

# **ANZAS Ice Figure Skating InterClub Competition 2026**

**Dunedin New Zealand**

**Saturday 31 January & Sunday 1 February 2026**

**In Association with New Zealand Masters Games (NZMG) 2026**

**Hosted by**



**This event is sanctioned by the NZIFSA**

**Dunedin Ice Stadium 101 Victoria Road St Kilda South Dunedin**

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**ANZAS Ice Figure Skating InterClub Competition 2026**  
**Dunedin New Zealand**

Adult Competition for Men, Women, Pairs, Ice Dance, Stroking and Synchronized Skating  
Organised by the Dunedin Ice Skating Club in Dunedin New Zealand  
In Association with New Zealand Masters Games (NZMG)

**Special Requirements:**

- The ANZAS Ice Figure Skating InterClub Competition 2026 will be conducted in accordance with the NZIFSA Constitution and Regulations, and this Announcement.
- If there is a conflict between pertinent ISU Regulations or Communications and provisions set forth in this Announcement, the provisions in the Announcement govern.
- Participation in the ANZAS Ice Figure Skating InterClub Competition 2026 is open to all skaters who belong to a club affiliated to an ISU Member Federation (hereafter called “Member”), as per ISU Rule 107, paragraph 15, and qualify with regard to eligibility, according to ISU Rule 102, provided their ages fall within the limits specified in this Announcement and they meet the participation requirements.
- All New Zealand skaters must be a member of an NZIFSA affiliated club and must be eligible persons as per NZIFSA Rule 103 and meet the requirements of NZIFSA Rule 202
- Professional skaters may only compete in grades Silver & above
- Age of participants as at 1 July 2025

**Awards:** Will be presented for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> places in each event at the conclusion of each day's events

**Judging:** The International Skating Union Judging System (IJS) will be used for all NZIFSA grades and all additional dance and interpretive events. For all other grades placings will be determined by majority opinion of the judges.

**Entry Deadline:**

Skaters must confirm entry with Dunedin Ice Skating Club by **Friday 16<sup>th</sup> January 2026**

Age categories for Women and Men Free Skating events:

Young Adult participants born between	1st July 1997 and 30th June 2007
Class I participants born between	1st July 1987 and 30th June 1997
Class II participants born between	1st July 1977 and 30th June 1987
Class III participants born between	1st July 1967 and 30th June 1977
Class IV participants born between	1st July 1957 and 30th June 1967
Class V participants born on or before	30th June 1957

Age category for Dance and Pairs Events is determined by the youngest skater's age.

**Registration Fee**

**ANZAS Ice Figure Skating Events:**

- \$120 per person per singles event
- \$100 per person per dance or pairs event
- Synchronized Team or Skills event \$45 per team member
- Creative event \$45 per team member

## **NZMG REGISTRATION FEES DETAILS**

- **Early Bird Registration fee** (10 September – 27 November 2025): \$70
- **Standard Registration fee** (28 November 2025 – 15 January 2026): \$100.00
- **Final Registration fee:** \$130.00 applies from 16 January 2026 onward
- **Supporters fee:** \$45 (includes entry to the Games Hub)

## **Music and PPC**

### **Music Files**

Music is to be sent via email to [competitions@dunediniceskatingclub.com](mailto:competitions@dunediniceskatingclub.com) in **MP3** format.

Files **MUST** be saved with competitor's grade, SP / FS / INT and full name  
eg: "Bronze Adult Women FS Jane Jones" by (16 January 2026)

All skaters must have a copy of their music on a USB stick side when they skate.

### **Music Details**

Competitors must provide the details of the music they are skating to for all events so we can meet our music licensing requirements.

Details of all music **must be uploaded** to the following link on NZIFSA site by 16 January 2026

<https://www.cognitoforms.com/NewZealandIceFigureSkatingAssociation/2026MusicDetails>

For each programme you skate you will need to provide the following for each piece of music used

- Title of Music
- Recording Artist(s)
- Composer(s)
- Publisher / Record Label
- Duration of cut (min: sec)
- Whether vocal or non-vocal (instrumental)

We suggest you collect this information for each piece of music before you start filling in the form. If you don't have the details to hand, my recommendation is you find the correct version of the music in Spotify, look at the more options (three dots) on the right hand side, and open up the "show credits" tab. Note - the Source is usually the Publisher / Record Label rights holder if you are having trouble finding that information.

### **Planned Programme Content Form (PPC)**

All competitors in Free Skating, Rhythm Dance, Free Dance, Synchronized skating must also submit for each programme their planned Program content (PPC) information. PPC is not required for Interpretive Grades. NZIFSA Test & Competition registered competitors must complete the electronic form on the NZIFSA website. All other competitors must submit their PPC on the appended form by 16 January 2026. Changed PPC sheets must be handed in to the Accreditation desk at the time of registration for the information of the Technical Panel.

## **ADULT INTERPRETIVE, FREESKATING, PAIRS, DANCE & SYNCHRONISED FREESKATING PROGRAMMES**

- All programmes are to be skated to music.
- Vocal music is permitted.
- No props are permitted.

