

WHITEHORSE 2026



TECHNICAL PACKAGE **for** **FIGURE SKATING**



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Dedication

This Technical Package is dedicated to the memory of Ian Legaree. Ian served as the Technical Director of the Arctic Winter Games International Committee for more than 25 years. During that time he brought order, organization and consistency to the process of developing the Sport Technical Packages that guide the conduct of competitions at the Arctic Winter Games. Through his many hours of work and extensive technical knowledge of multiple sports, the clarity, quality, and functionality of the Sport Technical Packages improved continuously, always with the objective of improving the competition experience of all participants, while ensuring safe and fair competition. His dedication to this task has enhanced the Arctic Winter Games experience for thousands of participants, which is his lasting contribution to the Games.

1. Introduction

Technical Packages are critical guiding documents that assist Host Societies as they coordinate all sport competition (including competition formats, rules and procedures) and Mission Teams as they coordinate their teams' participation (including athlete eligibility, categories and team composition). Every Games' Host Society and Participating Unit's Mission Team, Coaches and Managers have an obligation to read and understand every aspect of the Technical Package. Should a need for clarification arise, questions should be directed through the Participating Unit's Chef de Mission for review and response by the Arctic Winter Games International Committee (AWGIC) Technical Director and Technical Coordinator.

2. Eligibility

Please refer to Appendix F for detailed eligibility rules.

3. Registering for the Games

- 3.1. All participants (athletes, coaches and chaperones) must be registered in the Arctic Winter Games electronic registration system (GEMS.pro), including registering for specific events, no later than 14 days prior to the Opening Ceremony.
- 3.2. Chefs de Mission are responsible for ensuring compliance with 3.1 by all members of their jurisdiction's delegation.
- 3.3. Changes to team rosters in the final 14 days prior to the start of the Arctic Winter Games must be made through the Host Society.
- 3.4.

4. Rules Governing Competition

- 4.1. When the Arctic Winter Games are held in Canada, this competition will be conducted under the rules of Skate Canada and the International Skating Union (ISU) valid as of January 1 of the year of the Games, except as modified by the AWGIC.
- 4.2. When the Arctic Winter Games are held in Alaska, this competition will be conducted under the rules of US Figure Skating Association and the International Skating Union (ISU) valid as of January 1 of the year of the Games, except as modified by the AWGIC.
- 4.3. See Appendix A, International Sport Federation Rules, and Appendix C, Arctic Winter Games Technical Rules for more detailed information.

5. Governing Body Sanction

- 5.1. When the Arctic Winter Games are held in Canada the competition may be sanctioned by Skate Canada and/or the International Skating Union (ISU).
- 5.2. When the Arctic Winter Games are held in Alaska the competition may be sanctioned by the US Figure Skating Association and/or the International Skating Union (ISU).
- 5.3. If this competition is sanctioned, the Host Society must advise the jurisdictions on sanctioning and any related matters that might affect their teams.

6. Participants and Age Classes

- 6.1. Each Participating Unit may enter a team comprised of a maximum of eight (8) Skaters and two (2) coaches as follows.
- 6.2. All competitors must have been born in 2013 or earlier, in order to meet the AWG International Committee's minimum age standard.
- 6.3. Competition will take place by the rating level of the competitor
 - 6.3.1. Class 1
 - 6.3.2. Class 2
 - 6.3.3. Class 3
 - 6.3.4. Class 4
- 6.4. A skater may register and compete in only one (1) Class plus the Team Event.
- 6.5. Participating Units may enter a maximum of 3 skaters in any Class to the team maximum of 8 skaters.

Class Name	Years of Birth	Athletes in Age Class Female
U18 Class 1	Born 2009 – 2013	0-3
U18 Class 2	Born 2009 – 2013	0-3
U18 Class 3	Born 2009 – 2013	0-3
U18 Class 4	Born 2009 – 2013	0-3
Total number of athletes for all classes		8
Coaches	Total of two (2) Coaches	2

- 6.6. If no female coaches are available, a female chaperone must be substituted for one of the coaches.
- 6.7. Units must ensure that coaches are screened and trained in accordance with their jurisdiction's coaching standards.

7. Competition Program

The competition program shall consist of these events. Details are included in Appendix C1 and C2.

- 7.1. Short Program
- 7.2. Freeskate Program
- 7.3. Team Event

8. Competition Schedule

- 8.1. Alterations at the discretion of the Host Society must be approved by the AWGIC. For details on the Host Society's process for developing competition schedules and their responsibilities in developing the schedule, please refer to Appendix G.

9. Equipment

- 9.1. All equipment must abide by the ISU Special Regulations and Technical Rules, Single and Pair Skating Rule 500.

10. Competition Uniform

- 10.1. All competition uniforms must abide by the ISU Special Regulations and Technical Rules, Single and Pair Skating Rule 501.

11. Scoring

- 11.1. All events will be judged under the using the Cumulative Points Calculation (CPC) Judging system as specified in the Skate Canada scoring rules.
- 11.2. Further details for individual and team event scoring are included in Appendix C .
- 11.3. It is recommended that video replay be available to assist in scoring.

