



*presents*

# **Club Competition 2026**

February 27-28, 2026  
Markham Village Community Centre  
Updated Jan 1, 2026

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**ENTRIES MUST BE RECEIVED BY JANUARY 31st, 2026.  
LATE ENTRIES WILL BE CHARGED AN ADMINISTRATION FEE OF \$10.00 PER EVENT, SPACE  
PERMITTING.  
ENTRY FEES MUST BE PAID IN FULL PRIOR TO COMPETING.**

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## GENERAL INFORMATION

The MSC Fun Competition is sanctioned by Skate Ontario. Events are open to registered skaters in good standing with Markham Skating Club (MSC) and Skate Canada.

### **TECHNICAL REPRESENTATIVE**

Ann Nakashima, MSC Competition coordinator  
Contact via MSC office: [info@markhamskatingclub.com](mailto:info@markhamskatingclub.com)

### **REGISTRATION DEADLINE**

Skaters must register with the approval of their private coach on or before **January 31st, 2026**

### **ARENA**

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

### **ONSITE CHECK-IN**

Skaters must report to their individual coaches at least 1 hour before their event is scheduled to start, or 30 min prior for the first event of the day.

### **TENTATIVE SCHEDULE OF EVENTS**

The timings given below are subject to change. The schedule will depend on the number of entries. 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](http://www.markhamskatingclub.com)

Friday February 27, 2026:

- 4:30 – 6:00 pm: Fun events (except Team Relay)

Saturday February 28, 2026:

- 8:00 – 9:30am: Elements (Team Elements will be scheduled if time permits)
- 9:45am – 1:15pm: Freeskate, Artistic and Adult Exhibition
- 1:15 – 2:00 pm: Team Relay

### **ENTRIES**

All test qualifications for the competition are as of January 31st 2026. **Entries must be submitted no later than January 31<sup>st</sup> 2026.** Events may be combined at the discretion of the technical representative where the number of entries is low.

### **SPECTATORS**

There is no entry fee for spectators.

### **FEES**

**\$25.00 for first event**

**\$10.00 for each additional event, each Fun Event and each Team Elements event (time permitting)**

**\$ 5.00 per skater for Team Relay entry**

Entry fees must be paid no later than January 31<sup>st</sup> 2026. You must register and pay online at [www.markhamskatingclub.com/registration](http://www.markhamskatingclub.com/registration)

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**Late entries may be considered, space permitting, 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. STAR 1-3 will be assessed to standard and STAR 4 will be assessed to standard and ranked. STAR 5 and higher will be marked by Cumulative Points Calculation (CPC) with elements at base value (i.e., no levels given for features).

### **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**

Skaters in Intro and STAR 1-3 events will be assessed according to Skate Canada standards and awarded medals accordingly. Medals for first, second and third place will be awarded for STAR 4 events and above.

## **INDIVIDUAL ELEMENTS EVENTS**

Procedures for individual elements events:

- Each skater will perform four elements in isolation in the order listed for their level of competition
- Each element may only be attempted once
- All skaters will perform Element #1 before performing Element #2 and so on, until all four elements have been executed by all skaters
- Spins will not be assigned levels and will be assessed on quality only
- Elements to be performed at each level are listed in Table 1.

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Table 1. List of elements for individual and team elements events.

	Element 1	Element 2	Element 3	Element 4
<b>Intro</b>	Waltz Jump	Toe Loop	Forward Upright Spin (min 3 revs)	Forward Spiral
<b>STAR 1</b>	See <u>STAR 1 Element Assessment</u> under Freeskate events (page 6)			
<b>STAR 2</b>	Single Loop Jump	Waltz/Single Toe Loop Combination	Backward Upright Spin (min 3 revs)	Forward Spiral Sequence  <i>Two forward spirals, one on each foot on outside or inside edge, both unassisted.</i>
<b>STAR 3</b>	Single Flip	Single loop/single loop combination	Combination Spin  <i>Must include camel and sit and may include change of foot. Forward entry only. No flying entry or difficult variations.</i>  <i>Combination Spin – min 4 revs Change Combination Spin – min 3/3 revs</i>	Forward Spiral Sequence  <i>Same requirement as STAR 2.</i>
<b>STAR 4</b>	Single Axel	Single Lutz/Single Loop combination	Combination Spin  <i>Same requirement as STAR 3</i>	Forward Spiral Sequence  <i>Same requirement as STAR 2.</i>
<b>STAR 5</b>	Single Axel	Jump Combination (1+1, 1+2, 2+1)  <i>Two jumps, may include one double.</i>	Combination Spin  <i>Same requirement as STAR 3</i>	Spiral Sequence  <i>At least two spirals, one of each foot, at least one unsupported.</i>
<b>STAR 6</b>	Single Axel	Any Double Jump	Flying Spin  <i>One position and no change of foot. Min 5 revs.</i>	Spiral Sequence  <i>Same requirement as STAR 5.</i>

