PRAIRIE POLAR BLAST
2027

Larson Ice Center
934 32nd Ave
Brookings, SD 57006

Dear Coaches, Skaters, & Parents,

The Brookings Figure Skating Club and the Larson Ice Center invite you to participate in the 15th annual 2027 Prairie Polar Blast ISI Competition. This exciting event will be held February 19-21, 2027.

We look forward to seeing you at our competition!

Sincerely,

Polina Helder
BFSC Competition Chair
Cell: 571-275-9627
E-Mail: polina.helder@gmail.com

and

Morgan Kohl
Competition Director
Cell: 605-237-9660
Email: morgan_kohl@yahoo.com

PRAIRIE POLAR BLAST 2027

The competition is open to all levels - Tots through adults and will include the following events:

Tot 1 - 4 Program
Pre-Alpha - Delta Program
Freestyle 1 – 10 Program
Open Freestyle Program
Solo Compulsory (Tot -Freestyle 10)
Stroking (Pre-Alpha -Freestyle 3)
Solo Spotlight (Tot - Freestyle 10)
Interpretive (Tot- Freestyle 10)
Footwork (Freestyle 1-10)
Rhythmic Skating (Freestyle 1-10)
Artistic (Freestyle 1-10)
Couples Spotlight (Tot- Freestyle 10)
Jump & Spin Team (Low, Bronze, Silver, Gold, Platinum)
Team Compulsory
Family Spotlight
Team Ensemble
Production Team

All skaters must be current ISI members. The competition director will determine age groupings depending on the number of applications. Skaters will be grouped by age and test level as of January 7, 2027. Whenever possible, there will be divisions for male and female skaters.

EntryEeze will be used for competition entries and for digital music upload.
EntryEeze registration deadline is January 7, 2027 at 11:59 pm. Late entries must include a $25 late fee. We reserve the right to decline late entries.

Music Deadline: January 28, 2027 at 11:59 pm
A $25 fee will apply to all music uploaded or changed after January 28, 2027.

If the event must be cancelled, refunds will be offered. Refunds WILL NOT be issued for any other reason.

Paper entries will be accepted but must include a $25 processing fee per entry form. Paper entries must be postmarked on or before January 7, 2027. A late fee of $25.00 will be expected for entry forms postmarked after January 7, 2027. Any paper entries must be signed by the skater, a parent or guardian, the skater's coach, and the club's team liaison. Entry forms received without the proper signatures will be returned.

COMPETITION DEADLINE: January 7, 2027
Entries post marked on January 7, 2027 or after must include a $25.00 late fee to process the registration

Checks must be made to Brookings FSC.

Mailing address is:
Brookings Figure Skating Club
Prairie Polar Blast
PO Box 364
Brookings, SD 57006
info@brookingsfsc.com

Questions: please contact
Polina Helder (BFSC Competition Chair) at 571-275-9627,
Email: polina.helder@gmail.com

Rules

This competition will be conducted in accordance with the guidelines contained in the most recent 2026 edition of the ISI Handbook. These publications may be obtained from The Ice Sports Industry. Rules pertaining to specific events are found under the descriptions of Individual Events and Team Events.

CHECK IN AND REGISTRATION INFORMATION

All competitors must register no later than 60 minutes prior to the scheduled program event. We reserve the right to hold events up to 30 minutes before their scheduled time.

Music

All music must be digitally uploaded through the EntryEeze site. We strongly recommend having a backup of all music needed in the competition, preferably digital on a phone or tablet device. Music must be uploaded by January 28, 2027. All music uploaded or changed after **January 28, 2027** will incur a $25 fee.

Practice Ice

The Larson Ice Center ice surfaces are Regulation Size ice sheets. Practice ice will be available for a fee of $10.00 per 1/2-hour session, available on both Saturday and Sunday. Practice Ice will be available for purchase on the EntryEeze site. All practice ice will be sold on a first-come, first-served basis, with a limit of 15 skaters per session.

Eligibility

Competition events are open to any Individual Member of the ISI whose membership is current up to and including the date of the competition.

