Individual Events

Tot 1 - 4

Pre-Alpha - Delta

Stroking Pre-Alpha – Delta

Freestyle 1-10

Open Freestyle Bronze / Silver / Gold / Platinum

Artistic 1 - 10 Footwork 1 - 10

Hockey - Skating / Shooting / Goalie

Figures 1 - 10 – Regular / Creative / Free

Solo Compulsories PA - Delta, FS1-10

Rhythmic Skating 1 - 10 Hoop / Ball / Ribbon Solo Spotlight

Character / Dramatic / Light Entertainment / Themed

Solo Surprise Speed Racing

Partner Events

Open Pair Bronze / Silver / Gold / Platinum

Pair 1 - 10

Couples Spotlight Low / Bronze / Silver / Gold / Platinum

Character / Dramatic / Light Entertainment / Themed

Couples 1 - 10 Similar / Mixed

Jump & Spin Low / Bronze / Silver / Gold / Platinum

Dance Events

Ice Dancing 1 -10 - Similar / Mixed

Free Dance 1-10

Open Solo Dance 1-10

Partner Dance 1-10 - Similar / Mixed / Pro Partner

Team Events

Ensemble

Family Spotlight

Freestyle Synchro 1-10

Kaleidoskate Team

Pattern Skating

Production Team

Synchronized Compulsories – Formation / Skating

Synchronized Team - Dance / Formation / Skating

Team Compulsories 1-10

Team Surprise

Theater Production

个人项目

幼儿1-4级

基本 1 - 5 级

蹬冰滑行 - 基本 1 - 5 级

花式 1 - 10 级

公開花式 - 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

指定动作 - 基本 1 级至 5 级, 花式 1 - 10 级

| 韵律操 1 - 10 级 - 圏 / 球 / 帯

单人娱乐性 - 模仿 / 剧情 / 轻娱乐性 / 主题

游戏

速度

双人项目

公開双人滑-銅级/銀级/金级/鉑金级

双人滑 1 - 10 级

双人娱乐性 - 初级 / 铜级 / 银级 / 金级 / 铂金级

- 模仿 / 剧情 / 轻娱乐性 / 主题

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

冰舞 1 - 10 级 - 同性 / 混合

自由冰舞 1 - 10 级

公開单人冰舞 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

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

剧院团体制作

Due to space limitations, INTERPRETIVE event will not be offered in SKATE ASIA 2019. 请注意由于场地限制,本届 2019 亚洲滑冰邀请赛将不开放临场表现项目

Below is the general event information for all events offered for "SKATE ASIA 2019". Please refer to the 2018 edition of the ISI Handbook for the performance guidelines and event details.

以下是 2019 滑冰邀请赛的比赛项目简单描述。请参阅 2018 版 ISI 滑冰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 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 (Pre-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。教练允许在冰外指导但国际赛事除外。

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 1 - 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 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 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 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).

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.

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要求和旋转动作没有限制,但教练及选手应小心详细阅读各级别的跳跃动作的限制。音乐编排应包括各类跳跃、旋转、滑行及连接动作等。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: 跳跃和旋转的正确性、转数和角度的正确性、动作种类、 音乐表现、姿态、编排及图形、表现、时 限及整体评分(三名裁判打分)。

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。艺术性项目並没有技术评 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	FS4 and below	1. E main	
花式 1-3 级 / 铜级	花式 4 级或以下动作	1.5 min	
Freestyle 4-5 / Silver	FS6 and below	1.5 min	
花式 4-5 级 / 银级	花式 6 级或以下动作	1.5 mm	
Freestyle 6-7 / Gold	Any maneuvers	2 mins	
花式 6-7 级 / 金级	任何动作	Z IIIIIS	
Freestyle 8-10 / Platinum	Any maneuvers	2 mins	
花式 8-10 级 / 铂金级	任何动作	2 1111115	

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. Duration: 1 minute.

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。

HOCKEY EVENT

Hockey Skating – Skater will race one or two at a time skating one forward lap around the rink carrying the puck on the stick. After completing the forward lap, the skater will drop the puck, keep the stick and skate another lap around the rink backwards. The skater with the fastest time in that group wins. There will be a short warm-up for each hockey event.

