

## **British Columbia Yukon Section**

### **FUNSkate**

### **Events Guide**

The following guide provides information for standard categories which may be offered at FUNSkate events including:

- Requirements
- Warm up information
- Assessment and scoring criteria

## ELEMENTS

### Individual Elements

Individual Elements include categories from STAR 2 to Open. Skaters will be required to perform a solo jump, a jump in combination, a spin and a creative field movement of their choice. Elements will be assessed on the quality of execution, not the level of difficulty. The creative field movement can be one position or a combination of movements and will be assessed on creativity, ice coverage and quality of position(s).

- Each skater will perform 4 elements in isolation in the order listed.
- Each element may only be attempted once.
- All skaters will perform element 1 before performing element 2 etc.
- An overall ranking will be produced for all categories with scores for STAR 5 and higher.
- Warmups will be 3 minutes with a maximum of 10 skaters.

CATEGORY	SOLO JUMP	JUMP COMBINATION	SPIN	CREATIVE FIELD MOVEMENT
STAR 2	Single Loop	Waltz Jump/ Single Toe Loop	Back Upright Spin (min 3 revs)	skater's choice
STAR 3	Single Flip	Single Loop/ Single Loop	Combination Spin (incl. sit & camel) (min 4 revs total)	skater's choice
STAR 4	Single Axel	Single Lutz, Single Loop	Combination Spin (incl. sit & camel) (min 4 revs total)	skater's choice
STAR 5	Single Axel	1+1, 1+2 or 2+1	Combination Spin with Change of foot (incl. sit & camel) (min 3 revs each foot)	skater's choice
STAR 6	Single Axel	1+1, 1+2 or 2+1	Flying Spin in one position (min 4 revs)	skater's choice
Open Elements	Any Double	1+2, 2+1 or 2+2	Flying Spin in one position (min 5 revs)	skater's choice

## Team Elements

Team Elements include categories from STAR 2 to Open. Teams will be required to perform a solo jump, a jump in combination, a spin and a creative team field movement of their choice. Elements will be assessed on the quality of execution, not the level of difficulty. The creative field movement will be assessed on creativity, ice coverage and quality of position(s).

The Creative Team Field Movement must involve all skaters on the team. Each skater must be in contact with at least one other skater of the team at all times while executing the element. The creative field movement can be one position or a combination of positions/movements. Lifts are not permitted.

- Teams must be comprised of 2 or 3 skaters. Each skater will perform 1 element and no skater may perform more than 2 elements.
- Elements will be skated in the order listed.
- Each element may only be attempted once.
- Each Team will perform element 1 before performing element 2 etc.
- An overall ranking will be produced for all categories with scores for STAR 5 and higher.
- Warmups will be 3 minutes with a maximum of 5 teams per warmup.

CATEGORY	SOLO JUMP	JUMP COMBINATION	SPIN	CREATIVE FIELD MOVEMENT
STAR 2	Single Loop	Waltz Jump/ Single Toe Loop	Back Upright Spin (min 3 revs)	Team's choice
STAR 3	Single Flip	Single Loop/ Single Loop	Combination Spin (incl. sit & camel) (min 4 revs total)	Team's choice
STAR 4	Single Axel	Single Lutz, Single Loop	Combination Spin (incl. sit & camel) (min 4 revs total)	Team's choice
STAR 5	Single Axel	(1+1, 1+2 or 2+1)	Combination Spin with Change of foot (incl. sit & camel) (min 3 revs each foot)	Team's choice
STAR 6	Single Axel	(1+1, 1+2 or 2+1)	Flying Spin in one position (min 4 revs)	Team's choice
Open Elements	Any Double	(1+2, 2+1 or 2+2)	Flying Spin in one position (min 5 revs)	Team's choice

## Individual & Team Elements Assessment Guide for All Categories

**In all cases, assessments should be considered against what is Good for the category/level.**

If a skater does not attempt an element or attempts the wrong element, the rating is "INVALID" for all criteria.  
(ie. 2Lo instead of 1Lo, or SSp instead of CoSp etc.)

