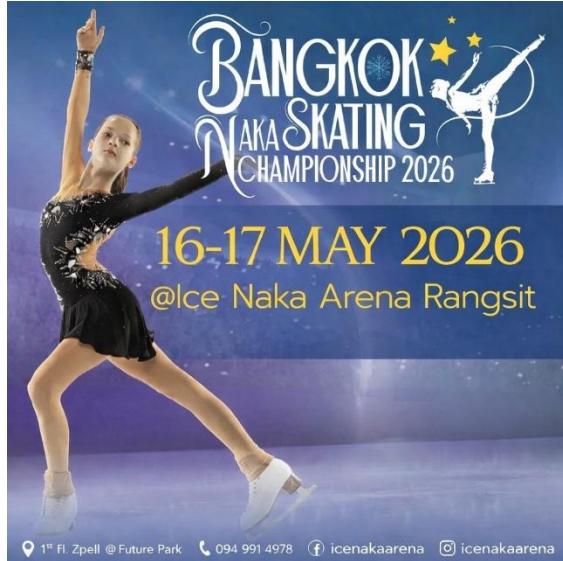


# Bangkok Skating Naka Championships 2026



## Announcement / Invitation

Competition Date: 16th – 17th May 2026

Organize By: Ice Naka Arena, Rangsit Thailand



### **Special Coach Notes**

Warm welcome to Ice Naka Arena Rangsit, Thailand . It is very excited to organize Bangkok Skating Naka Championships 2026. Please plan to support us. In this respect of the Bangkok Skating Naka Championships 2026 in Ice Naka Arena Rangsit, Thailand which is only a few months away, are particularly important. They bring together people from all around Thailand , Asian and North America Counties to celebrate our passion in ice skating and our unity in diversity. Therefore, we hope you **MAKE YOUR PLANS NOW** and encourage your skaters to attend!

Since we are expecting another popular competition in Bangkok, Thailand and to help ensure an accurate and easy entry process for your skaters - we wish all coaches to follow our instructions for easier processing of your skaters' entry forms and payments. Your cooperation and efficient help with this registration process will be **GREATLY APPRECIATED!!**

1 COMPETITION ENTRY (**ONLINE REGISTRATION ONLY** by [ezregis.com](http://ezregis.com)) & TESTING DEADLINES WILL BE STRICTLY ENFORCED –Tuesday, 7 April 2026.

ISIAAsia New Online Registration System, Please be informed, Bangkok Skating Naka Championships 2026 will be using **ONLINE REGISTRATION** at [www.ezregis.com](http://www.ezregis.com) . You can register through [www.ezregis.com](http://www.ezregis.com) and use the same profile to register other ISIAAsia competitions too. Just make sure, you have VALID ISIAAsia membership.

If you have any issue on your ISIAAsia membership, you can contact the ISIAAsia office through your respective rinks. Once you register your event, you will receive a confirmation email as well as your coach and TEAM COACH / HEAD COACH will get notification through email. You will be able to change your details/event before the deadline for FREE, but after the deadline 25 USD per change will be charged. One of the most important thing to highlight in this Online Registration is you must get your PARTNER EMAIL ADDRESS to register your partner events such as JUMP and SPIN, COUPLE SPOTLIGHT, etc (if they have not registered yet), but if they have registered through [ezregis.com](http://ezregis.com) then you will find them on the list (when you click on the "partner name" box). Then your partner will get a notification email once you register the event, and your partner

will be able to make sure the name that you enter MUST BE THE SAME with your partner INDIVIDUAL ENTRY. TEAM COACH / HEAD COACH / RINK MANAGEMENT can download all of your skaters' entries from your rink and send the payment through Telegraphic Transfer. TEAM COACH / HEAD COACH / RINK MANAGEMENT must request PASSWORD from ISIAsia Office (members@isisasia.org). Password strictly for RINK ADMINISTRATIVE or HEAD COACH only.

2. Transfer the money into U.S. dollars and then send a T/T wire transfer in U.S. dollars to The Ice Naka Arena Rangsit, Thailand before April 7, 2026. Complete payment details are listed below.

Please Note: After your T/T wire transfer is sent, please e-mail a copy of the transfer receipt for bank payment verification to: pipatcherdchid@gmail.com

**Payment is to be made by T/T wire transfer to:**

Ice Naka Arena, Co Ltd. 94 Paholyothin Rd. Prachathipat Thunyaburi, Pathumthani Thailand 12130

Bank Details : Kasikorn Bank

Acc Name : Ice Naka Arena Co., Ltd

Swift Code : KASITHBK

Acc Number : 193-3-48909-0

Address : 94 2<sup>nd</sup> Fl Room 028 Paholyothin Rd. Prachathipat Thunyaburi, Pathumthani Thailand 12130

Note: Please email a copy of bank draft for verification of entry fees payment.

3. Please plan your travel and practice sessions. This competition do not organize for Judge and Coaches meeting. The judge and coaches meeting information and communication will sent by email to all participating.

