



Skate Beijing 2018 – Event Description

Individual Events:

Tot 1 - 4
Pre-Alpha – Delta Solo
Stroking – Alpha – Delta
Freestyle 1-10
Open Freestyle – Bronze / Silver / Gold / Platinum
Artistic Solo 1 - 10
Footwork 1 - 10
Hockey – Skating / Shooting / Goalie
Figures 1 - 10 – Regular / Creative / Free
Interpretive 1 - 10
Solo Compulsories PA – Delta, FS1 - 10
Rhythmic Skating 1 - 10 – Hoop / Ball / Ribbon
Solo Spotlight
Solo Surprise
Speedracing

Partner Events:

Pair 1 - 10
Couples Spotlight
– Low / Bronze / Silver / Gold / Platinum
Couples 1 - 10 – Similar / Mixed
Jump & Spin Team
– Low / Bronze / Silver / Gold / Platinum

Dance Events:

Free Dance 1-10
Solo Dance 1-10
Partner Dance 1-10 – Similar / Mixed / Pro Partner

Group & Team Events:

Ensemble
Family Spotlight
Freestyle Synchro Team 1-10
Kaleidoskate Team
Pattern Skating (Delta level and above)
Production Team
Synchronized Compulsories – Formation / Skating
Synchronized Team - Dance / Formation / Skating
Team Compulsories 1-10
Team Surprise

个人项目:

幼儿 1 - 4 级
基本 1 - 5 级
蹬冰滑行 – 基本 2 - 5 级
花式 1 - 10 级
公开花式 – 铜级 / 银级 / 金级 / 铂金级
艺术性 1 - 10 级
步法 1 - 10 级
冰球比赛 – 滑冰、射球、守龙门
图形 1 - 10 级 – 基本图形 / 自创图形 / 自由图形
临场表现 1 - 10 级
指定动作 – 基本 1 级至花式 1 - 10 级
韵律操 1 - 10 级 – 圈 / 球 / 带
单人娱乐性
游戏
速度

双人项目:

双人 1 - 10 级
双人娱乐性
– 初级 / 铜级 / 银级 / 金级 / 铂金级
双人花式 1 - 10 级 – 同性 / 混合
跳跃及旋转组合
– 初级 / 铜级 / 银级 / 金级 / 铂金级

冰舞项目:

自由冰舞 1 - 10 级
单人冰舞 1 - 10 级
搭档冰舞 1 - 10 级 – 同性 / 混合 / 专业搭档

团体项目:

小团体制作
家庭娱乐性
团体韵律花式 1 - 10 级
万花筒
图案(基本 5 级或以上)
团体制作
队列指定动作 – 队形 / 滑行
队列 – 冰舞 / 队形 / 滑行
团体指定动作 1 - 10 级
团体游戏



Below is the general event information for all events offered for “SKATE BEIJING 2018”. Please refer to the NEW 2016 edition of the ISI Handbook for the performance guidelines and event details.

以下是 2018 北京滑冰邀请赛的比赛项目简单描述。请参阅 2016 版 ISI 选手及教练手册以获得详细项目规则。

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 on the ice but will not be permitted to touch the skaters.

幼儿 1 - 4 级

幼儿（选手不超过 6 岁）项目需要配合音乐编排，一分钟限时，做出参赛级别的指定动作。选手不允许加入其他动作，评判亦不会对这些动作评分。各级别选手均允许做出双脚或单脚内刃停止步。所有幼儿选手必须向亚洲滑冰协会登记该项目测试。教练允许在冰上指导，但不可触碰到选手。

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.

基本 1 - 5 级

选手以一分钟时限，节目编排中必须完成参赛级别的所有指定动作及加入任何一个花式一级的指定动作。选手均需要通过相关级别的测试。

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.

蹬冰滑行 (基本 2 - 5 级)

选手配戴便于裁判辨认的颜色号码背心同场比赛。裁判只对两个方向的向前蹬冰动作评分（不包括前压步）。

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.

