# SKATE JOHOR 2026

## EVENT DESCRIPTIONS

General information is listed below for each event to be offered at ***SKATE JOHOR 2026***. Please refer to the 2026 edition of ISI Handbook for more complete event details and performance guidelines.

There will be **no Intrepretive** event in Skate Johor 2026

### *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.

| ***Levels*** | ***Maneuver Limitations*** | ***Duration*** |
|---|---|---|
| Freestyle 1-3 / Bronze | FS4 and below | 1.5 mins |
| Freestyle 4-5 / Silver | FS6 and below | 1.5 mins |
| Freestyle 6-7 / Gold | Any maneuvers | 2 mins |
| Freestyle 8-10 / Platinum | Any maneuvers | 2 mins |

### *COUPLES 1-10 – SIMILIAR / 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*

Two skaters as a team performing a spotlight routine that is entertaining using costumes and props according to their highest category level. Couples will be divided into Character / Dramatic / Light Entertainment categories.

| ***Categories*** | ***Levels*** | ***Maneuver Limitations*** | ***Duration*** |
|---|---|---|---|
| Low | Tot & Pre-Alpha – Delta | FS1 and below | 1 min |
| Bronze | Freestyle 1-3 / Bronze | FS4 and below | 1.5 min |
| Silver | Freestyle 4-5 / Silver | FS6 and below | 1.5 min |
| Gold | FS 6-7 /Gold | Any maneuvers | 2 mins |

| | | | |
|---|---|---|---|
| Platinum | Freestyle 8-10 / Platinum | Any maneuvers | 2 mins |

## *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. Ice Dancing can be enjoyed at any age or level. All skaters must pass the required dance tests to compete in these events. Skaters are no longer required to pass the Delta test to participate in Ice Dance 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. The Professionals do not need to pay any entry fees for that event and they 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. 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.

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

FIGURE SELECTIONS:

Fig. 1 – Forward Inside Eight
Fig. 2 – Forward Outside Three to Center
Fig. 3 – Right Forward Outside Three
Fig. 4 – Forward Inside Loop
Fig. 5 – Backward Outside Loop
Fig. 6 – LFO One Foot Eight
Fig. 7 – RFO Paragraph Three
Fig. 8 – RBO One Foot Eight
Fig. 9 – RFO Paragraph Loop
Fig. 10 – The Flower

## *FOOTWORK 1-10*

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 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.

## *JUMP & SPIN – Low/Bronze/Silver/Gold/Platinum*

Two skaters enter the ice as a team according to their highest category level. 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 1/2 and only Jump & Spin High and Elite will be done in FULL ICE.

***Category Levels:***

| | |
|---|---|
| Low | Both skaters must be in PA to Delta levels only. |
| Bronze | Both skaters must be in FS 1-3/Bronze or below. |
| Silver | Both skaters must be in FS 4-5/Silver or below. |
| Gold | Both skaters must be in FS 6-7/Gold or below. |
| Platinum | Both skaters must be in FS 8-10 Platinum 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:

| ***Levels*** | ***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 | Flying Camel or Layback Spin |
| Platinum | Dbl. Loop or Dbl. Lutz | Flying Sit or Camel Jump Camel Spin |

## *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 ***Jump Fiesta*** 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).

Maneuver Limitaion :

Skaters can perform any spin at any level, but jumps are limited as follows :

| | |
|---|---|
| Bronze | FS3 and Below |
| Silver | FS5 and below |
| Gold | FS7 and below |
| Gold Short | FS7 and below |
| Platinum | Any Jumps – except NO Double Axel or Trple Jumps |
| Platinum Short | Any Jumps – except NO Double Axel or Trple Jumps |
| Platinum Plus | Any Jumps |
| Platinum Plus Short | Any Jumps |

Duration for Open Freestyle program are :

| | |
|---|---|
| Bronze | 1.5 mins |
| Silver | 2 mins |

| | |
|---|---|
| Gold | 3 mins |
| Gold Short | 2,5 mins |
| Platinum | 3.5 mins |
| Platinum Short | 3 mins |
| Platinum Plus | 4 mins |
| Platinum Plus Short | 3 mins |

## *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.

## *STROKING (Pre-Alpha – Delta Only)*

Skaters compete together in groups wearing colored numbers for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. Crossovers are required and will be judged. This is the very basic skill of skating.

