## **SKATE ABU DHABI 2019**



## **Individual Events:**

- Tot 1 4
- Pre-Alpha Delta
- Solo Stroking Alpha Delta
- Freestyle 1-10
- Open Freestyle Bronze / Silver / Gold / Platinum / Gold Short / Platinum Short
- Footwork *FS1 10*
- Solo Compulsories PA FS10
- Solo Spotlight
- Artistic *FS1 10*

#### **Partner Events:**

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

General information is listed below for each event to be offered at our **SKATE ABU DHABI 2019**. Due to time and space limitations, not ALL EVENT will be offered at Skate Abu Dhabi 2019. Please refer to the current edition of the **2018 ISI Handbook** for more complete event details and performance guidelines.

These new rules are effective for any competition being held September 1, 2018 and beyond.

#### 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 current test registered with ISIAsia 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 national competition events.

#### 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.

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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	<b>Maneuver Limitations</b>	<u>Duration</u>
Freestyle 1-3 / Bronze	FS4 and below	1.5 min.
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min \

#### **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 Open Freestyle events and any spin can be performed at any level; 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 at 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 of Jumps, Correctness of Spins, Correctness of Turns & Edges, Variety of Moves, Music Interpretation, Posture, Choreography & Pattern, Presentation, Duration and General Overall (by all 3 judges).

## **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 correct turns & edges as well as flow, variety of moves and choreography. *Duration:* 1 minute.

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

Skaters are to perform only the three maneuvers below 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 moves are not allowed.

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<u>Please Note:</u> There is no penalty given for the quantity of swizzles, wiggles, strokes or crossovers in the Pre-Alpha – Beta levels. Only the quality of these maneuvers is comparatively judged.

#### SELECTED MANEUVERS

Pre-Alpha	Forward Swizzles / Left One Foot Glide / Backward Swizzles
Alpha	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
Beta	Backward Stroking / Right over Left Backward Crossovers / Right T-Stop
Gamma	RFO 3 Turn / LFI Mohawk Combo / Hockey Stop
Delta	Lunge / RFI 3-turn/ Bunny Hop
Freestyle 1	½ Flip / 2-foot spin / Forward Arabesque
Freestyle 2	Ballet Jump / 1-foot spin / Waltz Jump-tap toe- ½ Flip Sequence
Freestyle 3	Salchow Jump / Change Foot Spin / Backward Pivot
Freestyle 4	Flip jump / Sit Spin / Loop jump
Freestyle 5	Camel- Sit-upright Spin / Axel / Lutz Jump
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump
Freestyle 7	1-Ft Axel-Quarter Flip-Axel Sequence/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Double Loop jump / Camel-jump Camel spin / Split Lutz
Freestyle 9	Double Lutz jump / Flying Camel into Jump Sit / Axel-Double Loop jump combo
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian
	Cartwheel or Butterfly jumps

## 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 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min

### **JUMP & SPIN**

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.

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ALL JUMP & SPIN EVENTS will be done on ½ ICE ONLY.



## **Category Levels:**

Low Both skaters must be in Pre-Alpha to Delta levels only.

Bronze Both skaters must be in Freestyle 1-3 / Bronze levels or below.

Silver Both skaters must be in Freestyle 4-5 / Silver levels or below.

Gold Both skaters must be in Freestyle 6-7 / Gold levels or below.

Platinum Both skaters must be in Freestyle 8-10 / Platinum levels or below.

If two skaters from different category levels wish to compete together, the team will be entered in the highest level of the two skaters.

## **Required Elements:**

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

## 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.

Levels		Maneuver Limitations	Duration
Low	Tot-Delta	FS 1 and below	1 min
Bronze	FS 1-3/Bronze	FS 4 and below	1.5 min
Silver	FS 4-5/Silver	FS 6 & below	1.5 min
Gold	FS 6-7/Gold	Any maneuvers	2 min
Platinum	FS8-10/Platinum	Any maneuvers	2 min