花式 1 - 10 级

选手在音乐的伴奏下按照指定动作完成一个比赛节目。指定动作按照所属级别有所不同。所有选手必需通过有关级别等级考核。



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 jump limitations for the Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers, etc.

Skaters who have passed the traditional ISI Freestyle 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Freestyle events. Skaters who have passed tests from other skating organizations are only required to take the equivalent level test to compete in that level. In some cases, skaters will have to also test to move up to a higher Open Freestyle level - based on their current program content.

Open Freestyle event judging criteria includes: Correctness, Variety of Moves, Music Interpretation, Posture, Choreography & Pattern, Presentation, Duration and General Overall (by all 3 judges).

公开花式 – 铜级、银级、金级及铂金级

公开花式项目没有指定动作，但教练及选手应小心仔细阅读各级别的跳跃动作限制。音乐编排应包括各类跳跃、旋转、滑行及连接动作等。**请注意《2016 ISI 等级考试及比赛规例更新》；各级选手均允许做出所有类型旋转动作。**

已通过 ISI 花式级别 1-10 级考核的选手可直接参加公开花式项目而不需额外考评。

其他滑冰协会的选手可直接考核他们协会级别对应 ISI 级别的花式级数。有些时候，选手可以因应他们参赛节目编排的动作内容，选择考取更高的 ISI 级别。

公开花式评分项目包括：正确性、动作种类、音乐表现、姿态、编排及图形、表现、时限及整体评分。

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. Event level is based on skater's freestyle test level.

艺术性 1 - 10 级

选手需配合音乐编排节目，评分标准包括：刀刃运用、滑行流畅度、编排、创新动作及音乐表现力。艺术性项目并没有技术评分。以选手花式等级（可合并）进行分组。

Levels 级别	Maneuver Limitations 允许限制	Duration 时限
Freestyle 1-3 / Bronze 花式 1-3 级 / 铜级	FS4 and below 花式 4 级或以下动作	1.5 min
Freestyle 4-5 / Silver 花式 4-5 级 / 银级	FS6 and below 花式 6 级或以下动作	1.5 min
Freestyle 6-7 / Gold 花式 6-7 级 / 金级	FS8 and below 花式 8 级或以下动作	2 mins
Freestyle 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	2 mins



FOOTWORK 1 - 10

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

HOCKEY EVENT

Hockey Skating – Skater skates 1 lap forward around the rink with the puck on the stick. They drop the puck, and then turn around backwards to skate 1 lap backwards. Skater with fastest time wins.

Hockey Shooting – Skater skates with stick & puck around a zig-zag cone course and then shoots the puck into the goal. Timing stops when the puck enters the goal. Skater with fastest time wins.

Hockey Goalie – Skater tries to stop 10 shots on goal. Goalie stopping the most shots wins

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 2016 ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

FIGURE SELECTIONS FOR 2017 NATIONAL EVENTS:

Figure 1 – Forward Outside Waltz Eight

Figure 2 – Backward Outside Eight

Figure 3 – Backward Inside Eight

Figure 4 – Forward Outside Loop

Figure 5 – Left Forward Inside Bracket

Figure 6 – LFO Change Loop

Figure 7 – LFO Paragraph Three

Figure 8 – LFO Rocker

Figure 9 – LBO Paragraph Double Three

Figure 10 – The Flower

步法 1 - 10 级

花式等级选手在一分钟音乐伴奏下，运用各种不同的转身和连接步法完成表演节目。评分包括步法的正确性、流畅度、步法种类及编排。时限 1 分钟。

冰球比赛 - 滑冰，射球，龙门

冰球滑冰 — 选手持杆带球向前滑行一圈后，扔下冰球，再转向倒滑一圈，速度最快的选手获胜。

冰球射球 — 选手持杆带球‘之’字形前滑，然后将球射入球门。冰球入门时停止计时，速度最快的球员获胜。

冰球龙门 — 选手要挡出 10 个射球。挡出最多射球的守门员获得胜利。

图形 1-10 级

图形是以传统的 8 字图形为基础的比赛。选手需要重复做出 3 遍指定图形动作。评判依据图形的大小比例、形状、弧线及用刃、流畅性及图案评分。所有选手必须经过图形级别测试。

