

PASADENA ICE SKATING CENTER PRESENTS

39th Annual ISI Competition



*April
25-27,
2025*

SkatePasadena.com

39th Annual Pasadena ISI Open Competition

April 25-27, 2025

Friday, April 25 (5pm start)
Saturday, April 26 (all day)
Sunday, April 27 (all day)



Online entries will be done at EntryEeze.com

Current ISI member number is required to access EntryEeze

ENTRY & TEST DEADLINE: MONDAY, MARCH 24

LATE ENTRY DEADLINE: FRIDAY, MARCH 28 (with late fee)

Competition Information

All entries received after March 28 will require double fees, if accepted.

Rink Information:

Pasadena Ice Skating Center
300 E. Green Street
Pasadena, CA 91101

Tel: (626) 578-0800 Fax: (626) 578-7529
Email: competition@skatepasadena.com

Rink Size:

The Pasadena rink is a NHL regulation size facility (200' x 85')

Eligibility:

Competition events are open to any individual or professional member of ISI whose membership is valid for the current membership term (must expire 8/31/25 or later). All competitors must have their highest test registered with ISI at the level which they wish to compete. **All skater memberships and test levels will be verified by ISI.**

Rules:

This competition will be conducted in accordance with the guidelines in the current *ISI Handbook* along with all revisions and updates.

Verification:

The entry information must be accurate and complete – including coach contact details for verification. Inaccurate and/or incomplete forms will be returned. **There is a \$20 fee for each change made to your original entry.**

All skaters must have a valid ISI membership and tests must be registered with the ISI national office. **All skater memberships and test levels will be verified.**

Coaching / Judging:

All coaches must be a current professional member of ISI. In fairness to all competitors, all rinks represented must supply an appropriate number of certified judging volunteers. **Coaches who are not certified or choose not to judge must pay a Coach Credential fee of \$75 to receive their Coach Credential. Coaches without a Judge or Coach credential will not be allowed by the ice door or in the hospitality room.**

Schedule of Events:

The schedule of events will be posted by April 14 on EntryEeze and our rink website at www.SkatePasadena.com

Music:

BY APRIL 7, ALL EVENT MUSIC MUST BE UPLOADED TO THIS EMAIL: competition@skatepasadena.com – NOT TO YOUR ENTRYEEZE ACCOUNT. Include skater name / age / event name / level. **After April 7, there is a \$20 Late Fee charge for each piece of music that is not correct or is not received.**

All skaters must have a **CD backup** or **digital music copy** available on a phone (no USB drive) for all competition programs.

Skater Registration:

The skater registration desk will be at the skate rental counter during the competition events. **All competitors must check-in at the rink registration desk at least 1 hour before their scheduled event warm-up time.** This should still allow enough time to get ready if the competition schedule is running on-time or early.

Awards:

Medals will be awarded for 1st – 6th place for all individual & partner events. Medals will be awarded each skater in team events. Overall team trophies will be awarded for 1st – 3rd place teams. Medals will be presented after posting of each event result. After the competition, medals can be picked-up in the PISC management office the following week.

Accounting Review:

Only current ISI Professional Members can make an accounting review request to the Competition Director. All judges' scores are considered final. A review is simply a verification of the scores. There is a \$50 fee for each review that will be refunded if an accounting error is found.

Entry Fee Payment:

- EntryEeze online registration & payment
- Form with check payable to: **Pasadena Ice Skating Center** **Additional fees apply for (NSF) checks.**

Refund Request:

Any refund request must be received by April 11 and must include a doctor's note. A \$30 processing fee will be deducted from any refund amount. Refund check will be issued and mailed within 3-4 weeks.

For Local Hotels:

www.VisitPasadena.com – then click on *Places to Stay*

Videographer / Photographer:

Hurd Video / Bob Young Photography

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Competition Events

Tot 1-4	Pre-Alpha – Delta	Freestyle 1-10	Open Freestyle
Artistic 1-10	Footwork 1-10	Interpretive 1-10	Dance 1-10 – Solo & Free Dance
Figure 1-10	Couple 1-10	Pair 1-10	Rhythmic 1-10
Couples Spotlight	Family Spotlight	Solo Compulsories	Solo Spotlight
Stroking (<i>Alpha-Delta only</i>)	Team Compulsories	Production Teams	Synchronized Teams
Jump & Spin Team (<i>2 person team</i>)	Ensemble	Hockey Skating & Shooting	

Event Descriptions — See current ISI Handbook for more details

TOT 1-4: Tot skaters must be 6 years of age or under on April 25, 2025. One minute program must include the required test maneuvers from their level. Skaters cannot perform any additional maneuver from a higher level except a snowplow stop.

PRE-ALPHA – DELTA SOLO: Program must include the skater's test level maneuvers and one additional maneuver from Freestyle 1.

STROKING (*Alpha - Delta only*): Skaters compete together in groups that are divided by age & test level. The skaters will do forward stroking around the rink in both directions. Forward crossovers are required on the ends of the rink and will be judged.

FREESTYLE 1-10: Program with emphasis on required test level maneuvers. Various skill requirements depending on the level.

