



Communication

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ISIA Asia New Competition Events

We are excited to introduce two new events to our lineup: **Jump Fiesta and Spin Master!** These events are designed to enhance our non-musical offerings by adding more variety to our current activities.

JUMP FIESTA

Eligibility

This event can be open to skaters of all levels from Freestyle 1 to Freestyle 10. Skaters are grouped according to their test level. Test levels cannot be combined and skaters must compete at their highest test level passed and registered with the ISIA Asia office.

Skaters who have passed **Open Freestyle tests** must compete in **Jump Fiesta** event levels as follows:

Bronze	Freestyle 3
Silver	Freestyle 5
Gold	Freestyle 7
Platinum	Can choose any FS 8-10 level for their Jump Fiesta event

General

Skaters are to perform only the three required JUMPS as per below table, in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, pivot or gliding maneuver from a test level or any uncaptured move are not allowed.

Other

If the wrong maneuver is performed, all three judges will give a score of "0" for the incorrect maneuver. If an illegal maneuver is performed between the required maneuvers, the skater will be given a score of 2.0

under Penalty by Judge 1 (Referee) only. The score under Penalty will remain 7.0 for each skater, unless a penalty score of 2.0 needs to be given (or 8.0 if the skater is "against the book").

Only the first attempt at each maneuver will be scored. Any additional attempt will not be judged. All 3 judges will give a score of "0" if the required maneuver is not attempted.

Jump Fiesta Event Judging Criteria

Judge 1 – Maneuver #1, Maneuver #2, Maneuver #3, Penalty

Judge 2 – Maneuver #1, Maneuver #2, Maneuver #3

Judge 3 – Maneuver #1, Maneuver #2, Maneuver #3

3 Required JUMP FIESTA elements:

Freestyle 1	Bunny Hop, Half flip, Waltz Jump
Freestyle 2	Ballet Jump, Half Lutz, Waltz-Tap Toe-3 turn or mohawk-Half Flip
Freestyle 3	Salchow, Toe Loop, Salchow Toe Loop Combination Jump
Freestyle 4	Flip, Loop, Half Loop
Freestyle 5	Lutz, Axel, Flip-Loop Combination Jump
Freestyle 6	Split Jump, Axel -Half Loop-Flip Combination Jump, Double Salchow
Freestyle 7	Double Toe Loop, Axel-Half Loop-Double Salchow Combination Jump, One Foot Axel-One Quarter Flip-Axel Jump
Freestyle 8	Double loop, Double Flip, Split Lutz
Freestyle 9	Double Lutz, Double Axel, (Counter Jump) Double Flip-Double Toe Combo Jump
Freestyle 10	Double Axel – Double Toe Combination Jump, Triple Salchow, Triple Toe Loop

SPIN MASTER

Eligibility

This event can be open to skaters of all levels from Freestyle 1 to Freestyle 10 and Open Freestyle Bronze to Platinum. Competition is divided into 4 levels using the required maneuvers listed below. Skaters perform the maneuvers without music.

Event	Level	3 Required Spins
Bronze	FS 1-3	Two-foot spin, One-foot spin, Change foot spin
Silver	FS 4-5	Sit Spin, Camel Spin, Camel – Sit – Upright
Gold	FS 6-7	Sit Change Sit Spin, Camel – Sit – Back Sit Spin, Flying Camel
Platinum	FS 8-10	Flying Sit Spin, Camel Jump Camel, Flying Camel Spin into Jump Sit Spin

General

Skaters are to perform only the three required SPINS as per below table, in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, pivot or gliding maneuver from a test level or any uncaptured move are not allowed.

Only the first attempt at each maneuver will be scored. Any additional attempt will not be judged. All 3 judges will give a score of “0” if the required maneuver is not attempted.

Skaters are allowed to add variations to any required spin position, but the variation will not count as part of the spin requirement to meet the test standard (for testing and competition events) in traditional Freestyle, Solo Compulsory, Jump and Spin, Couples, and Pairs.

SPIN MASTER Event Judging Criteria

Judge 1 – Maneuver #1, Maneuver #2, Maneuver #3, Penalty

Judge 2 – Maneuver #1, Maneuver #2, Maneuver #3

Judge 3 – Maneuver #1, Maneuver #2, Maneuver #3