## **INTERPRETIVE (ARTISTIC)**

### **ADULT INTERPRETIVE – (ARTISTIC)**

#### **PEWTER, BRONZE, SILVER, and GOLD INTERPRETIVE PROGRAMMES**

##### **Duration:**

<b>Pewter, Bronze and Silver</b>	<b>1 minute and 30 seconds +/- 10 seconds</b>
<b>Gold</b>	<b>2 minutes 10 seconds +/- 10 seconds</b>
<b>Vocal music is permitted.</b>	

The Interpretive programme will be judged only on the basis of the three Component Marks. The programme should consist of a variety of skating moves selected for their value to enhance 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 Interpretive programme must include:

- i. A minimum of one and a maximum of two single jumps
- ii. A minimum of one and a maximum of two spins

For the purposes of this rule, a clear attempt of a jump/spin element will count as a jump/spin element. Where a spin fails for some reason and the skater immediately does another spin those spins will only count as one spin for the purposes of this rule.

No axel type jump or double jumps or combination jumps are permitted, except that Pewter may use a Waltz Jump as their mandatory jump element. Credit for jumps and spins are based solely on the ability of such movements to enhance the chosen theme and support the music. No credit will be given for their technical difficulty.

Falls are not subject to a deduction but may have a negative impact on the Programme Components.

Elements exceeding the maximum number will be judged as an illegal element and receive a 0.5 deduction. Elements lacking in number will receive a 0.5 deduction. Violations of the below requirements will also receive a 0.5 deduction:

- The programme 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 programme 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.
- 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 programme. Any item that is held in the hand or removed during the performance is considered a prop. A hat worn throughout the programme is not considered a prop unless intentionally removed.
- Objects on the ice, thrown to the audience, placed on the boards or on the Judges' tables 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.

##### **Illegal elements**

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

## ADULT INTERPRETIVE (ARTISTIC) PAIRS

### General Requirements

- Each pair artistic team must consist of one man and one woman.
- It is expected that pair couples will enter at the skill level of the more skilled skater.

### Adult Interpretive (Artistic) Pairs Programmes

The Programme must include at least three (3) and no more than four (4) elements selected from:

- a. A maximum of one (1) solo jump OR one (1) throw jump. Axel type jumps, double and triple jumps are not permitted. Combination jumps are not permitted.
- b. A maximum of one (1) pair spin OR one (1) solo spin. Pair spin combinations and flying spins are not permitted.
- c. A maximum of one (1) pivot figure (position of the Woman optional).
- d. A maximum of one (1) lift of Group 1 or Group 2.
  - Variations of the woman's position, no-handed and one-handed lifts, and combination lifts are not permitted.
  - Twist lifts are not permitted.
  - Lifts of Groups 3-4-5 are **not** permitted.
  - The duration is 1 minute and 40 seconds, +/- 10 seconds.
  - The points for each Programme Component are multiplied by a factor of 1.0

## ADULT STROKING – MOVES IN THE FIELD

**Skaters are not required to have passed any medal tests.**

### Stroking - Up to 4 skaters may be on ice at same time

All perimeter stroking will be performed in an anticlockwise direction around the rink.

Patterns for Stroking are available at NZIFSA website ; NZIFSA NZMG – ANZAS InterClub link

<https://www.nzifsa.org.nz/competitions/2026comps/NZMGANZASInterInfo/Stroking%20Patterns%202026.pdf>

### **Copper**

Forward Stroking 1 circuit around rink perimeter with crossovers at each end.

Backward Stroking 1 circuit around rink perimeter with crossovers at each end.

Forward Inside Edges – 1/2 length of rink

### **Pewter**

Forward Power Stroking 1 circuit around rink perimeter with crossovers at each end.

Backward Power Stroking 1 circuit around rink perimeter with crossovers at each end.

Forward Power 3 turns (Left or Right Foot) – ½ length of rink

### **Bronze**

Five Step Mohawk Sequence – 1 length of rink

Alternating Forward Inside Three-Turns – across the rink

Alternating Backward Crossovers to Backward Outside Edges – 1 length of rink

Forward Power 3 turns – ½ length of rink on each foot

### **Silver**

Forward Outside – Back Inside Three -Turns in the Field - ½ length of rink on each foot

Forward and Backward Free Skate Cross Strokes – ½ length of each

Eight step Mohawk - two sequences in each direction. Performed as a figure eight

Backward Power Three-Turns - three to five per circle in a figure eight pattern

### **Gold**

Forward Double 3 turns

Backward Double 3 turns

Backward Power Circle – choice of direction

Inside Slide Chasse Pattern – 1 length

## **ADULT FREESKATING PEWTER, BRONZE, SILVER, GOLD & ELITE**

### **FREE SKATING PEWTER**

A competitor in the Pewter Free Skating event must perform a well-balanced programme that may contain:

#### **Maximum 6 elements**

Programme Duration: 1:40 (+/- 10 seconds)

Falls outside element: -0.5

Component factor: 2.00

The warm-up duration is five (5) minutes.