有关创意图形及自由图形项目，可参阅 2016 年的 ISI 参赛手册及教练手册。

2017 年度 ISIA Asia 赛事图形项目选定动作

图形 1 级 – 前外 8 字华尔兹步

图形 2 级 – 后外 8 字

图形 3 级 – 后内 8 字

图形 4 级 – 前外结环

图形 5 级 – 左前内括号步

图形 6 级 – 左前外变刃结环

图形 7 级 – 左前外单脚 8 字转 3

图形 8 级 – 左前外内勾步

图形 9 级 – 左后外单脚 8 字双 3

图形 10 级 – 花朵



INTERPRETIVE 1 - 10

Freestyle level skaters will hear a piece of music once off the ice; 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.

临场表现 1 - 10 级

大会对不同组别选定音乐（热身前一次、冰上热身期间两次及上冰前一次），选手当场设计一段舞蹈动作来诠释这段音乐。评分主要针对于选手对音乐的诠释能力和舞蹈表演水平，而不在于滑冰动作的难度。为了所有选手的安全，热身及比赛进行期间禁止使用向后燕式平衡动作。

Levels 级别	Maneuver Limitations 动作限制	Duration 时限
Freestyle 1-3 / Bronze 花式 1-3 级 / 铜级	FS4 and below 花式 4 级或以下动作	1 min
Freestyle 4-5 / Silver 花式 4-5 级 / 银级	FS6 and below 花式 6 级或以下动作	1.5 min
Freestyle 6-7 / Gold 花式 6-7 级 / 金级	FS8 and below 花式 8 级或以下动作	1.5 min
Freestyle 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	1.5 min

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 un-captured 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, wiggles, 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 may be on 1/2 ICE ONLY. Freestyle 6 – 10 will be on FULL ICE.

指定动作 (基本 1 级 – 花式 10 级)

选手可以任何顺序完成参赛级别的三个指定动作。每个动作只能表演一次。赛事中禁止附加跳跃、旋转、各级别规定的滑行动作及所有未指定动作。所有级别的比赛时间为一分钟。

基本一级至花式四级，冰面可能分开 A/B 区域作赛；花式五至十级将利用整个冰面作赛。



SELECTED MANEUVERS:

Pre-Alpha	Backward Swizzles / Right Foot 1 Foot Glide / Backward Wiggles
Alpha	Forward Stroking / Right Forward Crossovers / 1-Foot Snowplow Stop
Beta	Backward Stroking / Right Backward Crossovers / Left T-Stop
Gamma	Right Forward Outside 3-turn / Right Forward Inside Mohawk Combo. / Hockey Stop
Delta	Right Forward Inside 3-turn / Bunny Hop / Lunge
Freestyle 1	2-Foot Spin / Forward Inside Pivot / Half Flip Jump
Freestyle 2	Dance Step / 1-Foot Spin / ½ Lutz Jump
Freestyle 3	Toe Loop Jump / Change Foot Spin / Salchow Jump
Freestyle 4	Flip Jump / Sit Spin / Loop Jump
Freestyle 5	Axel Jump / Lutz Jump / Camel – Sit – Upright Spin
Freestyle 6	Jump Combination / Double Salchow / Split Jump
Freestyle 7	Two Walley Jumps / Flying Camel Spin / 1-Foot Axel Combination
Freestyle 8	Dbl. Flip Jump / Flying Sit Spin or Axel Sit Spin/ Split Lutz Jump
Freestyle 9	Dbl. Lutz Jump / Axel-Dbl. Loop Jump Combination / Flying Camel into Jump Sit Spin
Freestyle10	Dbl. Axel-Dbl. Toe Loop Jump Combination / Death Drop / 3 Arabian Cartwheel or Butterfly jumps

各等级指定动作:

