

# INDONESIA ICE SKATING OPEN 2018 @ BINTARO JAYA

## EVENT DESCRIPTIONS

General information is list below for each event to be offered at “Indonesia Ice Skating Open 2018 @ Bintaro Jaya”. Please refer to the 2016 edition of ISI Handbook for more complete event details and performance guidelines.

### **ARTISTIC SOLO 1-10**

Skaters perform a program to music with emphasis on strong edges, flow, choreography, innovative moves and musical interpretation. There is no score for technical ability in this event.

Levels	Maneuver Limitations	Duration
Freestyle 1-3	Bronze FS4 and below	1.5 min
Freestyle 4-5	Silver FS6 and below	1.5 min
Freestyle 6-10 / Gold / Platinum	any maneuvers	2 mins

### **COUPLES 1-10 – Similar / Mixed**

Two skaters perform their routine to music that requires maneuvers from their current Couples test level. This event is like a Freestyle skating program by two skaters in unison. Both skaters must pass the required Couples Test to compete in this event.

### **COUPLES SPOTLIGHT – Low/Medium/Intermediate/High**

Two skaters as a team performing a spotlight routine that is entertaining using costumes and props according to their highest category level. Couples will be divided into Character / Dramatic / Light Entertainment categories.

Categories	Levels	Maneuver Limitations	Duration
Low	Tot & Pre-Alpha – Delta	FS1 and below	1 min
Medium	Freestyle 1-3 / Bronze	FS4 and below	1.5 min
Intermediate	Freestyle 4-5 / Silver	FS6 and below	1.5 min
High	FS 6-10/Gold/ Platinum	any maneuvers	2 mins

## ***DANCE 1-10 – Solo & Partner Dance***

This is the skater's version of Ballroom Dancing. Test levels begin with basic steps and patterns, and then advance to a high performance level. Ice Dancing can be enjoyed at any age or level. All skaters must pass the required dance tests to compete in these events. Skaters are no longer required to pass the Delta test to participate in Ice Dance events.

All dancers can choose to compete in any or all dances from their highest completed test level. A separate event entry fee is required for each dance selected. The Professionals do not need to pay any entry fees for that event and they will not receive any medal for Pro Partner dance event participation.

## ***ENSEMBLE***

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and no technical score for this event. The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 minutes

## ***FAMILY SPOTLIGHT (All Levels)***

Two or more family members can perform an entertaining spotlight routine using costumes & props. The event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes

## ***FIGURES 1-10***

Regular figures are based on the original "school" figure eights. Skaters perform a required figure patterns 3 times on each foot. Judging is based on the size & shape of the circles, cleanliness of edges & pattern. All skaters must pass the required figure test to compete in these events.

Please refer to the 2014 ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

## FIGURE SELECTIONS:

Fig. 1 – Forward Inside Eight

Fig. 2 – Forward Outside Three to Center

Fig. 3 – Backward Inside Eight

Fig. 4 – Forward Inside Loop

Fig. 5 – Right Forward Inside Bracket

Fig. 6 – Right Forward Outside Change Loop

Fig. 7 – Right Forward Outside Paragraph Three

Fig. 8 – Left Forward Inside Rocker

Fig. 9 – Right Backward Outside Paragraph

Double Three

Fig. 10 – The Flower

## **FOOTWORK 1-10**

Skaters perform a one-minute program to music using various turns and connecting steps with limited jumps or spins. Skaters are judged on correct turns & edges as well as flow, variety of moves and choreography. Duration: 1 minute.

## **FREESTYLE 1-10**

A program performed to music with emphasis on the required test level maneuvers from the skater's current Freestyle level. Various skills are required, depending on the test level. All skaters must pass freestyle test level to compete in this event.

## **FREESTYLE SYNCHRO TEAM 1-10**

Three to seven skaters from the same Freestyle level perform the same identical Freestyle program in unison. All test level requirements must be included. All skaters must have passed the same freestyle test level to compete in this event. Skaters cannot skate above or below their freestyle test level.