All skaters entering the competition must compete at the highest level passed as of January 7, 2027. All tests must be registered with the ISI national office prior to January 7, 2027. Members of USFS, who are individual members and have registered tests with ISI, are eligible to compete in accordance with the ISI-USFS Joint Statements Policy as below:

USFS test passed: Skater must test and compete compete in ISI no lower than:

Pre-Preliminary	Freestyle 3 / Open Bronze
Preliminary	Freestyle 4 / Open Silver
Pre-Bronze (Pre-Juvenile)	Freestyle 4 / Open Silver
Bronze (Juvenile)	Freestyle 6 / Open Gold
Pre-Silver (Intermediate)	Freestyle 6 / Open Gold
Silver (Novice)	Freestyle 8 / Open Platinum
Pre-Gold (Junior)	Freestyle 8 / Open Platinum
Gold (Senior)	Freestyle 8 / Open Platinum
Adult Pre-Bronze	Freestyle 3/Open Bronze
Adult Bronze	Freestyle 4/Open Silver
Adult Silver	Freestyle 4/Open Silver
Adult Gold	Freestyle 6/Open Gold
Adult Intermediate	Freestyle 6/Open Gold
Adult Novice	Freestyle 8/Open Platinum
Adult Junior	Freestyle 8/Open Platinum
Adult Senior	Freestyle 8/Open Platinum

ISI Open Freestyle Events

USFS skaters who have already passed Pre-Preliminary, Adult Bronze or any high tests and wish to compete in ISI Freestyle events do not need to pass any previous ISI tests. They must have passed the Open Freestyle tests corresponding to their current USFS level which are listed below:

If the skater has passed: **ISI Freestyle Tests**	**USFS Free Skate Tests**	**Skater can compete in Open Freestyle Level no lower than**
Freestyle 1-3	Pre-Preliminary Adult Pre-Bronze	Bronze
Freestyle 4-5	Preliminary Pre-Bronze Adult Bronze Adult Silver	Silver
Freestyle 6-7	Bronze Pre-Silver Adult Gold Adult Intermediate	Gold
Freestyle 8-10	Silver Pre-Gold Gold Adult Novice Adult Junior Adult Senior	Platinum/Platinum Plus

ISI Judges/Judging

- Each rink must supply the required judging hours.
- All judges must be current ISI professional members and certified at the Bronze, Silver, Gold or Synchronized Group level.
- All judges certified prior to September 1, 2026, must have passed the 2026 update test to maintain their certification level.
- All judges must have and wear a current 2026 - 2027 District 10 Credential.
- No individual will be allowed to judge an event in which a relative is a participant.
- An individual cannot be a participant and a judge in the same competition.
- Each team must follow the participation guidelines, or the skaters may not compete.

Per ISI District 10 Policy – only credentialed coaches with a valid event credential will be allowed in the skater ready area and put skaters on the ice for events. No one without a valid credential will be allowed in the skater-ready area.

Number of Events:	Number of Judges	Judging Time
1-10	1	2 Hours Each
11-21	2	2 Hours Each
22-32	3	2 Hours Each
33-44	4	2 Hours Each
45-55	5	2 Hours Each
56-66	6	2 Hours Each

Awards

Team points will be awarded for individual events as follows:

1st Place	5 team points + 1 participation point
2nd Place	4 team points + 1 participation point
3rd Place	3 team points + 1 participation point
4th Place	2 team points + 1 participation point
5th Place	1 team point + 1 participation point
6th Place	0 team point + 1 participation point
7th Place	0 team points + 1 participation point

Team points will be awarded for team events (Production and Team Compulsories) as follows:

1st Place	25 team points + 5 participation point
2nd Place	20 team points + 5 participation point
3rd Place	15 team points + 5 participation point
4th Place	10 team points + 5 participation point
5th Place	5 team point + 5 participation point
6th Place	0 team points + 5 participation points
7th Place	0 team points + 5 participation points

Team trophy will be awarded to the 1st, 2nd, and 3rd highest total team points.

Special Notes

Based on entries received for Artistic, Footwork, and Rhythmic events, skaters will be combined into event groups as listed below. Depending on the number of entries, Gold and Platinum may be combined.

Bronze/Freestyle 1 – 3
Silver/Freestyle 4 – 5
Gold/Freestyle 6 – 7
Platinum/Freestyle 8 – 10

Based on the entries received for Solo Spotlight, Couples Spotlight, and Interpretive events, skaters will be combined into event groups as listed below. Depending on the number of entries, Gold and Platinum may be combined.

