

# ISIASIA CHAMPIONSHIP SERIES FINALS 2025

## EVENT DESCRIPTION

Every coach should have and reference the current edition of the **(2024) ISI Handbook** for more complete event details and performance guidelines.

Quick Reference for Durations & Maneuver Limitations – ISI Competition Event Chart (*from pages 178-179 in the current Handbook*) *\*Note Open Bronze FS is 1:30 duration.*

### ARTISTIC SOLO FS 4-5

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 4-5 / Silver | FS6 and below        | 1.5 min  |

### FOOTWORK FS 6-10

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.**

### FREESTYLE 1-3

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.

### JUMP FIESTA

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 ISI national 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 <b>Jump Fiesta</b> 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.

### **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

### 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

### **OPEN FREESTYLE – Bronze, Silver, Gold Short & Platinum Short**

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).

### **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 – RIBBON (FS 4-5)**

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. 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.

**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 4-5 / Silver | FS6 and below        | 1.5 min  |

## SPOTLIGHT SOLO PROGRAM

**PA-Delta**      *Light Entertainment*

**FS 1-3**        *Character*

**FS 6-10**      *Dramatic*

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 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.**

## SELECTED MANEUVERS FOR SKATE ASIA 2025 & ISIASIA CHAMPIONSHIP SERIES FINALS 2025

|                     |  |
|---------------------|--|
| <b>Pre-Alpha</b>    | Right One Foot Glide / Forward Swizzles / Backward Swizzles                                      |
| <b>Alpha</b>        | Forward Stroking / Left over Right Forward Crossovers / 1-Foot Snowplow Stop                     |
| <b>Beta</b>         | Backward Stroking / Left T-Stop / Right T-Stop   |
| <b>Gamma</b>        | RFO Three Turn / LFO Three Turn / Hockey Stop  |
| <b>Delta</b>        | RFI 3 -turn / Lunge / Bunny Hop  |
| <b>Freestyle 1</b>  | Waltz Jump / Forward Arabesque / 2 Foot Spin   |
| <b>Freestyle 2</b>  | 1/2 Lutz / 1-foot spin / Dance Step Sequence   |
| <b>Freestyle 3</b>  | Salchow Jump / Change Foot Spin / Toe Loop   |
| <b>Freestyle 4</b>  | Flip jump / Sit Spin / 1/2 Loop Jump   |
| <b>Freestyle 5</b>  | Fast Back scratch spin / Axel / Camel-Sit-Upright spin   |
| <b>Freestyle 6</b>  | Axel-1/2 Loop-Flip Jump / Choice spin (Cross-foot/Layback/Sit-Change-Sit) /Split Jump            |
| <b>Freestyle 7</b>  | 2 Walley jumps in a row/ Flying Camel spin / One Foot Axel-quarter Flip-Axel                     |
| <b>Freestyle 8</b>  | Double Flip jump / Camel-jump-Camel spin / Split Lutz  |
| <b>Freestyle 9</b>  | Double Lutz jump / Opposite spin / Axel-double Loop Jump combination                             |
| <b>Freestyle 10</b> | Double Axel-Double Toe Loop jump combo / Death Drop / Three Arabian Cartwheel or Butterfly jumps |



## **SPIN MASTER (FS 6-10)**

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 (**Bronze, Silver, Gold & Platinum**) using the required maneuvers listed below. Skaters perform the maneuvers without music.

| <b>Event</b>    | <b>Level</b> | <b>3 Required Spins</b>   |
|-----------------|--------------|---|
| <b>Gold</b>     | FS 6-7       | Sit Change Sit Spin<br>Camel – Sit – Back Sit Spin<br>Flying Camel          |
| <b>Platinum</b> | FS 8-10      | Flying Sit Spin<br>Camel Jump Camel<br>Flying Camel Spin into Jump Sit Spin |

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

### **STROKING (Pre 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.