## **INTERPRETIVE 1-10 (Freestyle Levels Only)**

Freestyle skaters will hear a piece of music once before the warm-up; twice during the group warm-up; and once more before competing while they mentally choreograph a skating routine – with no help from friends, parents or coaches. The emphasis is on the skater's ability to choreograph an entertaining skating routine to music and not on the difficulty of the skating maneuvers performed.

Forward spirals are allowed at all levels, but NO BACKWARD SPIRALS are allowed in this event at any level for the safety of all competitors.

Levels	Maneuver Limitations	Duration
Freestyle 1-3	Bronze FS4 and below	1 min
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-10 / Gold / Platinum	Any maneuvers	1.5 min

### ***JUMP & SPIN – Low/Medium/Intermediate/High/Elite***

Two skaters enter the ice as a team according to their highest category level. The first skater performs their choice of a required jump 2 times, followed by the second skater performing their choice of a required spin 2 times. Only the best attempt of each required element will be judged. Only the technical accuracy of the required element is judged – the difficulty of the chosen element is not considered during judging for this event.

ALL JUMP & SPIN EVENTS will be done on 1/2 and only Jump & Spin High and Elite will be done in FULL ICE.

#### Category Levels:

Low	Both skaters must be in PA to Delta levels only.
Medium	Both skaters must be in FS 1-3/Bronze or below.
Intermediate	Both skaters must be in FS 4-5/Silver or below.
High	Both skaters must be in FS 6-10/Gold/Platinum or below.
Elite	Both skaters must be in FS 8-10/Gold/Platinum or below.

#### Required Elements:

Levels	Jump	Spin
Low	2-Foot Hop or Bunny Hop	2-Foot Spin
Medium	½ Flip or Toe Loop	2-Foot or 1-Foot Spin
Intermediate	½ Loop or Axel	Sit Spin or Back Spin
High	DbL. Salchow or DbL. Loop	Flying Camel/Flying Sit
Elite	DbL. DbL. Alex or Triple Edge Jump	Flying Camel into Jump Sit or Deathdrop

## **KALEIDOSKATE (All levels)**

A group of 8 or more skaters perform a fun and entertaining group number. Minimal skating skills are required for this event. Each skater represents a speck of color – and those color pieces are choreographed to create constantly changing patterns, design, and formation on the ice. Creativity, use of color and props are also an important part of the overall “design”.

## **OPEN FREESTYLE – Bronze/Silver/Gold/Platinum**

There are no required maneuvers for the new Open Freestyle events, but all skaters and coaches should carefully check the maneuver limitation for the Bronze, Silver, & Gold levels. The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers, etc. Skaters who have passes the traditional ISI Freestyle 1-10 test are not required to take any additional test to compete at equivalent level of Open Freestyle events.

Event	Level of Skaters	Maneuver Limitations	Duration
Open Bronze	FS 1-3	FS3 and below	2 min
Open Silver	FS 4-5	FS5 and below	2 min
Open Gold	FS 6-7	FS7 and below	3 min
(NEW) Open Gold Short	FS 6-7	FS7 and below	2 min
Open Platinum	FS 8-10	any maneuvers	4.5 min
(NEW) Open Platinum Short	FS 8-10	any maneuvers	3 min

Judging criteria for Open Freestyle events includes: Correctness, Variety of Moves, Music Interpretation, Posture, Choreography & Pattern, Presentation, Duration and General Overall (by all 3 judges). Please refer to the 2014 ISI Handbook for more complete level details.

### ***PAIR 1-10***

Together two skaters perform a choreographed routine to music. This program should include all the required maneuvers from their current Pair test level. The event is similar to Couples. However, unlike Couples, Pairs includes pair lifts and pair spins. Both skaters must pass the required Pair Test to compete in this event.