Low/Tot – Delta
Bronze/Freestyle 1 – 3
Silver/Freestyle 4 – 5
Gold/Freestyle 6 – 7
Platinum/Freestyle 8 – 10

Individual Events

All routines must start from a stationary position. The timing will start when any motion from the skater's starting position is initiated. There will be a 10-second leeway on all programs with set duration times. Judging will stop at 10 seconds over the prescribed time.

Tot 1-4 Program

Skaters are to perform a program to music, including all the required compulsory maneuvers from the test level. If necessary, coaches may accompany skaters onto the ice during tot events. Duration: 1 minute

Pre-Alpha-Delta Program

Skaters will execute all required compulsory moves in a program with music. All skaters in Pre-Alpha through Delta must add one additional maneuver from Freestyle 1 to their program. If the skater performs two different additional FS 1 maneuvers, the first will be judged and the second will receive a penalty of 2.0 under Additional FS 1 maneuver. In Delta, the skater has a "Choice-of-one," maneuver listed in the manual. This means that only one maneuver should be performed. In case of misinterpretation of "choice-of-one," the performance of the first maneuver will be judged. Duration: 1 minute

Stroking: Pre-Alpha- Freestyle 3

Skaters will perform forward stroking in both directions to music selected by the Competition Director. Skaters in the same age/level group will perform and be judged at the same time. Judging Criteria will be: Cleanliness of edges, Forward Crossovers, Rhythm, Flexible Skating Knee and flow, Posture, Free Leg Extension, and Proper Push-offs. Endurance is no longer judged. Crossovers are now required on the end pattern and will be judged. There is no warm-up for stroking. Coaches may not assist skaters during the event.

Freestyle 1-10 Program

All skaters in Freestyle 1 – 10 are not permitted to perform any additional maneuvers from higher test levels. In Freestyle 3, 6, 7 and 8 certain maneuvers are listed under "choice-of-one." This means only one of the maneuvers may be performed. If more than one is performed, only the first maneuver will be judged. Skaters who have only passed Open Freestyle tests are not eligible for Freestyle 1 – 10 levels unless traditional Freestyle test is passed as well.

Open Freestyle

Skaters can participate in both Open Freestyle and Freestyle 1 –10. In Open Freestyle there are no required maneuvers, but skaters are limited to the jump elements listed below. Skaters perform any spin at any level.

Event	Level Passed	Duration	Maneuver Limitation
Bronze	FS 1-3	1.5 minutes	Jumps from FS 3 and below
Silver	FS 4-5	2 minutes	Jumps from FS 5 and below
Gold Short	FS 6-7	2.5 minutes	Jumps from FS 7 and below
Gold	FS 6-7	3 minutes	Jumps from FS 7 and below
Platinum Short	FS 8-10	3 minutes	Any Jumps - except NO Double Axel or Triple Jumps
Platinum	FS 8-10	3.5 minutes	Any Jumps - except NO Double Axel or Triple Jumps
Platinum Plus Short	FS 8-10	3 minutes	Any Jumps
Platinum Plus	FS 8-10	4 minutes	Any Jumps

Footwork: Freestyle 1- 10

Footwork is an event, in which the skaters perform a program to music consisting of original footwork sequences. Footwork programs should be different than the required dance step sequences. Emphasis should be given to clean edges and turns: the presentation should not resemble a Freestyle Program. Skaters must have passed Freestyle 1 or Dance 1 to compete in Footwork. Skaters must perform at the highest level of Dance or Freestyle. One-half rotation jumps and spins less than three revolutions are permitted. Note: One-half loop is a full rotation jump and is not allowed, but a One-Half Loop Stop is now listed as an uncaptured maneuver and must land on both toe picks without gliding on the landing. Duration: 1 minute

Artistic: Freestyle 1-10

There are no required maneuvers in an artistic program, but there are limitations. Emphasis must be placed on the creative and innovative design of a skating program. Strong edges, body positions, flow, music interpretation, rhythm, choreography, and artistry should be the focus. Props are not allowed. A costume becomes a prop when it is detached or when it is detached using the hands. Technical merit is not judged.

Event	Level Passed	Duration	Maneuver Limitation
Bronze	FS 1-3	1 min. 30 sec.	FS 4 and below
Silver	FS 4-5	1 min. 30 sec.	FS 6 and below
Gold	FS 6-7	2 Minutes	Any Maneuvers
Platinum	FS 8-10	2 Minutes	Any Maneuvers

Interpretive: Tot- Freestyle 10

In this event, the skater interprets a piece of music, which is heard for the first time just prior to the event. Handheld props are not allowed. Skaters are not allowed to receive communication from coaches, parents, friends, skaters, or anyone else during this event.