4. All skaters in every event will receive a medal. All skaters not placing in 1st - 5th Place will receive a 5th Place medal.

5. In order to avoid confusion on skaters 'name on the competition schedule, you are required to fill in your skaters full name. Full name will be appeared in the competition schedule.

6. Forms without ISIAsia Membership Number details will not be processed. If you are new member, please write "NEW" on ISIAsia Membership No.

7. Please ensure to write your partner's name (According to their individual entry), age, & sex on your form completely if you are participating in Couples Spotlight, Family Spotlight, or Jump & Spin events.

If you have any additional questions regarding the general event organization, event entries, event schedule, event rules, or any other technical event details please e-mail Mr.Jack Pipat Cherdchid, Competition Director, at [pipatcherdchid@gmail.com](mailto:pipatcherdchid@gmail.com)

## Event List

### Individual & Partner Events:

- ❖ Artistic 1-10
  - o Free
- ❖ Couple 1-10 (Similar & Mixed)
  - ❖ Footwork 1-10
- ❖ Couple Spotlight
  - ❖ Freestyle 1-10
- (Low/Bronze/Silver/Gold/Platinum)
  - ❖ Hockey
- o Character / Dramatic / Light Entertainment
  - ❖ Solo Dance 1-10
- ❖ Solo Spotlight
  - ❖ Ice Dance 1-10
- o Character / Dramatic / Light Entertainment
  - ❖ Partner Dance 1-10 (Similar / Mix / Pro
- ❖ Figure 1-10
  - o Regular
    - ❖ Partner)
  - o Creative
    - ❖ Free Dance 1-10

- ❖ Jump & Spin Team (All Levels)
  - o Low/Bronze/Silver/Gold/Platinum
- ❖ Pair 1-10
- ❖ Pre-Alpha - Delta
- ❖ Rhythmic Skating (Freestyle levels only)
  - o Ball / Hoop / Ribbon
- ❖ Solo Compulsories (Pre Alpha – Freestyle10)
- ❖ Speed racing – All Ages
- ❖ Tot 1-4
- ❖ Stroking (Alpha – Delta levels only)
- ❖ Special Skaters 1-10
- ❖ Themed Spotlight – Solo/Couples (all levels)
- ❖ Solo Surprise
- ❖ Open Freestyle (Bronze, Silver, Gold, Gold Short, Platinum, Platinum Short)

\*Please be reminded that there is no  
“INTERPRETIVE EVENT” offered in this competition

Team Events:

- ❖ Pattern Team
- ❖ Production Team
- ❖ Synchronized Dance Team
- ❖ Synchronized Formation Compulsories
- ❖ Synchronized Formation Team
- ❖ Synchronized Open Skating Team
- ❖ Synchronized Skating Compulsories
- ❖ Synchronized Skating Team
- ❖ Team Surprise
- ❖ Kaleidoskate Team
- ❖ Ensemble Team
- ❖ Family Spotlight
- ❖ Freestyle Synchro Team 1-10
- ❖ Team Compulsory 1-10
- ❖ Themed Production

## **ELIGIBILITY RULES SKATE BANGKOK 2022 COMPETITION PARTICIPATION**

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 ISI national office at least 30 days prior to the competition date. The time period of 30 days may vary for some local and district events as well as for ISI national events.
3. All competitors must represent a current 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 Figure 1, Freestyle 1, Bronze Freestyle, Free Dance 1, Couple 1, Pair 1 or Bronze Pair. If the skater has passed one of the following: Freestyle 1, Bronze Freestyle, Free Dance 1, Figure 1, Couple 1, Pair 1, then the skater may no longer compete in Delta level events.
5. Any skater wishing to compete in Artistic, Footwork, Interpretive, Spotlight, 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. If the Open Freestyle tests are passed based on the skater's current USFS test level, the Pre-Alpha – Delta and traditional Freestyle tests are not required.
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. Members of other organizations are eligible and welcome to compete in ISIAsia competitions as long as they are Individual or Professional members of ISIAsia and have all their ISI tests passed and registered with the ISIAsia office in Hong Kong.

For requirements of the minimum ISI test level on which USFS skaters must compete, see chart below:

(For additional equivalent charts in other disciplines please refer to the ISI Handbook)

USFS skater who has passed May compete in ISI no lower than\*\*\*

Pre Preliminary	Freestyle 3/Open Bronze	Juvenile	Freestyle 6/Open Gold
Preliminary	Freestyle 4/Open Silver	Intermediate	Freestyle 6/Open Gold
Pre-Juvenile	Freestyle 4/Open Silver	Novoice	Freestyle 8/Open Platinum

Junior	Freestyle 8/Open Platinum	Adult Bronze	Freestyle 3/Open Bronze
Senior	Freestyle 8/Open Platinum	Adult Silver	Freestyle 4/Open Silver
Adult Pre-Bronze	Freestyle 2/Open Bronze	Adult Gold	Freestyle 5/Open Silver

USFS skater who has passed the entire Dance Test below:

May compete in ISI no lower than:

Preliminary Dance	Dance 3	Silver Dance	Dance 7
Pre Bronze Dance	Dance 4	Pre Gold Dance	Dance 9
Bronze Dance	Dance 5	Gold Dance	Dance 10
Pre Silver Dance	Dance 6		

8. 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).

