

ISIA Asia Skate Shenzhen 2018

Simple Event Description



Individual Event:

Tot 1 - 4	Footwork 1 – 10
Pre-Alpha - Delta	Rhythmic 1 – 10 (Hoop/ Ball/ Ribbon)
Freestyle 1 - 10	Solo Spotlight (Char./ Drama./ Lt. Ent.)
Artistic 1 - 10	Open Freestyle (Bronze – Platinum)
Solo Compulsory	Speedracing
Stroking	Surprise

Partner Event:

Couple Spotlight (Low – Platinum)	Jump and Spin (Low – Platinum)
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Team Event:

Ensemble	Synchronized Formation Compulsories
Production	Synchronized Skating Compulsories
Family Spotlight	Synchronized Formation
Team Compulsory 1 - 10	Synchronized Advanced Formation
Freestyle Synchro 1-10	

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

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.

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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.

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).

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 maybe on 1/2 ICE ONLY. Freestyle 6 – 10 will be on FULL ICE.

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 / ½ 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

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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.

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 6-7 / Gold	FS8 and below	2 mins
Freestyle 8-10 / Platinum	Any maneuvers	2 mins

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.

Choice of One:

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.
Ball	Must be made of rubber or plastic. Diameter should measure approximately 7-3/4 inches.
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 feet - 9 feet long.

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 6-7 / Gold	FS8 and below	2 mins
Freestyle 8-10 / Platinum	Any maneuvers	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.

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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

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 6-7 / Gold	FS8 and below	2 mins
Freestyle 8-10 / Platinum	Any maneuvers	2 mins

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.

Categories	Levels	Maneuver Limitations	Duration
Low	Tot & Pre-Alpha – Delta	FS1 and below	1 min
Bronze	FS 1-3 / Bronze	FS4 and below	1.5 min
Sliver	FS 4-5 / Silver	FS6 and below	1.5 min
Gold	FS 6-7 / Gold	FS8 and below	2 mins
Platinum	FS 8-10 / Platinum	Any maneuvers	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.

Category Levels::

Low	Skaters must be in Delta levels or lower.
Bronze	Skaters must be in Freestyle 3 / Bronze levels or below.
Sliver	Skaters must be in Freestyle 5 / Silver levels or below.
Gold	Skaters must be in Freestyle 7 / Gold levels or below.
Platinum	Skaters must be in Freestyle 10 / Platinum levels or below.

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Required Elements:

Levels	Jump	Spin
Low	2-Foot Hop or Bunny Hop	2-Foot Spin
Bronze	½ Flip or Toe Loop	2-Foot Spin or 1-Foot Spin
Sliver	½ Loop or Axel	Sit Spin or Back Spin
Gold	Dbl. Salchow or Dbl. Toe Loop	Flying Camel or Layback
Platinum	Dbl. Lutz or Dbl. Flip	Flying Sit or Flying Camel Jump Sit

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.

SURPRISE

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.

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.

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

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.

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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

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.

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 - Formation / Advanced Formation

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.

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