



ISIA Asia Skate Shenzhen 2026

We warmly invite skaters, coaches and families to ISIA Asia Skate Shenzhen 2026 at World Ice Arena Shenzhen. The competition offers a professional, well-organized and encouraging experience for skaters of different ages and levels.

We look forward to welcoming participants to Shenzhen to present their programs, gain competition experience and connect with the wider ISIA Asia skating community. Please complete registration and applicable test registration by the deadline.

Register now: www.ezregis.com

Competition Date	5-6 December 2026
Entry and Test Deadline	4 November 2026
Host Rink	World Ice Arena Shenzhen, The MixC Shenzhen
Rink Size	60m × 30m
Competition Director	Indy Wong indywong@isiasia.org
Host Rink Contact	Zhang Qiuyang zhangqiuyang@crland.com.cn

Event Offer

Individual and Partner Events

Tot 1-4	Pre-Alpha to Delta
Freestyle 1-10	Open Freestyle
Solo Spotlight	Themed Solo Spotlight
Couple Spotlight	Themed Couple Spotlight
Pair 1-10	Couple 1-10
Artistic 1-10	Footwork 1-10
Rhythmic - Ball / Hoop / Ribbon	Stroking - PA to DL
Solo Compulsories	Jump & Spin
Jump Fiesta	Spin Master
Speedracing	

Team Events

Family Spotlight	Ensemble Team
Production Team	Team Compulsory
Freestyle Synchro	Synchronized Team

Entry Fees & Payment Information

Entry	Fee
First individual or partner event	RMB 480
Each additional individual or partner event	RMB 210
Team event per skater per event	RMB 210

After completing online registration, teams outside Mainland China should have their team coach contact the Competition Director for payment details.

Eligibility Rules

- 1.** Competition events are open to any Individual or Professional Members of ISI, from Tots to Adults, whose membership is current up to and including the date of the competition.
- 2.** All competitors must compete at their highest test level passed and comply with all equivalency chart levels. All tests must be registered with the ISIA Asia office at least 30 days prior to the competition date. The time period of 30 days may vary for some local and district events as well as for ISIA Asia International events.
- 3.** All competitors must represent a current ISI Administrative member facility, club or skating school. It is permissible for skaters to represent one member facility for solo/partner events and a different member facility for group/team events.
- 4.** Skaters in Pre Alpha – Delta may not compete in Figure 1, Freestyle 1, Bronze Freestyle, Free Dance 1, Couple 1, Pair 1 or Bronze Pair.

If the skater has passed one of the following: Freestyle 1, Bronze Freestyle, Free Dance 1, Figure 1, Couple 1, Pair 1, then the skater may no longer compete in Delta level events.
- 5.** Any skater wishing to compete in Artistic, Footwork, Interpretive, Spotlight, etc. is still required to pass and register a test level (i.e. Pre-Alpha – Delta, traditional Freestyle, or Open Freestyle) to determine the level for those event entries.
- 6.** Any skater wishing to compete in a Footwork event is required to pass and register a test level (traditional Freestyle, Open Freestyle or Dance) to determine the level for his/her Footwork entry.
- 7.** Skaters are expected to compete at their true ability level and to uphold high ethical standards. Skaters may not “skate up” one level for ISI competition events. All skaters must pass the test level for the event level in which they will compete (except in Team Compulsories and Jump and Spin events where a skater may “skate up” to their team or partner’s level).
- 8.** Females and males are separated in most technical events, but may be combined in Artistic, Dance, Figures, Footwork, Interpretive, Jump & Spin, Rhythmic, Solo Compulsories, Jump Fiesta, Spin Master, Spotlight, Stroking, Surprise and team events.
- 9.** All ISI competitions use the first day of the competition as the age cut-off date for grouping individual skaters and the previous July 1 of the current competition season (July 1 – June 30) for synchronized team events.
- 10.** As a reward for their achievement, all skaters who have passed any level 9 or 10 test in Freestyle, Couple, Pair, Dance, Free Dance or Figures are entitled to one complimentary first event entry at each ISI national competition.
- 11.** Vocal music is permitted for all ISI competition events.
- 12.** There is no penalty for skating under any prescribed program duration time.

Simple Event Descriptions

Tot 1-4

TOT 1-4

Tots (skaters age 6 and under) will perform a 1-minute program routine with music. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included and will not be judged. 2-foot and/or 1-foot snowplow stops are permitted in Tot events.