#### **Maximum 4 jump elements**

- Only single and half revolution jumps are permitted
- No Lutz Jumps no Axel type jumps
- No double or triple jumps
- Any listed jump may be performed a maximum of 2 times
- Maximum 1 Jump Combination may consist of 2 listed jumps

#### **Maximum 2 different spin elements**

- Min 3 revs for spins with no change of foot
- Min of 2 continuous revolutions in any basic position to be counted
- Flying spins and combination spins are not permitted

Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

**Connecting steps are required throughout the programme.**

### **FREESKATE BRONZE**

A competitor in the Bronze Free Skating event must perform a well-balanced programme that may contain:

#### **Maximum 7 elements**

Programme Duration:: 1:40 (+/- 10 seconds)

Falls outside element: -0.5

Component factor: 2.00

The warm-up duration is five (5) minutes.

#### **Maximum 4 jump elements**

- Only single jumps are permitted
  - No Axel type jumps
  - No double or triple jumps
  - Any listed jump may be performed a maximum of 2 times
  - May have up to 1 combo - Combo must only have 2 listed jumps
- Waltz jumps are ignored

#### **Maximum 2 different spin elements**

- Each must be a spin in 1 position with or without a change of foot
- Min 3 revs for spins with no change of foot
- Min 6 revs for spins with change of foot

Flying spins are not permitted

Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

**A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface.**

- A choreographic sequence consists of at least two different movements like spirals, arabesques,

spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.

A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

### **FREE SKATING SILVER**

A competitor in the Silver Free Skating event must perform a well-balanced programme that may contain:

#### **Maximum 7 elements**

Programme Duration:: 2:00 (+/- 10 seconds)

Falls outside element: -0.5

Component factor: 2.00

The warm-up duration is five (5) minutes.

#### **Maximum 4 jump elements**

- Only single jumps are permitted including Axel
- No double or triple jumps
- May have up to 2 jump combinations or 1 jump combination and 1 sequence. One may have up to 3 jumps, the other must only have 2 jumps
- Any listed jump may be performed a maximum of 2 times

#### **Maximum 2 different spin elements**

- One must be a spin in 1 position with or without a change of foot
- Min 4 revs for spins with no change of foot
- Min 6 revs for spins with change of foot
- Spin combinations must include a minimum of 2 different basic positions with 2 revolutions in each of these positions. To receive full value all 3 basic positions must be included.
- Only features up to and including Level 2 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

#### **A maximum of one (1) choreographic sequence utilizing the ice surface.**

- A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
- A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

### **FREE SKATING GOLD**

A competitor in the Gold Free Skating event must perform a well-balanced programme that may contain:

#### **Maximum 9 elements**

Programme Duration:: 2:50 (+/- 10 seconds)

Falls: -1.0

Component factor: 2.67

Features up to and including level 3 will be counted for technical elements

The warm-up duration is six (6) minutes.

#### **Maximum 5 jump elements**

- Single jumps are permitted including single Axel and double jumps
- Double flip, double Lutz, double Axel and triple jumps are not permitted
- May have up to 2 jump combinations or 1 jump combination and 1 sequence. One may have up to 3 jumps, the other must only have 2 jumps
- Any listed jump may be performed a maximum of 2 times

#### **Maximum 3 different spin elements**

- One must be a spin combination with a change of foot, and one must a flying spin or a spin with a flying entrance
  - Min 4 revs for spins with no change of foot
  - Min 8 revs for spins with change of foot
  - Spin combinations must include a minimum of 2 different basic positions with 2 revolutions in each of these positions. To receive full value all 3 basic positions must be included.
  - All spins with change of foot must have at least 3 revolutions on each foot
- **Step Sequence**
  - A maximum of one (1) step sequence, fully utilizing the ice surface

## FREE SKATING ELITE

A competitor in the Elite Free Skating event must perform a well-balanced programme that may contain:

### Maximum 9 elements

Programme Duration:: 3:00 (+/- 10 seconds)

Falls: -1.0

Component factor: 2.67

Features up to and including level 4 will be counted for technical elements

The warm-up duration is six (6) minutes.

### Maximum 5 jump elements

- Single, double and triple jumps are permitted one must be an Axel type jump.
- May have up to 2 jump combinations or 1 jump combination and 1 sequence. One may have up to 3 jumps, the other must only have 2 jumps
- Any listed jump may be performed a maximum of 2 times
- Non-listed jumps may be included in the programme as part of connecting footwork.

### Maximum 3 different spin elements

- One must be a spin combination with a change of foot, and one must a flying spin or a spin with a flying entrance
  - Min 5 revs for spins with no change of foot
  - Min 8 revs for spins with change of foot
  - Spin combinations must include a minimum of 2 different basic positions with 2 revolutions in each of these positions. To receive full value all 3 basic positions must be included.
  - All spins with change of foot must have at least 3 revolutions on each foot
- **Step Sequence**
  - A maximum of one (1) step sequence, fully utilizing the ice surface



## **ADULT PAIRS FREESKATING**

In the Adult competitions for Pair Skating each grade will skate a free skate programme only.