12. Medals

Medals shall be awarded as follows:

Ulu Color	Class	Short Program	Free-skate	Combined	Team	Coach Receives Ulu with Team
Gold	Class 1	1	1	1	8	No
	Class 2	1	1	1		
	Class 3	1	1	1		
	Class 4	1	1	1		
Silver	Class 1	1	1	1	8	No
	Class 2	1	1	1		
	Class 3	1	1	1		
	Class 4	1	1	1		
Bronze	Class 1	1	1	1	8	No
	Class 2	1	1	1		
	Class 3	1	1	1		
	Class 4	1	1	1		

- 12.1. In the event that only a single Skater is registered in a competition category, that Skater will be eligible for medals provided they complete the required skating programs.
- 12.2. If a skater is unable to compete in an event due to medical reasons, they are eligible to compete in a subsequent event for which they are registered should the Host Society medical staff indicate - in writing to the Technical Representative - their approval for the skater to do so. Skaters must compete in both the short program and free skate to be eligible for a combined medal.

13. Major Officials

The officials listed below are recommended for AWG competition

- 13.1. Event Referee
- 13.2. Three judges who comprise the Judging Panel
- 13.3. Technical Panel comprised of
 - 13.3.1. Technical Controller
 - 13.3.2. Data Input Operator
 - 13.3.3. Video Replay Operator
 - 13.3.4. Two Technical Specialists
- 13.4. Data Specialists Panel (two members)

In order to be sanctioned by Skate Canada, the officials listed below are required

- 13.5. Event Referee
- 13.6. Three judges who comprise the Judging Panel (including the event referee)
- 13.7. Technical Panel comprised of
 - 13.7.1. Technical Controller
 - 13.7.2. Technical Specialist
- 13.8. Data Specialists Panel (two members)

14. Resolution of Field of Play Disputes

- 14.1. Arctic Winter Games policies dictate that each sport shall establish a sport specific jury to deal with protests arising from the field of play as dictated by the rules specified in section 5 of this technical package.
- 14.2. When the Arctic Winter Games are held in Canada, field of play disputes will be resolved in accordance with the rules of Skate Canada Rules of Sport / Competitions / Rule 3.14
 - 14.2.1. Protests must be made as per the Skate Canada Protest Procedure.
- 14.3. When the Arctic Winter Games are held in Alaska, field of play disputes will be resolved in accordance with the rules of the US Figure Skating Association and the International Skating Union (ISU).
- 14.4. Decisions resolved in accordance with 14.2 or 14.3 are considered final.
- 14.5. Such decisions may only be appealed to the Games Jury under these conditions:
 - 14.5.1. Failure to follow the rules as specified in the AWGIC Sport Technical Package.
 - 14.5.2. An error in fact.
 - 14.5.3. Failure to follow the dispute resolution procedures specified in the relevant International Federation and/or National Governing Body rules and/or AWGIC exceptions.
- 14.6. See Appendix B for details on the appeals process.



Appendix A

International Sport Federation Rules

Appendix A – International Sport Federation Rules

15. International Sport Federation Rules

- 15.1. Where rules of an international sport governing body exist for an Arctic Winter Games sport, the competition shall, in principle, be governed by those rules.
- 15.2. The rules of the international sport governing body will be in effect regardless of the host nation of the Arctic Winter Games.
- 15.3. Arctic Winter Games Rules Modifications
 - 15.3.1. The AWGIC, on the advice of the Technical Director and/or the Technical Committee, may adopt modifications to the international sport governing body rules to ensure safe and fair competition during the Arctic Winter Games.
 - 15.3.2. After each Games, the rules included in each sport's Technical Package will be reviewed at a Sport Technical Meeting. Any recommendations made at the Sport Technical Meeting for rules changes will be evaluated by the Technical Committee and the Technical Director.
 - 15.3.3. The Technical Committee and/or the Technical Director will make recommendations to the AWGIC for any needed changes in the rules.
- 15.4. Rules Included in the Technical Package
 - 15.4.1. Modifications to the international sport governing body rules for Arctic Winter Games competition will be included in Appendix D of each sport's technical package.
 - 15.4.2. Any rules of the international sport governing body that have not been modified for Arctic Winter Games competition shall be followed as written and will not be repeated in the sport-specific technical package.
- 15.5. Knowing and Understanding the Rules
 - 15.5.1. It is the responsibility of each jurisdiction to ensure that their coaches are familiar with the competition rules of the international sport governing body for their respective sports, and any modifications made for Arctic Winter Games Competition.
 - 15.5.2. For each AWG sport, a pre-competition meeting shall be held, attended by all coaches and all major officials to review the rules under which the competition will be conducted.



Appendix B

Games Jury and Review Board

Appendix B – Games Jury and Review Board

All field of play disputes will be resolved according to the governing rules cited in Rule 4 of this Technical Package. This Appendix deals with the appeal of any decisions arising from action on the Field of Play (FOP) which one party believes to be in contravention of proper application of those rules

16. Games Jury

16.1. Composition and of the Games Jury

The Games Jury shall include the following members:

16.1.1. AWGIC Technical Director.

16.1.2. Host Society Sport Manager.

16.1.3. All Chefs de Mission, or designees, with these exclusions:

- the Chef de Mission representing the Contingent filing the appeal;
- the Chef de Mission of the Contingent against which the appeal is being filed is excluded from the Games Jury.