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<b>STAR 7/8</b>	Any double Jump	Jump Combination (1+2, 2+2)  <i>Two jumps, 2<sup>nd</sup> jump must be a double.</i>	Spin in One Position  <i>No flying entry or change of foot. Min 5 revs.</i>	Bonus Element  <i>Any jump or spin element not already performed.</i>
<b>STAR 9/10</b>	Any Double Jump (Double Loop or higher)	Jump Combination (2+2)  <i>Two jumps, both must be doubles.</i>	Flying Spin  <i>One position and may include change of foot. Min 6 revs.</i>	Bonus Element  <i>Any jump or spin element not already performed.</i>
<b>Gold</b>	Any Double Jump (Double Flip or higher)	Jump Combination (2+2)  <i>Two jumps, both must be doubles.</i>	Flying Combination Spin  <i>Must commence with flying entry and must include one change of foot. Min 5/5 revs.</i>	Bonus Element  <i>Any jump or spin element not already performed.</i>

## FREESKATE EVENTS

### **STAR 1 ELEMENT ASSESSMENT**

Must not have passed complete STAR 2 freeskate assessment. Elements assessed to standard. Skaters may be grouped by age; no age restrictions. Eight elements:

- Circle Crosscut Exercise: Stroking (Crosscuts) in same direction on a circle (one round forward, one round backward); draw for direction
- Waltz Jump
- Single Salchow
- Single Toe Loop
- Forward Upright Spin
- Backward Upright Spin
- Forward Spiral circles: Two Spirals, one on each foot executed on a circle in the same direction; skater chooses direction
- Creative Expression routine (30 seconds – music provided by the section, selection randomly chosen at competition – each flight to have a different music selection). This is assessed as “completed” or “incomplete” only

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## **STAR 2 FREESKATE**

Must not have passed any part of the STAR 6 freeskate assessment. A program to music a maximum of two minutes 10 seconds in length. Individual elements plus Skating Skills and Performance assessed to standard. Skaters may be grouped by age; no age restrictions. Nine elements:

- Single Salchow
- Single Toe Loop
- Waltz Jump + single Toe Loop combination
- Single Loop Jump
- Single Flip or single Lutz
- Backward Upright Spin
- Forward Entry Sit Spin or Camel Spin with no change of foot; no flying entry; no variations of positions; forward Upright Spin is not permitted
- Forward Spiral Sequence: a sequence of two forward Spirals, one Spiral on each foot, unsupported position; on either inside or outside edge
- Forward Turn Sequence: forward outside Three-Turn + backward Crosscut + backward inside S step (i.e. step-forward); executed four times on alternating feet.

## **STAR 3 FREESKATE**

Must not have passed the any part of the STAR 6 freeskate assessment. A Free Skating Program to music of two minutes in length (plus or minus 10 seconds). Individual elements plus Skating Skills, Performance, and Interpretation assessed to standard. Skaters may be grouped by age; no age restrictions. Eight elements:

- Five Jump Elements
  - all single jumps permitted including single Axel; no double jumps permitted
  - must include at least one Axel-type Jump (waltz or single Axel)
  - must include at least five different types of single jumps (note: waltz and Axel are considered the same type)
  - must include a single loop + single loop Jump Combination
  - maximum of one additional Jump Combination; maximum of two jumps in a combination
  - no Jump Sequences
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination
- Two Spins
  - backward Upright Spin
  - Combination Spin that has at least one Camel Position and one Sit Position and commences with a forward entry; no flying entry or variations of positions; change of foot optional
- Forward Spiral Sequence: a sequence of two forward Spirals; one Spiral on each foot, unsupported position; on either inside or outside edge

