

2009 ISI RULE REVISIONS

In addition to the new Open Freestyle tests and competition events, the following 2009 Revisions **are optional for ISI competitions after Jan. 1st and mandatory after May 1, 2009.**

We are very excited about these new revisions that will now make all of our competition events consistent within the same levels. With the announcement of our new Open Freestyle tests and competition events, these changes will also allow more crossover participation in more ISI competition events.

Please note: *Even though some Duration times below have increased, it is still possible for all skaters to use their current program routines since there is never any penalty for skating under the prescribed event Duration times.*

In the events below with a new longer Duration time, there is no "Extra Content" or technical scores so using a shorter program for those events will not affect the choreography judging of the program.

1. Skaters who have passed the **USFS Juvenile Free Skate test** can compete no lower than **ISI Freestyle 6 level.**
2. Skaters who have passed the **USFS Adult Pre-Bronze Free Skate test** can compete no lower than ISI Freestyle 2 level.

3. **Solo Spotlight** divisions will be as follows:

<u>Category</u>	<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Low	Tots - Delta	1.0	FS1 and below
Medium	Freestyle 1-3 / Open Bronze	1.5	FS4 and below
Intermediate	Freestyle 4-5 / Open Silver	1.5	FS6 and below
High	Freestyle 6-10 / Open Gold	2.0	Any maneuvers
	Open Platinum	2.0	Any maneuvers

4. **Couples Spotlight** divisions will be as follows:

<u>Category</u>	<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Low	Tots - Delta	1.0	FS1 and below
Medium	Freestyle 1-3 / Open Bronze	1.0	FS4 and below
Intermediate	Freestyle 4-5 / Open Silver	1.5	FS6 and below
High	Freestyle 6-10 / Open Gold	2.0	Any maneuvers
	Open Platinum	2.0	Any maneuvers

5. **Artistic** event divisions will be as follows:

<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Freestyle 1-3 / Open Bronze	1.5	FS4 and below
Freestyle 4-5 / Open Silver	1.5	FS6 and below
Freestyle 6-10 / Open Gold	2.0	Any maneuvers
Open Platinum	2.0	Any maneuvers

6. **Rhythmic skating** event divisions will be as follows:

<u>Test Levels</u>	<u>Duration</u>	<u>Maneuver Limitations</u>
Freestyle 1-3 / Open Bronze	1.0	FS4 and below
Freestyle 4-5 / Open Silver	1.5	FS6 and below
Freestyle 6-10 / Open Gold	2.0	Any maneuvers
Open Platinum	2.0	Any maneuvers

7. **Interpretive** events – the following maneuver limitations will apply:

<u>Test Levels</u>	<u>Maneuver Limitations</u>
Pre-Alpha – Delta	FS1 and below
Freestyle 1-3 / Open Bronze	FS4 and below
Freestyle 4-5 / Open Silver	FS6 and below
Freestyle 6-10 / Open Gold / Open Platinum	Any maneuvers

8. ***Synchronized Skating and Synchronized Formation events*** – The 5 basic elements (Block, Circle, Line, Wheel and Intersection) will each be added in both events as a separate Judge Criteria score.

If more than one of the same element is skated during the routine, as for all other ISI competition events, the **best performance** will be used as the element score and the additional elements will be scored under “Technical Merit” or “Correctness”.

There are many variations of each element. The descriptions below are the minimum requirements. If performed well, adding features such as step sequences, changes of hold, changes of configuration, changes or rotation and traveling can increase the difficulty of the element.

Block: An element where skaters are arranged in a minimum of 3 lines. The lines may be a straight, diagonal, curved or circular pattern. The lines of skaters should be straight with all skaters evenly spaced.

Circle: The shape should be round with even spacing between the skaters. There should not be any visible pulling or tugging between skaters.

Line: The line can be skated in one straight line, parallel lines, diagonal lines, etc.

Wheel: An element where all of the skaters rotate around a common center point. It can be done in different formations including 2, 3, 4 and 5-spoke wheels and parallel wheels. All spokes of the wheel should be straight and the lean of the skaters should be in the same direction.

Intersection: Any element where one half of the team intersects the other half of the team. No backward spirals are allowed.

9. ***Synchronized Formation Compulsory events*** – Each element below is to be performed only one time in any order. If performed more than once, as per all other ISI competition events, the **first performance** will be scored. Extra elements can be performed but won't be judged. Vocal music is acceptable.

Forward Line – Must be performed in shoulder hold to cover **at least half** of the ice surface and consist only of forward strokes or marching.

Forward Circle – No change from the previous requirement description.

