



presents

Fun Competition 2022

Saturday, April 2, 2022
Markham Village Community Centre
Updated Feb 21, 2022



**ENTRIES MUST BE RECEIVED BY MARCH 12, 2022.
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 Canada. Events are open to registered skaters in good standing with Markham Skating Club (MSC) and Skate Canada.

TECHNICAL REPRESENTATIVE

Ann Nakashima, MSC Competition coordinator
E-Mail: ann.nakashima@gmail.com

REGISTRATION DEADLINE

Skaters must register with the approval of their private coach on or before **March 12, 2022**

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

Saturday, April 2, 2022 8:00am – 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 12 March 2022. **Entries must be submitted no later than March 12, 2022.** Events will only be held if there are two or more skaters registered.

SPECTATORS

In our ongoing commitment to safeguard our skating members, families and the community, spectators are limited to 2 per skater during the competition. Skaters and families are asked to limit their time in the facility to remain within the capacity limits as required by the City of Markham.

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 12, 2022. You may register and pay online at www.markhamskatingclub.com/registration

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).

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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 Canskate Stage 6, Introductory and Star 1-3 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
- CANSKATE to STAR 5 events will use half-ice to perform the elements; the open category will use full ice.

CANSKATE STAGE 6 ELEMENTS

Qualifications: Must have passed Stage 5 but not the complete Stage 6 badge. Results are tabulated for each individual separately.

- Element #1 Fwd 1-ft side stop (L or R - skater's choice)
- Element #2 Bwd perimeter skating with crosscuts (CW or CCW – determined by draw)
- Element #3 Fwd 180° step turn (mohawk) (RFI-LBI or LFI-RBI - skater's choice)
- Element #4 Fwd outside edges

INTRODUCTORY ELEMENTS

Qualifications: Passed CanSkate 6

- Element #1 Waltz Jump
- Element #2 Toe Loop
- Element #3 Forward Upright Spin
- Element #4 Forward Spiral

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STAR 1 ELEMENTS

See Star 1 Element Assessment under Freeskate events (page 8)

STAR 2 ELEMENTS

Assess to standard

- Element #1 Single Loop Jump
- Element #2 Waltz Jump + single Toe Loop Jump Combination
- Element #3 backward Upright Spin; minimum three revolutions
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

STAR 3 ELEMENTS

Assess to standard

- Element #1 Single Flip Jump
- Element #2 Single Loop + single Loop Jump Combination
- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

STAR 4 ELEMENTS

Assess to standard with ranking

- Element #1 single Axel
- Element #2 single Lutz + single Loop Jump Combination
- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

STAR 5 ELEMENTS

Assess to standard with ranking

- Element #1 single Axel
- Element #2 Jump Combination – two jumps; may include maximum one double

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- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 Spiral Sequence - at least two Spirals, one on each foot; at least one Spiral must be unsupported

OPEN ELEMENTS (STAR 6 or higher)

Assess to standard with ranking

- Element #1 any double jump
- Element #2 Jump Combination – two jumps; may include maximum one double
- Element #3 Flying Spin – one position, no change of foot; minimum of five revolutions
- Element #4 bonus element – any jump or Spin element not already performed

TEAM ELEMENTS

Team elements events will be held if schedule permits. 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.

Procedures for team elements events:

- The team members 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
- Introductory to STAR 6 events will use half-ice to perform the elements; the open category will use full ice.

STAR 2 TEAM ELEMENTS

Assess to standard

- Element #1 Single Loop Jump
- Element #2 Waltz Jump + single Toe Loop Jump Combination
- Element #3 backward Upright Spin; minimum three revolutions
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

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STAR 3 TEAM ELEMENTS

Assess to standard

- Element #1 Single Flip Jump
- Element #2 Single Loop + single Loop Jump Combination
- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

STAR 4 TEAM ELEMENTS

Assess to standard with ranking

- Element #1 single Axel
- Element #2 single Lutz + single Loop Jump Combination
- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 forward Spiral Sequence - two forward Spirals, one on each foot performed on either outside or inside Edges; both Spirals must be unassisted