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## **STAR 4 FREESKATE**

Must not have passed any part of the STAR 6 freeskate assessment. A Free Skating Program to music of two minutes in length (plus or minus 10 seconds). Individual elements plus Skating Skills, Performance, and Interpretation assessed to standard; skaters are ranked. Eight elements:

- Five Jump Elements
  - all single jumps permitted including single Axel; no double jumps permitted
  - must include at least one single Axel; A maximum of one fully rotated single Axel will receive a bonus (quality errors such as a Fall do not impact the bonus provided the full rotation requirement has been met);
  - must include at least five different types of single jumps (note: waltz and Axel are considered the same type)
  - must include a single loop + single loop Jump Combination
  - maximum of one additional Jump Combination; maximum of two jumps in a combination
  - no Jump Sequences
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination
- Two Spins
  - backward Upright Spin
  - Combination Spin that has at least one Camel Position and one Sit Position and commences with a forward entry; no flying entry or variations of positions; change of foot optional
- Forward Spiral Sequence: a sequence of two forward Spirals; one Spiral on each foot, unsupported position; on either inside or outside Edge

## **STAR 5 FREESKATE**

Must not have passed any part of the STAR 8 freeskate assessment. A Free Skating Program to music of two minutes in length (plus or minus 10 seconds). STAR 5 will be scored using CPC and skaters will be ranked. Two Program Components will be assessed: Presentation and Skating Skills. Eight elements:

- Maximum of five Jump Elements
  - maximum of two double jumps, not higher than double Lutz. Double jumps cannot be included in Jump Combinations; double jumps cannot be repeated
  - must include at least one single Axel
  - maximum of two Jump Combinations; maximum of two jumps in a combination
  - no Jump Sequences
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination
- Maximum of two Spins, called to maximum Level Base:
  - one Sit Spin or Camel Spin: flying entry optional; no change of foot or variations of positions
  - one Combination Spin: no flying entry or variations of positions; change of foot optional

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- Maximum one Spiral Sequence. At least one spiral must be unsupported. called to maximum Level Base

### **STAR 6 FREESKATE**

Must have passed the complete STAR 5 freeskate assessment. A Free Skating Program to music of two minutes 30 seconds in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Two Program Components will be assessed: Presentation and Skating Skills. Eight elements:

- Maximum of five Jump Elements
  - must include at least one single Axel
  - must include at least one double jump (No higher than double Lutz)
  - May only repeat one jump
  - Maximum of two Jump Combinations. Maximum of two jumps in a combination;
  - no Jump Sequences
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination
- Maximum of two Spins, called to maximum Level Base
  - One Spin must be a Combination Spin, change of foot mandatory; difficult variations may be attempted; no flying entry
  - One Sit Spin or Camel Spin with only one position and no change of foot; difficult variations may not be attempted; flying entry optional
- Maximum of one step sequence or Spiral Sequence (at least one spiral must be unsupported), called to maximum Level Base

### **STAR 7 FREESKATE**

Must have passed the complete STAR 5 freeskate assessment. A short program to music of two minutes 20 seconds in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Two Program Components will be assessed: Presentation and Skating Skills. Six elements:

- Three Jump Elements
  - one single Axel
  - one double jump (2A not permitted)
  - one Jump Combination; maximum of two jumps in a combination; must include at least one double jump (2A not permitted); single Axel and double jump may not be repeated in the Jump Combination
- Two Spins called to maximum Level Base
  - one Combination Spin with only one change of foot; no flying entry
  - one flying Sit Spin or one flying Camel Spin
- One step sequence, called to maximum Level Base

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## **STAR 8 FREESKATE**

Must have passed the complete STAR 5 freeskate assessment. One Free Skating Program to music three minutes in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Two Program Components will be assessed: Presentation and Skating Skills. Ten elements:

- Maximum of six Jump Elements
  - must include at least one single Axel
  - maximum of three Jump Combinations or two jump combinations and one Jump Sequence; maximum of two jumps in a combination
  - must include at least two different double jumps
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination or Jump Sequence
- Maximum of three Spins called to maximum Level Base
  - one Spin must be a Combination Spin, change of foot mandatory
  - one Spin must be a Flying Spin In One Position with no change of foot
  - one Spin of any nature
- Maximum of one Choreographic Sequence

**NOTE FOR STAR 9, 10 AND GOLD FREESKATE:** If a qualified technical official is not available to assess levels, all spins and step sequences will be called as level Base.