All Tot competitors must have their current test registered with ISI to enter Tot competition events. Coaches may be allowed to be on the ice with their skaters if approved by the Competition Director.

Pre-Alpha to Delta

PRE ALPHA – DELTA SOLO

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.

Freestyle 1-10

FREESTYLE 1-10

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.

Open Freestyle

OPEN FREESTYLE – Bronze, Silver, Gold & Platinum

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).

Solo Spotlight

SPOTLIGHT SOLO PROGRAM (All Levels)

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.

Spotlight events are divided into three categories listed below. Please mark the correct category on your entry form.

- a) CHARACTER – a famous or easily identifiable character.
- b) DRAMATIC – a theatrical performance that sets a mood and evokes an emotional response.
- c) LIGHT ENTERTAINMENT – an entertaining or light-hearted performance.

Levels	Maneuver Limitations	Duration
Tot & Pre-Alpha – Delta	FS1 and below	1 min
Freestyle 1-3 / Bronze	FS4 and below	1.5 min.
Freestyle 4-5 / Silver	FS6 and below	1.5 min

Levels	Maneuver Limitations	Duration
Freestyle 6-7 / Gold	Any maneuvers	2 min
Freestyle 8-10 / Platinum	Any maneuvers	2 min

Themed Solo Spotlight

THEMED COUPLES SPOTLIGHT / THEMED PRODUCTION / THEMED SOLO SPOTLIGHT (All Levels)

These events will use the same guidelines as for regular Couples Spotlight, Production teams & Solo Spotlight events regarding levels, maneuver limitations, duration, and costume/prop restrictions. All programs in this event category must be related to this national event theme set for the current year.

Our 2026 theme is "Traditional Culture".

Couple Spotlight

COUPLES SPOTLIGHT – LOW / BRONZE / SILVER / GOLD / PLATINUM

An entertaining spotlight program performed by two skaters using costumes and props. Couples will also be divided into Character / Dramatic / Light Entertainment categories so please mark the correct category box on your entry form.

Levels	Maneuver Limitations	Duration
Low Tot-Delta	FS 1 and below	1 min
Bronze Freestyle 1-3/Bronze	FS 4 and below	1.5 min
Silver Freestyle 4-5/Silver	FS 6 & below	1.5 min
Gold Freestyle 6-7/Gold	Any maneuvers	2 min
Platinum Freestyle 8-10/Platinum	Any maneuvers	2 min

Themed Couple Spotlight

THEMED COUPLES SPOTLIGHT / THEMED PRODUCTION / THEMED SOLO SPOTLIGHT (All Levels)

These events will use the same guidelines as for regular Couples Spotlight, Production teams & Solo Spotlight events regarding levels, maneuver limitations, duration, and costume/prop restrictions. All programs in this event category must be related to this national event theme set for the current year.

Our 2026 theme is "Traditional Culture".

Pair 1-10

PAIR 1-10

Together two skaters perform a choreographed routine to music. This program should include all the required maneuvers from their current Pair test level. The event is similar to Couples. However, unlike Couples, Pairs includes pair lifts and pair spins. Both skaters must pass the required Pair Test to compete in this event.

Couple 1-10

COUPLES 1-10 – SIMILAR / MIXED

Two skaters perform their routine to music that requires maneuvers from their current Couples test level. This event is like a Freestyle skating program by two skaters in unison. Both skaters must pass the required Couples Test to compete in this event.

Artistic 1-10

ARTISTIC SOLO 1-10

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 1-3 / Bronze	FS4 and below	1.5 min.
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

Footwork 1-10

FOOTWORK 1-10

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.

Rhythmic - Ball / Hoop / Ribbon

RHYTHMIC SKATING

This new entertaining event requires the use of one hand-held prop listed below. 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 / Hoop / Ribbon) must be grouped together and cannot be combined for competition event groups.

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

1. Hoop – Must be made from wood or plastic (from a rigid, non-bending material). The hoop diameter should measure between 2 feet 7 inches – 2 feet 11 inches. The hoop can have colored tap or fabric to match or contrast the skater's costume, but it cannot have any other decoration (i.e. fringe, lights, etc.) on the prop.
2. Ball – 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).
3. Ribbon – 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.

Levels	Maneuver Limitations	Duration
Freestyle 1-3 / Bronze	FS4 and below	1.5 min.
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

Stroking - PA to DL

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.

Solo Compulsories

SOLO COMPULSORIES (Tot 1 – 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.

