

## Ice Castle International ISIAAsia (SZ) Skating Open – Event Description 2018 冰堡国际（深圳）滑冰公开赛 – 赛事项目简单描述

### 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  
Hockey – Skating / Shooting / Goalie  
Solo Compulsories PA – Delta, FS1 - 10  
Rhythmic Skating 1 - 10 – Hoop / Ball / Ribbon  
Solo Spotlight  
Solo Surprise  
Speedracing

### Partner Events:

Couples Spotlight  
– Low / Bronze / Silver / Gold / Platinum  
Jump & Spin Team  
– Low / Bronze / Silver / Gold / Platinum

### Group & Team Events:

Ensemble  
Production Team

### 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  
冰球比赛 – 滑冰、射球、守龙门  
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:

双人娱乐性  
– 初级 / 铜级 / 银级 / 金级 / 铂金级  
跳跃及旋转组合  
– 初级 / 铜级 / 银级 / 金级 / 铂金级

### 团体项目:

小团体制作  
团体制作

Below is the general event information for all events offered for “Ice Castle International ISIAAsia (SZ) Skating Open”. Please refer to the 2016 edition of the ISI Handbook and [2018 Rules Revisions](#) for the performance guidelines and event details.

以下是 2018 冰堡国际（深圳）滑冰公开赛的赛事项目简单描述。请参阅 2016 版 ISI 选手及教练手册和 [2018 规则更新](#) 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.

#### **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.

#### **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.

#### **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.

#### **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，评判亦不会对该些动作评分。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。

#### **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。

#### **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）。

#### **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 等级考试及比赛规则更新》；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	Any maneuvers 任何动作	2 mins
Freestyle 8-10 / Platinum 花式 8-10 级 / 铂金级	Any maneuvers 任何动作	2 mins

## 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

## 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。

## 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

## 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。

## 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
Freestyle 10	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。

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	Any maneuvers 任何动作	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 级或以下	1 min
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	Any maneuvers 任何动作	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。

### 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	Any maneuvers 任何动作	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

### 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

**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

**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。

**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。