

# ISIASIA CHAMPIONSHIP SERIES FINAL 2019 - EVENT DESCRIPTIONS

General information is listed below for each event to be offered at our 1<sup>st</sup> annual **ISIASIA CHAMPIONSHIP SERIES FINAL 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.***

## ARTISTIC SOLO 4-5

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 4-5 / Silver	FS6 and below	1.5 min

## FOOTWORK 4-10

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.

## 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 – Silver

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)***.

## PRE-ALPHA – DELTA SOLO PROGRAM

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.

## 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.

**Please Note: 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 FOR ISIASIA CHAMPIONSHIP SERIES FINAL 2019

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-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
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

### 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.

### 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.

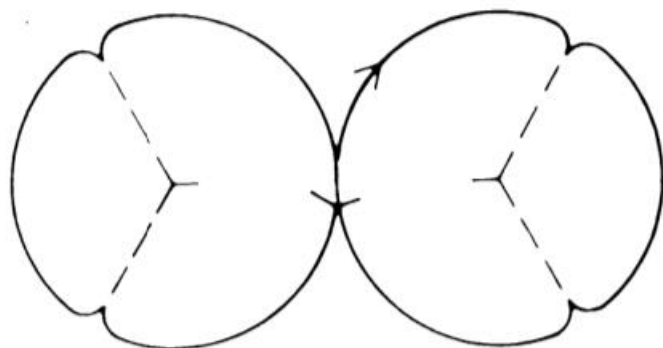
d) THEMED – Sports themed at ISIA Asia Championship Series Final 2019

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

### COMPULSORY FIGURES FOR ISIASIA CHAMPIONSHIP SERIES FINAL 2019

Regular figures are based on the original “school” figure eights. Skaters perform a required figure 8 patterns 3 times. Judging is based on the size & shape of the circles, cleanliness of edges & pattern. Duration: 1.5 minutes. **Sample of the FORWARD PARAGRAPH DOUBLE TREE** video will be posted on the [ISIA Asia Website](#).

**Please note:** No extra push in between the first circle and the second circle. Push is only allowed after the second circle and the fourth circle.



**FORWARD PARAGRAPH DOUBLE THREE**