

# INDONESIA ICE SKATING OPEN 2018 @ BINTARO JAYA

## EVENT LIST

### FIGURE SKATING

Please refer the 2016 edition of the ISI Handbook for complete event details.

#### Individual & Partner Events (MUSICAL):

- Artistic 1-10
- Couple 1-10 (Similar & Mixed)
- Couple Spotlight (Low / Medium / Intermediate / High)
  - Character / Dramatic / Light Entertainment
- Solo Spotlight (All Level)
  - Character / Dramatic / Light Entertainment
- Footwork 1-10
- Freestyle 1-10
- Interpretive 1-10
- Team Compulsory 1-10
- Open Freestyle
  - Bronze / Silver / Gold / Platinum
  - Short Gold / Short Platinum
- Ice Dance 1-10
- Partner Dance 1-10 (Similar / Mix / Pro Partner)
- Free Dance 1-10
- Pair 1-10
- Pre-Alpha – Delta
- Rhythmic Skating (Freestyle levels only)
  - Ball
  - Hoop
  - Ribbon

#### Individual & Partner Events (NON MUSICAL):

- Figure 1-10
  - Regular
  - Creative
  - Free
- Solo Dance 1-10
- Jump & Spin Team (All Level)
  - Low / Medium / Intermediate / High / Elite
- Solo Compulsories (Pre-Alpha – Freestyle 10)
- Solo Surprise (Pre-Alpha – Freestyle 10)
- Stroking (Alpha – Delta levels only)

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### Team Events:

- Pattern Team
- Production Team
- Synchronized Dance Team
- Synchronized Formation Compulsories
- Synchronized Formation Team
- Synchronized Skating Compulsories
- Synchronized Skating Team
- Team Surprise
- Kaleidoskate Team
- Ensemble Team
- Family Spotlight
- Freestyle Synchro Team 1-10
- Team Compulsory 1-10

### SPEED SKATING

You could use figure skating, ice hockey, or short track skate.

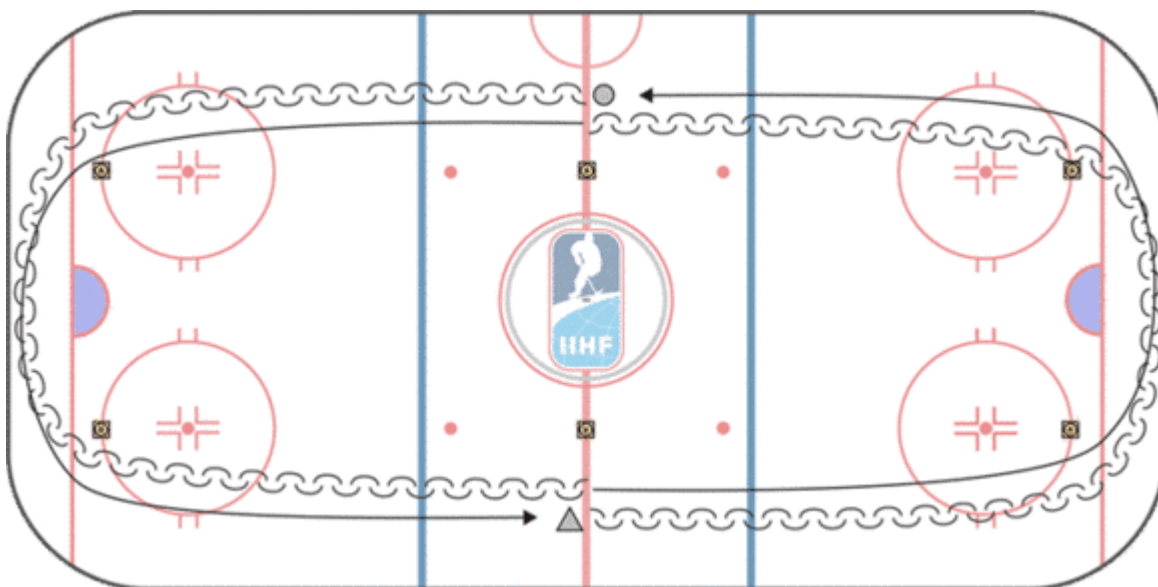
- **Masters Division** (age 30 and above)
  - 500m, 777m, and 1000m
- **Senior Division** (age 15 and above)
  - 500m, 1000m, and 1500m
- **Junior A Division** (age 17-18 years)
  - 500m, 1000m, and 1500m
- **Junior B Division** (age 15-16 years)
  - 500m, 1000m, and 1500m
- **Junior C Division** (age 13-14 years)
  - 333m, 500m, 1000m
- **Junior D Division** (age 11-12 years)
  - 333m, 500m, 1000m
- **Novice Division** (age 10 and below)
  - 222m, 333m, and 400m