## *ACCESSIBLE SKATER PROGRAM1-10*

This ISI Accessible Skater Introductory Level and Levels 1-10 is open to skaters of all ages with physical, cognitive or developmental disabilities. Skaters are to perform a program to music for 1:00 minute, including all of the required compulsory maneuvers from the test level, and any moves from a lower test level.

After completing Levels 1-10 test, skaters can move on to the Gem Level Tests, which divide into 5 levels : Gem, Emerald, Topaz, Ruby and Sapphire

## *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.

## 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 throughout the program. It can be thrown, bounced or juggled but control should be maintained. Props of the same kind (i.e. Ball / Hoop / Ribbon) will be grouped together and will not combine for competition event groups.

The skater chooses one Rhytmic prop per routine (ball, hoop, or ribbon) and must maintain control of the prop at all the 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:

a) Hoop - Must be made from wood or plastic (from a rigid, non-bending material). Diameter should measure between 2 feet 7 inches - 2 feet 11 inches.

b) Ball - Must be made of rubber or plastic. Diameter should measure approximately 7-3/4"

c) Ribbon - Stick must be made of wood, plastic or fiberglass. Stick length should be between 20-30 inches. Ribbon material should be one single piece of satin or a non-starched fabric. Ribbon width should be 2-4 inches wide and between 6-9 feet long.

| Levels | Maneuver Limitations | Duration |
|---|---|---|
| FS 1-3/Bronze | FS4 and below | 1.5 mins |
| FS 4-5/Silver | FS6 and below | 1.5 mins |
| FS 6-10/Gold/Platinum | Any maneuvers | 2 mins |

## *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.

## *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.

## *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

## *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.

## *SOLO COMPULSORIES (Pre-Alpha – Freestyle 10)*

Skaters are to perform only the three maneuvers selected by the competition director 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 move are not allowed. There is a 1-minute time limit for all levels.
Please Note: There should be no penalty given for the quantity of swizzles, stroking or crossovers in the Pre-Alpha, Alpha and Beta levels. Only the quality of these required maneuvers should be comparatively judged.

All Solo Compulsories will be done on 1/2 ICE ONLY.

SELECTED MANEUVERS:

| | |
|---|---|
| Pre-Alpha | Left One Foot Glide / Right One Foot Glide / Backward Swizzles |
| Alpha | Forward Stroking / Right over Left Forward Xovers / 1-F Snowplow Stop |
| Beta | Left over Right Backward Xover / Right over Left Backward Xovers / Right T-Stop |
| Gamma | RFI Mohawk combo / LFI Mohawk combo / Hockey Stop |
| Delta | Right Forward Inside 3-turn / Bunny Hop / Left Forward Inside 3-turn |
| Freestyle 1 | Waltz Jump / 2-foot Spin / ½ Flip Jump |
| Freestyle 2 | Ballet Jump / 1-foot Spin / 2 Fwd Arabesque |
| Freestyle 3 | Salchow Jump / Backward Outside or Inside Pivot / Toe Loop Jump |
| Freestyle 4 | Flip Jump / Sit Spin / Loop Jump |
| Freestyle 5 | Camel Spin / Axel Jump / Lutz Jump |
| Freestyle 6 | Double Salchow / Choice Spin (croos-foot/layback/sit–change–sit) / Split Jump |
| Freestyle 7 | Opposite Jump / Flying Camel Spin / Dbl Toe Loop Jump |
| Freestyle 8 | Dbl. Loop Jump / Flying sit or axel sit spin / Split Lutz Jump |
| Freestyle 9 | Dbl. Lutz Jump / Flying Camel into Jump Sit Spin / Double Axel or Axel in opposite direction |
| Freestyle 10 | Dbl. Axel–Dbl. Toe Loop Jump Combination / Death Drop / 3 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.

| ***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 |

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

## *SOLO SURPRISE (All Levels)*

This is a "fun" event where individual skaters are grouped together by age and/or skating levels. The skaters don't know what they will be asked to do until the event begins. This event usually consists of tasks not necessarily related to skating ability. For higher-level skaters, the task might require performance of some skating skills, but the technical performance of the skating skill is not scored.

## *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 6-10 / Gold / Platinum | any maneuvers | 2 mins |

## *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 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 competition events