto:GIER.JONG@ALLEGRO.ORG.NZ)  
[SECRETARY@ALLEGRO.ORG.NZ](mailto:SECRETARY@ALLEGRO.ORG.NZ)

Discipline	Grade	NZIFSA Rule	Entry Fee
<b>SINGLES</b>	Skate School	Refer to Skate School attachment I	\$85.00 per skater
	Kiwi Skate	As per NZIFSA Rule 226.3	\$85.00 per skater
	Pre Elementary, Elementary	As per NZIFSA Rule 226.3	\$85.00 per skater
	Juvenile, Basic Novice, Intermediate Novice	As per NZIFSA Rule 224.1 & 226.2	\$95.00 per skater
	Advanced Novice, Junior, Senior	As per NZIFSA Rule 224.1, 226.1 & 226.2	\$145.00 per skater
	Adult Free and Interpretive	As per NZIFSA Rule 224.2, 226.5 & 226.6	\$95 per skater
<b>PAIRS</b>	Elementary	As per NZIFSA Rule 227.3	\$65 per skater
	Juvenile, Pre Novice, Basic Novice	As per NZIFSA Rule 224.3 & 227.2	\$65 per skater
	Advanced Novice, Junior, Senior	As per NZIFSA Rule 224.3, 227.1 & 227.2	\$80 per skater
	Adult – Bronze, Silver, Gold, Elite	As per NZIFSA Rule 224.4 & 227.4	\$65 per skater
<b>YOUTH INTERPRETIVE</b>	Bronze, Silver, Gold, Elite	As per NZIFSA Rule 224.1 & 226.4	\$95 per skater
<b>ICE DANCE (Couple)</b>	Pre-Elementary, Elementary	As per NZIFSA Rule 228.3	\$65 per skater
	Juvenile, Basic Novice, Intermediate Novice	As per NZIFSA Rule 224.5, 228.1 & 228.2	\$65 per skater
	Advanced Novice, Junior, Senior	As per NZIFSA Rule 224.5, 228.1, & 228.2	\$80 per skater
	Adult Pattern, Rhythm, Free	As per NZIFSA Rule 224.6 & 228.4	\$65 per skater
<b>SOLO ICE DANCE</b>	Pre-Elementary, Elementary	As per NZIFSA Rule 228.5	\$85 per skater
	Juvenile, Basic Novice, Intermediate Novice, Novice	As per NZIFSA Rule 224.7 & 228.5	\$95 per skater
	Advanced Novice, Junior, Senior	As per NZIFSA Rule 224.7 & 228.5	\$145.00 per skater
	Adult Pattern, Rhythm, Free	As per NZIFSA Rule 224.8 & 228.7	\$95 per skater
	Adult Open Solo Free Dance	Refer to Adult Open Free Dance Document – attachment II	\$95 per skater
<b>SYNCHRONIZED</b>	Skate School	Refer to Skate School Announcement	\$25/per skater
	Elementary	As per NZIFSA Rule 604.2	\$40/per skater
	Basic Novice, Mixed Age, Advanced Novice	As per NZIFSA Rule 224.9 & 604.2	\$50/per skater
	Junior, Senior, Senior Elite 12, S9	As per NZIFSA Rule 224.9 & 604	\$65/per skater
	Adult	As per NZIFSA Rule 224.10 & 604.2	\$50/per skater
	Open Synchro One	A team of 8 to 16 skaters. Free program skate as per current requirements for Basic Novice in the NZIFSA Rules and Regulations.	\$50/per skater
	Open Synchro Two	A team of 8 to 16 skaters. Free program skate as per current requirements for Mixed Age in the NZIFSA Rules and Regulations.	\$50/per skater
	Open Synchro Three	A team of 8 to 16 skaters. Free program skate as per current requirements for Advanced Novice in the NZIFSA Rules and Regulations.	\$50/per skater
	Open Synchro Four	A team of 9 to 16 skaters. Free program skate as per current requirements for Junior in the NZIFSA Rules and Regulations.	\$50/per skater
	Open Synchro Five	A team of 9 to 16 skaters. Free program skate as per current requirements for Senior in the NZIFSA Rules and Regulations.	\$50/per skater
<b>Theatre On Ice</b>	Skate School	Refer to the Skate School Announcement	\$25/per skater

## ATTACHMENT I - SKATE SCHOOL

Eligibility is open to skaters who have participated in Paradise Skate School programmes and have achieved at least the **Novice 1 badge level**. All competitors must be members of an NZIFSA-affiliated club.