Event	Level Passed	Maneuver Limitation
Low	Tots- Delta	FS 1 and below
Bronze	FS 1-3	FS 4 and below
Silver	FS 4-5	FS 6 and below
Gold	FS 6-7	Any Maneuvers
Platinum	FS 8-10	Any Maneuvers

Solo Compulsory: Tot - Freestyle 10

There is no music for compulsory events. After the skater has reached the starting position on the ice the announcer will say “Skater you may begin”. Each maneuver may be attempted only once. Additional maneuvers, such as any jump, spin or gliding maneuvers from any test level or any uncaptured moves are not allowed and will result in a 2.0 for attempting illegal maneuvers. **All compulsory events will use full ice. **

Skaters who have only passed an ISI Open Freestyle Test must compete in Solo Compulsory as follows:
Bronze – Freestyle 3
Silver – Freestyle 5
Gold – Freestyle 7
Platinum – May choose any FS 8- 10 level to enter.

Level	Maneuvers
Tot 1	Proper Way to Fall, Proper Way to Get up, Marching While Moving
Tot 2	Two-Foot Jump in Place, Single Swizzle, Beginning Two-Foot Glide
Tot 3	Push and Glide Stroking, Dip, Forward Swizzle
Tot 4	Backward Swizzle, Two-Foot or One-Foot Snowplow Stop, Backward Wiggle
Pre Alpha	Forward Swizzle, Two-Foot Glide, Backward Wiggle
Alpha	Forward Stroking, Right Forward Crossovers, One-Foot Snowplow Stop
Beta	Backward Stroking, Left Backward Crossovers, Right T-Stop
Gamma	Right Forward Outside Three Turn, Left Forward Outside Three Turn, Hockey Stop
Delta	Left Forward Inside Three Turn, Lunge, Forward Outside Edges (4)
FS 1	One-half flip, Two-Foot Spin, Waltz Jump
FS 2	One-Half Lutz, One-Foot Spin, Jump Sequence
FS 3	Salchow Jump, Change Foot Spin, Toe Loop or Toe Walley
FS 4	Loop Jump, Sit Spin, Flip Jump
FS 5	Lutz, Camel-Sit-Upright Spin, Axel
FS 6	Split Jump, Double Salchow, Spin Combination (3 positions & change of foot)
FS 7	Double Toe Loop, 2 Walleys in Sequence, Flying Camel
FS 8	Double Loop, Double Flip, Camel Jump-Camel Spin
FS 9	Double Lutz, Axel-Double Loop Jump, Flying Camel Spin into a Jump Sit Spin
FS 10	Death Drop, Double Axel/Double Toe Loop Comb., Three Arabian or Butterfly Jumps

Solo Spotlight: Tot- Freestyle 10

Spotlight events do not focus on the technical skating maneuvers, but rather, on the overall entertainment value of the program. Skaters may choose to enter one or more of the following categories, but different programs must be performed if they enter more than one category. Skaters in these categories will use music, costumes, and props (optional).

Character – the skater portrays a famous, easily recognizable character.
Light Entertainment – the skater performs a light-hearted, vaudeville-type program.
Dramatic – an artistic, theatrical performance to create a mood that is enhanced by the style, creativity, costume, and props.

Event	Level Passed	Duration	Maneuver Limitation
Low	Tot- Delta	1 Minute	FS 1 and below
Bronze	FS 1-3	1 min. 30 secs.	FS 4 and below
Silver	FS 4-5	1 min. 30 secs	FS 6 and below
Gold	FS 6-7	2 Minutes	Any Maneuvers
Platinum	FS 8-10	2 Minutes	Any Maneuvers

Rhythmic Skating: Freestyle 1- 10

Rhythmic Skating is an entertaining routine using a hoop, ball, or ribbon. The program should contain maneuvers that employ the use of the prop throughout the routine The skater must always maintain control of the prop. Props will not be allowed on the warm-up.

