

# JOHOR ICE SKATING CHALLENGE 2019

## EVENT LIST

### FIGURE SKATING

Please refer the 2018 edition of the ISI Handbook for complete event details.

#### Individual & Partner Events (MUSICAL):

- Artistic 1-10
- Couple 1-10 (Similar & Mixed)
- Couple Spotlight  
Character / Dramatic / Light Entertainment  
Low / Bronze / Silver / Platinum
- Solo Spotlight (All Levels)  
Character / Dramatic / Light Entertainment
- Footwork 1-10
- Freestyle 1-10
- Interpretive 1-10
- Team Compulsory 1-10
- Open Freestyle  
Bronze / Silver / Gold / Platinum
- Ice Dance 1-10
- Partner Dance 1-10  
Similar / Mix / Pro Partner
- Free Dance 1-10
- Pair 1-10
- Pre-Alpha – Delta
- Rhythmic Skating 1-10  
Hoop / Ball / Ribbon

#### Individual & Partner Events (NON MUSICAL):

- Figure 1-10  
Figure / Free / Creative
- Solo Dance 1-10
- Jump & Spin Team (All Level)  
Low / Bronze / Silver / Platinum
- Solo Compulsories (All Levels)
- Solo Surprise (All Levels)
- Stroking (Pre Alpha – Delta only)

# JOHOR ICE SKATING CHALLENGE 2019

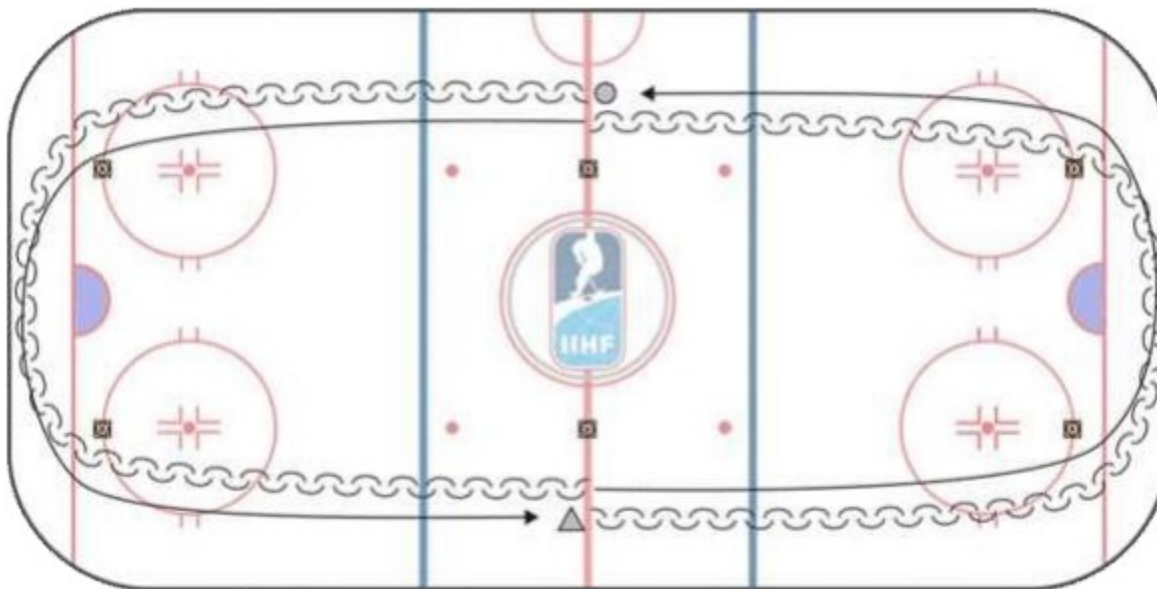
## EVENT LIST

### Team Events:

- Pattern Team
- Production Team
- Synchronized Dance Team
- Synchronized Formation Compulsories
- Synchronized Formation Team
- Synchronized Skating Compulsories
- Synchronized Skating Team
- Team Surprise
- Kaleidoskate Team
- Ensemble Team
- Family Spotlight
- Freestyle Synchro Team 1-10
- Team Compulsory 1-10