Hockey Shooting – The skater will carry the puck on the stick while skating from one end of the rink to the other around a 4-cone course and will then skate toward the net and take a shot on goal. This is a timed event and the time will stop when the puck enters the net. The skater can shoot anytime after the 4th cone, but if they miss, they must get the puck and get it into the goal to stop the timing. The skater with the fastest time in that event group wins.

Hockey Goalie – After a short warm-up, a designated shooter will attempt 10 shots on each goalie; five will be of the slap shot variety taken from inside the blue line, and five will be of the one-on-one variety where the shooter picks up the puck on the blue line and skates in on the goalie from any direction in an attempt to score. If the goalie catches or smothers the puck, play will stop. If a rebound comes out in front of the goad line, it is still playable, and the shooter can take another shot. Goalies will be awarded one point for each save. No rebounds will be permitted on slap shots.

If a goalie is "against the book" with no other competitors in their age group, they must stop 80% – or 8 out of the 10 shots – to receive 1st Place. For less than 8 saves, the goalie will receive 2nd Place.

冰球项目

冰球滑冰 — 1 名或 2 名选手持杆带球向前滑行一圈后, 扔下冰球, 继续拿着球杆再倒滑一圈, 速度最快的选手获胜。比赛开始前有一次简短的热身时间。

冰球射球 — 选手持杆带球 '之'字形前滑,从冰场的一端经过 4 次的障碍物然后将球射入球门。冰球入门时停止计时,速度最快的球员获胜。 选手绕过第四个障碍物之后可以任意射门。如果球没有进门,选手必须取得球并射进球门方可停止计时。

冰球龙门 — 比赛开始前有一次简短的热身。选手要挡出有赛会选出的射手 10 个射球。5 球在蓝线内以不同的射球击出,另外 5 球射手会在蓝线开始以一对一的方式争取射门进球,若果选手接到球或挡出,时间停止。如果球在门前反弹,则继续比赛,射手而可以继续射门。选手每挡出一球获得一分。首 5 球的射球如反弹出来则不算分数。如同组内只有一名选手。第一名必须要达到 80%,少于 80%则得第二名。

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 2018 ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

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 2018 年的 ISI 滑冰手册。

FIGURE SELECTIONS FOR SKATE ASIA 2019	2019 年度 ISIAsia 赛事图形项目选定动作
Figure 1 – Forward Outside Waltz Eight	图形 1 级 - 前外 8 字华尔兹步
Figure 2 – Backward Outside Eight	图形2级-后外8字
Figure 3 – Backward Inside Eight	图形 3 级 - 后内 8 字
Figure 4 – Forward Outside Loop	图形 4 级 - 前外结环
Figure 5 – Left Forward Inside Bracket	图形 5 级 - 左前内括号步
Figure 6 – LFO Change Loop	图形 6 级 - 左前外变刃结环
Figure 7 – LFO Paragraph Three	图形7级 - 左前外单脚8字转3
Figure 8 – LFO Rocker	图形 8 级 - 左前外内勾步
Figure 9 – LBO Paragraph Double Three	图形 9 级 - 左后外单脚 8 字双 3
Figure 10 – The Flower	图形 10 级 - 花朵

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 is 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。

注:基本一级至二级中作出葫芦步,蛇形步,蹬冰或压步并不会扣分。裁判只会对指定动作的质量作比较性打分。

SELECTED MANEUVERS:

Pre-Alpha	Forward Swizzles / Left 1 Foot Glide / Backward Wiggles
Alpha	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
Beta	Backward Stroking / Right over Left Backward Crossovers / Right T-Stop
Gamma	Right Forward Outside Three Turn / Left Forward Inside 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 / Back Pivot
Freestyle 4	Flip Jump / Sit Spin / Loop Jump
Freestyle 5	Camel-Sit-Upright Combination Spin / Axel / Lutz Jump
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit Spin/ Split Jump
Freestyle 7	1 Foot 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 spin / Axel-Double Loop jump combination
Freestyle10	Double Axel-Double Toe Loop combo / Death Drop / 3 Arabian Cartwheel or Butterflies

各等级指定动作:

基本一级	前葫芦 / 左单脚滑行 / 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 / 右外刃丁字步停止
基本四级	右前外 3 字转/ 左前内莫霍克舞步 / 双脚停止
基本五级	前弓步 / 右前内 3 字转/ 兔子跳
花式一级	后内半周跳 / 双脚转 / 向前燕式平衡
花式二级	芭蕾舞跳 / 单脚旋转 / 华尔兹跳-小跳-勾手点冰半周跳
花式三级	后内结环一周跳 / 换脚旋转 / 后规尺
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	燕式旋转-蹲踞旋转-直立旋转组合 / 一周半跳 / 后外勾手点冰一周跳
花式六级	后内结环两周跳 / 三选一旋转 / 后内点冰分腿跳
花式七级	连跳组合 / 跳接反燕式旋转 / 后外点冰两周跳
花式八级	后外结环两周跳 / 燕式旋转跳接燕式旋转 / 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

This new entertaining event requires the use of one hand-held prop listed below. The program should contain elements that employ the use of the prop throughout the routine. The skater must maintain control of the prop at all times. Props of the same kind (i.e. Ball / Hoop / Ribbon) must be grouped together and cannot be combined for competition event groups.

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 表演并保持良好的控制。选手按选择的道 具(球,圈,丝带)分组作赛而且不能与 其他道具同组。,也不可使用其他道具。 选手可以抛或拍打道具,但不应把道具放 到冰面上置之不理表演其他跳跃或旋转动 作。

在赛前热身练习时,不能攜带及使用道具。 若道具的尺寸超出标准,裁判可以对此作 出扣分。

Choice of One:

	-
Hoop 圏	Must be made from wood or plastic (from a rigid, non-bending material).
	The hoop diameter should measure between 2 feet 7 inches - 2 feet 11 inches.
	The hoop can have colored tap or fabric to match or contrast the skater's costume,
	but it cannot have any other decoration (i.e. fringe, lights, etc.) on the prop.
Hoop 圏	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。
	道具可以使用颜色带子或布料包裹制作出与服装匹配的款式及颜色,但不能使用如
	灯光或缘饰。
	Must be made of rubber or plastic.
	The ball diameter should measure approximately 7-3/4 inches.
Ball 球	The ball must be smooth (without any texture).
Dall 13K	橡胶或塑胶制品。
	直径约为 7¾ 英寸。
	表面光滑 (不含任何纹路)。
	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 -
	proportional to the size and ability level of the skater.
Dibbon 44±	Please see 2018 ISI Skater and Coaches Handbook for more details
Ribbon 丝带	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紡织品。
	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。按选手的体型和技
	术水平选择恰当的尺寸使用。
	详情请参阅 2018 年的 ISI 滑冰手册。

Levels 级别	Maneuver Limitations 动作限制	Duration 时限	
Freestyle 1-3 / Bronze	FS4 and below	1.5 min	
花式 1-3 级 / 铜级	花式 4 级或以下	ווווו כ.ו	
Freestyle 4-5 / Silver	FS6 and below	1.5 min	
花式 4-5 级 / 银级	花式 6 级或以下	ווווו כ.ו	
Freestyle 6-7 / Gold	Any maneuvers	2 mins	
花式 6-7 级 / 金级	任何动作	2 mins	
Freestyle 8-10 / Platinum	Any maneuvers	2 mins	
花式 8-10 级 / 铂金级	任何动作	2 1111115	

SOLO SPOTLIGHT

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

这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	FS1 and below	1 min	
幼儿 1-4 级 / 基本 1-5 级	花式 1 级或以下	i min	
Freestyle 1-3 / Bronze	FS4 and below	1 F main	
花式 1-3 级 / 铜级	花式 4 级或以下	1.5 min	
Freestyle 4-5 / Silver	FS6 and below	1 F main	
花式 4-5 级 / 银级	花式 6 级或以下	1.5 min	
Freestyle 6-7 / Gold	Any maneuvers	2 mins	
花式 6-7 级 / 金级	任何动作	2 mins	
Freestyle 8-10 / Platinum	Any maneuvers	2 mins	
花式 8-10 级 / 铂金级	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.

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.

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並不相关;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。

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。

OPEN PAIR – Low / Bronze / Silver / Gold / Platinum

There are no required maneuvers for the Open Pair events; but all skaters and coaches should carefully check the maneuver limitations for the Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, pair lifts, pair spins, footwork, and connecting moves.