STAR 5 TEAM ELEMENTS

Assess to standard with ranking

- Element #1 single Axel
- Element #2 Jump Combination – two jumps; may include maximum one double
- Element #3 Combination Spin - forward entry only; must include at least one Camel Position and one Sit Position; change of foot optional; no flying entry; no difficult variations; minimum of four revolutions or minimum of three revolutions on each foot if executing change of foot
- Element #4 Spiral Sequence - at least two Spirals, one on each foot; at least one Spiral must be unsupported

OPEN TEAM ELEMENTS (STAR 6 or higher)

Assess to standard with ranking

- Element #1 any double jump
- Element #2 Jump Combination – two jumps; may include maximum one double
- Element #3 Flying Spin – one position, no change of foot; minimum of five revolutions
- Element #4 bonus element – any jump or Spin element not already performed

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FREESKATE EVENTS

STAR 1 ELEMENT ASSESSMENT

Must not have passed any part of the STAR 6 freeskate assessment. Elements assessed to standard. Skaters may be grouped by age; no age restrictions. Eight elements:

- Circle Stroking 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

STAR 2 PROGRAM

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

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STAR 3 PROGRAM

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

STAR 4 PROGRAM

Must not have passed any part of the STAR 6 freeskate assessment. Age: three age categories may be used: Under 10, Under 13, 13 and over. 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; fully rotated single Axels will receive a bonus of three points (quality errors such as a Fall do not impact the bonus provided the full rotation requirement has been met); maximum of two bonuses applied per program
 - 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

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- 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 PROGRAM

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. Four Program Components will be assessed: Skating Skills, Transitions, Performance and Interpretation. Three age categories may be used should numbers warrant: Under 10, Under 13, 13 and over. Eight elements:

- Maximum of five Jump Elements
 - maximum of two double jumps: 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
- Maximum one Spiral Sequence; called to maximum Level Base

STAR 6 PROGRAM

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. Eight elements:

- Maximum of five Jump Elements
 - all single and double jumps permitted except double Axel
 - must include at least one single Axel
 - must include at least one double jump
 - maximum of two Jump Combinations; maximum of two jumps in a combination; one with a Toe Loop as the second jump and one with a Loop Jump as the second jump
 - 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

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- 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, called to maximum Level Base

STAR 7 PROGRAM

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. Six elements:

- Three Jump Elements
 - one single Axel
 - one double jump
 - one Jump Combination; maximum of two jumps in a combination; must include at least one double jump; 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

STAR 8 PROGRAM

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. Ten elements:

- Maximum of six Jump Elements
 - all jumps permitted
 - must include at least one single Axel
 - maximum of three Jump Combinations or Jump Sequences; 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

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STAR 9 PROGRAM

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 called to maximum Level Base
 - 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 called to maximum Level Base

STAR 10 PROGRAM

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:

- Maximum six Jump Elements
 - all jumps permitted
 - must include at least one single or double Axel
 - maximum of three Jump Combinations or Jump Sequences; maximum of two jumps in a combination
 - must include three 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 Flying Spin In One Position with no change of foot
 - one Spin of any nature
- Maximum of one Choreographic Sequence

GOLD PROGRAM

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
 - all jumps permitted

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- 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 Jump Sequences: maximum of two jumps in a combination, however one Jump Combination may contain three 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, all levels called
 - 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

ARTISTIC EVENTS

Artistic events will be held if the schedule permits.

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

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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

ADULT OPEN EXHIBITION

Qualifications: Must be registered on an adult session. Skaters may perform a freeskate, interpretive, dance or skills exercise to music. Skaters will receive comments from a judge but no marks will be given.

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 Novice session

Longest Waltz Jump "B" – Skaters registered on the Junior session

Longest Waltz Jump "C" – Skaters registered on the Senior session

Longest Waltz Jump "D" – 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).*

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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)

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.

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APPENDIX – TECHNICAL INFO

- 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 spiral required must be performed at or above hip level and must be held for at least 3 seconds.
- 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.

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