## **STAR 9 FREESKATE**

Must have passed the complete STAR 5 freeskate assessment. One short program a maximum of two minutes 20 seconds in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Six elements:

- Three Jump Elements
  - one single or double Axel
  - one double jump; double Axel may not be repeated
  - one Jump Combination: must contain two double jumps; same jumps permitted; Axel Jump and double jump may not be repeated
- Two Spins
  - one Combination Spin with only one change of foot; no flying entry
  - one Spin In One Position; may include change of foot, no flying entry
- One step sequence

## **STAR 10 FREESKATE**

Must have passed the complete STAR 8 freeskate assessment. One Free Skating Program to music of three minutes in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Ten elements:

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- Maximum six Jump Elements
  - must include at least one single or double Axel
  - maximum of three Jump Combinations or two Jump Combinations and one Jump Sequence. One jump combination may contain three jumps. Maximum two jumps in other combinations.
  - must include at least four different double jumps
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination or Jump Sequence
- Maximum of three Spins
  - one Spin must be a Combination Spin, change of foot mandatory
  - one Spin must be Flying Spin In One Position with no change of foot
  - one Spin of any nature
- Maximum of one Choreographic Sequence

### **GOLD FREESKATE**

Must have passed the complete STAR 8 freeskate assessment. One Free Skating Program to music of three minutes 30 seconds in length (plus or minus 10 seconds). Skaters may be grouped by age if numbers warrant. Eleven elements:

- Maximum seven Jump Elements
  - must include at least one single or double Axel
  - must include four different double jumps
  - of all triples, only two may be repeated
  - maximum of three Jump Combinations or two jump combinations and one Jump Sequence. One jump combination may contain three jumps. Maximum two jumps in other combinations.
  - no jump may be included more than twice
  - a repeated jump must be executed as part of a Jump Combination or Jump Sequence
- Maximum of three Spins
  - one Spin must be a Combination Spin, change of foot mandatory
  - one Spin must be a flying Camel Spin or flying Sit Spin In One Position with no change of foot
  - one Spin of any nature
- Maximum of one step sequence

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## ARTISTIC EVENTS

### **STAR 5**

Assessment: Must have passed STAR 4 Skills Assessment. One artistic program to music, a maximum of two minutes and 10 seconds in length. Program must include:

- a. Choreographic Step Sequence
- b. Field Move Sequence OR Spiral Sequence
- c. Artistic Spin

### **STAR 7**

Assessment: Must have passed the STAR 4 Skills assessment. One artistic program to music, a maximum of two minutes and 10 seconds in length. Program must include:

- a. Choreographic Step Sequence
- b. Field Move Sequence
- c. Artistic Spin

### **STAR 9**

Assessment: Must have passed the STAR 5 Artistic assessment. One artistic program to music, a maximum of two minutes and 10 seconds in length. Program must include:

- a. Choreographic Step Sequence
- b. Field Move Sequence
- c. Artistic Spin

### **GOLD**

Assessment: Must have passed the STAR 7 Artistic assessment. One artistic program to music, a maximum of two minutes and 40 seconds in length. Program must include:

- a. Choreographic Step Sequence
- b. Field Move Sequence OR 360 Degree Field Movement
- c. Artistic Spin

## ADULT EXHIBITION SKATE

### **ADULT EXHIBITION SKATE**

Qualifications: Must be registered on an adult session. Skaters may perform a freeskate, artistic, dance or skills exercise to music. No marks will be given.

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## FUN EVENTS!!

*Open to all MSC skaters at the Novice level or higher.* 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. **Groups will be determined by the MSC Coaching Staff.** The waltz jump with the greatest distance from take-off to landing will be deemed the winner.

### 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. **Groups will be determined by the MSC Coaching Staff.** 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)

Skaters compete to see who can perform a camel spin with the most rotations. **Groups will be determined by the MSC Coaching Staff.** 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. **Groups will be determined by the MSC Coaching Staff.** No change of position 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.

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### SPIRAL MARATHON (Longest Spiral)

Skaters compete to see who can perform the longest spiral measured by time. **Groups will be determined by the MSC Coaching Staff.** No change of position will be allowed once the spiral position is attained. Timing will cease when the free leg drops below the hip level. A fall will result in elimination in this event.

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