
Eligibility Rules

- 1.** Competition events are open to any Individual or Professional Members of ISI, from Tots to Adults, whose membership is current up to and including the date of the competition.
- 2.** All competitors must compete at their highest test level passed and comply with all equivalency chart levels. All tests must be registered with the ISIA Asia or ISI national office before 4th August, 2025.
- 3.** All competitors must represent a current ISIA Asia or ISI Administrative member facility, club or skating school. It is permissible for skaters to represent one member facility for solo/partner events and a different member facility for group/team events.
- 4.** Skaters in Pre Alpha – Delta may not compete in Freestyle 1, Bronze Freestyle, Couple 1, Pair 1 or Bronze Pair. If the skater has passed one of the following: Freestyle 1, Bronze Freestyle, Couple 1, Pair 1, then the skater may no longer compete in Delta level events.
- 5.** Any skater wishing to compete in Artistic, Footwork, Spotlight and Rhythmic, etc. is still required to pass and register a test level (i.e. Pre-Alpha – Delta, traditional Freestyle or Open Freestyle) to determine the level for those event entries.
- 6.** Any skater wishing to compete in a Footwork event is required to pass and register a test level (traditional Freestyle, Open Freestyle or Dance) to determine the level for his/her Footwork entry.
- 7.** Skaters are expected to compete at their true ability level and to uphold high ethical standards. Skaters may not “skate up” one level for ISI competition events. All skaters must pass the test level for the event level in which they will compete (except in Team Compulsories and Jump and Spin events where a skater may “skate up” to their team or partner’s level).
- 8.** Females and males are separated in most technical events, but may be combined in Artistic, Footwork, Jump & Spin, Rhythmic, Spotlight, Stroking, Surprise and team events.
- 9.** All ISI competitions use the first day of the competition as the age cut-off date for grouping individual and team event skaters.
- 10.** As a reward for their achievement, all skaters who have passed any level 9 or 10 test in Freestyle, Couple, Pair, Dance, Free Dance or Figures are entitled to one complimentary first event entry at each ISI national competition.
- 11.** Vocal music is permitted for all ISI competition events.
- 12.** There is no penalty for skating under any prescribed program duration time.

Brief Event Descriptions

Brief information is listed below for each event to be offered for **ISIA Asia Figure Skating Open 2025**.

Please refer to the current edition of the (2024) 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. 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 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

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

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.

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.

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.

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.

INTERPRETIVE 1-10

Freestyle level skaters will hear a piece of music once off the ice; twice during the group warm-up; and once more before competing while they mentally choreograph a skating routine – with no help from friends, parents or coaches. The emphasis is on the skater's ability to choreograph an entertaining skating routine to music and not on the difficulty of the skating maneuvers performed.

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

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.

ISIA Asia Figure Skating Open 2025

13 - 14 Sep, 2025



Category	Team Skater Levels
Low	Both skaters must be in Pre-Alpha to Delta levels only.
Bronze	Both skaters must be in Freestyle 1-3 / Bronze levels or below.
Silver	Both skaters must be in Freestyle 4-5 / Silver levels or below.
Gold	Both skaters must be in Freestyle 6-7 / Gold levels or below.
Platinum	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
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	Layback or Flying Camel
Platinum	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel-Jump-Camel

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).

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

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

SPEEDRACING

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

STROKING (PRE-ALPHA – DELTA)

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.

SOLO COMPULSORIES

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
Pre-Alpha	Left One Foot Glide / Right One Foot Glide / Backward Swizzles
Alpha	L over R Forward X-overs / R over L Forward X-overs / 1-Foot Snowplow Stop
Beta	R over L Backward X-overs / Right T-Stop / Left T-Stop
Gamma	LFO 3-Turn / LFI Mohawk Combo / Hockey Stop
Delta	RFI 3 -Turn / LFI 3-Turn/ Lunge
Freestyle 1	Waltz Jump / Forward Spiral / 2-Foot Spin
Freestyle 2	1/2 Lutz / 1-foot spin / FS2 Dance Step
Freestyle 3	Change Foot Spin / BI or BO Pivot / Toe Loop Jump
Freestyle 4	Flip jump / Sit Spin / Loop jump
Freestyle 5	Camel Spin / Axel Jump / Camel–Sit–Upright Spin
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Falling Leaf
Freestyle 7	2 Walley Jump / Flying Camel spin / Double Toe Loop Jump
Freestyle 8	Double Flip jump / Flying Sit Spin / Split Lutz Jump
Freestyle 9	Double Lutz jump / Flying Camel into Jump Sit Spin / Double Axel
Freestyle 10	Double Axel-Double Toe Loop Jump Combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

SPOTLIGHT SOLO

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

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 / ADV. 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

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.

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 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.