

2016 ISI TEST & COMPETITION RULE REVISIONS

These 2016 Test & Competition Revisions are mandatory for all testing and competition events beginning Sept 1st, 2016.

1. **TEST REVISIONS & CLARIFICATIONS**

- **Freestyle 2** – Remove ½ Toe Walley requirement.
- **Freestyle 2** – Add new Jump Sequence: Waltz Jump / Tap-toe jump / 3-turn or Mohawk turn / One-Half Flip jump. Skater must perform these 3 jumps in sequence. No additional turns or steps are permitted.
- **Freestyle 2 – Ballet Jump** – both legs should remain straight in the air position.
- **Freestyle 5 – Dance Step Sequence** – RFI twizzle (Step #6) is now **1 ½ rotations**.
- **Freestyle 6 – Spin Combination with 3 Positions and Change of Foot** – A combination spin must be performed with a minimum of any 3 spin positions from these options: Sit spin, Back sit spin, Camel spin, Back Camel spin, Layback Spin. Each spin position must meet the minimum passing test standard as previously described in the ISI Handbook and must be held for a minimum of 3 revolutions each. This spin must also include one change of foot. Examples include : Camel / Sit / Back Sit or Camel / Back Camel / Back sit or Layback / Sit / Back Sit.
- **Spin Variations** – Skaters are allowed to add variations to any required spin position, but the variation will not count as part of the spin requirement to meet the test standard (for testing and competition events) in traditional Freestyle, Solo Compulsory, Jump&Spin, Couples and Pairs.
- **Freestyle 9 – Opposite Spin** – For testing and in competition events, a Sit spin, Camel spin or Layback spin must be performed in both directions. The two spins must be in succession with a minimum number of steps between each spin.
- **Open Freestyle Platinum** – Two different additional double jump combinations with at least one double jump in each combination from freestyle 8-10 levels.
- **Pair 5-7 Dance Step Sequence** – During the compulsory part of the test, all required turns must be performed separately in unison (as described in the equivalent Freestyle test reference).
- **Dance Step Patterns** – The Freestyle 5-8 patterns have been re-drawn to better illustrate correct edges and pattern placement.
- **Video test guidelines** – see the ISI Handbook for details as some video guidelines have changed.

2. **COMPETITION EVENT REVISIONS & CLARIFICATIONS**

- **New Event Levels and Maneuver Limitation Charts**
Solo Spotlight, Themed Spotlight, and Interpretive Events

<u>Test Level</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Tots – Delta	FS 1 & below	1:00
FS 1-3 / Bronze	FS 4 & below	1:30
FS 4-5 / Silver	FS 6 & below	1:30
FS 6-7 / Gold	FS 8 & below	2:00
FS 8-10 / Platinum	Any Maneuvers	2:00

Artistic and Rhythmic Events

<u>Test Level</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
FS 1-3 / Bronze	FS 4 & below	1:30
FS 4-5 / Silver	FS 6 & below	1:30
FS 6-7 / Gold	FS 8 & below	2:00
FS 8-10 / Platinum	Any Maneuvers	2:00

Couple Spotlight Events

<u>Events</u>	<u>Test Level</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Low	Tots – Delta	FS 1 & below	1:00
Bronze	FS 1-3 / Bronze	FS 4 & below	1:30
Silver	FS 4-5 / Silver	FS 6 & below	1:30
Gold	FS 6-7 / Gold	FS 8 & below	2:00
Platinum	FS 8-10 / Platinum	Any Maneuvers	2:00

Jump and Spin Events

<u>Events</u>	<u>Test Level</u>	<u>Required Jump</u>	<u>Required Spin</u>
Low	Tots – Delta	2-foot Hop or Bunny Hop	2-foot spin
Bronze	FS 1-3 / Bronze	½ Flip or Toe Loop	2-foot or 1-foot spin
Silver	FS 4-5 / Silver	½ Loop or Axel	Sit Spin or Back Spin
Gold	FS 6-7 / Gold	Dbl. Salchow or Dbl. Toe Loop	Layback or Flying Camel
Platinum	FS 8-10 / Platinum	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel-Jump-Camel

- **Uncaptured Moves** – For many years, there have been uncaptured move limitations (based on the skater’s test level) for most ISI events.

An Uncaptured Move is any gliding maneuver, jump, or spin that is not a required maneuver on any test level.

The Uncaptured Moves limitations for gliding maneuvers, jumps, or spins have been removed for the following events : Artistic, Couples, Couples Spotlight, Freestyle, Interpretive, Open Freestyle, Open Pair, Pair, Rhythmic, Solo Spotlight, Themed Spotlight, Freestyle Synchro and Team Compulsories.

There are no uncaptured maneuvers allowed in Solo Compulsory and Jump and Spin Events. Only the selected maneuvers can be performed along with the 3-turns, Mohawks, crossovers, and arm movements.

CAUTION: When adding any additional move to any program, carefully check to make sure that move is not required maneuver on a higher test level.

- **Creative Figure / Free Figure Events** – There is a Maximum time limit of 1:30 minutes for all levels.

- **Team Compulsory Maneuvers** – When choreographing a Team Compulsory routine, make sure each skater performing their required maneuver is highlighted (somewhat away from other team members) so the skater and that maneuver can be more easily seen by the judges.

3. JUDGING REVISIONS AND CLARIFICATIONS

- a. **Solo Compulsory Events judging criteria** – the current “General Overall” criteria will be changed to “Penalty” on the *Judge 1 (Referee)* sheet only. Any penalty score of 2.0 for attempting illegal maneuvers will only be assessed by *Judge 1 (Referee)*. If no penalty is given, each skater will receive 7.0 for this criteria – or 8.0 if the skater is “against the book”.
- b. **Solo Compulsory Events** – Only the first attempt at each maneuver will be scored. Any additional attempt will not be judged and there is no penalty given.

All 3 judges will give score of “0” (zero) if the required maneuver is not attempted or if the wrong maneuver is performed.

- c. **Dance and Synchronized Team Events** – Judges can include current Associate Judges.

FOR MORE INFORMATION AND COMPLETE DETAILS ABOUT ANY RULE REVISION OR CLARIFICATION, PLEASE REFER TO THE 2016 EDITION OF THE ISI HANDBOOK