16.2. Games Jury Chair and Quorum

16.2.1. The AWGIC Technical Director will chair the Games Jury.

16.2.2. A minimum of three (3) members must be present to carry out the business of the Games Jury.

16.2.3. No discussion of an appeal may occur, nor may the business before the Games Jury be conducted, without a quorum.

16.2.4. Should the Games Jury lose quorum during a proceeding, the proceeding shall be suspended until there is a quorum.

16.3. Basis for Submitting an Appeal to the Games Jury.

An appeal will be heard by the Games Jury in the following circumstances:

16.3.1. Failure to follow the Rules as specified in the AWGIC Sport Technical Package, including the failure to correctly apply the applicable International Federation and/or National Governing Body rules and/or AWGIC exceptions.

16.3.2. Failure to follow the dispute resolution procedures specified in the relevant International Federation and/or National Governing Body rules specified in Rule 4 of this Technical Package and/or AWGIC exceptions.

16.4. Who Can Submit an Appeal to the Games Jury

16.4.1. A Chef de Mission or their identified designee.

16.4.2. The Head Official of a sport.

- 16.5. Submitting an Appeal.
 - 16.5.1. An appeal must be submitted to the AWGIC Technical Director or their designee at technical@arcticwintergames.org.
 - 16.5.2. An appeal must be submitted within five hours of the Contingent receiving the decision made under the specific sport's dispute resolution process or receiving notice that the sport will not be hearing a matter.
 - 16.5.3. An appeal must be submitted using the attached form, as set out in Appendix A—this Form is also available online at: <https://xxxxx> (AWGIC Google Workspace).
 - 16.5.4. The AWGIC Technical Director or their designee will screen all appeals submitted to the Games Jury.
- 16.6. Determination of Eligibility of the Appeal to Be Heard
 - 16.6.1. The AWGIC Technical Director or their designee determines whether an appeal does or does not fall within the identified grounds under Section 16.3
 - 16.6.2. If the AWGIC Technical Director or their designee judges the appeal to fall within the identified ground under section 16.3, the appeal shall be heard.
 - 16.6.3. If the AWGIC Technical Director or their designee judges that the appeal does not fall within the identified ground under section 16.3, the appeal shall be dismissed.
 - 16.6.4. The decision of the AWGIC Technical Director or their designee to dismiss the appeal may not be reviewed or appealed.
- 16.7. Communication of Decision to Hear or Dismiss
 - 16.7.1. The AWGIC Technical Director shall inform the respective Chef de Mission of the screening decision, who will inform the individual(s) involved of the decision of the AWGIC Technical Director to hear/not hear the appeal.
 - 16.7.2. If the decision is to hear the appeal, the AWGIC Technical Director shall inform the Chef de Mission responsible for the individuals and/or team against whom the appeal has been made.
 - 16.7.3. The AWGIC Technical Director shall provide the Chef de Mission of the Respondents, if applicable, with a copy of the appeal form submitted to the Games Jury.
- 16.8. Hearing schedule:
 - 16.8.1. The Games Jury shall convene as soon as is practical.
 - 16.8.2. If the AWGIC Technical Director determines that sufficient time has passed, they may proceed with the appeal process, provided there is a quorum to do so.
 - 16.8.3. The AWGIC Technical Director may appoint AWGIC staff or designate someone to record the hearing.

16.9. Hearing and Deliberation

- 16.9.1. The Respondents may represent themselves before the Games Jury or name a representative to do so on their behalf.
- 16.9.2. Representatives may not testify (i.e., give evidence) on behalf of a Respondent.
- 16.9.3. After hearing the description and reasons for the appeal, as well as any relevant testimony and evidence related to the appeal, the Games Jury will deliberate and render a decision in writing.
- 16.9.4. In extraordinary circumstances, the Games Jury may first issue a verbal decision, with the full written decision, with reasons, to be issued as soon as possible following the verbal decision.
- 16.9.5. In making its decision, the Games Jury will have no greater authority than that of the original decision-maker. The Games Jury may decide to:
 - Reject the appeal and confirm the decision being appealed;
 - Uphold the appeal and refer the matter back to the initial decision-maker for a new decision, or;
 - Uphold the appeal and vary the decision.

16.10. Notification of Games Jury Decision

The AWGIC Technical Director will communicate Games Jury decisions to the appropriate parties, including:

- 16.10.1. To the Chef de Mission of the Respondents
- 16.10.2. To the Chef de Mission of the jurisdiction of the individual(s)/Contingent who brought the issue to the Games Jury.
- 16.10.3. The AWGIC Technical Director is the only person authorized to speak on behalf of the AWGIC to the media regarding Games Jury appeal decisions.
- 16.10.4. A summary of the decision of the Games Jury will be made publicly available on the AWGIC website. No identifying information about any individual participant(s) will be included in the summary.