基本一级	后葫芦 / 右脚单脚滑行 / 后蛇形
基本二级	前蹬冰 / 前压步-逆时针方向 / 单脚内刃停止
基本三级	后蹬冰 / 后压步-顺时针方向 / 左外刃丁字步停止
基本四级	右前外 3 字转 / 右前内莫霍克舞步 / 双脚停止
基本五级	右前内 3 字转 / 兔子跳 / 前弓步。
花式一级	双脚转 / 前内规尺 / 后内点冰半周跳
花式二级	舞步 / 单脚旋转 / 勾手点冰半周跳
花式三级	后外点冰一周跳 / 换脚旋转 / 后内结环一周跳
花式四级	后内点冰一周跳 / 蹲踞旋转 / 后外结环一周跳
花式五级	一周半跳 / 勾手点冰一周跳 / 燕式接蹲转接直立旋转
花式六级	连跳组合 / 后内结环两周跳 / 点冰分腿跳
花式七级	连续两个沃尼跳 / 跳接反燕式旋转 / 一周半跳连跳组合
花式八级	后内点冰两周跳 / 跳接蹲转或一周半跳接反蹲转 / 勾手点冰分腿跳一周跳
花式九级	后外勾手点冰两周跳 / 一周半跳接后外结环两周跳 / 跳接反燕式旋转跳接蹲转
花式十级	两周半跳接后外点冰两周跳 / 俯冲式跳接反蹲转 / 连续三个侧空翻或旋子



RHYTHMIC SKATING 1 - 10 - Hoop / Ball / Ribbon

The skater chooses only one rhythmic prop per routine (ball, hoop, ribbon) and must maintain control of the prop at all times throughout the program. This means the props 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.

韵律操 1 - 10 级 - 圈 / 球 / 带

此项目要求选手使用下面列出的道具。在节目中表演者必须从始至终运用道具做出表演，也不可使用其他道具。选手按所选用的道具分组比赛，项目的规则和限制与“娱乐性-单人”相同。选手可以抛或拍打道具，但不应把道具放到冰面上，离开并表演其他跳跃或旋转动作。

在赛前热身练习时，不能携带及使用道具。
裁判标准：音乐及编排、道具的使用、冰面运用、裁判认同、时限。

Choice of One:

Hoop 圈	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. Please see 2016 ISI Skater and Coaches Handbook for more details 木制或塑胶制品（必须为刚硬不变形的材质）。 直径介乎 2 英尺 7 英寸至 2 英尺 11 英寸之间。 详情请参阅 2016 ISI 选手级教练手册。
Ball 球	Must be made of rubber or plastic. Diameter should measure approximately 7-3/4 inches. 橡胶或塑胶制品。 直径约为 7 ³ / ₄ 英寸。
Ribbon 丝带	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 feet - 9 feet long. Please see 2016 ISI Skater and Coaches Handbook for more details 带杆应为木制，塑胶制品或玻璃纤维制品。 带杆长介乎 20 英寸至 30 英寸之间。 带应为一连续之缎或不僵硬的纺织品。 带宽度介乎 2 英寸-4 英寸之间。长度介乎 6 英尺至 9 英尺之间。 详情请参阅 2016 ISI 选手级教练手册。

Levels 级别	Maneuver Limitations 动作限制	Duration 时限
Freestyle 1-3 / Bronze 花式 1-3 级 / 铜级	FS4 and below 花式 4 级或以下	1.5 min
Freestyle 4-5 / Silver 花式 4-5 级 / 银级	FS6 and below 花式 6 级或以下	1.5 min
Freestyle 6-7 / Gold 花式 6-7 级 / 金级	FS8 and below 花式 8 级或以下	2 mins
Freestyle 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	2 mins



SPOTLIGHT SOLO PROGRAM

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

单人娱乐性

该项目强调比赛的娱乐性和趣味性，重点在于选手的表演能力而不是滑冰技巧。请在报名表中注明所选的项目种类。

- a) 角色模仿 - 选手扮演一个著名的，大家都熟悉的角色。
- b) 剧情 - 能够渲染一种气氛并唤起情感共鸣的一个戏剧性的表演。
- c) 娱乐性 - 具有趣味、娱乐性的表演。

