

presents

Club Fun Competition 2019

Saturday, March 30, 2019 Markham Village Community Centre



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GENERAL INFORMATION

The competition is sanctioned by Skate Canada. The competition is organized and conducted in accordance with the current Skate Canada Rulebook. All events are open to registered skaters in good standing with Markham Skating Club (MSC) and Skate Canada.

TECHNICAL REPRESENTATIVE

Candice Glover, MSC StarSkate Coordinator

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APPLICATION DEADLINE

Skaters must be signed up under the advisement of their private coach on or before March 15, 2019

ARENA

The competition will be held at Markham Village Community Centre. The ice surface is 85' x 185'.

REGISTRATION

Skaters must report to their individual coaches at least 1 hour before their event is scheduled to start. Registration will open 30 minutes prior to the first event on each day of competition.

TENTATIVE SCHEDULE OF EVENTS

Saturday, March 30, 2019

10:00am - 2:00pm

A detailed schedule of events will be posted on the club bulletin board in the main lobby at least one week prior to competition. It will also be posted on the MSC website: www.markhamskatingclub.com

ENTRIES

All test qualifications for the competition are as of <u>December 1, 2017</u>. <u>Entries must be submitted no later than March 15, 2019.</u> Events will only be held if 2 or more entries are submitted.

FEES

\$20.00 for first event

\$10.00 for each additional event and each Fun Event

\$ 5.00 per skater for Team Relay entry

Entry fees must be paid no later than Saturday, March 15, 2019. You may register and pay online at markhamskatingclub.com/registration. Please make all cheques or money orders payable to: "MARKHAM SKATING CLUB". Late entries may be considered and will be charged an administration fee of \$10 per event. NO refunds will be given after the entry closing date for any reason.

MARKING

Marking will be done in accordance with Skate Canada guidelines. CPC system will be used for all categories from Star 5 and above.

SKATING UP

Skating up one level is allowed provided that the skater has met the qualification for the previous level. Please note that skaters are allowed to enter either level, but not both in the same discipline.

MEDALS

Medals will be presented to the top 3 skaters in each flight for Star 4 and higher. Skaters in Star 1-3 events will be assessed against the Skate Canada standards and awarded accordingly.

STARSKATE EVENTS

COMPULSORY ELEMENTS – Ladies & Men

There will be no music. Elements will be performed in the order listed. Skaters will be flighted by age if necessary. Please note that in compulsory elements, skaters will not be flighted by gender. **Star 2 & 3 categories will be assessed to standard.**

INTRO STAR ELEMENTS

Qualifications: Passed CanSkate 6

- a)Waltz Jump
- b)Toe Loop
- c)Forward Upright Spin
- d)Forward Spiral

STAR 1 ELEMENTS

Qualifications: May not have passed any part of the Senior Bronze (STAR 6) Free Skate test. Elements assessed to standard (Gold, Silver, Bronze or Merit). Skaters may be grouped by age. No age restrictions. 8 Elements

- a)Circle Stroking Exercise: Stroking (crosscuts) in same direction on a circle (1 round forward, 1 round backward). Draw for direction.
- b) Three Jumps: a) Waltz Jump b) Single Salchow c) Single Toeloop
- c) Two Spins: a) Forward Upright spin b) Backward Upright spin
- d) Forward Spiral Circles: Two spirals, one on each foot executed on a circle in the same direction. Skater chooses direction.
- e) Creative Expression Routine (30 seconds music provided by the Section, selection randomly chosen at competition each flight to have a different music selection) Note: this is assessed as "completed" or "incomplete" only.

STAR 2 ELEMENTS

Qualifications: Skaters may not have passed any part of the Senior Bronze (STAR 6) Free Skate test

- a) Waltz/Toe Loop Combination
- b) Loop Jump
- c) Back Spin
- d) Forward Spiral Sequence. Supported spirals NOT allowed.

STAR 3 FI FMFNTS

Qualifications: Skaters may not have passed the any part of the Senior Bronze (STAR 6) Free Skate test.

- a) Flip or Lutz Jump
- b) Loop/Loop Combination
- c) Combination Spin Must include one camel & one sit position. No difficult variations.
- d) Forward Spiral Sequence. Supported spirals NOT allowed.

STAR 4 ELEMENTS

Qualifications: Skaters may not have passed the any part of the Senior Bronze (STAR 6) Free Skate test.

- a) Lutz/Loop Combination
- b) Combination Spin No difficult variations.
- c) Forward Spiral Sequence 2 spirals, one on each foot with no more than 4 steps in between. Edge optional. Supported spirals NOT allowed.