### ICE HOCKEY

#### Fastest Lap



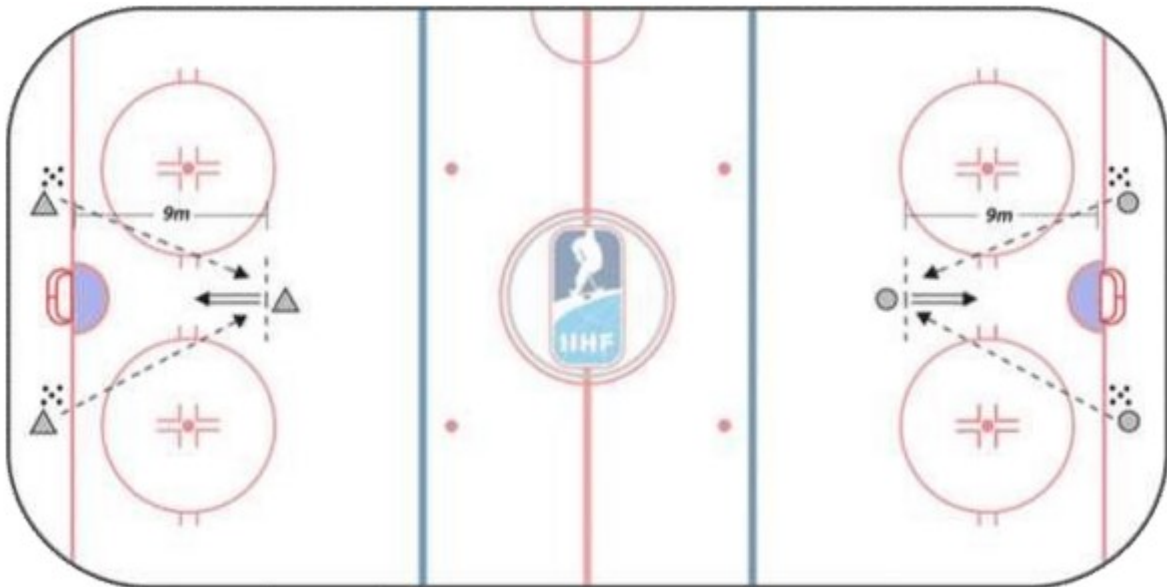
- Cubes are placed over the Skill Game 1 dots on the ice
- Players will start from the start/finish line on both sides of the rink
- Players must start behind the start/finish line
- The first pair of players will be called to the start line
- The two (2) players will skate at the same time

# JOHOR ICE SKATING CHALLENGE 2019

## ICE HOCKEY EVENT LIST

- The game begins on the whistle
- The players will begin skating backwards in a counter-clockwise direction
- When the player has completed half a lap they will pivot from backwards to forwards
- The pivot must be performed inside the transition zone (after the centre red line and before the far blue line)
- The time will stop once any part of the player's body (not including stick) crosses the start/finish line from which they started