**Props are not permitted.**

### **PAIR FREE SKATING      BRONZE**

A well-balanced Bronze programme may contain a **maximum of 5 elements**:

- **one (1) solo jump.** Only single jumps (excluding Axel) are permitted.
- **one (1) jump combination** with a maximum of two jumps included. Only single jumps (excluding Axel) are permitted.
- **one (1) pair spin** (minimum of three (3) revolutions). Pair combination spins are not permitted. No level features will be identified, the maximum level awarded will be Basic.
- **one (1) pivot figure** (at least 1 revolution in pivot position by the man is required)
- **one (1) choreographic sequence** utilising at least ½ the ice surface. Will be awarded a fixed base value and evaluated by the judges in GOE.

**NOTE:** Falls in Adult Bronze Pair Skating to be deducted as a 0.50 deduction rather than a full 1.00 deduction.

**Duration:** 2 minutes +/- 10 seconds

### **PAIR FREE SKATING      SILVER**

Pairs must perform a well-balanced programme that may contain:

- a. A maximum of one (1) lift of Group 1 or Group 2 with a minimum ½ revolution for the man.
  - The man's lifting hand(s) should be above his shoulder line.
  - Variations of the Woman's position, no-handed and one-handed lifts, and combination lifts are **not** permitted.
  - Lifts of Groups 3-4-5 are **not** permitted,
  - Twist lifts are **not** permitted.
- b. A maximum of one (1) single throw jump.
  - Throw double and triple jumps are **not** permitted.
  - Throw single Axel is **not** permitted.
- c. A maximum of one (1) solo single jump.
  - Double and triple jumps are **not** permitted.
  - Axel type jumps are **not** permitted.
- d. A maximum of one (1) jump combination with a maximum of two (2) listed jumps.
  - Only single jumps are allowed.
  - Double and triple jumps are **not** permitted.
  - Axel type jumps are **not** permitted.
- e. A maximum of one (1) pair spin.
  - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners. Change of positions may be used for a level feature.
  - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- f. A maximum of one (1) pivot figure (position of the woman optional).
  - At least one (1) revolution in pivot position by the man is required.
- g. A maximum of one (1) choreographic sequence that fully utilizes the ice surface.
  - A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
  - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

- The programme duration is 2 minutes and 20 seconds +/- 10 seconds.
- The points for each Programme Component are multiplied by a factor of 2.0.
- Only features up to and including Level 1 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- The warm-up duration is five (5) minutes.
- Each fall by either partner shall receive a deduction of 0.5. Falls in elements will be called by the Technical Panel but with no deduction(s).

## PAIR FREE SKATING      GOLD

Pairs must perform a well-balanced Programme that may contain:

- A maximum of two (2) different lifts of Group 1 or Group 2 with a minimum  $\frac{1}{2}$  revolution for the man and 1 revolution for the woman.
    - The man's lifting hand(s) should be above his shoulder line.
    - Variations of the woman's position, no-handed and one-handed lifts, and combination lifts are **not** permitted.
    - Lifts of Groups 3-4-5 are **not** permitted.
    - Twist lifts are **not** permitted.
    - A different takeoff counts as a different lift.
  - A maximum of one (1) single throw jump (including the throw single Axel).
    - Double and triple jumps are **not** permitted.
  - A maximum of one (1) solo single jump (including the single Axel).
    - Double and triple jumps are **not** permitted.
  - A maximum of one (1) jump combination with a maximum of three (3) listed jumps or one (1) jump sequence.
    - A jump sequence consists of two (2) listed single jumps, beginning with any jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the takeoff curve of the Axel jump.
    - Only single jumps are allowed (including the single Axel).
    - Double and triple jumps are **not** permitted.
  - A maximum of one (1) pair spin (pair spin or pair combination spin).
    - The spin must have a required minimum number of revolutions: four (4) revolutions for a pair spin and six (6) for a pair spin combination. A pair spin combination must have a change of foot by both partners with at least three (3) revolutions on each foot **and** at least one (1) change of position by both partners. A Pair Combination Spin can be started with a jump. Any flying entry can be considered as a feature by either partner. If there are not 3 revolutions before or after the change of foot executed by both partners, the Pair Spin Combination will be marked with a "V". If there are less than 3 revolutions on both feet by either partner, the spin will have no value.
    - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners. Change of positions may be used for a level feature."
    - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
  - A maximum of one (1) death spiral or pivot figure (position of the woman optional).
    - At least  $\frac{3}{4}$  revolution in pivot position by the man is required for the death spiral.
    - At least one (1) revolution in pivot position by the man is required for the pivot figure.
  - A maximum of one (1) step sequence, fully utilizing the ice surface.
- 
- The Programme duration is 2 minutes and 40 seconds +/- 10 seconds.
  - The points for each Programme Component are multiplied by a factor of 2.67.
  - Only features up to and including Level 2 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
  - The warm-up duration is six (6) minutes.
  - Each fall by either partner shall receive a deduction of 1.0.