OPEN FREESTYLE: A well-balanced program with no required maneuvers should include jumps, spins (from any level), footwork, and gliding moves.

Levels	Duration	Jump Limitations
Bronze	1:30 min	FS 3 & below
Silver	2:00 min	FS 5 & below
Gold Short / Gold	2:00 min / 3:00 min	FS 7 & below
Platinum Short / Platinum	2:50 min / 3:20 min	Any jumps
Platinum Plus	4:30 min	Any jumps

ARTISTIC 1-10 (*Freestyle levels only*): Program with emphasis on strong edges, flow, choreography, innovative moves and music interpretation. There is no score for technical ability in this event.

Levels	Duration	Maneuvers
Freestyle 1-3 / Bronze	1:30 min	FS 4 & below
Freestyle 4-5 / Silver	1:30 min	FS 6 & below
Freestyle 6-7 / Gold	2:00 min	Any Maneuvers
Freestyle 8-10 / Platinum	2:00 min	Any Maneuvers

FOOTWORK 1-10: A one-minute program to music using various turns and connecting steps with limited jumps or spins. Spins less than 3 revolutions and only ½ rotation jumps are allowed.

INTERPRETIVE 1-10: Skaters hear a piece of music 1 time off-ice and 2 times during the group warm-up as they mentally choreograph a skating routine to it. Emphasis is on the skater's ability to choreograph to the music and not on the difficulty of the skating maneuvers performed.

Levels	Maneuvers
Freestyle 1-3 / Open Bronze	FS 4 & below
Freestyle 4-5 / Open Silver	FS 6 & below
Freestyle 6-7 / Open Gold	Any Maneuvers
Freestyle 8-10 / Open Platinum	Any Maneuvers

DANCE 1-10 – Solo & Free Dance: See *ISI Handbook* for event descriptions & levels.

FIGURE 1-10: Skater performs required figure from their test level 3 times on each foot.

COUPLE 1-10 (*Similar / Mixed*): Two skaters perform their routine to music, which requires maneuvers from their current Freestyle test level. This event is like a Freestyle skating program by two skaters in unison.

PAIR 1-10: Similar to Couples, but programs include pair lifts and pair spins. See *ISI Handbook* for descriptions & levels.

RHYTHMIC 1-10 (*Ball / Hoop / Ribbon*): Skater incorporates prop into skating routine while performing various maneuvers to music. See *ISI Handbook* for details

COUPLES SPOTLIGHT – (*Low / Bronze / Silver / Gold / Platinum*): Two skaters perform a routine that is entertaining, using costumes and props.

Levels	Duration	Maneuvers
Tots-Delta	1:00 min	FS 1 & below
Freestyle 1-3 / Bronze	1:30 min	FS 4 & below
Freestyle 4-5 / Silver	1:30 min	FS 6 & below
Freestyle 6-7 / Gold	2:00 min	Any Maneuvers
Freestyle 8-10 / Platinum	2:00 min	Any Maneuvers

Each level will also be divided into **Character / Dramatic / Light Entertainment / Theme** categories so please mark the correct category on your entry form. 2025 Theme is "Around the World" – celebrating people, customs, and places in our wide world.

FAMILY SPOTLIGHT: Two or more family members can perform an entertaining spotlight program together. This event is usually divided by the number of skaters only and not by categories or levels as in Couples Spotlight events.

SOLO SPOTLIGHT: Program that is entertaining and 'fun' to emphasize the skater's acting ability. The event categories include:

- Character** – a famous, easily identifiable character
- Dramatic** – a theatrical performance that evokes an emotional response
- Light Entertainment** – a light-hearted, entertaining performance
- Theme** – 2025 theme is **"Around the World"** – celebrating people, customs, and places in our wide world.

All spotlight props must be carried on and off the ice by the skater in one trip in less than 30 seconds.

Test Levels	Duration	Maneuvers
Tot – Delta	1:00 min	FS 1 & below
Freestyle 1-3 / Bronze	1:30 min	FS 4 & below
Freestyle 4-5 / Silver	1:30 min	FS 6 & below
Freestyle 6-7 / Gold	2:00 min	Any Maneuvers
Freestyle 8-10 / Platinum	2:00 min	Any Maneuvers

HOCKEY EVENTS (*Skating & Shooting*):

Hockey Skating: Skater skates 1 lap forward around the rink with the puck on the stick. They drop the puck, and then turn backwards to skate 1 lap backwards with the stick but without the puck. Skater with the fastest time wins.

Hockey Shooting: Skater skates with stick & puck around a cone course and then shoots the puck into the goal. Timing stops when the puck enters the goal and the skater with the fastest time wins.

JUMP & SPIN (*Low / Bronze / Silver / Gold / Platinum*): 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 at each element will be scored. All Jump & Spin teams will compete on ½ ICE ONLY.

Low	Both skaters must be in Pre-Alpha to Delta levels ONLY.
Bronze	Both skaters must be in Freestyle 1-3 / Bronze levels & below.
Silver	Both skaters must be in Freestyle 4-5 / Silver levels & below.
Gold	Both skaters must be in Freestyle 6-7 / Gold levels & below.
Platinum	Both skaters must be in Freestyle 8-10 / Platinum levels & below.

