# competitors' corner

## ISI Skating Program Events FAQS





Knowledge is power! Here's some information to make you a more powerful ISI skater.

#### Why can't I choose to compete in a higher-level competition event for practice and to get more experience?

All technical Freestyle, Couple and Pair events (except the new Open Freestyle events) compare "apples to apples." If you can do the maneuvers from a higher test level, then you should pass the test and move up to that level. If you are still working on completing all the maneuvers for the next higher test, there are now many options in other events where you can practice higher-level maneuvers to get more experience.

One place is the Open Freestyle events, where there are no required maneuvers and all spins are allowed at any level. This is a great opportunity for a skater to try more difficult spins than those allowed in their traditional track program. It is important to note that there are still jump limitations in the Bronze, Silver and Gold levels, so make sure you know them. Other competition events such as Interpretive, Artistic, Spotlight, Footwork and Rhythmic allow skaters to perform maneuvers from higher levels because there are no technical maneuvers being judged.

## Why are skaters in the Pre-Alpha through Delta levels required to perform one maneuver from Freestyle 1 in their program routine?

While it might seem difficult at first, most beginning skaters really enjoy practicing a beginning 2-foot spin or spiral or even a waltz jump. Jumps and spins are what they see on TV and practicing a variety of those Freestyle 1 maneuvers can motivate beginners to improve their basic test maneuvers and help them to reach their full skating potential.

## Why can the Freestyle 1 spiral be done on either edge (outside or inside) or a flat (in a straight line) but all the spiral requirements in Freestyle 2-4 must be done on edges?

The answer to this one is pretty simple: It's because the Pre-Alpha through Delta skaters don't even learn edges until Delta/Freestyle 1 levels, so it's not possible to require only an edge for the lower-level skaters. After Freestyle 1, all spirals must be performed on edges since all eight skating edges are learned by the Freestyle 1 level.

### Why do we have to do those dance step sequences in Freestyle 2-9 levels?

Dance Step sequences teach you the basic turns and edges needed to progress to higher-level skating maneuvers. They also give you some interesting patterns to do as you're connecting moves between your jumps and spins. In ISI competitions, many coaches and skaters forget that the dance step sequences actually count the same amount as any jump or spin toward the skater's overall event placement.

#### Why should I be in the rink at least one hour before my scheduled event warm-up time?

While this can vary from competition to competition, it's still a good guideline (and a requirement for ISI national events). If you are in the rink an hour before, you can check in your music and find out if the events are running on time, late, or even ahead of schedule. While it is rare, some ISI events can run early if all the skaters are there and ready. It also gives you time to get familiar with the building, get ready, relax and do your best performance!

#### Why didn't I get first place if I was the only one in my event group who didn't fall down?

Did the other skaters fall while performing a required maneuver? If they did, they can get up and do the maneuver again and the fall will not affect the maneuver score. If they fell while performing a maneuver that is not required, then that fall will not affect their "Extra Content" score.

In short, the only way that a fall could affect the judge's score is if it's done while performing a required maneuver and that maneuver is not repeated, or possibly under the "General Overall" score if the fall(s) detract from the overall skating performance. It is possible to fall and still receive first place in an ISI event.

#### Why didn't I place higher in the Open Freestyle events when I did more difficult jumps and spins?

Even though this is a technical skating event, there are no required maneuvers. Individual jumps, spins and connecting moves now receive three separate "Correctness" scores. Correctness includes the technical accuracy, or quality, of the maneuvers performed. Difficulty or technical merit is not considered here, but falls are to be taken into consideration when judging.

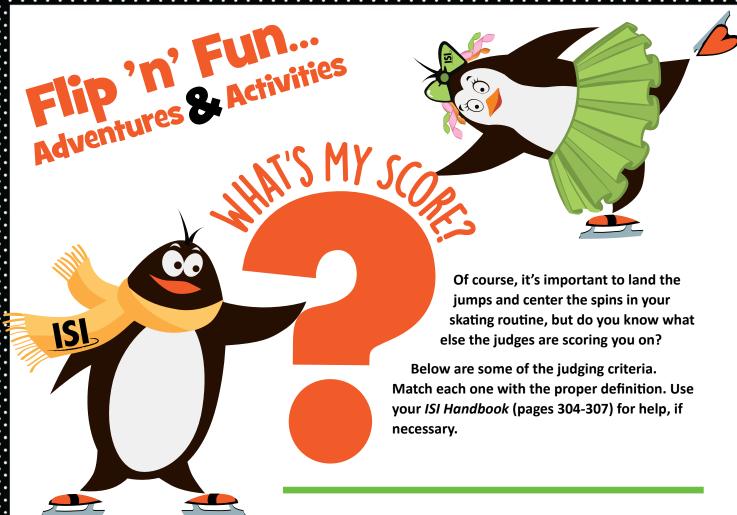
#### Why didn't I get first place when my Spotlight prop was so great?

While there is one judge scoring "Costume & Prop," the most important judging criterion is the "Judge Appeal" score given by all three judges. Having a great prop doesn't guarantee a winning program. Did you use your prop during the routine? Did it add to the theme of your program? Or was it just a prop sitting on the ice? Was the overall performance of the program entertaining and fun to watch? These are some of the questions the judges ask during Spotlight events.

#### Why can't we see the judges' scores or placements for our competition events?

All ISI competitions are based on a closed system of judging. This is because in most ISI events, each judge has different judging criteria. The combination of the judges' scores is what creates the totals to determine the overall placement results. Just because one judge gives you lower scores doesn't mean they thought you did a bad performance; they just thought the other skaters turned in a better performance for that one particular judging criterion.

For all ISI recreational competitions, the largest event group is nine entries. Skaters not placing in first through fifth place will receive sixth place (there are no seventh, eighth or ninth places). This philosophy helps all skaters have a more positive competitive experience, allowing them to receive a medal for their performance in every event while they still earn participation points for their overall rink team.



- 1. Correctness
- 2. Presentation
- 3. Rhythm
- 4. Posture
- 5. Flow
- 6. Originality
- 7. General Overall
- 8. Innovative Moves
- 9. Cleanness of Edges
- 10. Pattern
- 11. Duration
- 12. Artistic Impression

- a. Use of space and placement on the ice surface
- b. The judge's impression of the total performance
- c. The effect produced by use of art and style
- d. Timing and length of program
- e. The ability to be smooth and continuous
- f. Technical accuracy of the moves
- g. Uniqueness and variety of movements
- h. The ability to show a fresh, new aspect or style
- i. The ability to show style and personality
- j. Coordination between movement and music
- k. The ability to use strong, controlled edges with no toe-picks
- I. Head, arm, back and free leg positions