## PAIR FREE SKATING ELITE

Pairs must perform a well-balanced programme that may contain:

- a. A maximum of three (3) different lifts, one of which may be a twist lift.
  - In lifts of Group 1 and Group 2, the man's lifting hand(s) should be above his shoulder line.
  - In lifts of Groups 3–4-5, full extension of the lifting arm(s) is mandatory.
- b. A maximum of two (2) throw jumps (single or double).
- c. A maximum of one (1) solo jump. Single, double, and triple jumps are permitted.
- d. A maximum of one (1) jump combination with a maximum of three (3) listed jumps or one (1) jump sequence.
  - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the takeoff curve of the Axel jump.
- e. A maximum of one (1) pair spin (pair spin or pair spin combination).
  - A pair spin is any spin with no change of foot and does not require a change of position by one or both partners.
  - The pair spin combination must consist of at least one (1) change of foot and one (1) change of position (sit, camel, upright or any variation thereof) of both partners.
  - The spin must have a required minimum number of revolutions: four (4) revolutions for a pair spin and six (6) for a pair spin combination.
  - A pair spin combination must have a change of foot by both partners with at least three (3) revolutions on each foot and at least one (1) change of position by both partners. A Pair Combination Spin can be started with a jump. Any flying entry can be considered as a feature by either partner. If there are not 3 revolutions before or after the change of foot executed by both partners, the Pair Spin Combination will be marked with a "V". If there are less than 3 revolutions on both feet by either partner, the spin will have no value. There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- f. A maximum of one (1) solo spin.
  - The solo spin must have a required minimum number of revolutions: five (5) for the flying spin with no change of foot after landing, five (5) for the spin with only one position and no change of foot and five (5) for the spin combination with no change of foot and eight (4 + 4) for the spin combination with change of foot or spin in one position with a change of foot.
  - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
  - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- g. A maximum of one (1) death spiral or pivot figure (position of the woman optional).
  - At least  $\frac{3}{4}$  revolution in pivot position by the man is required for the death spiral.
  - At least one revolution in pivot position by the man is required for pivot figure.
- h. A maximum of one (1) step sequence, fully utilizing the ice surface.
  - The Programme duration is 3 minutes and 30 seconds +/- 10 seconds.
  - The points for each Programme Component are multiplied by a factor of 2.67.
  - Features up to and including Level 4 will be counted for the technical elements.
  - The warm-up duration is six (6) minutes.
  - Each fall by either skater shall receive a deduction of 1.0.

## **ADULT SOLO DANCE & PARTNER DANCE**

Partnership can consist of any gender composition. One person may partner up to 2 persons but may only receive one award.

Where a partnership spans different age groups the age of the youngest skater will be used to determine the category.

**For Copper, & Pewter Grades up to 2 couples or 4 dancers may be on ice at same time.**

### **Pattern Dance**

Couples shall provide their own music for all pattern dances. There will no music for pattern dances provided by the Local Organizing Committee. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003) plus or minus 2 beats per minute for dances with 4/4 timing and plus or minus 3 beats per minute for waltz rhythms.

#### **Notes:**

- The chosen music may be a tune selected from the ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen and the Couple shall provide competition music in accordance with Rule 343, paragraph 1.
- Violation of the above music requirements or tempo specifications shall be penalized as per Rule 353, paragraph 1.n).
- All music chosen by the couple must be in accordance with the style/character of the Pattern Dance.
- For the application of Rule 708 paragraph 1.d) with music provided by the Couple it is specified that the start of the first Step of the dance must be on beat 1 of a measure (unless otherwise specified in the description of the dance).
- Rule 707, paragraph 4 provides that "All Pattern Dances shall be started so that the steps of the first side of the pattern are skated in front of the Judges unless otherwise directed by the Ice Dance Technical Committee in an ISU Communication."
- The Pattern Dances will be judged **without** Key Points.
- According to Rule 707, new paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a programme time deduction according to Rule 353, paragraph 1.n) shall apply.

## **ADULT PARTNER DANCE PATTERN DANCE**

<b>Copper</b>	#69 Dutch Waltz (2 sequences)
<b>Pewter</b>	#27 Tango Canasta (3 sequences)
<b>Bronze</b>	#7 Willow Waltz (2 sequences) #2 Tango Fiesta (3 sequences)
<b>Silver</b>	#13 American Waltz (2 sequences) #28 Tango (2 sequences)
<b>Gold</b>	#10 Westminster Waltz (2 sequences) #25 Silver Samba (2 sequences)
<b>Elite</b>	#15 Ravensburger Waltz (2 sequences) * #24 Cha Cha Congelado (2 +sequences)

## **ADULT SOLO DANCE PATTERN DANCE**

<b>Copper</b>	#69 Dutch Waltz (2 sequences)
<b>Pewter</b>	#27 Tango Canasta (3 sequences)
<b>Bronze</b>	#7 Willow Waltz (2 sequences) #29 Tango Canasta (2 sequences) *
<b>Silver</b>	#8 European Waltz (2 sequences) #28 Tango (2 sequences)
<b>Gold &amp; Elite</b>	#13 Starlight Waltz (2 sequences) # 19 Quickstep (4 sequences)

