



**BRING ON THE FUN! Orillia**  
Orillia Funskate 2020



April 3 – 5, 2020

Rotary Place Arena  
100 University Ave,  
Orillia, Ontario  
L3V 6H1

Sanctioned by Skate Ontario

*Updated March 4, 2020*



An invitation is extended to all eligible figure skaters to participate in the Bring ON the Fun! Orillia – Orillia Funskate 2020. Skate Canada rules and regulations will apply throughout the competition unless otherwise specified. Rule amendments passed at the Skate Canada Ice Summit as well as any changes to ISU regulations, applicable to Skate Canada sanctioned events shall also apply.

Bring ON the Fun! is a pilot event series. The intent of this series is to provide a team-based, fun opportunity for skaters and clubs to finish off their skating season.

The format of the events at Bring ON the Fun! will be in a team challenge. Skaters from the same club form one team and earn points for their team with each skate. At the end of the weekend, the first, second and third place clubs will be awarded Bring ON the Fun! championship banners to hang in their home arenas

**As this is a team challenge event, skaters are required to enter a minimum of one team event. (Team Elements, Group Showcase, Shadow Dance)**

Clubs/Schools can assist skaters in creating teams prior to registration by:

- Organizing teams through the club
- Setting up a team sign-up board in the arena
- Coaches creating teams

Note: Skaters register individually for their team events. A full list of the team events and skaters will be sent to home clubs once registration closes to confirm teams.

Awards will be given to all skaters for each event they enter. Special awards will also be given throughout the event to recognize special performances and team spirit.

Bring ON the Fun! Orillia – Orillia Funskate 2020 is part of the Bring ON the Fun! Series. This is not a qualifying event.

## TEAM CHALLENGE

- Skaters will be awarded points for each event they enter.
- Points will be awarded based on standard achieved, placement and number of skaters within the category
- Average scores for each team will be calculated
- Minimum team size to be considered for the Bring ON the Fun! championship banner is:
  - Minimum of 5 skaters
  - Minimum of 2 team events
  - Minimum of 8 individual events

Total minimum number of skates = 10 skates

\*Please note: Teams with less than 5 skaters are able to enter events and will still receive placement and be eligible for additional awards. Team scores may be factored based on the number of skaters on their team



## REGISTRATION:

Registration for this event is an **online submission** and must be completed in full, including payment. Registrants must also acknowledge and agree to all policies listed in the cart for the entry to be finalized.

Please have the following ready before registering:

- Skate Canada number (or USFSA number)
- category information (including team categories)
- Skate Canada number, date of birth and home club (if applicable)
- coach's email
- credit card information

Note: Skaters must enter a minimum of one team event at time of registration.

## REGISTRATION OPENING & CLOSING DATES:

The Registration window will open at 2:00 pm EST on January 31, 2020 and will be closing at 11:59 pm EST on February 14, 2020.

The detailed registration instructions are included on the Skate Ontario Bring ON the Fun! registration site at:

<https://skateontario.org/event/bring-on-the-fun-orillia-funskate-2020/>

Access to online registration will cease at 11:59 PM EST on February 14, 2020 or once registration has filled. Registrations will be accepted on a first come, first serve basis. Please review your entry information before submitting.

## CONFIRMATION EMAILS

An email copy of each registration invoice will be automatically generated and sent to the account holder at the email address on the registrant's profile.

**Please note that if you select “no” for News, Upcoming Program and Registration Information in the Message List on your Uplifter Registration account, you will not receive general emails from Skate Ontario about the event. These emails may include links to the competition entry lists, start orders and results as well as important athlete updates.**

## COACHES' CONFIRMATION EMAILS

Coaches will receive an email confirming their athlete's registration information (if the correct email is provided at registration). It is the responsibility of the registrant to ensure the accuracy of the coach(es) email.



## STARTING ORDERS

Starting Orders shall be determined by a random draw in each category.

## CATEGORIES

The following categories will be offered at this Bring ON the Fun event. For information on event entry requirements and technical guidelines, please refer to the chart below.