17. Review Board**17.1. Review Board Process.**

- 17.1.1. Following the decision, the AWGIC Technical Director must inform the Chefs de Mission of the parties involved of the option to apply for a review of a Games Jury decision by the Review Board.
- 17.1.2. Only the individual(s) and/or teams directly affected can apply for a review of a Games Jury decision to the Review Board.
- 17.1.3. The review must be submitted to the AWGIC Technical Director in writing, stating the exact reasons for the review and emailed to technical@arcticwintergames.org.
- 17.1.4. The request for review must be submitted within five hours of receiving the Games Jury's decision.

17.2. Basis for Request for Review

- 17.2.1. A review of a Games Jury decision will be heard by the Review Board if the request for review meets at least one of the following grounds:
 - The Games Jury failed to correctly apply the applicable bylaws, rules and policies.
 - The decision of the Games Jury was unreasonable.

17.3. Composition of the Review Board.

The Review Board consists of three members.

- 17.3.1. Two AWGIC directors who are not involved in the complaint process
- 17.3.2. The Host Society President/Chair or General Manager.

17.4. Review Board Process

- 17.4.1. The Review Board will determine if there are sufficient grounds to warrant a review.
- 17.4.2. The Review Board will designate one of its members to notify the parties to the request for review of the Games Jury's decision as to whether the request will or will not be reviewed.
- 17.4.3. The Review Board may appoint AWGIC staff or designate someone to record the review process.
- 17.4.4. If the Review Board determines that there are sufficient grounds, the Review Board will conduct a review of the Games Jury's decision based on the written decision of the Games Jury, as well as any supporting written documentation submitted to the Games Jury.
- 17.4.5. The Review Board will determine whether the Games Jury's decision was reasonable, or unreasonable, and will
 - Overturn the decision or
 - Uphold the decision.
- 17.4.6. The Review Board's determination is final.



Appendix C1

Arctic Winter Games Technical Rules for Figure Skating Scale of Values- Test Qualifications-Program Requirements

Appendix C1 Test Qualifications and Program Requirements

18. Additional Information

- 18.1. Additional document/resource links will be updated when new releases are provided.
- 18.2. Any updates between the approval of this technical package and the start of the Arctic Winter Games will be published via a clarifying bulletin distributed to all jurisdictions.
- 18.3. Scale of Values
 - 18.3.1. When the Arctic Winter Games are held in Canada:
[Skate Canada Singles Scale of Values \(SOV\)](#)
 - 18.3.2. When the Arctic Winter Games are held in Alaska:
[USA Figure Skating Scale of Values \(SOV\)](#)
- 18.4. Element Codes and Levels
 - 18.4.1. When the Arctic Winter Games are held in Canada, the Technical Panel will call all jump, spin, and sequence codes and levels according to the definitions in the most recent ISU Technical Panel Handbook for Single Skating.

19. Test Qualifications

Skaters should meet the following minimum qualifications for each competition Class as of December 15, 2025. Test qualification forms must be completed in accordance with Arctic Winter Games rules.

- 19.1. Class 1 entrants have:
 - 19.1.1. Completed Skate Canada STAR 3 Elements and Program Assessments
 - 19.1.2. Completed US Figure Skating Pre-Preliminary Free Skate Test
 - 19.1.3. Completed ISI Freestyle Class 4
- 19.2. Class 2 entrants have:
 - 19.2.1. Completed Skate Canada STAR 5 Elements and Program Assessments
 - 19.2.2. Completed US Figure Skating Preliminary Free Skate Test
 - 19.2.3. Completed ISI Freestyle Class 5
- 19.3. Class 3 entrants have:
 - 19.3.1. Completed Skate Canada STAR 5 Elements and Program Assessments
 - 19.3.2. Completed US Figure Skating Preliminary Free Skate Test
 - 19.3.3. Completed ISI Freestyle Class 5

- 19.4. Class 4 entrants have:
 - 19.4.1. Completed Skate Canada STAR 5 Elements and Program Assessments
 - 19.4.2. Completed US Figure Skating Preliminary Free Skate Test
 - 19.4.3. Completed ISI Freestyle Class 5

20. Submission of Required Technical Elements in Short and Freeskate Programs

- 20.1. The required technical elements for each Class for the short and freeskate programs are provided in the listing below and are based on well-balanced program requirements.
- 20.2. Skate Canada levels of difficulty and scale of values will apply and be linked on the AWGIC and/or AWG2026 website as additional reference materials.
- 20.3. Planned program content must be submitted in advance of the competition. Sheets will be posted online and must be submitted two weeks in advance of the Games.
- 20.4. The team event compulsory requirements are listed separately in Appendix C2, Rule 29.13.

21. Class 1 -Short Program Requirements

- 21.1. Program time: 1:30 (+/- 10 seconds)
- 21.2. Maximum 6 Elements:
- 21.3. 3 Jump Elements (NO double, triple or quadruple jumps permitted)
 - 21.3.1. Single Axel 1A
 - 21.3.2. Solo Jump
 - Cannot repeat axel
 - 21.3.3. Jump Combination
 - May contain no more than 2 jumps
 - Solo jump and Axel cannot be repeated in the combination
 - Jump sequences not permitted
- 21.4. 2 Spin Elements (Max level 1)
 - 21.4.1. Solo Spin in 1 position
 - 21.4.2. Minimum 3 revolutions
 - 21.4.3. No Flying entry
 - 21.4.4. No Change of foot
 - 21.4.5. No Change of position
- 21.5. Combination Spin (CCoSp 3/3 or CoSp 5)
 - 21.5.1. Minimum 2 basic positions
 - 21.5.2. No Flying entry
 - 21.5.3. Optional change of foot
 - 21.5.4. Minimum 2 revolutions in each position
 - 21.5.5. Minimum 3 revolutions on each foot
- 21.6. Choreographic Sequence
 - 21.6.1. Max level Base

