

# JOHOR ICE SKATING CHALLENGE 2019

## EVENT DESCRIPTIONS

General information is list below for each event to be offered at “JOHOR ICE SKATING CHALLENGE 2019”. Please refer to the 2018 edition of ISI Handbook for more complete event details and performance guidelines.

### **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.

Levels	Manuever Limitation	Duration
Freestyle 1-3 / Bronze	FS4 and below	1.5 mins
Freestyle 4-5 / Silver	FS6 and below	1.5 mins
Freestyle 6-7 / Gold	Any Manuevers	2 mins
Freestyle 8-10 / Platinum	Any Manuevers	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.

### **COUPLES SPOTLIGHT – LOW / BRONZE / SILVER / GOLD / PLATINUM**

Two skaters as a team performing a spotlight routine that is entertaining using costumes and props according to their highest category level. Couples will be divided into Character / Dramatic / Light Entertainment categories.

Levels	Manuever Limitation	Duration
Tot – Delta / Low	FS1 and below	1min
Freestyle 1-3 / Bronze	FS4 and below	1.5 mins
Freestyle 4-5 / Silver	FS6 and below	1.5 mins
Freestyle 6-7 / Gold	Any Manuevers	2 mins
Freestyle 8-10 / Platinum	Any Manuevers	2 mins

### **DANCE 1-10 – Solo & Partner Dance**

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. Ice Dancing can be enjoyed at any age or level. All skaters must pass the required dance tests to compete in these events. Skaters are no longer required to pass the Delta test to participate in Ice Dance 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. The Professionals do not need to pay any entry fees for that event and they 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. The event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes

### **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.

#### **FIGURE SELECTIONS:**

Fig. 1 – Forward Outside Waltz Eight

Fig. 2 – Backward Outside Eight

Fig. 3 – Backward Inside Eight

Fig. 4 – Forward Outside Loop

Fig. 5 – LFI Bracket

Fig. 6 – LFO Change Loop

Fig. 7 – LFO Paragraph Three

Fig. 8 – LFO Rocker

**FOOTWORK 1-10**

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.

**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.

**FREESTYLE SYNCHRO TEAM 1-10**

Three to seven skaters from the same Freestyle level 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.

**HOCKEY PUCK HANDLING**

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 enter the net. The skater can shoot anytime after the 4<sup>th</sup> cone, but if the miss, they must get the puck and get it into the goal to stop the timing. The skater with the fastest time in the event group wins

**HOCKEY SHOOTING**

The skater is given 30 seconds to shoot the puck to the target that has been installed in the hockey goal. Skaters are forbidden to insert puck into a target that has been entered before. The winner is determined by the number of targets entered in the shortest amount of time

**HOCKEY SKATING**

Skaters 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 the event group wins.

### **JUMP & SPIN – Low/Medium/Intermediate/High/Elite**

Two skaters enter the ice as a team according to their highest category level. 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.

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

### **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, design, and formation on the ice. Creativity, use of color and props are also an important part of the overall “design”.

### **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 Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers etc.

Event	Duration	Level	Maneuver Limitation
Open Bronze	2 mins	Freestyle 1-3	Fs3 and below
Open Silver	2 mins	Freestyle 4-5	Fs5 and below
Open Gold Short	2 mins	Freestyle 6-7	Fs7 and below
Open Gold	3 mins		
Open Platinum Short	2.50 mins	Freestyle 8-10	Any Maneuvers
Open Platinum	3.20 mins		
Open Platinum Plus	4.30 mins		

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 complete 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)*

### **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.

### **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, formation, and design 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 the circular symmetry is predominantly evident throughout the routine.

### **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.

### **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.

## RHYTHMIC SKATING

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 throughout the program. It can be thrown, bounced or juggled but control should be maintained. Props of the same kind (i.e. Ball / Hoop / Ribbon) will be grouped together and will not combine for competition event groups.

The skater chooses one Rhythmic prop per routine (ball, hoop, or ribbon) and must maintain control of the prop at all the times throughout the program This means the prop 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:

- a) 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.
- b) Ball - Must be made of rubber or plastic. Diameter should measure approximately 7-3/4 inches.
- c) 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 6-9 feet long.