- The points for each Programme Component are multiplied by a factor of 1.17 (Rule 353, paragraph 1.m).
- In Ice Dance, for events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5. (Rule 353, paragraph 2.b).
- Warm-up for Pattern dance (NZIFSA rule 213.8)  
3 minute warm up (30 seconds without music and 2 minutes 30 seconds with music).  
The warm up track for each dance will be the last track on the CD of ISU/non-ISU music distributed by NZIFSA. Each track is played for 1 minute 15 seconds only when two events share a warm up.  
It is acceptable to combine two different grades in each warm-up as each will have 1 minute 15seconds with appropriate music playing.

## **RHYTHM DANCE EVENT BRONZE, SILVER, GOLD, ELITE)**

**All adult ice dance requirements shall be as per current Technical Requirements for ISU Supported Adult Figure Skating Competitions (using ISU Masters requirements for NZIFSA Elite)**

## **FREE DANCE – General Requirements for Free Dance**

- Note: Free Dance requirements for Adult competition season 2025/26 has some variations from ISU Communication No. 2704 for Junior Free Dance)
- The following are the Requirements for Music for Free Dance (Rule 710, paragraph 1c). The music for Free Dance may be vocal and must be suitable for Ice Dance as a sport discipline and must have the following characteristics:
- The music must have an audible rhythmic beat and melody, or audible rhythmic beat alone, but not melody alone, and may be vocal. The music may be without an audible rhythmic beat for up to ten (10) seconds at the beginning or end of the programme and up to ten (10) seconds during the programme.
- The music must have at least one change of tempo and expression. These changes may be gradual or immediate, but in either case they must be obvious.
- All music, including classical music, must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colourful, entertaining dance programme with different dance moods or a building effect. Free Dance music that does not adhere to these requirements will be penalized by a deduction (See Rule 353, paragraph 1n).

## **PARTNERED FREE DANCE - BRONZE**

- A maximum of one (1) Short Lift, with a maximum duration of 8 sec. Note that only a maximum Level 1 lift will be counted
- A maximum of one (1) Dance Spin (No combination). - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot without change(s) of foot by either partner
- One (1) choreo sequence which can be any step sequence utilizing at least half (1/2) the ice. No features will be counted.
- The duration is 1 minute and 50 seconds +/- 10 seconds.

## **PARTNERED FREE DANCE – SILVER**

- A maximum of one (1) Short Lift, with a maximum duration of 8 sec.  
And only a maximum Level 2 lift will be counted
- One (1) Dance Spin  
Dance Spin (DSp) - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners
- Step Sequence: A maximum of One (1) Straight Line or One (1) Curve Step Sequence in Hold (Style B)  
Not permitted: Stops, Loops, Retrogressions, Hand in hand hold with fully extended arms cannot be established, Separations of more than two arm lengths and/or exceeding 5 seconds

The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

(Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.)

- One (1) Set of Synchronized Twizzles At least 2 Twizzles for each partner, with a minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step.  
Partners may be in contact between the 1st and 2nd Twizzles.
- The duration is 2 minutes and 30 seconds, +/- 10 seconds.

## **PARTNERED FREE DANCE – GOLD & ELITE**

- Two (2) Different Type Short Lifts up to 8 seconds or One (1) Combination Lift up to 13 seconds.
- One (1) Dance Spin
- Dance Spin (DSp) - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners
- Step Sequence: A maximum of One (1) Straight Line or One (1) Curve Step Sequence in Hold (Style B)  
Not permitted: Stops, Loops, Retrogression, Hand in hand hold with fully extended arms cannot be established, Separations of more than two arm lengths and/or exceeding 5 seconds

The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

(Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.)

- One (1) Set of Synchronized Twizzles At least 2 Twizzles for each partner, with a minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step.  
Partners may be in contact between the 1st and 2nd Twizzles.
- Duration of music: 3 minutes, +/- 10 seconds.

### **Partnered Free Dance Notes:**

The points for each Programme Component for all free dance categories are multiplied by a factor of 2.0 (Rule 353, paragraph 1.m).

The warm-up duration for all free dance categories is five (5) minutes.

Each fall by either partner shall receive a deduction of 0.5 point for Bronze, Silver, and Gold 1.0 point for Masters and Master Elite.

## **SOLO FREE DANCE - BRONZE**

- Duration - 1:30 +/- 10 seconds
- Music - Same as Silver
- Edge Element - Same as Gold
- Spin - Same as Gold
- Choreographic Character Step Sequence - One (1) Choreographic Character Step Sequence performed on the short axis and started with a stop or skidding movement.  
Not permitted: Touching the ice with any other part of the body than the blades (or one (1) knee), stops, pattern retrogressions, loops. Dance spins will be considered an extra element if the requirements for Basic Level are met.  
Edge Elements that meet the requirements for a basic level will be called as an extra element.
- Sequential Twizzle - Series Same as Gold
- Maximum Level - Up to Level 1 will be considered for Level.