STAR 5 ELEMENTS

Qualifications: Skaters may NOT have passed any part of the Junior Silver Free Skate test

- a) Axel
- b) Any Double Jump
- c) Change Combination Spin Must include all 3 basic positions. No difficult variations allowed.
- d) Camel or Sit Spin Flying entrance allowed.

STAR 6 ELEMENTS

Qualifications: MUST have passed the complete STAR 5 (Junior Bronze) free skate test. One free program of 2:30 minutes in length (+/- 10 seconds). Skaters may be grouped by age if numbers warrant.

- a) Axel
- b) Any double jump
- c) Flying Spin
- d) Spiral Sequence

TEAM ELEMENTS

There will be no music. Teams may consist of 2 – 4 skaters. Skaters will decide amongst themselves as to who will perform which element up to a maximum of 2 elements per skater. Elements will be performed in the order listed. Skaters are permitted to "skate up" one level for which they are qualified, but not both. Please refer to appendix for clarifications. (Event will be held if schedule permits)

STAR 2 TEAM ELEMENTS

Qualifications: Skaters may not have passed any part of the Senior Bronze (STAR 6) Free Skate test

- e) Waltz/Toe Loop Combination
- f) Loop Jump
- g) Back Spin
- h) Forward Spiral Sequence. Supported spirals NOT allowed.

STAR 3 TEAM ELEMENTS

Qualifications: Skaters may not have passed the any part of the Senior Bronze (STAR 6) Free Skate test.

- e) Flip or Lutz Jump
- f) Loop/Loop Combination
- g) Combination Spin Must include one camel & one sit position. No difficult variations.
- h) Forward Spiral Sequence. Supported spirals NOT allowed.

STAR 4 TEAM ELEMENTS

Qualifications: Skaters may not have passed the any part of the Senior Bronze (STAR 6) Free Skate test.

- d) Lutz/Loop Combination
- e) Combination Spin No difficult variations.
- f) Forward Spiral Sequence 2 spirals, one on each foot with no more than 4 steps in between. Edge optional. Supported spirals NOT allowed.

STAR 5 TEAM ELEMENTS

Qualifications: Skaters may NOT have passed any part of the Junior Silver Free Skate test

- e) Axel
- f) Any Double Jump
- g) Change Combination Spin Must include all 3 basic positions. No difficult variations allowed.
- h) Camel or Sit Spin Flying entrance allowed.

STAR 6 TEAM ELEMENTS

Qualifications: MUST have passed the complete STAR 5 (Junior Bronze) free skate test. One free program of 2:30 minutes in length (+/- 10 seconds). Skaters may be grouped by age if numbers warrant.

- a) Axel
- b) Any double jump
- c) Flying Spin
- d) Spiral Sequence

FREESKATE - Ladies & Men

Specific program lengths are listed for each category. All categories will be flighted by skaters' age if necessary. Skaters are permitted to "skate up" one level in an event, but cannot skate in both events. Please note: Skate Canada Well Balanced Program Criteria will be strictly followed in Freeskate events.

STAR 2 COMPULSORY ASSESSMENT PROGRAM

Qualifications: May not have passed any part of the Senior Bronze (STAR 6) Free Skate test. One program of a maximum 2:10 minutes in length. Individual elements plus Skating Skills and Performance assessed to standard (Gold, Silver, Bronze or Merit). Skaters may be grouped by age. No age restrictions.

STAR 3 FREESKATE

Qualifications: May not have passed the any part of the Senior Bronze (STAR 6) Free Skate test. One program of 2:00 minutes in length (+/- 10 seconds). Individual elements plus Skating Skills, Performance, and Interpretation assessed to standard (Gold, Silver, Bronze or Merit). Skaters may be grouped by age. No age restrictions.

STAR 4 FREESKATE

Qualifications: May not have passed the any part of the Senior Bronze (STAR 6) Free Skate test. One program of 2:00 minutes in length (+/- 10 seconds). Individual elements plus Skating Skills, Performance, and Interpretation assessed to standard (Gold, Silver, Bronze or Merit) and ranked. Three age categories: U10, U13 and 13&O.

STAR 5 FREESKATE

Qualifications: May NOT have passed any part of the Junior Silver Free Skate test. One program of 2:00 minutes in length (+/- 10 seconds). Star 5 will be scored using CPC and skaters will be ranked. Four Program Components will be assessed: Skating Skills, Transitions, Performance and Interpretation. Three age categories: U10, U13 and 13&O.

