

2023

Canskate FunFest

Sunday, January 29, 2023 • 9:00am-4:00pm • Martensville Sports Centre



Hosted by:

Skate Martensville

www.skatemartensville.ca

GENERAL INFORMATION

About CanSkate FunFest

The purpose of this CanSkate FunFest is to provide skaters with the opportunity to showcase their skills in a fun and interactive environment. In support of Skate Canada's ongoing implementation of the Long-Term Athlete Development Model, this event has been formatted to recognize the philosophies of the Learn to Skate stage. The focus of the event is on individual skill improvement and therefore performances are not ranked. Each skater receives a full overview of his/her performance on a personalized assessment sheet which is provided to the skater along with an award.

Events

- Elements (Stages 1-6)
- Fast Track (Stages 1-3)
- Spin Spiral Jump (Stages 4-6)
- Team (Stages 1-6)

Schedule of Events

9:15-9:45 AM	Registration
10:00 AM	Opening Ceremonies (all skaters)
10:15 AM	Stage 1-3 Elements & Fast Track
12:15 PM	Stage 4-6 Elements & Spin Spiral Jump
2:00 PM	Team Event
3:00 PM	Closing Ceremonies (all skaters)

The schedule listed above is an estimation of time. A confirmed schedule will be emailed to all coaches and skaters once registrations are finalized.

Skaters must arrive at the arena no later than 30 minutes prior to their event times. Skaters are asked to report to the designated Ice Captain 15 minutes prior to their scheduled event.

All skaters are expected to participate in Opening & Closing Ceremonies. Certificates and medals for all events are awarded during Closing Ceremonies.

Entries & Payment

\$50 / skater

The fee includes skater participation in:

- Opening Ceremonies
- Elements
- Fast Track OR Spin Spiral Jump
- Team Event
- Closing Ceremonies

Closing Date

All entries must be received no later than January 20, 2023.

Registration

Skaters can register online at skatemartensville.ca. The online registration form must be completed in FULL and CORRECTLY or they may not be processed. Online payment will be requested at the time of registration.

Refunds

Refunds will be subject to a \$10.00 administration fee. No refunds will be issued for any reason after the closing date. Refund requests can be sent to: skatemville.reg@gmail.com.

Coach Accreditation

All coaches must be registered Skate Canada Coaching Members and in good standing.

CATEGORY SPECIFICATIONS

The following categories will be included in all events:

STAGE 1	Must not have passed the complete Stage 1 badge.
STAGE 2	Must have passed full Stage 1 badge, but not have passed the complete Stage 2 badge.
STAGE 3	Must have passed full Stage 2 badge, but not have passed the complete Stage 3 badge.
STAGE 4	Must have passed full Stage 3 badge, but not have passed the complete Stage 4 badge.
STAGE 5	Must have passed full Stage 4 badge, but not have passed the complete Stage 5 badge.
STAGE 6	Must have passed full Stage 5 badge, but not have passed the complete Stage 6 badge.

TECHNICAL INFORMATION

ELEMENTS

Each skater will execute four individual elements performed in a circuit format. See Appendix A for a drawing of each circuit.

The required elements to be performed in a circuit are as follows:

STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6
Snow Slide Steps	Fwd Stop	Fwd circle thrusts (CW or CCW)	Bwd Circle Thrusts (CW or CCW)	Fwd 2ft Side Stop (CW or CCW)	Fwd 1ft Side Stop (CW or CCW)
Fwd Push/Glide Sequence	Fwd 2ft Sculling	Bwd 2ft Jump	Bwd 360° Step Turn	Fwd Power Jump	Fwd Outside Edges
2ft Jump	2ft Turn Fwd to Bwd (CW or CCW)	2ft Turn Fwd to Bwd & Bwd to Fwd (CW or CCW)	2ft Jump Fwd to Bwd & Bwd to Fwd (CW or CCW)	Fwd Cross Cuts in a Figure 8	Fwd 180 Step Turn (Left or Right)
Bwd Skating/Walking	Bwd 2ft Sit Glide	Bwd 2ft Sculling	Fwd Inside Slalom	Bwd Push/Glide Sequence Around Fast Track (CW or CCW)	Bwd Perimeter Skating Around Fast Track (CW or CCW)

FAST TRACK (Stages 1-3)

The Fast Track is a timed event. Each skater will skate on the Fast Track and be timed as they skate a defined distance:

STAGE 1: A half lap around the perimeter of the ice surface.

STAGES 2-6: One full lap around the perimeter of the ice surface.

SPIN, SPIRAL, JUMP (Stages 4-6)

Each skater will perform a 45 second routine containing a spin, spiral and jump of choice.