### Shooting Accuracy

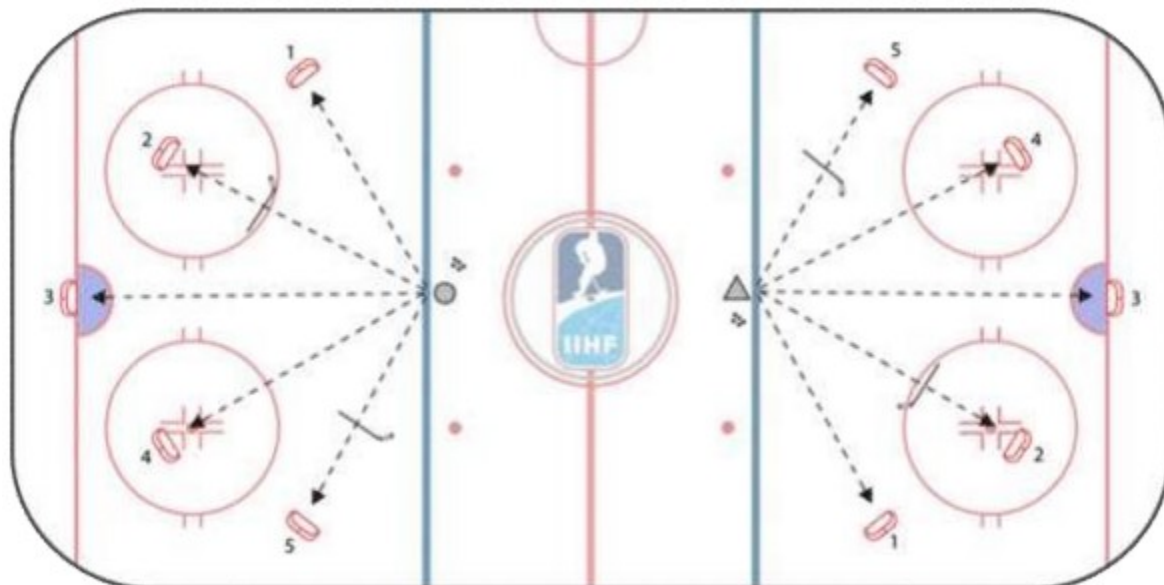


- Use spray paint to draw a line connecting the 3, Skill Game 2/4, dots on the ice
- Cubes are placed on the ends of the line to form the shooting line
- One set of 4 breakable targets are placed into each the net, 1 target per corner
- The shooter is positioned behind the shooting line
- One (1) passers (coaches) are positioned behind the goal line 5 metres to either side of the net with pucks
- This game is timed with a limit of 30 seconds
- The first pair of players will be called to the shooting line
- Two (2) players will shoot at the same time
- The game begins on the whistle
- The passers will pass the pucks alternatively to the shooter
- The shooter receives the passes one at a time and shoots at the targets
- The shooter that hits all four targets in the shortest time is the win

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## ICE HOCKEY EVENT LIST

### Passing Precision

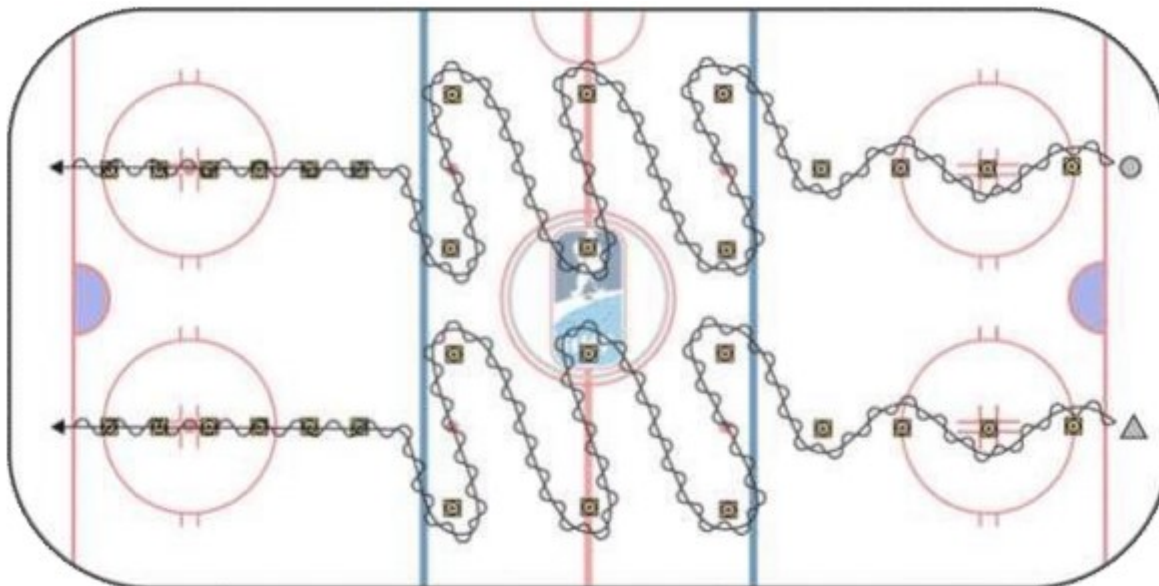


- 5 targets, are placed over the, Skill Game 5, dots on the ice
- An obstacle (hockey stick) is placed on the ice, over the game 5 dots, between the passer targets 2 and 5
- Pucks are behind the blue line in the center of the ice
- The blue line marks the passing line
- This game is a limited timed game of 30 seconds and starts on the horn
- The passer stands behind the passing line
- The passer has to hit each of the targets in order 1 to 5
- The passer must successfully hit a target before moving to the next
- At target 2 and 5 the passes must go over the obstacle (hockey stick)
- The game continues until one players hits all 5 targets
- The passer that hits all 5 targets in the shortest time is the winner
- If time limit is passed the number of targets and passes will count

# JOHOR ICE SKATING CHALLENGE 2019

## ICE HOCKEY EVENT LIST

### Puck Control



- Cubes (30) are placed over the, Skills Game 6 dots, on the ice
- The goal line at one end of the ice marks the start line
- The goal line at the opposite end of the ice is the finish line
- Players will start the start line
- This game is timed
- Both players begin with their feet behind the start line
- The game begins on the horn
- The player skates straight forward with the puck towards the line of 4 cubes
- The player skates through the 4 cubes in a slalom pattern
- In the Neutral Zone the player goes to the one cube of the first pair
- The player weaves through the 3 pairs of pylons
- After the last pair of pylons, the player skates forward to the 5 stickhandling obstacles
  - While straddling the stickhandling obstacles the player stickhandles the puck through all 5
- The players then skate across the finish line to complete the game