Levels	Selected Maneuvers
Tot 1	Proper Way to Get Up / Marching in Standing Position / Marching While Moving
Tot 2	2-Foot Jump in Place / Single Swizzle / Beginning 2-Foot Glide
Tot 3	Push & Glide Stroking / Dip / Forward Swizzle
Tot 4	Backward Swizzle / Snowplow Stop / Backward Wiggle
Pre-Alpha	Right One Foot Glide / Left One Foot Glide / Forward Swizzles
Alpha	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
Beta	Right Backward Crossovers / Left Backward Crossovers / Left T-Stop
Gamma	RFI Mohawk Combination / LFI Mohawk Combination / Hockey Stop
Delta	LFI 3 -turn / Lunge / Bunny Hop
Freestyle 1	Waltz jump / Forward Inside Pivot / 1/2 Flip Jump
Freestyle 2	1/2 Lutz / 1-foot spin / Ballet jump
Freestyle 3	Salchow Jump / Change Foot Spin / Backward Pivot
Freestyle 4	Flip jump / Sit Spin / Loop jump
Freestyle 5	Lutz jump / Axel / Camel Spin
Freestyle 6	Double Salchow jump / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Falling Leaf
Freestyle 7	2 Walley jumps in a row/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Double Loop jump / Camel-jump-Camel spin / Split Lutz
Freestyle 9	Double Lutz jump / Flying Camel spin into Jump Sit spin / Axel-double Loop Jump combination
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

Jump & Spin

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.

Category Levels:

Category	Team Skater 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

JUMP FIESTA (Freestyle levels Only)

This event is 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 register with the ISIAAsia office.

Skaters who have passed Open Freestyle tests must compete in Jump Fiesta event levels as follows:

BronzeFreestyle 3

SilverFreestyle 5

GoldFreestyle 7

PlatinumCan choose any FS 8-10 level for their Jump Fiesta event

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. 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.

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.

3 Required JUMP FIESTA elements:

Levels	Selected Maneuvers
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

Levels	Selected Maneuvers
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 / Double Flip-Double Toe Combination Jump Loop Jump combination
Freestyle 10	Double Axel-Double Toe Combination Jump / Triple Salchow / Triple Toe Loop

Spin Master

SPIN MASTER (Freestyle Levels Only)

This event is open to skaters of all levels from Freestyle 1 to Freestyle 10 and Open Freestyle Bronze to Platinum. Competition is divided into 4 levels using the required maneuvers listed below. Skaters perform the maneuvers without music.

Levels	Selected Maneuvers
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 Spin / Flying Camel Spin into Jump Sit Spin

Skaters are to perform only the three required SPINS as per table above, 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.

Speedracing

SPEED RACING

Skaters race two at a time, skating forward around the rink for one or more laps. Skaters are divided by age and gender, and the skater with the best time wins. The following equipment is required: helmet, mouth guard, elbow pads, knee pads.

Family Spotlight

FAMILY SPOTLIGHT (All Levels)

Two or more family members can perform an entertaining spotlight routine using costumes & props. If necessary, the event groupings are divided first by number of skaters and then by age groups and/or ability levels. Duration: 1.5 minutes.

Ensemble Team

ENSEMBLE

This event is open to groups of 3-7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and there is no technical score for this event.

The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 minutes.

Production Team

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.

Team Compulsory

TEAM COMPULSORIES 1-10 (Freestyle Levels Only)

Six skaters (or seven skaters for FS6-10 levels) perform a lively and entertaining routine in which each skater performs one required test level maneuver (in the order listed in the current edition of the ISI Handbook). Lively music with entertaining themes, great costumes and hand-held props are featured in this event. Skaters can compete on more than one team as long as those two teams are in different freestyle levels. Skaters may skate above, but not below their own freestyle test level.

Freestyle Synchro

FREESTYLE SYNCHRO TEAM 1-10

Three to seven skaters from the same Freestyle level can enter this new form of group skating. They must perform the same identical Freestyle program in unison. All test level requirements must be included. All skaters must have passed the same freestyle test level to compete in this event. Skaters cannot skate above or below their freestyle test level.

Synchronized Team

SYNCHRONIZED TEAM – Dance / Formation / Advanced Formation / Skating

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For complete description of Formation, Skating, and Dance categories, please see the current edition of ISI Handbook.

Official documents and contacts: The event page provides this announcement and the 2026 ISI Rule Revision for download.

Contact: Host Rink Contact Zhang Qiuyang, zhangqiuyang@crland.com.cn; Competition Director Indy Wong, indywong@isiasia.org.