

# INDONESIA ICE SKATING OPEN 2024 @ BINTARO JAYA

## EVENT DESCRIPTIONS

General information is list below for each event to be offered at “Indonesia Ice Skating Open 2024 @ Bintaro Jaya”. Please refer to the 2022 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	Maneuver Limitations	Duration
Freestyle 1-3	Bronze FS4 and below	1.5 min
Freestyle 4-5	Silver FS6 and below	1.5 min
Freestyle 6-10 / Gold / 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/Medium/Intermediate/High**

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.

Categories	Levels	Maneuver Limitations	Duration
Low	Tot & Pre-Alpha – Delta	FS1 and below	1 min
Medium	Freestyle 1-3 / Bronze	FS4 and below	1.5 min
Intermediate	Freestyle 4-5 / Silver	FS6 and below	1.5 min
High	FS 6-10/Gold/ Platinum	any maneuvers	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 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: 1.5 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.

Please refer to the 2014 ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

#### FIGURE SELECTIONS:

Fig. 1 – Forward Outside Eight

Fig. 2 – Backward Outside Eight

Fig. 3 – Backward Inside Eight

Fig. 4 – Forward Outside Loop

Fig. 5 – Backward Inside Loop

Fig. 6 – LFO Bracket

Fig. 7 – LFO Paragraph Three

Fig. 8 – RFI Rocker

Fig. 9 – LFO Paragraph Loop

Fig. 10 – The Flower

#### **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.

#### **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 and only Jump & Spin High and Elite will be done in FULL ICE.

#### Category Levels:

Low	Both skaters must be in PA to Delta levels only.
Bronze	Both skaters must be in FS 1-3/Bronze or below.
Silver	Both skaters must be in FS 4-5/Silver or below.
Gold	Both skaters must be in FS 6-10/Gold/Platinum or below.
Platinum	Both skaters must be in FS 8-10/Gold/Platinum or below.

#### Required Elements:

Levels	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	Flying Camel or Layback
Platinum	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel Jump Camel Spin

### **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.

### **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.

### **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
FS 1-3/Bronze	FS4 and below	1 min
FS 4-5/Silver	FS6 and below	1.5 min
FS 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, stroking or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

All Solo Compulsories will be done on 1/2 ICE ONLY.

#### SELECTED MANEUVERS:

Pre-Alpha	Left One Foot Glide / Right One Foot Glide / Backward Swizzles
Alpha	Forward Stroking / Right over Left Forward Xovers / 1-F Snowplow Stop
Beta	Left over Right Backward Xover / Right over Left Backward Xovers / Right T-Stop
Gamma	RFI Mohawk combo / LFI Mohawk combo / Hockey Stop
Delta	Right Forward Inside 3-turn / Bunny Hop / Left Forward Inside 3-turn
Freestyle 1	Waltz Jump / 2-foot Spin / ½ Flip Jump
Freestyle 2	Ballet Jump / 1-foot Spin / 2 Fwd Arabesque
Freestyle 3	Salchow Jump / Backward Outside or Inside Pivot / Toe Loop Jump

Freestyle 4	Flip Jump / Sit Spin / Loop Jump
Freestyle 5	Camel Spin / Axel Jump / 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	DbL. Loop Jump / Flying sit or axel sit spin / Split Lutz Jump
Freestyle 9	DbL. Lutz Jump / Flying Camel into Jump Sit Spin / Double Axel or Axel in opposite direction
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.

### ***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 6-10 / Gold / Platinum	any maneuvers	2 mins

## **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