

## SKATE MALAYSIA 2025 EVENT DESCRIPTION

General information for each event at our **Skate Malaysia 2025** competitions is listed below.

Due to ice and time limitations, not every event will be offered at every competition. Please refer to each competition's individual competition entry form to find out which events are offered for that particular competition.

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 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

### DANCE 1-10 – Solo & Partner Dance – SIMILAR / MIXED / PRO PARTNER

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. All skaters must pass the required dance tests to compete in these events. Ice Dancing can be enjoyed at any age or level. Skaters are not required to pass the Delta test to participate in Ice Dance events. Skaters are no longer required to pass the entire dance test for the next higher level before competing individual dances from that next higher level that have already been passed. For ISI national 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.

Professionals and their students can compete together in the Pro Partner dance events at the student's current Ice Dance test level. The Professional must be a current ISI Professional member but does not have to pay any entry fees for that event. The Professional 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: 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.

Refer to the current ISI Handbook for description of Creative Figure 1-10 and Free Figure 1-10 events.

## FIGURE SELECTIONS FOR SKATE MALAYSIA 2025 EVENTS

Figure 1	Forward Inside Eight
Figure 2	Forward Outside Three to Center
Figure 3	Right Forward Outside Three
Figure 4	Forward Inside Loop
Figure 5	Backward Outside Loop
Figure 6	LFO One Foot Eight
Figure 7	RFO Paragraph Three
Figure 8	RBO One Foot Eight
Figure 9	RFO 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.

## 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.*

**ALL JUMP & SPIN EVENTS will be done on ½ ICE ONLY.**

### Category 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**

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
- 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

### **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

### **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).

### **OPEN PAIR – Bronze, Silver, Gold & Platinum**

There are no required maneuvers for the Open Pair events; but all skaters and coaches should carefully check the maneuver limitations for the Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, pair lifts, pair spins, footwork, and connecting moves.

Skaters who have passed the traditional ISI Pair 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Pair events.

Skaters who have passed tests from other skating organizations are only required to take the equivalent level test to compete in that level, in some cases, skaters will have to also test to move up to a higher Open Pair – based on their current program content.

Open Pair 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

## 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

### **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 MALAYSIA 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**

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>Bronze</b>	FS 1-3	Two-foot spin one-foot spin Change foot spin
<b>Silver</b>	FS 4-5	Sit Spin Camel Spin Camel – Sit – Upright
<b>Gold</b>	FS 6-7	Sit Change Sit Spin Camel – Sit – Back Sit Spin Flying Camel
<b>Platinum</b>	FS 8-10	Flying Sit Spin Camel Jump Camel 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 (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*.

### **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.

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 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 !!!**





## **THEATER PRODUCTION**

This new production event is for your entire skating team. Skaters of all ages and advanced ability level can participate in this theatrical team event. This is a creative and artistic program usually based on a story or theme, using costumes, props and technical skating to enhance the production performance.

## **THEMED COUPLES SPOTLIGHT / THEMED PRODUCTION / THEMED SOLO SPOTLIGHT (*All Levels*)**

These events will use the same guidelines as for regular Couples Spotlight, Production teams & Solo Spotlight events regarding levels, maneuver limitations, duration, and costume/prop restrictions. **"Our theme in 2025 is all about ANIMALS & PETS!"** Whether you're a fan of furry friends, exotic creatures, or playful companions, this is your chance to let your creativity shine. Don't miss out on the fun—bring your ideas to life and make this Spotlight event truly unforgettable!"

## **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 may be allowed to be on the ice with their skaters if approved by the Competition Director.