22. Class 1 -Free Program Requirements

- 22.1. Program time: 2:00 (+/- 10 seconds)
- 22.2. Maximum 8 Elements
- 22.3. 5 Jump Elements (NO double, triple or quadruple jumps permitted)
 - 22.3.1. Single Axel (1A)

- 22.3.2. 4 different jumps
 - Maximum of two (2) jump combinations
 - Jump combinations may contain no more than 2 jumps
 - Jump sequences not permitted
- 22.3.3. No jump may be included more than twice and if a jump is repeated it must be in combination
- 22.4. 2 Spin Elements (Max level 1)
 - 22.4.1. Solo Spin in 1 position
 - Minimum 3 revolutions
 - No Flying entry
 - No Change of foot
 - 22.4.2. Combination Spin (CCoSp 3/3 or CoSp 5)
 - Minimum 2 basic positions
 - No Flying entry
 - Optional change of foot
 - Minimum 2 revolutions in each position
 - Minimum 3 revolutions on each foot
- 22.5. Choreographic Sequence
 - 22.5.1. Max level Base

23. Class 2 -Short Program Requirements

- 23.1. Program time: 2:00 (+/- 10 seconds)
- 23.2. Maximum 6 Elements:
- 23.3. 3 Jump Elements (NO 2F, 2Lz, 2A, triple or quadruple jumps permitted)
 - 23.3.1. Single Axel (1A)
 - 23.3.2. Solo Jump
 - Cannot repeat Axel
 - 23.3.3. Jump Combination
 - May contain no more than 2 jumps
 - Solo jump and Axel cannot be repeated in the combination
 - Jump sequences not permitted
 - Single/Single, Single/Double, or Double/Single Only
- 23.4. 2 Spin Elements (Max level 2)
 - 23.4.1. Solo Spin in 1 position
 - Minimum 4 revolutions
 - No Flying entry
 - No Change of foot
 - No change of position
 - 23.4.2. Combination Spin (CCoSp 3/3 or CoSp 5)
 - Minimum 2 basic positions
 - No Flying entry
 - Optional change of foot
 - Minimum 2 revolutions in each position
 - Minimum 3 revolutions on each foot
- 23.5. Choreographic Sequence
 - 23.5.1. Max level Base

24. Class 2 -Free Program Requirements

- 24.1. Free Program – Program time: 2:30 (+/- 10 seconds)
- 24.2. Maximum 8 Elements:
- 24.3. 5 Jump Elements (NO 2F, 2Lz, 2A, triple or quadruple jumps permitted)
 - 24.3.1. Single Axel (1A)
 - 24.3.2. 4 different jumps
 - Maximum of two (2) jump combinations
 - Jump combinations may contain no more than 2 jumps
 - Jump sequences not permitted
 - No jump may be included more than twice and if a jump is repeated it must be in combination
- 24.4. 2 Spin Elements (Max Level 2)
 - 24.4.1. Solo Spin in 1 position
 - Minimum 4 revolutions
 - No Flying entry
 - No Change of foot
 - 24.4.2. Combination Spin (CCoSp 3/3 or CoSp 5)
 - Minimum 2 basic positions
 - No Flying entry
 - Optional change of foot
 - Minimum 2 revolutions in each position
 - Minimum 3 revolutions on each foot
- 24.5. Choreographic Sequence
 - 24.5.1. Max level Base

25. Class 3 -Short Program Requirements

- 25.1. Program time: 2:30 (+/- 10 seconds)
- 25.2. Maximum 6 Elements:
- 25.3. 3 Jump Elements (NO double Axel, triple or quadruple jumps permitted)
 - 25.3.1. Single Axel (1A)
 - 25.3.2. Solo Double Jump
 - 25.3.3. Jump Combination
 - May contain no more than 2 jumps
 - Solo jump and Axel cannot be repeated in the combination
 - Jump sequences not permitted
 - Single/Double, Double/Single, Double/Double Only
- 25.4. 2 Spin Elements (Max level 3)
 - 25.4.1. Layback/Sideways Leaning or Sit or Camel Spin
 - Minimum 6 revolutions
 - No flying entry
 - No change of foot
 - No change of position
 - 25.4.2. Combination Spin (CCoSp 4/4)
 - Must have a minimum of 4 revolutions on each foot
 - Must include all 3 basic positions for full value
 - Must include one change of foot max

- No Flying Entry
- 25.5. Step Sequence (Max level 3)
 - 25.5.1. Must utilize the full ice surface

