



## ISIASIA CHAMPIONSHIP SERIES FINALS 2023

17 – 21 JANUARY 2024

GARDENICE BANDUNG, INDONESIA

### EVENT DESCRIPTIONS

General information is listed below for each COMPULSORY EVENTS to be offered at our *ISIASIA Championship Series Finals 2023*. Please refer to the current edition of the (2022) ISI Handbook for more complete event details and performance guidelines.

**Quick Reference** – ISI Competition Event Chart (from pages 178-179 in the current Handbook)

### 5 COMPULSORY EVENTS AT ISIASIA CHAMPIONSHIP SERIES FINALS 2023

#### PRE-ALPHA – DELTA

SOLO PROGRAM  
SOLO THEMED SPOTLIGHT (DISNEY)  
SOLO COMPULSORIES  
STROKING  
SPEED RACING

#### FREESTYLE 1 – 3

SOLO PROGRAM  
SOLO SPOTLIGHT CHARACTER  
FOOTWORK  
SOLO COMPULSORIES  
SPEED RACING

#### FREESTYLE 4 – 5

OPEN FREESTYLE SILVER  
ARTISTIC  
RHYTHMIC RIBBON  
FOOTWORK  
SOLO COMPULSORIES

#### FREESTYLE 6 - 10

OPEN FS GOLD SHORT & PLATINUM SHORT  
RHYTHMIC BALL  
FOOTWORK  
SOLO COMPULSORIES  
SURPRISE

#### (SOLO PROGRAM) PRE-ALPHA – DELTA

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.

#### (SOLO PROGRAM) FREESTYLE 1-3

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.

#### ARTISTIC SOLO 4-5

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 4-5 / Silver

FS6 and below

1.5 min

#### FOOTWORK 1-3 & 6-10

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.

## OPEN FREESTYLE – Gold Short (Freestyle 6-7) & Platinum Short (Freestyle 8-10)

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).

## 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.

## RHYTHMIC SKATING

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 / Ribbon) must be grouped together and cannot be combined for competition event groups.

The skater chooses only one rhythmic prop per routine (ball, 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:**

Ribbon **(Required for Freestyle 4-5 in ISIA Asia Championship Series Finals 2023)** – 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.

Ball **(Required for Freestyle 6-10 in ISIA Asia Championship Series Finals 2023)** – 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).

<b>Levels</b>	<b>Maneuver Limitations</b>	<b>Duration</b>
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

## SURPRISE for Freestyle 6-10

Fun events where skaters are grouped by similar ages and enter the event not knowing what they will be asked to do until the event begins. Surprise events usually consists of a game or task the skater must perform that is not usually or necessary related to skating ability.

## SPEED RACING for (Pre-Alpha to Delta & Freestyle 1-3)

Skaters usually race 2 or 3 at a time skating forward from different starting positions around the perimeter of the ice rinks. Cones can be used to mark a course around the rink perimeter. Younger skaters may skate one lap and older skaters may be required to complete 2 laps.

## SOLO SPOTLIGHT (Pre-Alpha to Delta & Freestyle 1-3)

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.

**Themed Spotlight (Disney) for Pre-Alpha to Delta** Let’s celebrate skating’ fans and spark the joy and magic as the theme spotlight as the theme chosen for our *ISIASIA Championship Series Finals 2023 is “Disney”* ... Grab your costume and pick a song and your favourite characters!

**CHARACTER for Freestyle 1 -3** a famous or easily identifiable character.

<b>Levels</b>	<b>Maneuver Limitations</b>	<b>Duration</b>
Tot & Pre-Alpha – Delta	FS1 and below	1 min
Freestyle 1-3 / Bronze	FS4 and below	1.5 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 ISIASIA CHAMPIONSHIP SERIES FINALS 2023**

*Pre-Alpha – Freestyle 7 will be on ½ ICE ONLY / Freestyle 8 – 10 will be on FULL ICE (TBC)*

Pre-Alpha	Left One Foot Glide / Backward Wiggles / Backward Swizzles
Alpha	Forward Stroking / Left over Right Forward Crossovers / 1-Foot Snowplow Stop
Beta	R over L Backward Crossovers / L over R Backward Crossovers / Left T-Stop
Gamma	Right Outside Three Turn / LFI Mohawk Combo / Hockey Stop
Delta	RFI 3 -turn / LFI 3-turn/ Bunny Hop
Freestyle 1	Half Flip / Forward Pivot /2 Foot Spin
Freestyle 2	Ballet Jump / 1-foot spin / Half Lutz
Freestyle 3	Salchow Jump / Change foot Spin / Toe Loop
Freestyle 4	Flip jump / Sit Spin / Half Loop jump
Freestyle 5	Camel Spin / Axel / Lutz Jump
Freestyle 6	Double Salchow / Split Falling Leaf / Axel – Half Loop - Flip
Freestyle 7	Opposite Jump/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Double Loop jump / Flying sit or axel sit spin / Double Flip
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

### **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.

**(Small 8-14 skaters, Medium 15-22 skaters, Large 23-32 skaters, Extravaganza more than 32 skaters)**