## **SOLO FREE DANCE - SILVER**

- Duration - 1:50 +/- 10 seconds
- Music - The music must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the programme and another 10 seconds during the programme. May be vocal and must be suitable for ice dance as a sport discipline.
- Edge Element - Same as Gold
- Spin - Same as Gold
- Choreographic Character Step Sequence - One (1) Choreographic Character Step Sequence performed on the long axis and started with a stop or skidding movement.  
Not permitted: Touching the ice with any other part of the body than the blades (or one (1) knee), stops, pattern retrogressions, loops. Dance spins will be considered an extra element if the requirements for Basic Level are met.  
Edge Elements that meet the requirements for a basic level will be called as an extra element.
- Sequential Twizzle Series - Same as Gold
- Choreographic Element - One (1) additional chosen from the following  
Choreographic Sliding Movement  
Choreographic Spinning Movement  
Choreographic Twizzling Movement (can only be performed after required Twizzles)
- Maximum Level - Up to Level 2 will be considered for Level.
- Additional Information  
For Silver (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified as not according to the well-balanced Programme requirements receives (\*) symbol. The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified

## **SOLO FREE DANCE - GOLD**

- Duration - 2:20 +/- 10 seconds
- Music - Same as Elite
- Edge Element - One (1) Short Edge Element, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
- Spin - One (1) Dance Spin, but no more. - Specifications for Season 2025/26
- 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) Style B  
Midline, Diagonal, Circular  
Note: The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen.  
Not permitted: stops, loops, and retrogressions.

- Sequential Twizzle Series - One (1) Set of Sequential Twizzles. Two twizzles skated one after the other with up to one step in between twizzles. (Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step)
- Choreographic Elements – Same as Elite
- Maximum Level - Up to Level 3 will be considered for Level.

## **SOLO FREE DANCE - ELITE**

- Duration - 3:00 +/- 10 seconds
- Music - Vocal music is permitted and must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the programme and another 10 seconds during the programme.
- Music must have at least one change of tempo/rhythm and expression. These may be gradual or immediate. All music must create an interesting, colorful, entertaining dance programme with different dance moods or a building effect.
- Edge Elements - Two options:  
1) One (1) Combination Edge Element  
OR  
2) Two (2) different Types of Short Edge Elements. (Spiral Type may be repeated once with different positions in each)  
Combination Edge Elements may not exceed 13 seconds in total.  
Short Edge Elements may not exceed 8 seconds.
- Spin - One (1) Dance Spin but no more.  
Minimum of three revolutions on one foot, with or without change(s) of foot by the skater.  
\*Flying Spins or Flying Entries are illegal elements.
- Step Sequence - One Foot Turn Sequence  
One (1) Step Sequence, Style B, from the following list: serpentine, circular, midline or diagonal.  
The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen as a Choreographic Element.  
Not permitted: Stop(s), Loop(s) and Retrogression(s).  
Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression  
One (1), One Foot Turn Sequence to be skated anywhere in the programme. It must include the following difficult turns: Rocker, Bracket, Counter, Twizzle (Single Twizzle counts for Levels 1 and 2 and Double Twizzle counts for Levels 1 - 4)
- Solo Twizzle Series - One (1) Solo Twizzle Series. At least two steps between 1st and 2nd twizzle are required but no more than four steps are permitted. (Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step).
- Choreographic Elements - Two (2) Different Choreographic Elements to be selected from the following:  
Choreographic Character Step Sequence (started with a stop or skidding movement)  
Choreographic Sliding Movement  
Choreographic Spinning Movement  
Choreographic Twizzling Movement (can only be performed after required Twizzles)
- Note:  
Free Dance: stop(s) over 5 seconds or touching the ice with hands unless otherwise specified are considered violations of Choreography restrictions.

## **SOLO FREE DANCE Notes**

The factors for each Programme Component are as follows: Bronze = Basic Novice; Silver = Intermediate Novice; Gold = Advanced Novice; Masters and Masters Elite = Junior. See communication 2700 and 2704 linked above as well as the International Solo Ice Dance Competition Guidelines.

The warm-up duration for all free dance categories is five (5) minutes.

Each fall shall receive a deduction of 0.5 point for Bronze, Silver, and Gold; 1.0 point for Masters and Master Elite.



## **SYNCHRONIZED TEAMS**

### **Technical Requirements – Synchronized Skating**

#### **Team Composition:**

Adult and Open teams shall consist of 12-16 skaters and may include both women and men. Each team may have up to a maximum of four (4) alternates listed as such on the team roster.

Sync Skills teams shall consist of 6 – 12 skaters and may include both women and men.  
Skaters must be aged 18+ as at 1 July 2025.

Adult will consist of a free programme only.

The free programme must be skated according to the Special Regulations & Technical Rules Synchronized Skating 2025.