- Hoop- Wood or plastic. It must be rigid, non-bending material. The hoop can have colored tape or fabric, but cannot have any other decoration (i.e., fringe, ribbon, etc.) on the prop. The diameter must be 2'7" – 2'11."
- Ball- Rubber or plastic material with a diameter of 7 ¾"
- Ribbon- Ribbon stick must be made of wood, plastic, or fiberglass and be 20"- 30" long. The ribbon must be satin or a non-starched fabric and be 2" – 4" wide and 6' – 9' long.

Event	Level Passed	Duration	Maneuver Limitation
Bronze	FS 1-3	1 min. 30 sec.	FS 4 and below
Silver	FS 4-5	1 min. 30 sec.	FS 6 and below
Gold	FS 6-7	2 Minutes	Any Maneuvers
Platinum	FS 8-10	2 Minutes	Any Maneuvers

Partner and Team Events

Couples Spotlight: Tot- Freestyle 10

Two skaters together perform a routine that is entertaining, emotional, or portraying characters using costumes and props (optional). Uncaptured pair or adagio style lifts and any overhead carry lifts are only allowed at Couples Spotlight High. This event is divided into Low, Bronze, Silver, Gold, and Platinum. If skaters from two different category levels wish to compete together, the category entered must be the higher of the two skater's test levels.

Skaters may enter only one Couple Spotlight event!

Event	Level Passed	Duration	Maneuver Limitation
Low	Tot- Delta	1 Minute	FS 1 and below
Bronze	FS 1-3	1 min. 30 secs.	FS 4 and below
Silver	FS 4-5	1 min. 30 secs	FS 6 and below
Gold	FS 6-7	2 Minutes	Any Maneuvers
Platinum	FS 8-10	2 Minutes	Any Maneuvers

Jump and Spin: Tot- Freestyle 10

A Jump and Spin team consists of any two skaters competing in the same category level, but they do not have to be at the same test level. The category entered must be the higher of the two skater's test levels. Only the technical accuracy of the maneuver is judged, not the difficulty.

Event	Level Passed	Skater One	Skater Two
Low	Tot- Delta	2-foot hop or Bunny Hop	2-foot spin
Bronze	FS 1-3	Half Flip or Toe Loop	2-foot spin or 1-foot spin

Silver	FS 4-5	Half Loop or Axel	Sit spin or Back spin
Gold	FS 6-7	Dbl. Salchow or Dbl. Toe Loop	Layback or Flying Camel
Platinum	FS 8-10	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel-Jump-Camel-Spin

Family Spotlight

Two or more related family members only, of any age and ability, perform an entertainment-based program. Routines may be fun, entertaining, emotional, or a portrayal of characters. Costumes and props are encouraged to help illustrate the act. All participants must wear skates. There are no required elements and no technical score. Any skating maneuvers can be performed at any level. Duration: 1.5 minutes

Ensemble Team

This event is open to groups of 3 - 7 skaters of all levels and ages. Skaters will be judged on the entertainment and performance value of the program. Elaborate costumes and props are encouraged to enhance the performance. There are no required maneuvers and no technical score. Any maneuvers can be performed at any level. There is no limit on exit time for Ensemble Teams. Individual skaters may skate on more than one team as long as they are not on two teams at the same level and must be able to change costumes during ONE team performance. Duration: 3 minutes

Production Team

This category is for your entire skating team. Skaters of all ages and ability levels can participate. Production teams consist of 8 or more skaters. Teams can be divided into three categories: Small (8-14 skaters) / Medium (15-22 skaters) / Large (23-32). Performance should be a lavish creative, artistic work marked by extreme freedom of style and structure, using costumes and props to illustrate the number. All types of skating maneuvers are allowed. All participants must wear skates. Duration: 4.5 minutes

Team Compulsory: Freestyle 1- 10

A team of 6 or 7 skaters competes together on a certain level, each performing one of the six or seven required compulsory maneuvers from that corresponding freestyle level. The team must perform their program to music with all required maneuvers performed in order, as listed in the ISI Handbook. When choreographing a Team Compulsory routine, make sure each skater performing his/her required maneuver is highlighted and easily seen by the judges. Skaters are not permitted to skate below their test level registered at the ISI National Office. Any skaters may skate over the level registered (i.e., a Freestyle 3 skater may skate on a Freestyle 5 team but may not skate on a Freestyle 1 team). Individual skaters may skate on more than one team as long as they are not on two teams at the same level and must be able to change costumes during ONE team performance. Duration: 3.5 minutes.