### ***PATTERN SKATING (Delta level and above)***

This unique form of group skating is done by at least 4 people. Working off a common circle, skaters “draw” patterns, formation, and design on the ice to music. The skaters skate in unison, all doing the same thing at the same time, each in their own area of the pattern. All kinds of maneuvers can be performed i.e. jumps/spins/footwork/spirals/etc. as long the circular symmetry is predominantly evident throughout the routine.

### ***PRE ALPHA – DELTA SOLO***

Skater performs a one-minute program routine to music that emphasizes the required test level maneuvers from Pre-Alpha through Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the Pre-Alpha – Delta test to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program.

### ***PRODUCTION TEAM (All Levels)***

This team event is for groups of 8 or more skaters. Team will be judged on the performance value of the program. There are no required maneuvers and no technical score for this event. The group should use music along with elaborate costumes and props to enhance the theme while creating an entertaining performance. Skaters from all levels can participate in this event. Event entries will be divided in to Small / Medium / Large / Extravaganza categories, as registration warrants.

## RHYTHMIC SKATING

This new entertaining event requires the use of one hand-held prop listed below. The program should contain elements that employ the use of the prop throughout the routine. The skater must maintain control of the prop at all times throughout the program. It can be thrown, bounced or juggled but control should be maintained. Props of the same kind (i.e. Ball / Hoop / Ribbon) will be grouped together and will not combine for competition event groups.

The skater chooses one Rhythmic prop per routine (ball, hoop, or ribbon) and must maintain control of the prop at all the times throughout the program. This means the prop must be used by the skater throughout the routine. It can be thrown, bounced or juggled but control should be maintained.

**The prop should not be put down on the ice while the skater does jumps & spins.** No additional props are permitted.

**Props are not allowed on the event Warm-Up.** If it is obvious that skater's prop does not meet the following specifications, the panel Referee can determine if any point deduction should be taken.

Choice of One:

- a) Hoop - Must be made from wood or plastic (from a rigid, non-bending material). Diameter should measure between 2 feet 7 inches - 2 feet 11 inches.
- b) Ball - Must be made of rubber or plastic. Diameter should measure approximately 7-3/4 inches.
- c) Ribbon - Stick must be made of wood, plastic or fiberglass. Stick length should be between 20-30 inches. Ribbon material should be one single piece of satin or a non-starched fabric. Ribbon width should be 2-4 inches wide and between 6-9 feet long.

Levels	Maneuver Limitations	Duration
FS 1-3/Bronze	FS4 and below	1 min
FS 4-5/Silver	FS6 and below	1.5 min
FS 6-10/Gold/Platinum	Any maneuvers	2 mins

## **SOLO COMPULSORIES (Pre-Alpha – Freestyle 10)**

Skaters are to perform only the three maneuvers selected by the competition director in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, or gliding maneuver from a test level or any uncaptured move are not allowed. There is a 1-minute time limit for all levels.

Please Note: There should be no penalty given for the quantity of swizzles, stroking or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

Pre-Alpha – Freestyle 5 will be on 1/2 ICE ONLY.

Freestyle 6 – 10 will be on FULL ICE.

### SELECTED MANEUVERS:

Pre-Alpha	F.Swizzles / 2F Glide / Backward Wiggles
Alpha	F. Stroking / Right Forward Xovers / 1-F Snowplow Stop
Beta	B. Stroking / Left Backward Xovers / Right T-Stop
Gamma	Right Forward Outside 3-turn / Left Forward Inside Mohawk Combo./ Hockey Stop
Delta	Left Forward Inside 3-turn / Bunny Hop / Lunge
Freestyle 1	Waltz Jump / 2-foot Spin / ½ Flip Jump
Freestyle 2	Ballet Jump / 1-foot Spin / ½ Lutz Jump
Freestyle 3	Salchow Jump / Backward Pivot / Toe Loop Jump
Freestyle 4	Flip Jump / Sit Spin / ½ Loop Jump
Freestyle 5	Camel – Sit – Upright Spin / Axel Jump / Lutz Jump
Freestyle 6	Double Salchow / Choice Spin (croos-foot/layback/sit–change–sit) / Split Jump
Freestyle 7	Two Walley Jumps / Flying Camel Spin / Dbl Toe Loop Jump
Freestyle 8	Dbl. Loop Jump / Flying Sit Spin / Split Lutz Jump
Freestyle 9	Dbl. Lutz Jump / Flying Camel into Jump Sit Spin / Axel–Dbl. Loop Jump combination
Freestyle 10	Dbl. Axel–Dbl. Toe Loop Jump Combination / Death Drop / 3 Arabian Cartwheel or Butterfly Jumps