26. Class 3 -Free Program Requirements

- 26.1. Program time: 3:00 (+/- 10 seconds)
- 26.2. Maximum 10 Elements:
- 26.3. 6 Jump Elements (NO double Axel, triple or quadruple jumps permitted)
 - 26.3.1. Single Axel (1A)
 - 26.3.2. 5 different jumps
 - Maximum of two (2) jump combinations
 - Jump combinations may contain no more than 2 jumps
 - Jump sequences not permitted
 - No jump may be included more than twice and if a jump is repeated it must be in combination
- 26.4. 2 Spin Elements (Max level 3)
 - 26.4.1. Flying spin
 - Must have only one basic position
 - Minimum 5 revolutions
 - Change of foot not permitted
 - 26.4.2. Combination Spin (CCoSp 4/4 or CoSp 8)
 - Change of foot optional
 - Must include all 3 basic positions for full value
 - Minimum 8 revolutions
 - Minimum 2 revolutions in each position
 - Flying entry not permitted
 - 26.4.3. Spin of any nature
 - Minimum 6 revolutions
 - Flying entry optional
 - Change of foot optional
 - Cannot repeat spin code
- 26.5. Step Sequence (Max level 3)
 - 26.5.1. Must fully utilize the ice surface

27. Class 4 -Short Program Requirements

- 27.1. Program time: 2:30 (+/- 10 seconds)
- 27.2. Maximum 6 Elements:
- 27.3. 3 Jump Elements (NO triple or quadruple jumps permitted)
 - 27.3.1. Single or double Axel (1A or 2A)
 - 27.3.2. Solo Double Jump
 - Cannot repeat Axel
 - 27.3.3. Jump Combination
 - May contain no more than two jumps or two jump combination
 - Jump sequences not permitted
 - Solo jump and Axel may not be repeated in the combination
 - Must be Double/Double

- 27.4. 2 Spin Elements (Max level 4)
 - 27.4.1. Solo Spin 9 (LSp, SSp, CSP)
 - Minimum 6 revolutions
 - No Flying entry
 - No Change of position
 - No Change of foot
 - 27.4.2. Combination Spin (CCoSp 4/4)
 - Must include one change of foot max
 - Minimum 4 revolutions on each foot
 - Minimum 2 revolutions in each position
 - Must include all 3 basic positions for full value
 - No Flying entry
- 27.5. Step Sequence (Max level 4)
 - 27.5.1. Must utilize the full ice surface

28. Class 4 -Free Program Requirements

- 28.1. Program time: 3:30 (+/- 10 seconds)
- 28.2. Maximum 11 Elements
- 28.3. 7 Jump Elements (NO triple or quadruple jumps permitted)
 - 28.3.1. Single or Double Axel
 - 28.3.2. Max 3 jump combinations
 - 1 may be a jump sequence
 - Other combinations may have only 2 jumps
 - 28.3.3. At least three different double jumps. If three different double jumps are not attempted the final jump element will be invalidated
 - 28.3.4. No jump may be included more than twice and if a jump is repeated it must be in combination or sequence
 - 28.3.5. Triple jumps are not permitted
- 28.4. 3 Spin Elements (Max level 4)
 - 28.4.1. ALL spins must be of a different character/nature
 - 28.4.2. Flying spin
 - Must have only one basic position
 - Minimum 6 revolutions
 - No Change of foot
 - 28.4.3. Combination Spin (CCoSp 4/4)
 - Must include a change of foot
 - Minimum 8 revolutions (4 on each foot)
 - Must include all 3 basic positions for full value
 - Flying entry not permitted
 - 28.4.4. Spin of any nature
 - Minimum 6 revolutions
 - Flying entry optional
 - Change of foot optional
 - Cannot repeat spin code
- 28.5. Step Sequence (Max level 4)
 - 28.5.1. Must utilize the full ice surface



Appendix C2

Arctic Winter Games Technical Rules for Figure Skating Team Event-Music-Exhibition

Appendix C2 –Team Event, Music, Exhibition

29. Team Event

- 29.1. All teams, regardless of composition, will be eligible for a medal.
- 29.2. All Teams will be on the ice during the competition. Coaches may or may not be allowed on the ice dependent on the venue.
- 29.3. The Technical Representative (or a designated official) and the Chief Data Specialist will draw for the skating order of the elements and the teams at the pre-competition meeting.
- 29.4. This order will be followed for the skating of each element. All teams must execute an element before the competition progresses to the next element.
- 29.5. Each Skater will execute one element from the following list. Each element will be executed twice and a mark awarded to the best execution.
- 29.6. The technical panel will identify the performed element and the Level of Difficulty (if applicable) and the judges will award a Grade of Execution (GOE).
- 29.7. A mean will be calculated for each element and the score for all elements will be summed.
- 29.8. The team with the highest score will be awarded first place, the second highest ranked team will be awarded second place and so on.
- 29.9. Team coaches will determine which element each team member will perform. Lists must be submitted to the referee at the pre-competition meeting.
- 29.10. In the event that a team has less than eight (8) Skaters, a member from the same Unit may compete in more than one (1) element to a maximum of four (4) Skaters completing two (2) elements each.
- 29.11. Units with less than 8 skaters and without skaters competing in every Level, may make a request to the Technical Advisor for skaters from other Units to join their team. The number of skaters that may be added to a team will be the number required to make up a full team of 8 skaters. The addition of skaters from other Units should be from the list of skaters who are competing in Levels for which the recipient Unit has no skaters.
- 29.12. All other Units will have the option of sharing Skaters. The Skaters will be decided at the pre-Competition meeting and names will be submitted before the close of the meeting. The Skaters whose names are drawn may also compete for their own Unit.