ELEMENT	RATING		
	DIAMOND	GOLD	SILVER
Jump Elements	<b>Jump(s) fully rotated</b> (missing ¼ rev or less)	<b>Jump(s) under rotated</b> ( > ¼ but less than ½ rev missing)	<b>Jump(s) downgraded</b> (½ a rev or more missing)
	<b>Quality of Execution</b> Good for Level Good height, speed, distance, control	<b>Quality of Execution</b> Reasonable for Level Reasonable height, speed, distance, control	<b>Quality of Execution</b> Weak for Level Weak height, speed, distance, control.
	<b>Landing</b> No Fall or Step Out	<b>Landing</b> Step Out of Landing	<b>Landing</b> Fall
Spin	<b>Revolutions</b> Exceeds required revolutions in position	<b>Revolutions</b> Meets required revolutions in position	<b>Revolutions</b> Less than required revolutions in position
	<b>Quality of Execution</b> Good for Level Good position, speed, and centre	<b>Quality of Execution</b> Reasonable for Level Reasonable position, speed, and centre	<b>Quality of Execution</b> Weak for Level Weak position, speed, and centre.
	<b>Exit</b> Good control; no fall or touch downs	<b>Exit</b> Reasonable control; may have a small touch down	<b>Exit</b> Fall or complete loss of control, touch down(s)
Individual and Team Creative Field Movement	<b>Creativity</b> Good for Level Skater/Team incorporates a variation of position(s) involving at least two body parts	<b>Creativity</b> Reasonable for Level Skater/Team incorporates a variation of position(s) involving at least one body part	<b>Creativity</b> Weak for Level Skater/Team does not incorporate any variation of position
	<b>Quality of position(s)</b> Good for Level No falls or stumble(s)	<b>Quality of position(s)</b> Reasonable for Level May have one fall or a small stumble	<b>Quality of position(s)</b> Weak for Level Fall(s) and/or multiple stumbles
	<b>Ice Coverage</b> Good for Level	<b>Ice Coverage</b> Reasonable for Level	<b>Ice Coverage</b> Weak for Level

## STAR EVENTS

### STAR 1 – 3

STAR 1 to STAR 3 events may be included. These categories follow standard requirements and will be assessed according to the published criteria. Please refer to this season’s STAR Program Requirements Guide and the BC/YT Guidelines for running STAR 1 events. STAR 1 groups will have a 5 minute warmup with a maximum of 6 skaters per group. STAR 2 receives a 3 minute warmup, STAR 3 4 minute warmup with a maximum of 8 skaters.

### CREATIVE IMPROV

Creative Improv is an opportunity for skaters to demonstrate their creative skills by performing a program with very minimal preparation. No coaching is permitted for these events. Skaters will be assessed on composition, performance and skating skills.

- Should entry numbers exceed the size of one warm-up group (i.e. 8 skaters), the entries will be divided into separate flights, each of which will be its own separate Event.
- A different music selection must be used for every Event so that no skater has the advantage or disadvantage of skating to music already used in the competition
- All the skaters in each Event are presented with a pre-selected piece of music prior to the warm-up
- The music is selected by a coach of the host club.
- All skaters in the Event will perform to the same musical selection.
- Skaters will listen to the music twice off-ice in a designated area (e.g. dressing room) and once on-ice during the warm-up period
- Skaters will have 1 minute of warm up with no music before the music is played once. After the music has finished playing the warm up will end.
- Skaters are then kept in a sound-proof dressing room until it is their turn to perform.
- An overall ranking will be produced for all Creative Improv categories with scores for Creative Improv 3-4.

CATEGORY	PROGRAM TIME
Creative Improv 1 (passed 1 STAR 1 assessment)	Maximum 45 seconds
Creative Improv 2 (passed 1 STAR 4 assessment)	Maximum 45 seconds
Creative Improv 3 (passed 1 STAR 5 assessment)	Maximum 1:00 minute
Creative Improv 4 (passed 1 STAR 8 assessment)	Maximum 1:00 minute

## Showcase

Showcase events are programs that are designed to be entertaining and may tell a story, create a mood or have a clear theme. Costumes and props are permitted.

- Feathers and boas of any type are not permitted.
- Hand props are permitted.
- Only single jumps are permitted.

## Individual Showcase

Skaters in all categories will be marked on Composition, Performance and Skating Skills.

- Warmups will be 3 minutes with a maximum of 10 skaters.

## Group Showcase

- Must include 2-6 skaters and all participants must wear skates.
- Program should not look like a synchronized skating program.
- Lifts and throw of any kind are not permitted.
- Groups will have 1 minute to warm up prior to starting their program.

<b>CATEGORY (INDIVIDUAL AND GROUP)</b>	<b>PROGRAM TIME</b>
Showcase 1 (passed any STAR 1 assessment)	Maximum 1:00 minute
Showcase 2 (passed any STAR 4 assessment)	Maximum 1:30 minutes
Showcase 3 (passed any STAR 5 assessment)	Maximum 2:00 minutes
Showcase 4 (passed any STAR 8 assessment)	Maximum 2:30 minutes

## Showcase and Creative Improv Assessment Guide for All Categories

**In all cases, assessments should be considered against what is Good for the category/level.**

COMPONENT	RATING		
	DIAMOND	GOLD	SILVER
Composition	<b>Movements Motivated by Music</b> Good for Level	<b>Movements Motivated by Music</b> Reasonable for Level	<b>Movements Motivated by Music</b> Weak for Level
	<b>Variety of Movements</b> Good for Level	<b>Variety of Movements</b> Reasonable for Level	<b>Variety of Movements</b> Weak for Level
	<b>Ice Coverage</b> Good for Level	<b>Ice Coverage</b> Reasonable for Level	<b>Ice Coverage</b> Weak for Level
Presentation	<b>Expression</b> Good for Level	<b>Expression</b> Reasonable for Level	<b>Expression</b> Weak for Level
	<b>Projection</b> Good for Level	<b>Projection</b> Reasonable for Level	<b>Projection</b> Weak for Level
	<b>Musical Timing</b> Good for Level	<b>Musical Timing</b> Reasonable for Level	<b>Musical Timing</b> Weak for Level
Skating Skills	<b>Quality of Movements</b> Good for Level	<b>Quality of Movements</b> Reasonable for Level	<b>Quality of Movements</b> Weak for Level
	<b>Power and Speed</b> Good for Level	<b>Power and Speed</b> Reasonable for Level	<b>Power and Speed</b> Weak for Level
	<b>Balance and Glide</b> Good for Level No falls; no stumble(s)	<b>Balance and Glide</b> Reasonable for Level May have one fall or a small stumble	<b>Balance and Glide</b> Weak for Level Fall(s) and/or multiple stumbles