### ***SOLO SURPRISE (All Levels)***

This is a “fun” event where individual skaters are grouped together by age and/or skating levels. The skaters don’t know what they will be asked to do until the event begins. This event usually consists of tasks not necessarily related to skating ability. For higher-level skaters, the task might require performance of some skating skills, but the technical performance of the skating skill is not scored.

### ***SPOTLIGHT SOLO PROGRAM (All Levels)***

This is an entertaining & “fun” routine that emphasizes the skater’s acting ability and not technical skating skills. There is no score for technical merit in this event. The skater must pass a test for Tots, Pre-Alpha to Delta or Freestyle to determine the spotlight event level. Spotlight events are divided into three categories listed below.

Please mark the correct category on your entry form.

- a) CHARACTER – a famous or easily identifiable character.
- b) DRAMATIC – a theatrical performance that sets a mood and evokes an emotional response.
- c) LIGHT ENTERTAINMENT – an entertaining or light-hearted performance

Levels	Maneuver Limitations	Duration
Tot & Pre-Alpha – Delta	FS1 and below	1 min
Freestyle 1-3 / Bronze	FS4 and below	1.5 min
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-10 / Gold / Platinum	any maneuvers	2 mins

### ***STROKING (Alpha – Delta Only)***

Skaters compete together in groups wearing colored numbers for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. Crossovers are optional at the end of the rink, but not required and not judged. This is the very basic skill of skating.

## **SYNCHRONIZED TEAM**

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For description of Formation, Skating, and Dance categories, please see 2014 edition of ISI Handbook.

## **TEAM COMPULSORIES 1-10 (Freestyle Levels Only)**

Six skaters (or seven skaters for FS6-10 levels) perform a lively and entertaining routine in which each skater performs one required test level maneuver (in the order listed in the 2016 edition of the ISI Handbook). Lively music with entertaining themes, great costumes and hand-held props are featured in this event. Skaters can compete on more than one team as long as those two teams are in different freestyle levels. Skater may skate above, but not below their own freestyle test level.

## **TEAM SURPRISE (All Levels)**

This is a “team” version of Surprise events. Each team must have 4 skaters from the same category level (listed below). Skaters under 6 years are not permitted to compete in Team Surprise events. Teams can be made up of all males, all females, or any combination – as long as the resulting test level category is the same for ALL TEAM MEMBERS. Entries will be divided into competition groups based on the average age and/or test levels of all 4 team members.

Category Levels:

Low	Team skaters must be in PA to Delta levels only.
Medium	Team skaters must be in FS 1-3 / Bronze & below.
Intermediate	Team skaters must be in FS 4-5 / Silver & below.
High	Team skaters must be in FS 6-10/Gold/Platinum & below.

Skaters may skate in a higher team category than their current test level – but not in a lower team category. If entries are received with a team of skaters from different category levels, the team will be entered into the level of the highest skater. These team “surprises” will be a relay-type event where every member of the team must complete a required task. Some events might be related to skating ability – and some may not events.

## **TOT 1-4**

Tots (skaters age 6 and under) will perform a 1-minute program routine with music. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included and will not be judged. 2-foot and/or 1-foot snowplow stops are permitted in Tot events. All Tot competitors must have their test registered with ISI to enter Tot competition events. Coaches will be allowed to help the skater from the ice door but will not be permitted on the ice during the competition events