9. Females and males are separated in most technical events, but may be combined in Artistic, Dance, Figures, Footwork, Interpretive, Jump & Spin, Rhythmic, Solo Compulsories, Spotlight, Stroking, Surprise and team events.

10. All ISI competitions use the first day of the competition as the age cut-off date for grouping individual skaters.

11. 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.

12. Vocal music is permitted for all ISI competition events.

13. There is no penalty for skating under any prescribed program duration time.

## **Event Descriptions**

General information is listed below for each event to be offered at our Bangkok Skating Naka Championships 2026.

Due to ice and time limitations, not every event will be offered at every competition. There will be **no Interpretive Event in this competition.**

Please refer to the individual competition entry form for each competition to find out which events are offered for that particular competition.

Please refer to the current 2024 edition of the ISI Handbook for more complete event details and performance guidelines, **And please do not forget to use ISI Revision 2024 for this competition**

### **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

For Skate Bangkok 2022, 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 ISIAsia 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 BANGKOK 2022

Figure 1	Forward Outside Eight
Figure 2	Backward Outside Eight
Figure 3	Backward Inside Eight
Figure 4	Forward Outside Loop
Figure 5	Backward Inside Loop
Figure 6	LFO Bracket
Figure 7	LFO Paragraph Three
Figure 8	RFI Rocker
Figure 9	LFO 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 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

3 to 7 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 goad 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 any time 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 Full Ice Category 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

### 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

**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 CHIANGMAI 2026**

Pre-Alpha Left One Foot Glide / Right One Foot Glide / Backward Swizzles

Alpha Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop

Beta R over L Backward Crossovers / L over R Backward Crossovers / Right T-Stop

Gamma RFI Mohawk Combo / LFI Mohawk Combo / Hockey Stop

Delta RFI 3 -turn / LFI 3-turn/ Bunny Hop

Freestyle 1 Waltz Jump / One-Half Flip /2 Foot Spin

Freestyle 2 Ballet Jump / 1-foot spin / 2 Forward Arabesques

Freestyle 3	Salchow Jump / Backward outside or inside pivot / Toe Loop
Freestyle 4	Flip jump / Sit Spin / Loop jump
Freestyle 5	Camel Spin / Axel / Lutz Jump
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump
Freestyle 7	Opposite Jump/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Double Loop jump / Flying sit or axel sit spin / Split Lutz
Freestyle 9	Double Lutz jump / Flying Camel into Jump Sit spin / Axel in opposite direction or Double Axel
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

Special Skater 1	Fall, Get Up, March in Place
Special Skater 2	Forward Swizzle, 2-Foot glide, Teapot Dip
Special Skater 3	Forward Swizzles, Scooter Push (L or R), Backward Wiggles
Special Skater 4	T-Position Push, 1-Foot Swizzles (L or R), Forward Crossovers Standing Still
Special Skater 5	Forward Stroking, Snowplow stop, R/L Forward Crossovers
Special Skater 6	2-Foot Turn Fwd to Bkwd, Fwd 1-Foot Glides on a Curve, L 1-Foot Bkwd Swizzles
Special Skater 7	Backward Stroking, Choice of Stop, L/R Backward crossovers
Special Skater 8	RFI Mohawk, LFI Mohawk, RBO Edge on a Curve
Special Skater 9	RFO Three turn, LFO Three Turn, Choice of Stop
Special Skater 10	Bunny Hop, Lunge, LFI Three Turn

### SPECIAL SKATER 1-10

This category is open to skaters of all ages with physical or mental disabilities. Skaters will perform a program to music for 1 minute that includes all of the compulsory maneuvers from their test level. Skaters will be grouped by age, gender, and disability classification. The Special Skater event is based on the ISI Special Skater test levels 1-10. These tests must be registered with the ISI national office. Above the Special Skater 10 (Delta) level, Special Skaters can take and pass the test levels in Freestyle, Figures, Couples, Pairs, Dance and Free Dance so they are eligible to compete in those events – along with Artistic, Footwork, Interpretive, etc. If requested, the Competition Director can put special skaters into a separate event group for those events.

### 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.

- 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

### 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 optional at the end of the rink, but not required and not 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 2022 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. All programs in this event category must be related to this national event theme set for the current year. The theme chosen for our competition is “Supper Hero”

#### 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 help the skater from the ice door but will not be permitted on the ice during the national competition events.

#### Spin Master (New)

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 TA

### Jump Fiesta (New)

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   Freestyle3

Silver   Freestyle5

Gold   Freestyle7

Platinum Can choose any FS 8-10 level for their Jump Fiesta event

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