Difficulty groups of elements and additional features and the description of their requirements are in accordance with the valid (corresponding) ISU Communication.

#### **Deductions for interruption(s) in performing the programme for ADULT category:**

For every interruption of:

- more than 10 seconds up to 20 seconds: -0.5
- more than 20 seconds up to 30 seconds: -1.0
- more than 30 seconds up to 40 seconds: -1.5
- more than 40 seconds by one or several skaters: -2.0
- if there is second interruption of more than 40 seconds or the programme is not completed, the team is withdrawn
- Interruption of the programme with allowance of up to three minutes to resume the programme: -2.5
- Adverse condition prior to the programme with allowance of up to three minutes: -2.5

#### **Deductions for Falls\* for ADULT category:**

\*A fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades, e.g., hand(s), knee(s), buttock(s), or any part of the arm

(Rule 953, paragraph 1).

Fall: -0.5 for every fall of one (1) skater

As the values of those deductions are not the standard ones provided by Rule 953, paragraph 1. and Rule 843, paragraph 1.m), the referee must give specific instructions to the system operator and check the correct input in each instance.

#### **Duration of programme (Rule 952, paragraph 2)**

Adult and Open: Three (3) minutes +/- 10 seconds. The Team is allowed to finish the Free Skating within ten (10) seconds plus or minus the required time. The timing must be reckoned from the moment that a skater begins to move or to skate until arriving at a complete stop at the end of the programme.

## **ADULT FREESKATE**

The ADULT teams MUST skate a well-balanced Free Skating Programme of Five (5) required elements:

1. Intersection Element: Additional Feature (Point of Intersection – pi) is optional
2. Pivoting Element – Block
3. Traveling Element
4. Rotating Element

PLUS the 5TH ELEMENT, a CHOICE of one (1) Element from below:

Mixed Element  
Or Artistic Element – Block  
Or Artistic Element – Circle  
Or Artistic Element – Line  
Or Artistic Element – Wheel

Not permitted – Vaults and Unsustained lift

The points for each Programme Component are multiplied by a factor of 1.67.

### **SYNC SKILLS**

The SYNC SKILLS teams MUST skate a well-balanced Free Skating Programme of Five (5) required elements:

1. Intersection Element: Additional Feature (Point of Intersection – pi) is optional
2. Pivoting Element – Block
3. Traveling Element
4. Rotating Element

PLUS the 5TH ELEMENT, a CHOICE of one (1) Element from below:

Mixed Element  
Or Artistic Element – Block  
Or Artistic Element – Circle  
Or Artistic Element – Line  
Or Artistic Element – Wheel

Not permitted – Vaults and Unsustained lift

The points for each Programme Component are multiplied by a factor of 1.67.

### **Creative Performance**

#### **CREATIVE PERFORMANCE**

**Teams of 4 – 16 Skaters** - **Duration: Up to a maximum of 3 minutes**

Skaters may perform in a group of four but not more than 16 skaters.

Props and vocal music are permitted. Costumes should enhance the feeling created by the performance and reflect the meaning of the story or theme. No bobby-pins, feathers, or anything else that may fall to the ice and be hazardous to the skaters are allowed, a deduction will be taken.

#### **NOTES:**

Maximum Element levels can be skated, and the level will be called as executed.

- Definition/criteria of recommended Elements and Additional Features are in accordance with Rule 990, paragraphs 3 and 4.

- Difficulty Groups of Elements and Additional Features and the description of their requirements are in accordance with the valid (corresponding) ISU Communication.

## **OTHER INFORMATION...**

### **PRACTICE ICE:**

Unofficial practice ice will be available on Thursday 29 January, Friday 30 January 4.30-5.20pm,

Booking process will be advised by email

Please address all requests for information related to practice sessions to: Sue Hoseit

[competitions@dunediniceskatingclub.com](mailto:competitions@dunediniceskatingclub.com)

The official practice schedule will be sent to competitors.

### **TENTATIVE TIME SCHEDULE**

*Please note: This schedule is subject to changes!*

Saturday 31 Jan	Official Practice 8.00am -11.00am Competition 2.00pm – 6.00 pm A dinner function TBA NZMG Opening Ceremony (EDGAR Centre)
Sunday 1 Feb	Official Practice 8.00am -10.00am Competition 10.00am – 1.00 pm

**ANZAS Ice Figure Skating InterClub Competition**  
**Dunedin New Zealand**  
**31 January – 1 February 2026**

**PLANNED PROGRAMME CONTENT FORM**

NZIFSA TC Registered skaters should submit their PPC via the NZIFSA website

All other skaters, please complete and email back to [competitions@dunediniceskatingclub.com](mailto:competitions@dunediniceskatingclub.com) by 16 January 2026

**COMPETITORS NAME**

**CLUB**

**COUNTRY**

**CATEGORY**


**ELEMENTS IN ORDER OF SKATING**

	Rhythm Dance
1	
2	
3	
4	
5	
6	
7	
8	

	Freeskating/Free Dance
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	

**Signature:**

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**Date:**

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