## Creative Shadow Dance

Creative Shadow Dance is an opportunity for two skaters to create a dance to music of their choice forming one full circuit of the rink where both skaters perform the same steps side-by-side. Skaters will be assessed on their composition, presentation (including timing) and skating skills (including unison).

- The number and type of steps and movements are unrestricted however spins and listed jumps may not be included.
- The pattern must form a complete circuit of the rink.
- Loops and retrogressions of pattern in addition to a brief stop (no longer than 5 seconds) are permitted.
- Skaters must not touch each other at any time.
- Skaters should aim to stay approximately two arms lengths apart throughout the dance.
- Warm Up time is 4 minutes with a maximum of 4 teams per warm up.

<b>CATEGORY</b>	<b>PROGRAM TIME</b>
Creative Shadow Dance 1 (STAR 5 - 6)	Maximum 1:30 minutes
Creative Shadow Dance 2 (STAR 8 - 10)	Maximum 2:00 minutes
Creative Shadow Dance OPEN	Maximum 2:00 minutes

## Creative Shadow Dance Assessment Guide for All Categories

**In all cases, assessments should be considered against what is Good for the category/level.**

COMPONENT	RATING		
	DIAMOND	GOLD	SILVER
Composition	<b>Steps and Movements Motivated by Music</b> Good for Level	<b>Steps and Movements Motivated by Music</b> Reasonable for Level	<b>Steps and Movements Motivated by Music</b> Weak for Level
	<b>Variety of Steps and Movements</b> Good for Level	<b>Variety of Steps and Movements</b> Reasonable for Level	<b>Variety of steps and Movements</b> Weak for Level
	<b>Size of Pattern/Depth of Lobes</b> Good for Level	<b>Size of Pattern/Depth of Lobes</b> Reasonable for Level	<b>Size of Pattern/Depth of Lobes</b> Weak for Level
Presentation	<b>Expression</b> Good for Level	<b>Expression</b> Reasonable for Level	<b>Expression</b> Weak for Level
	<b>Projection</b> Good for Level	<b>Projection</b> Reasonable for Level	<b>Projection</b> Weak for Level
	<b>Musical Timing</b> Good for Level	<b>Musical Timing</b> Reasonable for Level	<b>Musical Timing</b> Weak for Level
Skating Skills	<b>Quality of Steps and Turns</b> Good for Level	<b>Quality of Steps and Turns</b> Reasonable for Level	<b>Quality of Steps and Turns</b> Weak for Level
	<b>Unison</b> Good for Level Close spacing throughout	<b>Unison</b> Reasonable for Level Variable spacing throughout	<b>Unison</b> Weak for Level Very large space between skaters
	<b>Balance and Glide</b> Good for Level No falls; may have a small stumble	<b>Balance and Glide</b> Reasonable for Level May include 1 fall by one or two stumbles	<b>Balance and Glide</b> Weak for Level or includes falls by both skaters, multiple stumbles

## INDIVIDUAL CONTESTS

Individual contests are fun challenges that are won by time. Who can hold a glide or a spin for the longest? Only the first attempt counts.

CONTEST	STAR 1-2	STAR 3-4	STAR 5 AND UP
Longest One Foot Glide	X		
Longest Forward Upright Spin	X	X	
Longest One Foot Sit Position Glide		X	X
Longest Spiral		X	X
Longest Ina Bauer or Spread Eagle			X
Longest Sit or Camel Spin			X

**Longest One Foot Glide:** Skaters start at the end boards and start their one foot glide at the centre red line holding it for as long as they can. The time stops when the skater puts their free leg down or comes to a complete stop.

**Longest Forward Upright Spin:** Skaters will be timed once they are in position until their free leg touches the ice.

**Longest One Foot Sit Position Glide (shoot the duck):** Skaters start at the end boards and start their one foot sit glide at the centre red line holding it for as long as they can. The time stops when the skater puts their free leg down, comes to a complete stop, or falls.

**Longest Spiral:** Skaters start at the end boards and start their spiral (any edge, any foot) at the centre red line holding it for as long as they can. The time stops when the skater's free leg drops below the hip.

**Longest Sit or Camel Spin:** Skaters will be timed once they are in position until they return to an upright position, their free leg touches the ice, or they fall.

- Skaters in each contest will have 1 minute to warm up with a maximum of 15 skaters per group.
- All skaters in a group remain on the ice at the side of the boards until all skaters have performed.