Forward Two-Spoke Wheel – No change from the previous requirement description

Forward Block – Must be performed in should hold covering **at least half** of the ice surface. Any forward skating steps maybe be performed; however, no additional moves such as arabesques, lunges, bunny hops, etc. are allowed.

10. ***Synchronized Skating Compulsory events*** – Each element below is to be performed only one time in any order. If performed more than once, as per all other ISI competition events, the **first performance** will be scored. Extra elements can be performed but won't be judged. Vocal music is acceptable.

Line – No change from the previous requirement description.

Footwork Block – A block of at least three lines consisting of any skating steps and turns which covers the length of the ice. The block may change direction and changes of hold are also permitted.

Circle – No change from the previous requirement description.

Wheel – No change from the previous requirement description.

Intersection – Any intersection or combination of intersections in which one half of the team moves through the other half of the team. If multiple intersections are performed, they must be continuous. Team members may perform different steps.

2009 ISI COMPETITION EVENT CHART

TEST LEVELS	<i>Artistic Duration</i>	<i>Artistic Maneuvers</i>	<i>Footwork Duration</i>	<i>Spotlight Duration</i>	<i>Spotlight Maneuvers</i>
Tots	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
Pre-Alpha	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
Alpha	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
Beta	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
Gamma	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
Delta	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	1.0	<i>FS1 & below</i>
FS 1	1.5	<i>FS4 & below</i>	1.0	1.5	<i>FS4 & below</i>
FS 2	1.5	<i>FS4 & below</i>	1.0	1.5	<i>FS4 & below</i>
FS 3	1.5	<i>FS4 & below</i>	1.0	1.5	<i>FS4 & below</i>
Open Bronze	1.5	<i>FS4 & below</i>	1.0	1.5	<i>FS4 & below</i>
FS 4	1.5	<i>FS6 & below</i>	1.0	1.5	<i>FS6 & below</i>
FS 5	1.5	<i>FS6 & below</i>	1.0	1.5	<i>FS6 & below</i>
Open Silver	1.5	<i>FS6 & below</i>	1.0	1.5	<i>FS6 & below</i>
Open Gold	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
FS 6	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
FS 7	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
FS 8	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
FS 9	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
FS 10	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>
Open Platinum	2.0	<i>Any maneuvers</i>	1.0	2.0	<i>Any maneuvers</i>

TEST LEVELS	<i>Rhythmic Duration</i>	<i>Rhythmic Maneuvers</i>	<i>Interpretive Maneuvers</i>	<i>Couple Spotlight Levels</i>	<i>Couple Spotlight Duration</i>	<i>Couple Spotlight Maneuvers</i>
Tots	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	Low	1.0	<i>FS1 & below</i>
Pre-Alpha	<i>n/a</i>	<i>n/a</i>	<i>FS1 & below</i>	Low	1.0	<i>FS1 & below</i>
Alpha	<i>n/a</i>	<i>n/a</i>	<i>FS1 & below</i>	Low	1.0	<i>FS1 & below</i>
Beta	<i>n/a</i>	<i>n/a</i>	<i>FS1 & below</i>	Low	1.0	<i>FS1 & below</i>
Gamma	<i>n/a</i>	<i>n/a</i>	<i>FS1 & below</i>	Low	1.0	<i>FS1 & below</i>
Delta	<i>n/a</i>	<i>n/a</i>	<i>FS1 & below</i>	Low	1.0	<i>FS1 & below</i>
FS 1	1.0	<i>FS4 & below</i>	<i>FS4 & below</i>	Medium	1.0	<i>FS4 & below</i>
FS 2	1.0	<i>FS4 & below</i>	<i>FS4 & below</i>	Medium	1.0	<i>FS4 & below</i>
FS 3	1.0	<i>FS4 & below</i>	<i>FS4 & below</i>	Medium	1.0	<i>FS4 & below</i>
Open Bronze	1.0	<i>FS4 & below</i>	<i>FS4 & below</i>	Medium	1.0	<i>FS4 & below</i>
FS 4	1.5	<i>FS6 & below</i>	<i>FS6 & below</i>	Int.	1.5	<i>FS6 & below</i>
FS 5	1.5	<i>FS6 & below</i>	<i>FS6 & below</i>	Int.	1.5	<i>FS6 & below</i>
Open Silver	1.5	<i>FS6 & below</i>	<i>FS6 & below</i>	Int.	1.5	<i>FS6 & below</i>
Open Gold	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
FS 6	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
FS 7	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
FS 8	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
FS 9	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
FS 10	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>
Open Platinum	2.0	<i>Any maneuvers</i>	<i>Any maneuvers</i>	High	2.0	<i>Any maneuvers</i>