This event is open to all skaters in Stages 4, 5 and 6. Skaters must not have passed any Skate Canada STARSkate test. Half of the ice surface will be used. 45 seconds of music will be provided by the Host Club for the skater to perform his/her own routine. The routine must contain an opening and closing movement, a spin (skater's choice), a spiral (any variation), and a jump (skater's choice). Elements may be in any order connected by connecting steps or other comparable free skating movements.

TEAM EVENT

Teams are formed of 2-4 skaters from the same club. Each team member will perform one element.

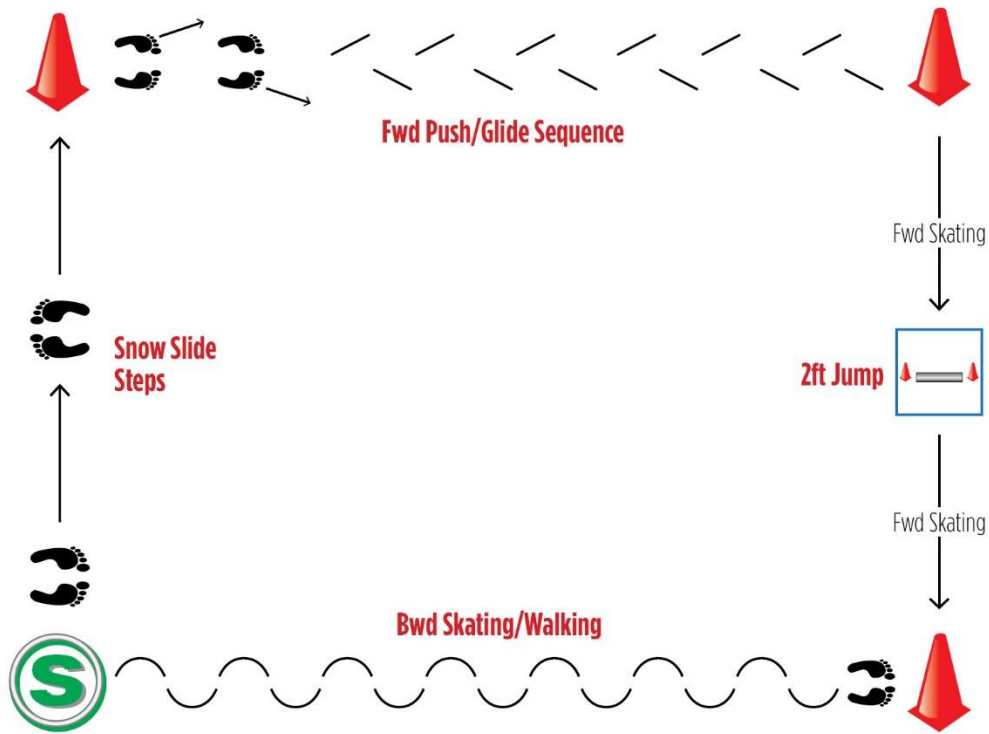
When teams consist of less than four skaters, each skater cannot perform more than two elements. Elements will be performed in isolation. Teams will be assessed as a group and will be given one standards chart with feedback for all skaters.

Teams are encouraged to show their team spirit with matching costumes and/or club clothing.

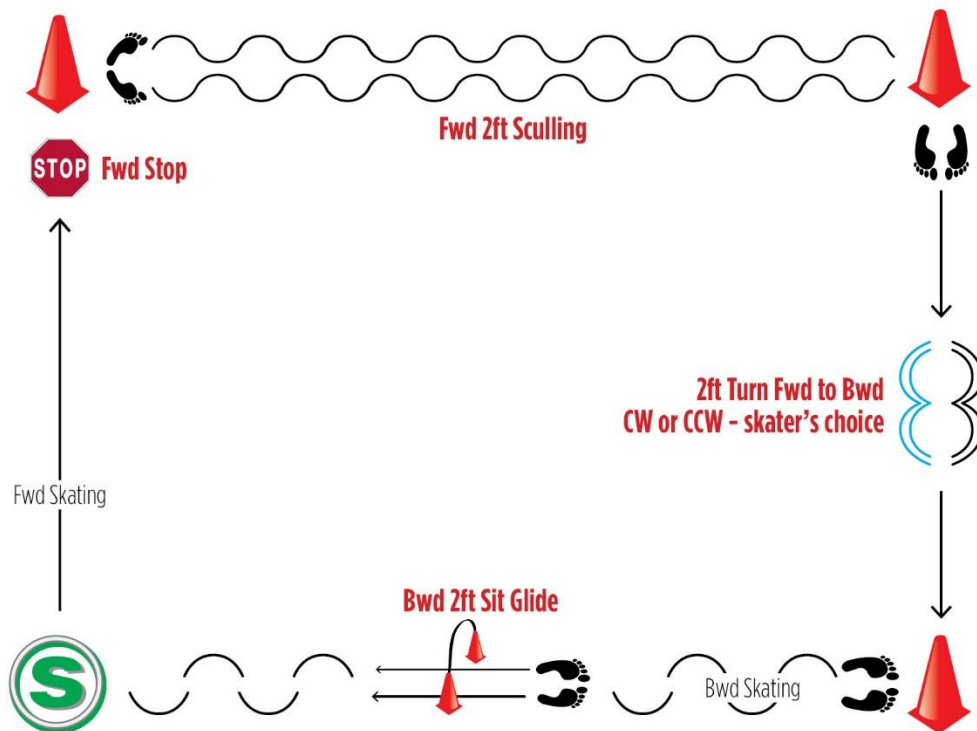
The required elements to be performed in isolation are as follows:

STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6
Fall Down & Get Up	Fwd Stop	Fwd Circle Thrusts (CW or CCW - skater's choice)	Forward Cross Cuts (CW or CCW - skater's choice)	Alternating Foot Spin	Fwd 1ft Side Stop (CW or CCW)
Fwd Push/Glide Sequence	Fwd 2ft Sculling	Bwd 2ft Jump	Backward Stop	Bwd Cross Cuts (CW or CCW - skater's choice)	Rotating Power Jump
2ft Jump	Fwd 2ft Jump	Bwd 2ft to 1ft Glide	2ft Jump Fwd to Bwd and Bwd to Fwd	Fwd Power Jump	Fwd 180 Step Turn (C-step; skater's choice of RFI-LBI or LFI-RBI)
Fwd 2ft glide	Bwd 2ft Sit Glide	Bwd 2ft Sculling	Fwd Inside Slalom	Fwd 1ft Turn (skater's choice of foot & direction)	Fwd Outside Edges

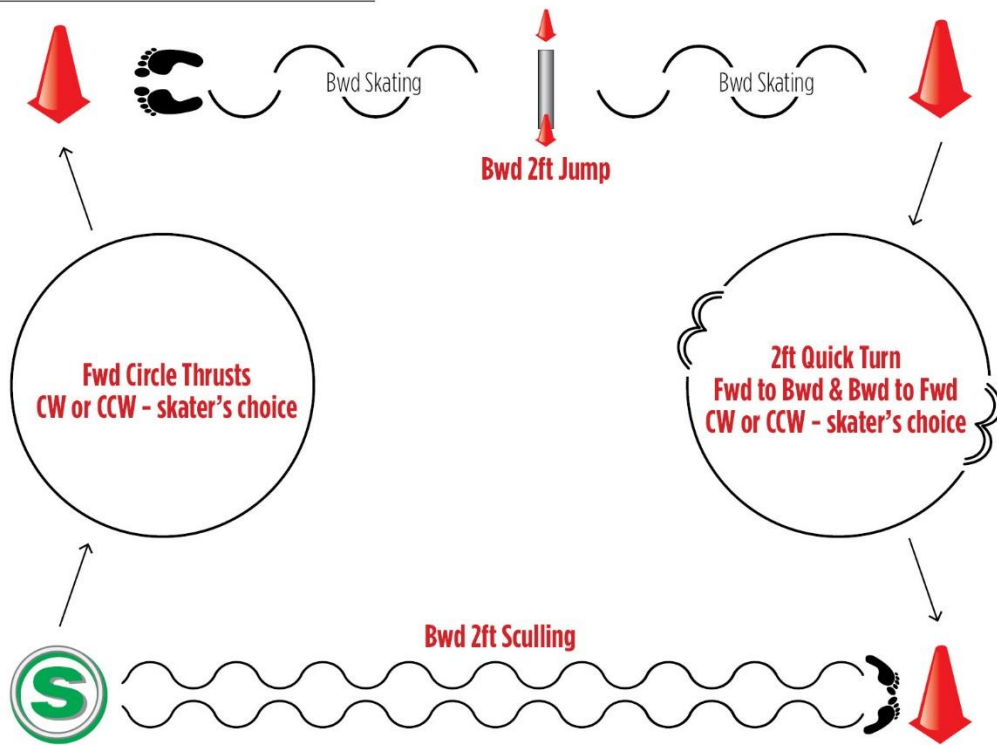
STAGE 1 ELEMENTS CIRCUIT



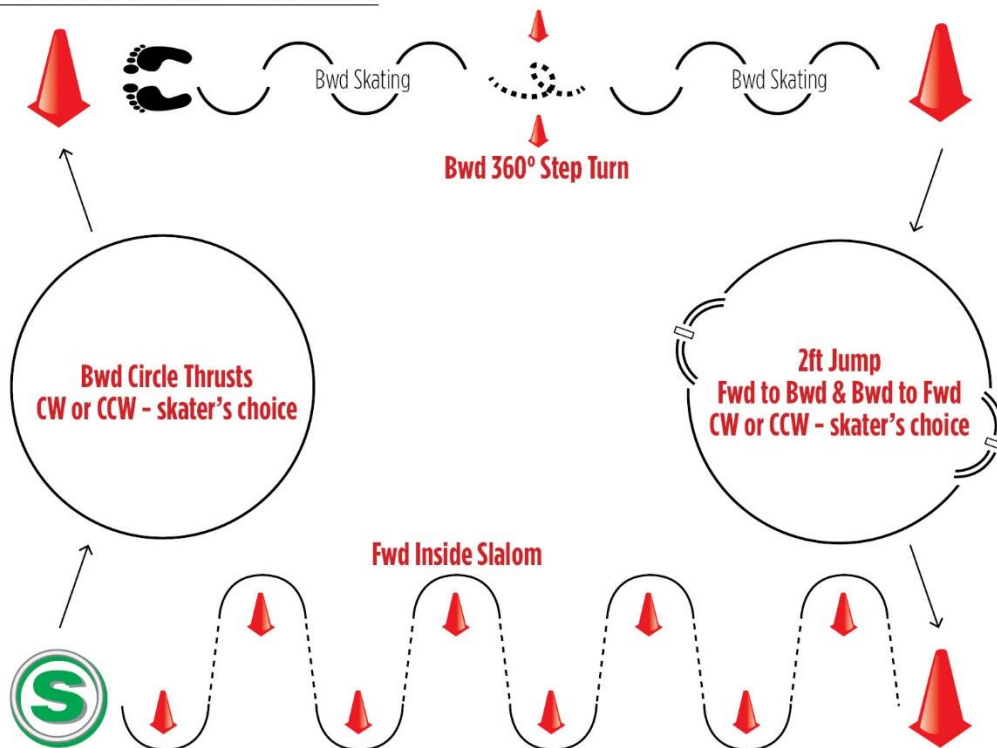
STAGE 2 ELEMENTS CIRCUIT



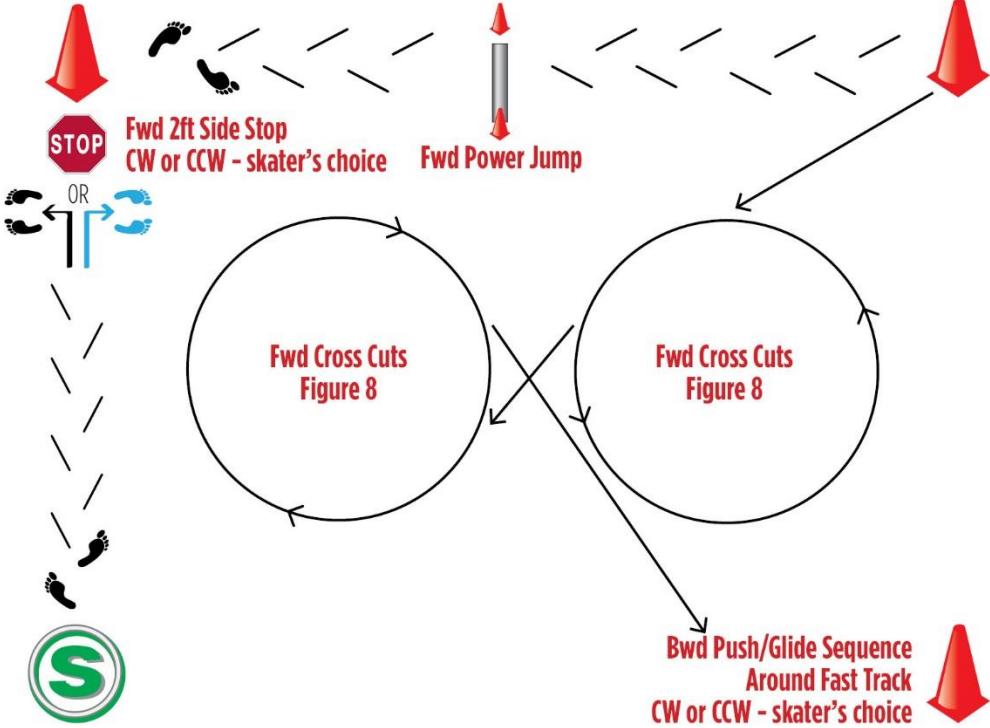
STAGE 3 ELEMENTS CIRCUIT



STAGE 4 ELEMENTS CIRCUIT



STAGE 5 ELEMENTS CIRCUIT



STAGE 6 ELEMENTS CIRCUIT