29.13. A team **must complete all** eight elements:

JUMPS	SPIN (MAX Level 4)	STEP SEQUENCE (MAX Level 4)
Single Axel	Solo Spin -Minimum 3 revolutions -No Flying Entry -No change of foot or position	Step Sequence -Must utilize the full ice surface -Listed jumps may not be included
Double/Double Jump Combination	Combination Spin with Change of foot (CCoSp 4/4) -Minimum 2 basic positions -Minimum 8 revolutions -Minimum 4 revolutions per foot -Minimum 2 revolutions per position	
Any Solo Double Jump	Combination Spin without change of foot (CoSp 6) -Minimum 2 basic positions -Minimum 6 revolutions -Minimum 2 revolutions per position	
3 Jump Sequence (must include axel, may not repeat jump)		

30. Music

- 30.1. All music used must be in the public domain or covered by the performing rights societies. Skaters who have music composed specifically for their programs either wholly or in part, are responsible for obtaining a written release from the composer for the use of such music on radio and/or television or appropriate clearance from the performing rights societies.
- 30.2. The mp3 format is the only music format accepted
- 30.3. Each skater will be required to carry a copy of their music USB rinkside as a backup.
- 30.4. Cellphones, iPods or other music storage devices will not be accepted for use.
- 30.5. Each USB device must contain the music for only one skater and only one of that skater's programs
- 30.6. Each USB on which music is stored must be labeled as follows:
 - 30.6.1. Skater's first and last names
 - 30.6.2. Category name and home club
 - 30.6.3. USB device must be stored in a Ziploc bag
 - 30.6.4. The Ziploc bag must be labeled as noted above in permanent marker
- 30.7. Skaters are responsible for the recovery of their own music at the completion of the event. The Arctic Winter Games will accept no responsibility against damage but will take every precaution to safeguard each USB/CD.
- 30.8. Each Skater will load or email an mp3 of both their short program music and free program music to the web site no later than 3 weeks before the start of the competition.

31. Exhibition

- 31.1. A Figure Skating Exhibition will be held on the final day of competition and is open to all competitors. Overall gold medal winners (combined results from the short and long programs) will skate an exhibition at the final ceremony for Figure Skating. Skaters shall choose their Short program, Freeskate program or a prepared exhibition program (the exhibition program cannot exceed the Freeskate times for their respective event).

- 31.2. In order to enhance the cultural experience at the games, Skaters in each competitive level will work with their fellow Skaters within their level to develop a group number that will be presented with the exhibition Skaters (gold medal winners) that accompany the final ceremony for Figure Skating. All Skaters in all levels will participate in a closing “Finale” to close the Figure Skating events at the Arctic Winter Games.
- 31.3. Music will be provided by the Host Society (for group and finale numbers only) and pairs or teams of coaches will be assigned to assist each group in preparing for the final event. The coaches will be assigned at the opening meeting for figure skating. Coaches and Skaters are expected to work on choreography during the week of the Games.
- 31.4. A schedule of practices (off ice and on ice) will be provided at the opening meeting for figure skating
- 31.5. The team outfit (i.e.: jackets, costumes/dresses, team uniform) will be used for the group number unless the Skater has been awarded a gold medal (they would use their competition uniform throughout the exhibition).
- 31.6. No medals are awarded for this exhibition.



Appendix D

Age Class Naming Convention

Appendix D – Age Class Naming Convention

101. Age Class Naming Convention

Arctic Winter Games age classes are named according to this formula:

“U” followed by a number equal to 1 plus the age in years, on December 31 of the calendar year prior to the Games, of an athlete born in the earliest year of eligibility for that class

Example: oldest year of birth for class “x” = 2007

Age of a person born in 2007 on December 31, 2025 = 18 years old

$1 + 18 = 19$

“U” + “19” = Age class name is U19.

Appendix E

Ties Within the Medal-Winning Positions

Appendix E – Ties Within the Medal-Winning Positions

201. Ties Within the First Three Places

In the case of ties for medal-winning positions, two medals will be awarded for that position, and no medals awarded for the next position.

201.1. In the case of a tie for the Gold Ulu, no Silver ulu will be awarded.

201.2. In the case of a tie for the Silver Ulu, no Bronze ulu will be awarded.

201.3. In the case of a tie for the Bronze Ulu, two Bronze ulus will be awarded.



Appendix F

Eligibility and Age Requirements

Appendix F – Eligibility and Age Requirements

Preamble:

The Arctic Winter Games combine athletic competition, cultural exchange and social interaction among northern contingents. Arctic Winter Games athletic competitions feature sports that enjoy worldwide popularity and sports unique to the north. The AWG Cultural Program offers opportunities for northern artists to perform on a larger stage to diverse audiences. The Arctic Winter Games International Committee is responsible for providing direction and guidance to contingents to ensure meaningful competition and a diverse cultural program in the Arctic Winter Games Program.

Purpose: This policy provides direction and guidance to the participating contingents when selecting athletes and cultural participants for their teams.