<u>Skate School Novice Level</u>	<u>Skate School Synchronized</u>
<ul style="list-style-type: none"> <li>• Free Skating Programme – up to 1 min 30 sec</li> <li>• Holders of Kiwi skate badge Novice 1 or 2</li> <li>• A common piece of music (per class) to be assigned by the coach · Expected Elements in the program are:               <ul style="list-style-type: none"> <li>▪ One or two foot spin</li> <li>▪ Two-foot jump, forward to backward</li> <li>▪ <b>Novice 1:</b> Backward Mohawks; <b>Novice 2:</b> FI Mohawk &amp; BI Mohawks (strokes or crossovers in between Mohawks)</li> <li>▪ Forward Spiral (free edge choice)</li> <li>▪ Left outside 3-Turn</li> <li>▪ Waltz Jump</li> <li>▪ Drag</li> <li>▪ Forward toe pivot</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• <b>Skate School Synchronized A</b> : Skate School Advanced level or above. Some of the skaters may have NZIFSA Test 0 – Elementary Stroking or Pattern Dance.</li> <li>• <b>Skate School Synchronized B</b> : Skate School Novice 1 Level or above. All skaters are still in skate school and not holding NZIFSA Test 0 – Elementary or Pattern Dance or above.</li> <li>• <b>Skate School Synchronized Adult</b> : All skaters are over 18, Some of the skaters may have NZIFSA Test 0 – Elementary Stroking or Pattern Dance.               <ul style="list-style-type: none"> <li>▪ Free Skating Programme - up to 3 mins</li> <li>▪ Between 6 and 16 skaters</li> <li>▪ Individual music allowed</li> <li>▪ Expected Elements in the program are:</li> </ul> </li> </ul>
<p><u>Skate School Advanced/Proficiency Level</u></p> <ul style="list-style-type: none"> <li>• Free Skating Programme - up to 1 min 30 sec</li> <li>• Holders of Kiwi skate badges, Advanced and Proficiency · A common piece of music (per class) to be assigned by the coach · Expected Elements in the program are:               <ul style="list-style-type: none"> <li>▪ <b>Advanced:</b> Spin or Waltz Jump</li> <li>▪ <b>Proficiency:</b> Spin or Salchow Jump</li> <li>▪ Back spiral (free choice of edge)</li> <li>▪ Forward spiral (free choice of edge)</li> <li>▪ <b>Advanced:</b> Half flip <b>Proficiency:</b> Toe Loop</li> <li>▪ One foot or marching spin <b>Proficiency:</b> One foot spin</li> <li>▪ Step sequence: Bunny hop, x 2 FI Mohawks x2 FO 3 Turn sideways gallop, drag, (<b>Proficiency</b> add FI twizzle each direction) FO 3 turn, Back Toe step, Forward or Backward toe pivot.</li> <li>▪ Drag</li> </ul> </li> <li>• skaters will use 1/3<sup>rd</sup> of the ice to perform their routine</li> </ul>	<ul style="list-style-type: none"> <li>• Forward or backwards horizontal line (1/2 length of rink or more)</li> <li>• Two spoke wheel (optional hold) forwards or backwards</li> <li>• Forward intersection</li> <li>• Circle formation: forward crosscuts/three turn or Mohawk/backwards crosscuts/three turn or Mohawk (optional hold). Repeat twice.</li> <li>• Step sequence in block formation or block with a change of configuration.</li> <li>• Skaters may use the whole rink to perform their routine (or as advised by your coach)</li> </ul>

### **Skate School “ Character”**

- Free Skating Programme to a 1 minute piece of music of your own choice and may contain vocals.
- Can dress up in costume to express the theme.
- No badges need to be held.
- skaters will use 1/3<sup>rd</sup> of the ice to perform their routine

Skaters are encouraged to create their own choreography with minimal coach assistance and will be scored on their artistic interpretation and development of the musical themes rather than technical skills.

#### Note:

- The results will be determined by the judges' majority opinion, taking into account the technical and artistic aspects of the performance.

## ATTACHMENT II – ADULT OPEN FREE DANCE

This open grade will not be divided by skill level or age brackets, and men and women will compete and be judged together. The results will be determined by the judges' majority opinion, taking into account the technical and artistic aspects of the performance.

### Adult Open Solo Free Dance Requirements

- Free Skating Programme to a 1:40 minute piece of music of your own choice and may contain vocals.
- **Edge Element** – At least one (1) short edge element, but no more than 2. The edge element must be held in position for a minimum of three seconds and cannot exceed seven seconds.
- **Spin** – One (1) Dance Spin
  - Dance Spin – A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. Flying Spins or Flying Entries are illegal elements.
- **Step Sequence** – One (1) step sequence from the following list:
  - Circular, midline or diagonal.
  - The step sequence must fully utilize the ice surface and should include a variety of steps and turns, such as including three-turns, mohawks and brackets as examples.
  - Not permitted elements: Stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.
- **Twizzle** – One (1) Twizzle.
  - Twizzle on one foot or two feet is required.
- **Choreographic Character Step** – Must be placed around the short axis and proceed from barrier to barrier. Must commence with a full stop (or opening pose) at one barrier or the other. Maybe performed at any point in the program.
- **Short Edge Element**
  - A Short Edge Element is a movement where the skater must maintain a continuous, sustained edge in any selected position.
  - A Short Edge Element must be sustained in position for at least three (3) seconds and not more than seven (7) seconds. The primary focus is on the quality of the edge, and the secondary focus is on the position attained.
  - Short Edge Elements include the following example types below:
    - Spirals, in varied positions or an Attitude
    - Crouch, in varied positions ie; one leg extended to the side, back or front, on or off the ice
    - Spread eagle
    - Ina Bauer
    - Hydroblade movements
- **Solo Dance Spin** – Spin with or without any change of foot.
  - Sit Position - Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back.
  - Spin - A spin performed on the spot around a central axis on one foot. i.e. a Camel spin
  - Upright Position - Performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side.
- **Illegal Elements and Movements:**
  - Jumps of more than one-half (1/2) revolution
  - Two or more consecutive 1/2 revolution jumps
  - Split Jumps with a toe-assisted take-off. (A Ballet Jump where the skater takes off and lands on the same toe with no rotation will be considered a hop and not a split jump.)
  - Split Jumps with an edge take off where the legs are spread equal to or more than 90 degrees. Such as but not limited to a Falling Leaf.
  - Illusions
  - Lying on the ice and/or stationary kneeling on both knees on the ice.
  - Somersault-type jumps
  - Props may not be used in any part of the programme.