



presents

Fun Competition 2025

March 28 and 29, 2025
Markham Village Community Centre
Updated Jan 24, 2025

**ENTRIES MUST BE RECEIVED BY March 1st, 2025.
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

REGISTRATION DEADLINE

Skaters must register with the approval of their private coach on or before **March 1st, 2025**

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

Friday March 28, 2025:

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

Saturday March 29, 2025:

- 8:00 – 9:30am: Elements and Team elements
- 9:45am – 1:00 pm: Freeskate, Artistic and Adult Exhibition
- 1:00 – 1:45 pm: Team Relay

ENTRIES

All test qualifications for the competition are as of March 1st 2025. **Entries must be submitted no later than March 1st 2025.** 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 and each Fun Event

\$ 5.00 per skater for Team Relay entry

Entry fees must be paid no later than March 1st 2025. You must register and pay online at 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
Intro	Waltz Jump	Toe Loop	Forward Upright Spin (min 3 revs)	Forward Spiral
STAR 1	See <u>STAR 1 Element Assessment</u> under Freeskate events (page 6)			
STAR 2	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>
STAR 3	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>
STAR 4	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>
STAR 5	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>
STAR 6	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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STAR 7/8	Any double Jump	Jump Combination (1+2, 2+2) <i>Two jumps, 2nd 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>
STAR 9/10	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>
Gold	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>

TEAM ELEMENTS EVENTS

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
- Elements to be performed at each level are listed in Table 1.

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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 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 on alternating feet.

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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. 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 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);
 - 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

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- 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. 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
- 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 (No higher than double Lutz)
 - May only repeat one jump type. (ex. 1T and 2T are the same type)
 - 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

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- 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 (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

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 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

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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 (only Base level will be called)
 - 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 (only Base level will be called)

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 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 (only Base level will be called)
 - 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 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 (only Base level will be 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 (only Base level will be called)

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, artistic, dance or skills exercise to music. No marks will be given.

FUN EVENTS!!

Open to all MSC skaters at the Novice level or higher 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).*

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).*

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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.
- Jump combination: Two or three jumps in which the landing foot of the first jump is the take-off foot of the next jump and so on. There is no change of foot or turn between the jumps, although the toe may be used to assist the take-off. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element within the definition of a jump combination.
- Jump sequence: Two or three jumps of any number of revolutions, in which the second and/or third jump is an axel-type jump with a direct step from the landing curve of the first/second jump to the take-off curve of the axel jump. One full revolution on the ice between the jumps (no weight transfer permitted) keeps the element within the definition of a jump sequence
- Spin: Spins must have at least three revolutions to receive an assessment. The minimum number of revolutions in a position is two without interruption.
- Spiral: The knee of the free leg must be held above hip level.
- Sit Spin: The supporting leg must be bent at least to a ninety-degree angle. The thigh of the skating foot must be parallel to the ice surface.
- Camel Spin: The knee of the free leg must be above hip level.

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