



# DB Open FS Challenge 2024

6 - 8 December 2024

## Brief Event Descriptions



Brief information is listed below for each event to be offered for **DB Open FS Challenge 2024**.

Please refer to the current edition of the (2024) ISI Handbook for more complete event details and performance guidelines.

### **TOT 1-4 SOLO**

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.

### **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.

### **SPOTLIGHT SOLO – LIGHT ENTERTAINMENT (TOT – DELTA ONLY)**

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 to determine the spotlight event level.

***Only Light Entertainment category is offer for this competition. An entertaining or light-hearted performance is expected.***

### **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).

### ARTISTIC

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

### SOLO COMPULSORIES (Tot & 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
<b>Tot 1</b>	Proper Way to Get Up / Marching in Standing Position / Marching While Moving
<b>Tot 2</b>	2-Foot Jump in Place / Single Swizzle / Beginning 2-Foot Glide
<b>Tot 3</b>	Push & Glide Stroking / Dip / Forward Swizzle
<b>Tot 4</b>	Backward Swizzle / Snowplow Stop / Backward Wiggle
<b>Pre-Alpha</b>	Left One Foot Glide / Right One Foot Glide / Backward Swizzles
<b>Alpha</b>	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
<b>Beta</b>	R over L Backward Crossovers / L over R Backward Crossovers / Right T-Stop
<b>Gamma</b>	RFI Mohawk Combo / LFI Mohawk Combo / Hockey Stop
<b>Delta</b>	RFI 3 -Turn / LFI 3-Turn/ Bunny Hop
<b>Freestyle 1</b>	Waltz Jump / One-Half Flip / 2-Foot Spin
<b>Freestyle 2</b>	Ballet Jump / 1-Foot Spin / 2 Forward Arabesques
<b>Freestyle 3</b>	Salchow Jump / Backward Outside or Inside Pivot / Toe Loop
<b>Freestyle 4</b>	Flip Jump / Sit Spin / Loop Jump
<b>Freestyle 5</b>	Camel Spin / Axel / Lutz Jump
<b>Freestyle 6</b>	Double Salchow / Choice Spin (Cross-Foot / Layback / Sit-Change-Sit) / Split Jump
<b>Freestyle 7</b>	Opposite Jump / Flying Camel Spin / Double Toe Loop Jump
<b>Freestyle 8</b>	Double Loop Jump / Flying Sit or Axel Sit Spin / Split Lutz
<b>Freestyle 9</b>	Double Lutz Jump / Flying Camel into Jump Sit Spin / Axel in Opposite Direction or Double Axel
<b>Freestyle 10</b>	Double Axel-Double Toe Loop Jump Combination / Death Drop / Three Arabian Cartwheel or Butterfly Jumps

### JUMP & SPIN (ALL LEVELS)

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
<b>Low</b>	Both skaters must be in Pre-Alpha to Delta levels only.
<b>Bronze</b>	Both skaters must be in Freestyle 1-3 / Bronze levels or below.
<b>Silver</b>	Both skaters must be in Freestyle 4-5 / Silver levels or below.
<b>Gold</b>	Both skaters must be in Freestyle 6-7 / Gold levels or below.
<b>Platinum</b>	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
<b>Low</b>	2-Foot Hop or Bunny Hop	2-Foot Spin
<b>Bronze</b>	½ Flip or Toe Loop	2-Foot or 1-Foot Spin
<b>Silver</b>	½ Loop or Axel	Sit Spin or Back Spin
<b>Gold</b>	Dbl. Salchow or Dbl. Toe Loop	Layback or Flying Camel
<b>Platinum</b>	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel-Jump-Camel

### JUMP FIESTA \*\* NEW EVENT

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:

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

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. 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").



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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:

Levels	Selected Maneuvers
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, Double Flip-Double Toe Combination Jump
Freestyle 10	Double Axel-Double Toe Combination Jump, Triple Salchow, Triple Toe Loop

### SPIN MASTER \*\*NEW EVENT

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 Spin Flying Camel Spin into Jump Sit Spin



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Skaters are to perform only the three required SPINS as per table above, 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

### **SPEEDRACING (ALL LEVELS)**

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

### **ENSEMBLE (ALL LEVELS)**

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.

### **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.