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### ICE HOCKEY

#### ▪ Fastest Lap

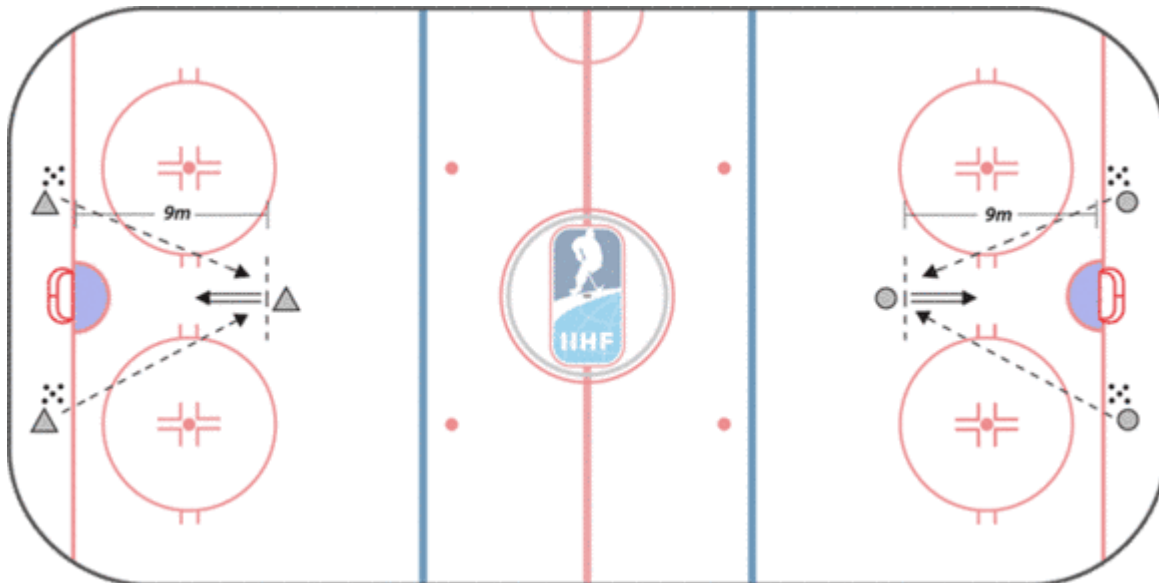


- Cubes are placed over the Skill Game 1 dots on the ice
- Players will start from the start/finish line on both sides of the rink
- Players must start behind the start/finish line
- The first pair of players will be called to the start line
- The two (2) players will skate at the same time
- The game begins on the whistle
- The players will begin skating backwards in a counter-clockwise direction
- When the player has completed half a lap they will pivot from backwards to forwards
- The pivot must be performed inside the transition zone (after the centre red line and before the far blue line)
- The time will stop once any part of the player's body (not including stick) crosses the start/finish line from which they started

