

## Skate Chiangmai 2020

### EVENT DESCRIPTIONS

General information is listed below for each event to be offered at our “Skate Chiangmai 2020”.

**The New 2018 rule will go into effect on September 1, 2017 and for this competition.**

Due to ice and time limitations, not every event will be offered at every competition. Please refer to the individual competition entry form for each competition to find out which events are offered for the particular competition.

### 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.

<u>Levels</u>	<u>Maneuver Limitations</u>	<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	FS8 and below	2 mins
Freestyle 8-10 / Platinum	Any Maneuvers	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

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 the correct category box on your entry form

<u>Categories</u>	<u>Levels</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Low	Tot – Delta	FS1 and below	1 min
Bronze	Freestyle 1-3 / Bronze	FS4 and below	1.5 min
Silver	Freestyle 4-5 / Silver	FS6 and below	1.5 min
Gold	Freestyle 6-7 / Gold	FS8 and below	2 mins
Platinum	Freestyle 9-10 / Platinum	Any maneuvers	2 mins

### 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

### **FOOTWORK 1-10**

A Freestyle skater performs 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 EVENT**

*Hockey Skating* – Skater skates 1 lap forward around the rink with the puck on the stick. They drop the puck, and then turn around backwards to skate 1 lap backwards. Skater with fastest time wins.

*Hockey Shooting* – Skater skates with stick & puck around a zig – zag cone course and then shoots the puck into the goal. Timing stops when the puck enters the goal. Skater with fastest time 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 to the goalie from any direction and attempt to score. If the goalie catches or smothers the puck, play will stop. If a rebound comes out in front of the goal 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 1<sup>st</sup> Place. For less than 8 saves, the Goalie will receive 2<sup>nd</sup> Place

\*\* There will be a short warm-up for each hockey event

## **JUMP & SPIN – Low / Bronze / Silver / Gold / Platinum**

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.

***ALL JUMP & SPIN EVENTS will be done on 1/2 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 level or below

### ***Required Elements:***

<b>Levels</b>	<b>Jump</b>	<b>Spin</b>
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	Flying Camel or Layback
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, designs and formations on the ice. Creativity, use of color and props are also an important part of the overall “design”.

## **OPEN FREESTYLE – Bronze / Silver / Gold /Gold Short/ Platinum/ Platinum Short**

There are no required maneuvers for the new Open Freestyle 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, 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.

Judging criteria for Open Freestyle events includes: Correctness, 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, 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.

## **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. 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 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 feet - 9 feet long.

<u>Levels</u>	<u>Maneuver Limitations</u>	<u>Duration</u>
Freestyle 1-3 / Bronze	FS4 and below	1.5 min
Freestyle 4-5 / Silver	FS6 and below	1.5 min
Freestyle 6-10 / Gold / Platinum	Any maneuvers	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, strokes or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

Pre-Alpha – Freestyle 4 will be on ½ ICE ONLY.

Freestyle 5 – 10 will be on FULL ICE.

#### **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 / Left Forward Inside Mohawk Combo./ Hockey Stop
Delta	Right Forward Inside 3-turn / Bunny Hop / Lunge
Freestyle 1	½ Flip / 2-foot spin / Forward Arabesque
Freestyle 2	Ballet Jump / 1-foot spin / waltz Jump-Tap Toe-1/2Flip 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 / Latz spin
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split jump
Freestyle 7	1-Foot Axel-Quarterflip-Axel Sequence/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Dbl. Loop jump / Camel- Jump Camel Spin / Split Latz
Freestyle 9	Dbl. Lutz jump / Flying Camel into Jump Sit spin / Axel-Dbl. Loop jump combination
Freestyle 10	Dbl. Axel-Dbl. Toe Loop jump combination / Death Drop / 3 Arabian Cartwheel or Butterfly jumps

### **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

### **SPECIAL SKATER 1-10**

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 of the compulsory maneuvers from their test level. Skaters will be grouped by age, gender, and disability classification. The Special Skater event is based on the ISI Special Skater test levels 1-10. 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.

### **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*

<b><u>Levels</u></b>	<b><u>Maneuver Limitations</u></b>	<b><u>Duration</u></b>
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	FS8 and below	2.0 min
Freestyle 8-10 / Platinum	Any maneuvers	2.0 min

### **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 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 compulsory maneuvers and program duration limitations, please see the current 2012 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 2010 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 2010 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 and/or test levels of all 4 team members.

**Category Levels:**

Low	ALL team skaters must be in Pre-Alpha to Delta levels only.
Medium	ALL team skaters must be in Freestyle 1-3 / Bronze levels & below.
Intermediate	ALL team skaters must be in Freestyle 4-5 / Silver levels & below.
High	ALL team skaters must be in Freestyle 6-10 / Gold / Platinum levels & 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.

**THEMED COUPLES 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 for 2010. The theme for Skate Asia 2011 is “Best of Broadway” so choose your favorite show tune from any musical and bring it to life – on ice!

**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