

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 the event entry deadline: 2 Mar 2026.
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, 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 ISI competitions as long as they are Individual or Professional members of ISIA Asia or ISI and have all their ISI tests passed and registered with the ISIA Asia or ISI national office. (USFS members should refer to the ISI/USFS Joint Statement of Recognition in this book) USFS members must also be a current ISIA Asia or ISI member and register ISI tests up to and including the equivalent chart test level below for traditional Freestyle events or follow the Open Freestyle chart equivalents. The tests listed below are based on the USFS Free Skate test. USFS Moves in the Field test levels have no bearing on any ISI Freestyle test levels.

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
Preliminary	Freestyle 4 / Open Silver
Pre-Juvenile	Freestyle 4 / Open Silver
Juvenile	Freestyle 6 / Open Gold
Intermediate	Freestyle 6 / Open Gold
Novice	Freestyle 8 / Open Platinum
Junior	Freestyle 8 / Open Platinum
Senior	Freestyle 8 / Open Platinum
Adult Pre-Bronze	Freestyle 2 / Open Bronze
Adult Bronze	Freestyle 3 / Open Bronze
Adult Silver	Freestyle 4 / Open Silver
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
Pre Bronze Dance	Dance 4
Bronze Dance	Dance 5
Pre Silver Dance	Dance 6
Silver Dance	Dance 7
Pre Gold Dance	Dance 9
Gold Dance	Dance 10

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, Spotlight, Stroking and team events.

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

Brief Event Descriptions

Brief information is listed below for each event to be offered for **ISI Skate Jakarta 2026**.

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 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

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.

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.

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.

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.

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

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 ISIA Asia 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 Jump Fiesta event

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").

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

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).

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.

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

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 into 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 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 (Tot1 – 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
Tot 1	Proper Way to Get Up / Marching in Standing Position / Marching While Moving
Tot 2	2-Foot Jump in Place / Single Swizzle / Beginning 2-Foot Glide
Tot 3	Push & Glide Stroking / Dip / Forward Swizzle
Tot 4	Backward Swizzle / Snowplow Stop / Backward Wiggle
Pre-Alpha	Left One Foot Glide / Backward Wiggle / 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 / Backward Stroking / Left T-Stop
Gamma	RFO 3-Turn / RFI Mohawk Combo / Hockey Stop
Delta	RFI 3 -Turn / LFI 3-Turn/ Bunny Hop
Freestyle 1	1/2 Flip / Forward Inside Pivot / 2-Foot Spin
Freestyle 2	1/2 Lutz / 1-foot spin / Ballet Jump
Freestyle 3	Change Foot Spin / BI or BO Pivot / Salchow Jump
Freestyle 4	1/2 Loop / Sit Spin / Loop jump
Freestyle 5	Back 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 / One-foot Axel Combination
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

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 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

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

SPOTLIGHT SOLO PROGRAM

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

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.

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.

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.