Open Pair 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).

公开双人滑 - 铜级、银级、金级及铂金级

公开双人滑项目没有指定动作要求和旋转动作没有限制,但教练及选手应小心详细阅读各级别限制。音乐编排应包括各类跳跃、旋转、双人托举、步法及连接动作等。

公开双人滑评分项目包括: 跳跃和旋转的正确性、旋转的正确性、转向与用刃的正确性、音乐表现、姿态、编排及图形、表现、时限及整体评分(三名裁判打分)。

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.

双人滑 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。

THEMED COUPLE SPOTLIGHT / THEMED PRODUCTION / THEMED SOLO SPOTLIGHT – All Levels

These events will use the same guidelines as for regular Couples Spotlight, Production teams & Solo Spotlight events regarding levels, maneuver limitations, duration, and costume/prop restrictions. All programs in this event category must be related to this national event theme set for the current year. The theme chosen for our SKATE ASIA 2019 events is "Hollywood Movie".

主题双人娱乐性 / 主题团体制作 / 主题个人娱乐性 (所有年龄及级别)

本项目与一般的双人与娱乐性,团体制作和个人娱乐性项目,有关等级,动作限制,时间限制和服装道具限制等相同。所有节目的编排形式必须与当年的全国性赛事主题一样。2019 Skate Asia 的主题是: "荷里活电影"

公开双人滑项目没有指定动作要求和旋转动作没有 限制,但教练及选手应

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

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

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打分。动作难度并不会被考虑。大会同时按照队伍的平均年龄分组。

所有跳跃与旋转项目只会使用一半的冰面 作赛。

Category Levels: 分组:

Low	Skaters must be in Delta levels or lower.
初级	选手必须在基本 5 级或以下
Bronze	Skaters must be in Freestyle 1-3 / Bronze levels or below.
铜级	选手必须在花式 1-3 级或以下
Sliver	Skaters must be in Freestyle 4-5 / Silver levels or below.
银级	选手必须在花式 4-5 级或以下
Gold	Skaters must be in Freestyle 6-7 / Gold levels or below.
金级	选手必须在花式 6-7 级或以下
Platinum	Skaters must be in Freestyle 8-10 / Platinum levels or below.
铂金级	选手必须在花式 8-10 级或以下

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

如 2 名搭档选手等级不同,则会使用其中较高等级的搭档等级分组。

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

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 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

此项目是为任何级別及年龄,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。 根据参赛之组別数量,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 2018 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 2018 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 2018 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 – as long as the resulting test level category is the same for ALL TEAM MEMBERS. 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。关于更新规例及这项目队形和滑行的详细内容,可参阅 2018 年的 ISI 滑冰手册。

队列 - 冰舞 / 队形 / 滑行

这项目由 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。关于更新规例及这项目冰舞、队形和滑行的详细内容,可参阅 2018 年的 ISI 滑冰手册。

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 2018 ISI 滑冰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,队伍必须包括四名同一类别等级的选手,选手必须为六周岁以上及每名选手只能加入一个队伍。 队伍成员可以由男女混合组队,所有组员将分派到同一组别,并且根据 4 名队员的平均年龄进行分组。

Category Levels:

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

These team "surprises" will be a relay-type event where every member of the team must complete a required task. Some events might be related to skating ability – and some may not – SO GRAB YOUR FRIENDS AND JOIN THE FUN!!!

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。如若一个团队由不同 级别的队员组合而成,这团队的比赛分组 将以这名最高级别的队员为标准。

此团体游戏项目将会是以接力赛形式,由 每一名组员接力进行。游戏并不一定与滑 冰技巧有关 – 因此与你的好友一起享受 游戏。

THEATER PRODUCTION

This new production event is for your entire skating team. Skaters of all ages and advanced ability level can participate in this theatrical team event. This is a creative and artistic program usually based on a story or theme, using costumes, props and technical skating to enhance the production performance.

剧院团体制作

本项目适合任何年龄及滑冰水平组成一直队伍表演节目。队伍运用服装,道具,和不同滑冰的技巧演绎出一个任意的故事或者主题。