

FIGURE SELECTIONS FOR SKATE ASIA 2025 EVENTS

Figure 1 Forward Inside Eight

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 ½ ICE ONLY.

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

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

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 ASIA 2025 & ISIASIA CHAMPIONSHIP SERIES FINALS 2025

Tot 2 Two-foot Jump In Place / Forward Swizzles Standing Still / Single Swizzles

Tot 3 Push and glide Stroking / Dip / Forward Swizzle

Tot 4 Backward Swizzle / two foot or One-foot Snowplow Stop / Backward Wiggle

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

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

Beta Backward Stroking / Left T-Stop / Right T-Stop

Gamma RFO Three Turn / LFO Three Turn / Hockey Stop

Delta RFI 3 -turn / Lunge / Bunny Hop

Freestyle 1 Waltz Jump / Forward Arabesque / 2 Foot Spin

Freestyle 2 1/2 Lutz / 1-foot spin / Dance Step Sequence

Freestyle 3 Salchow Jump / Change Foot Spin / Toe Loop

Freestyle 4 Flip jump / Sit Spin / 1/2 Loop Jump

Freestyle 5 Fast Back scratch spin / Axel / Camel-Sit-Upright spin

Freestyle 6 Axel-1/2 Loop-Flip Jump / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump

Freestyle 7 2 Walley jumps in a row/ Flying Camel spin / One Foot Axel-quarter Flip-Axel

Freestyle 8 Double Flip jump / Camel-jump-Camel spin / Split Lutz

Freestyle 9 Double Lutz jump / Opposite spin / Axel-double Loop Jump combination

Freestyle 10 Double Axel-Double Toe Loop jump combo / 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 (**Bronze, Silver, Gold & Platinum**) using the required maneuvers listed below. Skaters perform the maneuvers without music.

<i>Event</i>	<i>Level</i>	<i>3 Required Spins</i>
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