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### ▪ Shooting Accuracy

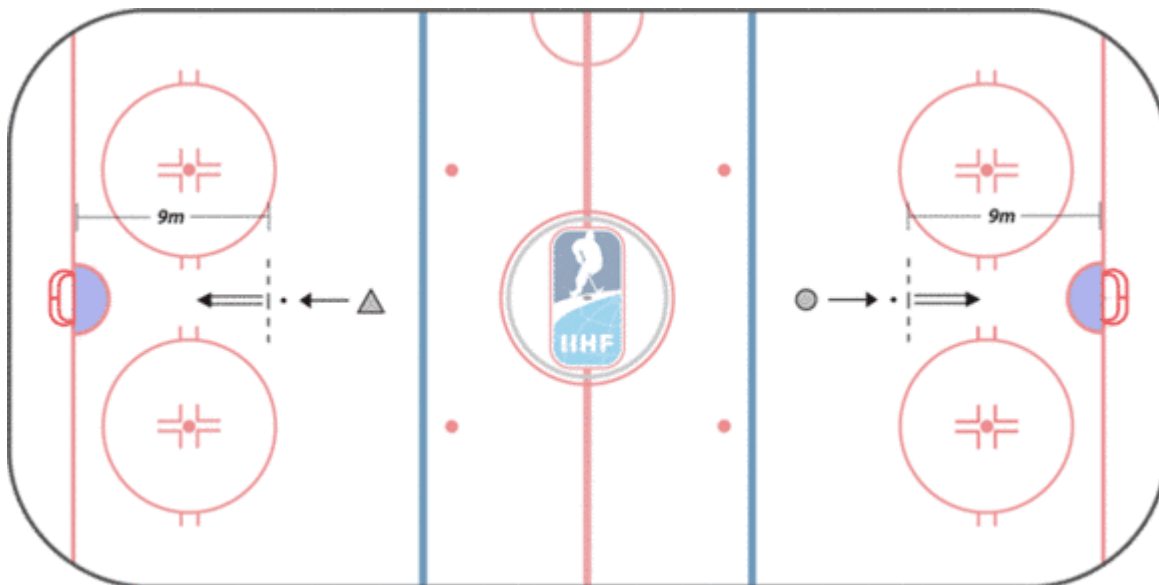


- Use spray paint to draw a line connecting the 3, Skill Game 2/4, dots on the ice
- Cubes are placed on the ends of the line to form the shooting line
- One set of 4 breakable targets are placed into each the net, 1 target per corner
- The shooter is positioned behind the shooting line
- One (1) passers (coaches) are positioned behind the goal line 5 metres to either side of the net with pucks
- This game is timed with a limit of 30 seconds
- The first pair of players will be called to the shooting line
- Two (2) players will shoot at the same time
- The game begins on the whistle
- The passers will pass the pucks alternatively to the shooter
- The shooter receives the passes one at a time and shoots at the targets
- The shooter that hits all four targets in the shortest time is the winner

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## EVENT LIST

### ▪ Hardest Shot

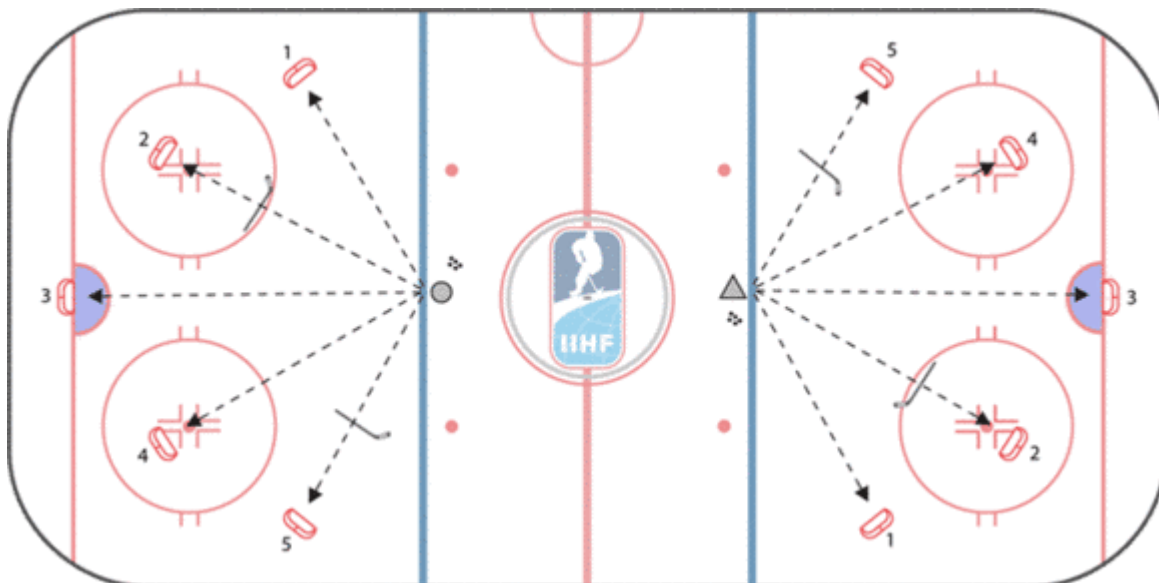


- Cubes are placed on the ends of the line to form the shooting line
- The radar/speed gun is placed to measure the speed of all the players' shots
- The exact placement radar/speed gun is undetermined at the moment
- Group of pucks located on the Blue Line
- One puck is placed behind the shooting line
- Two players compete head to head at each end of the ice
- One player at a time shoots the stationary puck from the shooting line
- Each player attempts 3 shots
- The player can skate towards the puck before shooting
- They must skate from inside the near blue line
- All shots must hit the net to count
- Both shots are registered by radar in kilometers per hour
- The fastest registered shot of two (2) attempts will be counted
- The player with the fastest recorded shot wins