Levels 级别	Maneuver Limitations 动作限制	Duration 时限
Tot & Pre-Alpha – Delta 幼儿 1-4 级 / 基本 1-5 级	FS1 and below 花式 1 级及以下	1 min
Freestyle 1-3 / Bronze 花式 1-3 级 / 铜级	FS4 and below 花式 4 级及以下	1.5 min
Freestyle 4-5 / Silver 花式 4-5 级 / 银级	FS6 and below 花式 6 级及以下	1.5 min
Freestyle 6-7 / Gold 花式 6-7 级 / 金级	FS8 and below 花式 8 级及以下	2 mins
Freestyle 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	2 mins

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.

游戏(所有年龄及级别)

一个非常有意思的比赛，选手按照年龄和 / 或水平分成小组进行游戏比赛。选手只有在比赛前才被告之比赛内容，通常游戏内容与滑冰技能水平并不相关；于较高级别的选手比赛中或要求做出一些技巧性的动作，但动作的质量将不会作为评分标准。

SPEEDRACING

Skater skate around the rink for 2 times, base on the time record from the judge, the fastest skater win. Skater must prepare and equipped with helmet and protection gears for this event.

速度

参赛选手需以最快的速度完成两圈，以秒表所记录的时间为准，时间最短者胜。所有参赛者必需自备及佩戴头盔护具。



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.

双人 1 - 10 级

选手在音乐的伴奏下完成参赛级别的所有指定动作及节目编排。与双人花式类似，但包括双人托举以及双人旋转等动作。选手均需要通过相关级别的测试。

Couples Spotlight – Low / Bronze / Silver / Gold / Platinum

An entertaining spotlight program performed by two skaters using costumes and props. Couples will also be divided into Character / Dramatic / Light Entertainment categories so please mark the correct category box on your entry form.

双人娱乐性 - 初级 / 铜级 / 银级 / 金级 / 铂金级

比赛将按队伍中较高水平的选手级别分组。使用特色有趣的服装和道具，共同表演一个富娱乐性的节目。比赛组别将划分为角色模仿/剧情/娱乐三个类别。请在报名表格中选择正确的分类项目。

Categories 分组	Levels 等级	Maneuver Limitations 动作限制	Duration 时限
Low 初级	Tot & Pre-Alpha – Delta 幼儿和基本 1-5 级	FS1 and below 花式 1 级或以下动作	1 min
Bronze 铜级	FS 1-3 / Bronze 花式 1-3 级 / 铜级	FS4 and below 花式 4 级或以下动作	1.5 min
Sliver 银级	FS 4-5 / Silver 花式 4-5 级 / 银级	FS6 and below 花式 6 级或以下动作	1.5 min
Gold 金级	FS 6-7 / Gold 花式 6-7 级 / 金级	FS8 and below 花式 8 级或以下动作	2 mins
Platinum 铂金级	FS 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	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.

双人花式 1 - 10 级 – 同性 / 混合

参赛组别在音乐伴奏下完成参赛级别中所有指定动作及节目编排。两位选手均需要完成相关之双人花式级别测试。



JUMP & SPIN – Low / Bronze / Silver / Gold / Platinum

Two skaters enter the ice as a team. 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.

跳跃及旋转组合

比赛将按队伍中较高水平的选手级别分组。第一位选手做出自选的跳跃动作两次，接下来第二位选手做出自选的旋转动作两次。裁判只给最佳的一次动作评分。大会同时按照队伍的平均年龄分组。

Category Levels: 分组:

Low 初级	Skaters must be in Delta levels or lower. 选手必须在基本 5 级或以下
Bronze 铜级	Skaters must be in Freestyle 3 / Bronze levels or below. 选手必须在花式 3 级或以下
Sliver 银级	Skaters must be in Freestyle 5 / Silver levels or below. 选手必须在花式 5 级或以下
Gold 金级	Skaters must be in Freestyle 7 / Gold levels or below. 选手必须在花式 7 级或以下
Platinum 铂金级	Skaters must be in Freestyle 10 / Platinum levels or below. 选手必须在花式 10 级或以下