To be eligible to compete in the Arctic Winter Games, an athlete shall:

301. Be a "Developing Athlete"
 - 301.1. A Developing Athlete is one who has not represented one's nation in international competition (outside of an Arctic Winter Games) in the sport they are competing in.
 - 301.1.1. An athlete who has competed for one's club in international competition (not representing one's nation) is considered a developing athlete;
 - 301.1.2. An athlete who is a member of one's national team, but has not represented one's nation in international competition is considered a developing athlete.
302. To be eligible to participate in the Arctic Winter Games, a Contingent Cultural performer shall comply with the eligibility requirements included in the current Cultural Technical Package.
303. To be eligible to participate in the Arctic Winter Games, all Contingent Athletes and Cultural performers shall:
 - 303.1. be a resident of Yukon, Northwest Territories, Alberta North (north of 55 degrees), Greenland, Alaska, Nunavut or any other participating Contingent/Guest Contingent approved by the Arctic Winter Games International Committee (AWGIC). Current approved Guest Contingents are Nunavik (Quebec, Canada), Yamal-Nenets (Russia)*, Sapmi (Finland/Norway/Sweden);
 - 303.2. have been a continuous resident of the participating Contingent for six (6) months prior to the opening day of the Games;
 - 303.3. comply with all other Arctic Winter Games rules and regulations as outlined in the Arctic Winter Games Staging Manual, Arctic Winter Games Technical Packages or other publications issued by the Arctic Winter Games International Committee;
 - 303.4. comply with all rules and regulations of their Contingent.

304. Residency
- 304.1. 'Resident' means a person who makes their permanent home in a jurisdiction and includes someone who may be temporarily absent from the jurisdiction but who maintains a close connection with the jurisdiction and has the intention of returning to the jurisdiction after a temporary absence. An individual leaving a jurisdiction with no intention of returning continues to be considered a resident of that jurisdiction up to 90 days after leaving and may participate if the first day of the Games falls within that 90-day period.
- 304.2. An individual who is a resident of a jurisdiction not eligible to compete at the Games; but who lives in a participating jurisdiction as a student, or who is there on a temporary work visa, or who is otherwise temporarily living in a participating jurisdiction; is not considered a resident of the participating jurisdiction and is therefore ineligible to compete in the Arctic Winter Games.
305. Jurisdictional Residency Standards
Individual Contingents may impose additional requirements for eligibility for their team provided they do not contravene the intent of the AWG International Committee policies.
306. Minimum Age Requirement
All participants must have reached the age of 12 as of the December 31 immediately preceding the Arctic Winter Games in which they will participate.
307. Minimum Age Waiver
- 307.1. Applications for exceptions to the minimum age rule must be submitted by the Chef de Mission to the Technical Director not less than 30 days prior to the Opening Ceremony of the Games
- 307.2. Applications must be submitted on the form provided ([URL HERE](#))
308. Aging Up
- 308.1. If a participant wishes to compete in an older age group, the Chef de Mission submit an application to the Technical Director not less than 30 days prior to the Opening Ceremony of the Games
- 308.2. Applications must be submitted on the form provided ([URL HERE](#))

Yamal Suspension

* The Arctic Winter Games International Committee has suspended Yamal, Russia, with immediate effect, following the attacks unfolding in Ukraine in a March 1, 2022 decision.



Appendix G

Schedule Development Process

Appendix G – Schedule Development Process

- 401. Master Sport Schedule
 - 401.1. First Draft

The Host Society shall distribute a first draft of the Master Sport Schedule - a detailed multi-sport schedule, including: competitions, practices/training, pre-Games Coach/Manager meetings and all technical meetings - to the AWGIC and each Participating Unit's Chef de Mission for review no later than 1 year (12 months) prior to the commencement of the Games (Opening Ceremony).
 - 401.2. Final Schedule

The Master Sport Schedule becomes “final” three (3) months prior to the commencement of the Games, unless otherwise approved by the AWGIC.

 - 401.2.1. A final review and approval of the Master Sport Schedule must be conducted by the AWGIC Technical Director prior to being considered “final”.
 - 401.2.2. The Master Sport Schedule is developed by the Host Society in consultation with the Sport Vice President, Sport Chairs and the AWGIC as required.
 - 401.2.3. The sport schedule is developed using the Sport Technical Packages and by reviewing the sport schedules from previous Games.
- 402. Host Society is required to:
 - 402.1. Create a process for stakeholders to provide input and request changes to the schedule;
 - 402.2. Revise and update the Master Sport Schedule, redistributing updated versions as required on an ongoing basis between 12 months pre-Games and the end of the Games;
 - 402.3. Refer to the AWGIC Staging Manual to view approved sport schedule templates.
- 403. Host Society must do their best to:
 - 403.1. Refrain from scheduling any competition or practice/training within three (3) hours of the beginning of the Opening Ceremony;
 - 403.2. Respect the timing required for participant feeding, transportation and marshaling for opening and closing ceremonies;
 - 403.3. Ensure that practice/training during the first day of the Games reflects the travel realities of Participating Units (e.g., Units with the least amount of travel should be scheduled to practice/train and/or compete first upon arrival in the Host jurisdiction, where Units with the most travel should practice/train and/or compete last).