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### ▪ Passing Precision

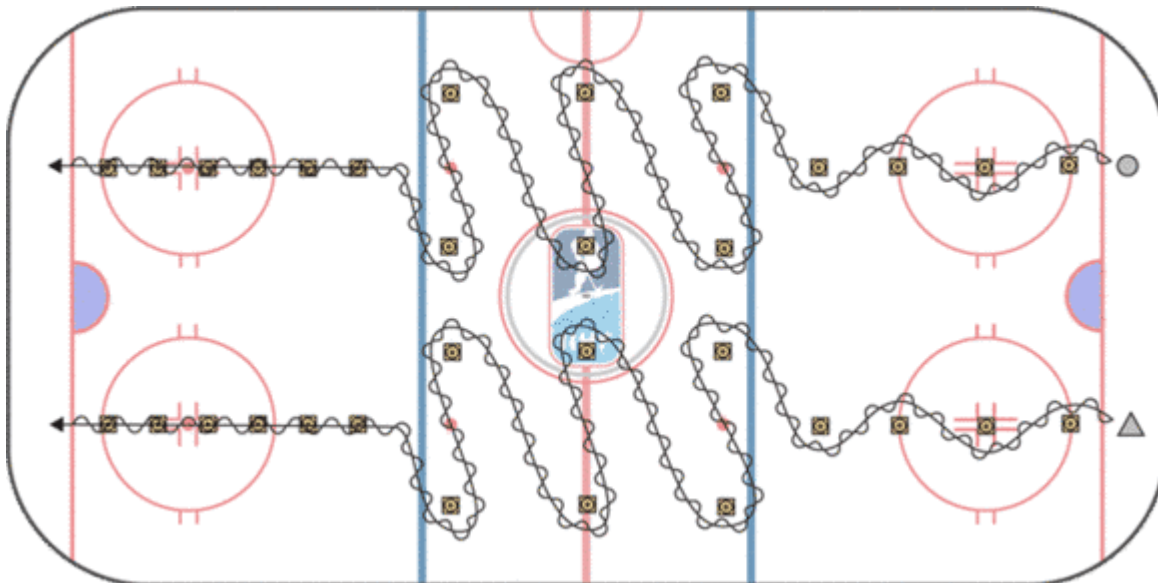


- 5 targets, are placed over the, Skill Game 5, dots on the ice
- An obstacle (hockey stick) is placed on the ice, over the game 5 dots, between the passer targets 2 and 5
- Pucks are behind the blue line in the center of the ice
- The blue line marks the passing line
- This game is a limited timed game of 30 seconds and starts on the horn
- The passer stands behind the passing line
- The passer has to hit each of the targets in order 1 to 5
- The passer must successfully hit a target before moving to the next
- At target 2 and 5 the passes must go over the obstacle (hockey stick)
- The game continues until one players hits all 5 targets
- The passer that hits all 5 targets in the shortest time is the winner
- If time limit is passed the number of targets and passes will count

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## EVENT LIST

### ▪ Puck Control



- Cubes (32) are placed over the, Skills Game 6 dots, on the ice
- The goal line at one end of the ice marks the start line
- The goal line at the opposite end of the ice is the finish line
- Players will start the start line
- This game is timed
- Both players begin with their feet behind the start line
- The game begins on the horn
- The player skates straight forward with the puck towards the line of 4 cubes
- The player skates through the 4 cubes in a slalom pattern
- In the Neutral Zone the player goes to the one cube of the first pair
- The player weaves through the 3 pairs of cubes
- After the last pair of pylons, the player skates forward to the 5 stickhandling obstacles
  - While straddling the stickhandling obstacles the player stickhandles the puck through all 5
- The players then skate across the finish line to complete the game

### ▪ Shootout

Shootout starts from center line. If its goal, +1 for player and -1 for goalie. Each player will have 3 chances, depends on how many goalie will join the event. The more goalies, the more chance for player. Player will have shootout with different goalie.