Levels	Maneuver Limitations	Duration
Freestyle 1-3 / Bronze	FS4 and below	1.5 mins
Freestyle 4-5 / Silver	FS6 and below	1.5 mins
Freestyle 6-7 / Gold	Any Manuevers	2 mins
Freestyle 8-10 / Platinum	Any Manuevers	2 mins

## 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 uncaptured 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, stroking or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

SELECTED MANEUVERS:

Levels	Maneuvers
<b>Pre-alpha</b>	Fwd Swizzles / Left 1-Foot Glide / Bwd Swizzles
<b>Alpha</b>	Fwd Stroking / R over L Fwd Crossovers / 1-Foot Snowplow Stop
<b>Beta</b>	Bwd Stroking / R over L Bwd Crossovers / Right T-Stop
<b>Gamma</b>	RFO 3-turn / LFI Mohawk Combo / Hockey Stop
<b>Delta</b>	Lunge / RFI 3-turn / Bunny Hop
<b>Freestyle 1</b>	½ Flip / 2-Foot Spin / Fwd Arabesque
<b>Freestyle 2</b>	Ballet Jump / 1-Foot Spin / Waltz Jump-Tap Toe- ½ Flip Seq
<b>Freestyle 3</b>	Salchow Jump / Change Foot Spin / Bwd Pivot
<b>Freestyle 4</b>	Flip Jump / Sit Spin / Loop Jump
<b>Freestyle 5</b>	Camel-Sit-Upright Spin / Axel Jump / Lutz Jump
<b>Freestyle 6</b>	Double Salchow / Choice Spin (Cross-Foot /Layback/Sit-Change-Sit) / Split Jump
<b>Freestyle 7</b>	1-Foot Axel-¼ Flip – Axel Seq / Flying Camel Spin / Double Toe Loop Jump
<b>Freestyle 8</b>	Double Loop Jump / Camel-Jump-Camel Spin / Splitz Lutz
<b>Freestyle 9</b>	Double Lutz Jump / Flying Camel into Jump Sit Spin / Axel Double Loop Jump Combo
<b>Freestyle 10</b>	Double Axel-Double Toe Loop Jump combo / Death Drop / 3 Arabian Cartwheel or Butterfly Jumps
<b>Special Skater 1</b>	Fall / Get Up / March in Place
<b>Special Skater 2</b>	Fwd Swizzle / 2-Foot Glide / Teapot Dip
<b>Special Skater 3</b>	Fwd Swizzles / Scooter Push (Lor R) / Bwd Wiggles
<b>Special Skater 4</b>	T-Position Push / 1-Foot Swizzles (L or R) / Fwd Crossovers Standing Still
<b>Special Skater 5</b>	Fwd Stroking / Snowplow Stop / R over L Fwd Crossovers
<b>Special Skater 6</b>	2-Foot Turn Fwd to Bwd / Fwd 1-Foot Glide on a Curve, Left 1-Foot Bwd Swizzles
<b>Special Skater 7</b>	Bwd Stroking / Choice of Stop / L over R Bwd Crossovers
<b>Special Skater 8</b>	RFI Mohawk / LFI Mohawk / RBO Edge on Curve
<b>Special Skater 9</b>	RFO 3-Turn / LFO 3-Turn / Choice of Stop
<b>Special Skater 10</b>	Bunny Hop / Lunge / LFI 3-Turn

### **SOLO SURPRISE (All Levels)**

This category is open to skaters of all ages with physical or mental disabilities. Skaters will perform a program to music for 1 minute that includes all the compulsory maneuvers from their test level. Skaters will be grouped by age, gender and disability classification. These tests must be registered with the ISIA Asia Office in HongKong. Above the Special Skater 10 (Delta) level, Special Skaters can take and pass the test levels in Freestyle, Figures, Couples, Pairs, Dance and Free Dance so they are eligible to compete in those events – along with Artistic, Footwork, Interpretive, etc. If requested, the Competition Director can put special skaters into a separate event group for those events

### **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.

### **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	Freestyle 1 and below	1 min
Freestyle 1-3 / Bronze	Freestyle 1 and below	1.5 mins
Freestyle 4-5 / Silver	Freestyle 1 and below	1.5 mins
Freestyle 6-7 / Gold	Any Maneuver	2 mins
Freestyle 8-10 / Platinum	Any Maneuver	2 mins



### ***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.

### ***SYNCHRONIZED TEAM***

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 2014 edition of 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.

### ***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). 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 and/or test levels of all 4 team members.

Category Levels:

Low	Team skaters must be in PA to Delta levels only.
Medium	Team skaters must be in FS 1-3 / Bronze & below.
Intermediate	Team skaters must be in FS 4-5 / Silver & below.
High	Team skaters must be in FS 6-10/Gold/Platinum & below.

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 events.

#### **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 competition events

**BLUEICE**  
SKATING RINK  
@ PARADIGM MALL JOHOR BAHRU