STAR 6 FREESKATE

Qualifications: MUST have passed the complete STAR 5 (Junior Bronze) free skate test. One free program of 2:30 minutes in length (+/- 10 seconds). Skaters may be grouped by age if numbers warrant.

INTERPRETIVE EVENTS

All programs must be 2.0 - 3.0 mins in length (+/- 10 sec.). Skaters must meet the test requirement for the level entered (ie. must have passed bronze interpretive for Bronze level).

Categories Offered: Introductory, Bronze, Silver, Gold

FUN EVENTS!!

Open to ANY MSC Skate Canada member regardless of age, gender or tests passed. Fun events will include a 1 minute warm up only. Skaters will have 30 seconds to perform the element once their name is called.

TEAM CHALLENGE RELAY

Skaters must skate a pre-determined course. **Teams will be determined by the MSC Coaching Staff.** A skater must 'tag off' the next skater. Timing of the final skater to cross the finish line from each team will be considered the final time.

LONGEST WALTZ JUMP

Skaters will perform a waltz jump that will be measured by two MSC professional coaches. The waltz jump with the greatest distance from take off to landing will be deemed the winner.

Longest Waltz Jump "A" - Skaters registered on the Intermediate session

Longest Waltz Jump "B" - Skaters registered on the Senior session

Longest Waltz Jump "C" - Skaters registered on the Advanced session

LONGEST AXEL

Skaters will perform an Axel jump that will be measured by two MSC professional coaches. The Axel jump with the greatest distance from take off to landing will be deemed the winner.

LOOPY LOOPS

Skaters will perform as many single loop jumps in a row as possible with no interruption of any kind between each jump. (No turns or steps in between).

AXEL-MANIA

Skaters will perform as many axels as possible in a row with no interruption of any kind between each jump. (No turns or steps in between).

DOUBLE AXEL CHALLENGE

Skaters will be given 3 attempts at a Double Axel. The skater who lands the highest number of Double Axels will be deemed the winner. If two or more skaters land all three Double Axels, the skater with the least amount of errors performed will be deemed the winner.

SIT SPIN SILLINESS (Longest Sit Spin)

Skaters compete to see who can perform a sit spin with the most rotations. Rotation won't be counted until skater hits the prescribed position. A fall will result in elimination in this event.

CAMEL SPIN CRAZINESS (Longest Camel Spin)

ENTRIES MUST BE RECEIVED BY MARCH 15, 2019. LATE ENTRIES WILL BE CHARGED AN ADMINISTRATION FEE OF \$10.00 PER EVENT. ENTRY FEES MUST BE PAID IN FULL PRIOR TO COMPETING. Skaters compete to see who can perform a camel spin with the most rotations. Rotation won't be counted until skater hits the prescribed position. A fall will result in elimination in this event.

SHOOT THE DUCK MARATHON (Longest Shoot the Duck)

Skaters compete to see who can perform the longest shoot-the-duck measured by time. No change of position or direction will be allowed once the shoot-the-duck is attained. Timing will cease once skater is unable to hold position solely on the skating leg.

SPIRAL MARATHON (Longest Spiral)

Categories will be held in accordance with the Skate Extreme event. The 3 skaters with the longest held spiral (measured in time), regardless of level, will be the medalists.

APPENDIX

- An Axel IS considered a single jump.
- Combination jumps must be immediately executed one right after another. That is, the
 landing of the first jump must be the take-off for the second jump. Turns in between the
 two jumps on one foot will still cause the element to be marked as a 'combination' but with
 an error.
- A Jump Sequence must include two jumps of at least one revolution. Elements such as split jumps, falling leaf, mazurka, etc., are considered linking elements and therefore, do not count towards the three jump criteria of a series. For definition purposes, any jump series that meets Skate Canada's criteria will be graded as such.
- A position in a spin must have 2 revolutions for it to be considered completed. Any spin must have 3 revolutions in total to be counted.
- Any variations within a spin position is considered to add difficulty to a spin and therefore rewarded.
- Any spiral required must be performed at or above hip level and must be held for at least 3 seconds.
- The following will be rewarded when performing footwork: sections performed on one foot, changes of edges, changes of directions, twizzles, use of levels and/or whole body, difficult skating turns (rockers and counters), quick changes of speed, etc.
- A Sit Spin is defined as where the bottom of spinning thigh must be parallel to the ice.
- A Camel Spin is defined as where the free foot and knee is at hip level or higher.