Required Elements: 可选跳跃和旋转动作:

Levels 分组	Jump 跳跃动作	Spin 旋转动作
Low 初级	2-Foot Hop or Bunny Hop 双脚跳 或 兔子跳	2-Foot Spin 双脚转
Bronze 铜级	½ Flip or Toe Loop 后内点冰半周跳 或 后外点冰一周跳	2-Foot Spin or 1-Foot Spin 双脚转 或 单脚转
Sliver 银级	½ Loop or Axel 后外结环一周 (不同脚落) 或 一周半	Sit Spin or Back Spin 蹲转 或 反直立旋转
Gold 金级	Dbl. Salchow or Dbl. Toe Loop 后内结环两周跳 或 后外点冰两周跳	Flying Camel or Layback 跳接反燕式旋转 或 弓身转
Platinum 铂金级	Dbl. Lutz or Dbl. Flip 勾手点冰两周跳 或 后内点冰两周跳	Flying Sit or Flying Camel Jump Sit 跳接蹲转 或 跳接反燕式跳接蹲转

FREE DANCE 1 - 10

The ISI Free Dance events are based on the new Free Dance test levels (1-10). Each couple must pass the corresponding test level to compete in Free Dance events. For the competition event, each couple must perform a free dance program of their own design. It should express the couple's inspirational and artistic capabilities.

自由冰舞 1-10 级

ISI 自由冰舞比赛是根据新拟定的自由冰舞 1-10 级别而制定。所有参赛选手必须通过级别测试。选手必须从自创舞步编排表现出触动人心及他们的艺术性技巧。



DANCE 1 - 10 – Solo & Partner Dance – Similar / Mixed / Pro Partner

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. All skaters must pass the required dance test to compete in these events. Ice Dancing can be enjoyed at any age or level. Skaters are not required to pass the Delta test for to participate in Ice Dance events. Skaters are no longer required to pass the entire dance test for the next higher level before competing individual dances from that next higher level that have already been passed.

For ISI national 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

Professionals and their students can compete together in the Pro Partner dance events at the student's current Ice Dance test level. The Professional must be a current ISI Professional (associate) member, but does not have to pay any entry fees for that event. The professional 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. If necessary, the event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes

冰舞 1 - 10 级 – 单人及双人冰舞 – 同性 / 混合 / 专业搭档

此项目是冰上的交际舞表演比赛。级别从基本的舞步开始，逐渐提升到高级表演水平。冰舞不会受年龄和水平的限制。所有参赛选手均需要完成相关之冰舞级别测试。参与冰舞项目的选手不需要通过基本五级的测试。若选手已经通过某一舞种的测试，她亦可单独参加该舞种的比赛。

自 2008 年,ISI 引入 “自选冰舞” 及专业搭档项目。选手可选择参加一项或多项赛事，按每一项目赛事收取费用。教练和他们的学生可以随意搭档冰舞项目中的参赛。他们需根据学生的最高测试水平参赛。同时该教练必须为 ISI 职业会员。教练无须支付比赛费用，但也不会获颁发奖项。

小团体制作

此项目是为任何级别及年龄，由 3-7 名选手组成的小团体而设。裁判将以参赛队伍的表现评分。此项目並沒有任何规定动作、动作级别限制及技术评分。参赛队伍以音乐以及精心制作的服装道具来详细诠释音乐或任意主题。服装/道具的要求与娱乐性项目相同。热身期间不能使用任何道具。根据参赛之组别数量，可能先按队伍人数，再按平均年龄进行分组。时限为 3 分钟。

家庭娱乐性

两名或以上的家庭成员利用特色有趣的服装及道具，表演富娱乐性的节目。此项比赛只按照参赛者的人数而非年龄或水平分组。所有家庭娱乐性的表演时限为 1.5 分钟。



FREESTYLE SYNCHRO TEAM 1 - 10

Three to seven skaters from the same Freestyle level can enter this new form of group skating. They must 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.

