

Brief information is listed below for each event to be offered for **ISI Skate Beijing 2023**.

Please refer to the current edition of the (2022) 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. Event level is based on skater's freestyle test level.

| Levels | Maneuver Limitations | Duration |
|---------------------------|----------------------|----------|
| 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 |

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 mark the correct category box on your entry form.

| Levels | Maneuver Limitations | Duration |
|--|----------------------|----------|
| Low Tot-Delta | FS 1 and below | 1 min |
| Bronze Freestyle 1-3/Bronze | FS 4 and below | 1.5 min |
| Silver Freestyle 4-5/Silver | FS 6 & below | 1.5 min |
| Gold Freestyle 6-7/Gold | Any maneuvers | 2 min |
| Platinum Freestyle 8-10/Platinum | Any maneuvers | 2 min |

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 there is 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.

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 FOR 2023 NATIONAL EVENTS

| Levels | Selected Figure |
|-----------|------------------------|
| Figure 1 | Forward Outside Eight |
| Figure 2 | Backward Outside Eight |
| Figure 3 | Backward Inside Eight |
| Figure 4 | Forward Outside Loop |
| Figure 5 | Backward Inside Loop |
| Figure 6 | LFO Bracket |
| Figure 7 | LFO Paragraph Three |
| Figure 8 | RFI Rocker |
| Figure 9 | LFO Paragraph Loop |
| Figure 10 | The Flower |

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 correct turns & edges as well as flow, variety of moves and choreography. Duration: 1 minute.

FREE DANCE 1-10

The ISI Free Dance events are based on the 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.

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 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.

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 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 1st Place. For less than 8 saves, the goalie will receive 2nd Place.

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 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 that event group wins. There will be a short warm-up for each hockey event.

INTERPRETIVE 1-10 (FREESTYLE LEVELS ONLY)

Freestyle level skaters will hear a piece of music once off the ice; twice during the group warm-up; and once more before competing while they mentally choreograph a skating routine – with no help from friends, parents or coaches. The emphasis is on the skater's ability to choreograph an entertaining skating routine to music and not on the difficulty of the skating maneuvers performed.

| Levels | Maneuver Limitations | Duration |
|-------------------------|----------------------|----------|
| 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 |

JUMP & SPIN

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.

| Category | Team Skater 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 levels or below. |

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

Required Elements:

| 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 piece of color – and those color pieces are used to choreograph and 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 & 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 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, 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. 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 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:

1. Hoop – 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.
2. Ball – Must be made of rubber or plastic. The ball diameter should measure approximately 7-3/4 inches. The ball must be smooth (without any texture).

3. Ribbon – Stick must be made of wood, plastic or fiberglass. Stick length should be between 20-30 inches. Ribbon material must 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.

| Levels | Maneuver Limitations | Duration |
|---------------------------|----------------------|----------|
| 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 |

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.

| Levels | Selected Maneuvers |
|--------------|--|
| Pre-Alpha | Left One Foot Glide / Right One Foot Glide / Backward Swizzles |
| Alpha | Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop |
| Beta | R over L Backward Crossovers / L over R Backward Crossovers / Right T-Stop |
| Gamma | RFI Mohawk Combo / LFI Mohawk Combo / Hockey Stop |
| Delta | RFI 3 -turn / LFI 3-turn/ Bunny Hop |
| Freestyle 1 | Waltz Jump / One-Half Flip / 2 Foot Spin |
| Freestyle 2 | Ballet Jump / 1-foot spin / 2 Forward Arabesques |
| Freestyle 3 | Salchow Jump / Backward outside or inside pivot / Toe Loop |
| Freestyle 4 | Flip jump / Sit Spin / Loop jump |
| Freestyle 5 | Camel Spin / Axel / Lutz Jump |
| Freestyle 6 | Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump |
| Freestyle 7 | Opposite Jump/ Flying Camel spin / Double Toe Loop jump |
| Freestyle 8 | Double Loop jump / Flying sit or axel sit spin / Split Lutz |
| Freestyle 9 | Double Lutz jump / Flying Camel into Jump Sit spin / Axel in opposite direction or Double Axel |
| Freestyle 10 | Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps |

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 | 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 |

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 required and will be 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 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 complete description of Formation, Skating, and Dance categories, please see the current edition of ISI Handbook.

SPEEDRACING

Skater skate around the rink for 2 times, based on the time record from the judge, the fastest skater win. Skater must prepare and equipped with helmet and protection gears for this event.

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 current 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 new “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.



ISI Skate Beijing 2023

07th-09th April, 2023

Brief Event Descriptions



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 | Skater 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 – SO GRAB YOUR FRIENDS AND JOIN THE FUN !!!

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 current test registered with ISI to enter Tot competition events. Coaches will be allowed to accompany the skater on the ice during the performance, but shall not have any body contact. Only the skater performance will be judged..