In this event, maneuvers are judged for technical accuracy – not for the difficulty.

ENSEMBLE TEAM: A group number for 3-7 skaters where any theme, any costumes, and any props can be used to create a lavish and entertaining routine.

SYNCHRONIZED TEAM: A group number for 8 or more skaters to perform in unison. Please check current *ISI Handbook* for event details.

PRODUCTION TEAM: A group number for 8 or more skaters and teams can be divided into categories of Small (*8-14 skaters*) Medium (*15-22 skaters*) Large (*23-32 skaters*). 2025 Theme Production is **"Around the World"** – celebrating people, customs, and places.

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Event Requirements

Jump & Spin (2-Person Team)

All Jump & Spin teams will compete on HALF ICE.
Additional maneuvers or extra choreography is not permitted.

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	Double Salchow or Double Toe Loop Jump	Layback or Flying Camel Spin
Platinum	Double Loop or Double Lutz Jump	Flying Sit or Camel-Jump-Camel Spin

Open Freestyle

For Open Freestyle competition events, there are **NO REQUIRED MANEUVERS**. Any spin can be done at any level. Uncaptured gliding moves, uncaptured jumps, and uncaptured spins can be done at any level. An uncaptured move is an element that IS NOT REQUIRED on a higher test level.

Carefully re-check program content to make sure more difficult jumps & spins are not required moves from a higher test level.

Level	Duration	Test Levels	Jump Limitation
Bronze	1:30min	Freestyle 1-3 / Bronze	FS 3 & below
Silver	2:00min	Freestyle 4-5 / Silver	FS 5 & below
Gold Short	2:00min	Freestyle 6-7 / Gold	FS 7 & below
Gold	3:00min	Freestyle 6-7 / Gold	FS 7 & below
Platinum Short	2:50min	Freestyle 8-10 / Platinum	Any jumps
Platinum	3:20min	Freestyle 8-10 / Platinum	Any jumps
Platinum Plus	4:30min	Freestyle 8-10 / Platinum	Any jumps

Solo Compulsories

The skater will only perform the 3 required maneuvers listed below from their test level. They have only one attempt at each maneuver. Additional maneuvers or extra choreography is not permitted and there is a 1-minute time limit for all levels. **Maneuvers can be performed in any order, but no additional jump, spin, or gliding maneuver is allowed.**

Please note: There is no penalty for quantity of swizzles, wiggles, strokes or crossovers for Tot-Beta levels. Only the quality of those maneuvers is judged.

Tot – Freestyle 5 will be on HALF ICE / Freestyle 6-10 is on FULL ICE

Tot 1	March in Place	Fall Down & Get Up	March while moving
Tot 2	2-foot Jump in place (x 3)	Single Swizzle (3x)	2-foot Glide
Tot 3	Forward Swizzle (x 3)	Dip	Push & Glide Stroking (x 6)
Tot 4	2-foot or 1-foot Snowplow Stop	Back Wiggle	Back Swizzle (3x)
Pre Alpha	Forward Swizzles (x 3)	2-foot Glide	Backward Wiggles
Alpha	Forward Stroking (x 6)	Right over Left Forward Crossovers (x 5)	1-foot Snowplow Stop
Beta	Backward Stroking (x 6)	Left over Right Backward Crossovers (x 5)	Right T-Stop (Right foot behind)
Gamma	RFO 3-Turn	LFI Mohawk Combination	Hockey Stop
Delta	LFI 3-Turn	Bunny Hop	Lunge
Freestyle 1	Waltz Jump	Forward Inside Pivot	Forward Spiral
Freestyle 2	½ Lutz Jump	Ballet Jump	1-foot Spin
Freestyle 3	Salchow Jump	Backward Pivot	Toe Loop Jump
Freestyle 4	Flip Jump	Sit Spin	½ Loop Jump
Freestyle 5	Lutz Jump	Camel Spin	Back Spin
Freestyle 6	Axel Jump Combination	<u>Choice Spin</u> (Cross Foot, Layback, or Sit Change-Sit)	Split jump
Freestyle 7	Double Toe Loop	Flying Camel	2 x Walley jumps
Freestyle 8	Double Flip Jump	Split Lutz	Flying Sit Spin
Freestyle 9	Double Lutz	Flying Camel / Jump Sit spin combination	Axel / Double Loop jump combination
Freestyle 10	Double Axel Jump Combination	Death Drop	3 Arabians or Butterfly Jump

Team Points

Team Points

All entries receive **1 Participation Point** plus the following Placement Points:

1 st Place	5 Points
2 nd Place	4 Points
3 rd Place	3 Points
4 th Place	2 Points
5 th Place	1 Point

Production, Synchronized, and Team Compulsory Team Points

All Production, Synchronized, and Team Compulsory event entries receive **5 Participation Points** plus the following Placements Points:

1 st Place	25 Points
2 nd Place	20 Points
3 rd Place	15 Points
4 th Place	10 Points
5 th Place	5 Points