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, designs and formations on the ice. Creativity, use of color and props are also an important part of the overall “design” .

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, formations, and designs 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 as the circular symmetry is predominantly evident throughout the routine.

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.

团体韵律花式 1 – 10 级

三到七名选手同步一致地完成同样的花式比赛节目。节目内必须包括相关级别中的所有规定动作。所有选手均需要已完成相关之花式级别测试。选手不能参加较高或较低级别之比赛。

团体万花筒

这项目以 8 个选手或以上的组合，编排中不需要做太多技巧性动作，选手可合作做出有趣及富娱乐性的队形变化。队伍可采用不同颜色的服装及道具在冰上拼接出不同图形、设计来表现出创意的编排。在这项目中道具及颜色的运用是很重要的。

图案 (基本 5 级或以上)

这项目以 4 个选手或以上的组合，在同一圆形的基础上，配合音乐同时“画”出美妙的图形，队形或设计。他们可以选用不同的跳跃及旋转动作，步法及燕式平衡，在表演中一直要保持“圆形”队形为基础。

团体制作

队伍拥有 8 名或以上的选手，运用服装和道具详细诠释音乐或任意主题。此项目没有任何规定级别动作限制及技术评分，队伍可包括不同级别的选手。大会将按队伍人数分组。



SYNCHRONIZED COMPULSORIES - Formation / Skating

Synchronized Formation and Skating teams must perform 4 or 5 required elements to music, with no additional moves permitted. Teams will be divided by age groups. For details of new updates, compulsory maneuvers and program duration limitations, please see the 2016 edition of the ISI Handbook.

SYNCHRONIZED TEAM - Dance / Formation / Skating

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 the 2016 edition of the 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). Each skater may only participate on one team. 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. Entries will be divided into competition groups based on the average age of all 4 team members.

队列指定动作 - 队形 / 滑行

队列指定动作项目只需配合音乐完成 4 至 5 个指定动作。既不可加插其他动作，从选手平均年龄分组。关于更新规例及该项目队形和滑行的详细内容，可参阅 2016 年的 ISI 选手及教练手册。

队列 - 冰舞 / 队形 / 滑行

该项目由 8 名或以上选手组队，同步配合作出不同队形及舞蹈变化，例如圆圈、风车、直线等。关于更新规例及该项目冰舞、队形和滑行的详细内容，可参阅 2016 年的 ISI 选手及教练手册。

团体指定动作 1-10 级

参赛队伍（花式 1-5 级要求 6 名选手，花式 6-10 级要求 7 名选手）在音乐伴奏下完成参赛级别中所有指定动作及节目编排，每位选手负责一个指定动作。评分标准包括音乐表现及娱乐性的主题，服装和道具。选手不可参加低于自己花式级别的队伍，但可同时参加多组不同级别的队伍比赛。（动作编排必须按照 2016 ISI 选手及教练手册上指定动作之顺序）

团体游戏（所有级别）

一个团队游戏比赛项目，队伍必须包括四名选手，选手必须为六周岁以上及每名选手只能加入一个队伍。队伍成员没有性别限制。大会将根据 4 名队员的平均年龄进行分组。



Category Levels:

Low 初级	ALL team skaters must be in Pre-Alpha to Delta levels only 所有队员必须为基本 1-5 级
Medium 中级	ALL team skaters must be in Freestyle 1-3 / Bronze levels & below 所有队员必须为花式 1-3 级 / 铜级或以下
Intermediate 中高级	ALL team skaters must be in Freestyle 4-5 / Silver levels & below 所有队员必须为花式 4-5 级 / 银级或以下
High 高级	ALL team skaters must be in Freestyle 6-10 / Gold / Platinum levels & below. 所有队员必须为花式 6-10 级 / 金级 / 铂金级或以下

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.

队员可以报名比较高级别的组，但不能到低级别的组中参赛。如果一个团队由不同级别的队员组合而成，这个团队的比赛分组将以这名最高级别的队员为标准。