Category Offered	Entry Requirement	Technical Guidelines
Team Elements	Page 5	Appendix A – Technical Guidelines
Group Showcase	Page 5	Appendix A – Technical Guidelines
Shadow Dance	Page 5	Appendix A – Technical Guidelines
Artistic	Page 6	Appendix A – Technical Guidelines
Creative Improv	Page 6	Appendix A – Technical Guidelines
Individual Element Program	Page 6	Appendix A – Technical Guidelines
Singles Free Skate	Page 7	<a href="#">2019-2020 Skate Canada STAR Program Requirements Guide</a> <a href="#">2019-2020 Skate Canada Singles Program Requirements</a>
Special Olympics Free Skate (Singles & Masters)	Page 8	<a href="#">2019-2020 Special Olympics Technical Requirements</a>
Special Olympics Interpretive	Page 8	<a href="#">2019-2020 Special Olympics Technical Requirements</a>



The following are the Entry Requirements for the categories being held at the Bring ON the Fun series:

### **TEAM ELEMENTS**

<b>Event</b>	<b>Freestyle Levels</b>	<b>Entry Requirements</b>
Team Elements Intro	STAR 1	May not have passed any part of STAR 3 Freestyle test
Team Elements 1	STAR 2/STAR 3	May not have passed any part of STAR 6 Freestyle test
Team Elements 2	STAR 4/STAR 5	May not have passed any part of STAR 8 Freestyle test
Team Elements 3	STAR 6/STAR 7/STAR 8	Must have passed STAR 5 Freestyle test
Team Elements 4	STAR 9 - GOLD	No Restrictions

### **GROUP SHOWCASE**

<b>Event</b>	<b>Entry Requirements</b>
Group Showcase Intro	May have passed the complete STAR 2 Free Skate assessment but no higher complete test
Group Showcase 1	May have passed the complete STAR 4 Free Skate assessment but no higher complete test.
Group Showcase 2	May have passed the complete STAR 5 Free Skate assessment but no higher than the complete Senior Bronze (STAR 6) Free Skate test.
Group Showcase 3	May have passed the complete Senior Bronze (STAR 6) Free Skate test but no higher than the complete Junior Silver (STAR 8) Free Skate test.
Group Showcase 4	May have passed the complete Junior Silver (STAR 8) Free Skate test or higher.

### **SHADOW DANCE**

<b>Event</b>	<b>Entry Requirements</b>
Shadow Dance 1	Neither partner may have passed the complete Senior Bronze (STAR 4) Dance test.
Shadow Dance 2	Neither partner may have passed the complete Senior Bronze (STAR 6) Dance test.
Shadow Dance 3	At least one partner must have passed the complete STAR 5 Dance assessment.
Shadow Dance 4	At least one partner must have passed the complete STAR 5 Dance assessment.



**ARTISTIC**

<b>Event</b>	<b>Entry Requirements</b>
STAR 5	Skater <b>MUST</b> have completed the STAR 4 Skills assessment or Introductory Interpretive test.
STAR 7	May have passed the STAR 5 Artistic assessment or Bronze Interpretive test but no higher.
STAR 9	May have passed the STAR 7 Artistic assessment or Silver Interpretive test but no higher.
GOLD	May have passed the Gold Artistic assessment or Gold Interpretive test.

**CREATIVE IMPROV**

<b>Event</b>	<b>Entry Requirements</b>
Creative Improv 1	May have passed the complete STAR 3 Free Skate assessment but no higher complete test
Creative Improv 2	May have passed the complete STAR 5 Free Skate assessment but no higher than the complete Senior Bronze (STAR 6) Free Skate test
Creative Improv 3	May have passed the complete Senior Bronze (STAR 6) Free Skate test but no higher than the complete Junior Silver (STAR 8) Free Skate test
Creative Improv 4	May have passed the complete Junior Silver (STAR 8) Free Skate test or higher

**INDIVIDUAL ELEMENT PROGRAM**

<b>Event</b>	<b>Entry Requirements</b>
Individual Element Program 1	Skaters may have passed the complete STAR 3 Free Skate assessment but no higher complete test
Individual Element Program 2	Skaters may have passed the complete STAR 5 Free Skate assessment but no higher than the complete Senior Bronze (STAR 6) Free Skate test
Individual Element Program 3	Skaters may have passed the complete Senior Bronze (STAR 6) Free Skate test but no higher than the complete Junior Silver (STAR 8) Free Skate test
Individual Element Program 4	Skaters may have passed the complete Junior Silver (STAR 8) Free Skate test or higher



**SINGLES FREESKATE:**

<b>Event</b>	<b>Entry Requirements</b>
STAR 1	May not have passed any part of Sr Bronze (STAR 6) Freeskate test.
STAR 2	May not have passed any part of Sr Bronze (STAR 6) Freeskate test.
STAR 3	May not have passed any part of Sr Bronze (STAR 6) Freeskate test.
STAR 4	May not have passed any part of Sr Bronze (STAR 6) Freeskate test.
STAR 5	May not have passed any part of Jr Silver (STAR 8) Freeskate test.
STAR 6	MUST have passed the complete STAR 5 Freeskate test.
STAR 7	MUST have passed the complete STAR 5 Freeskate test.
STAR 8	MUST have passed the complete STAR 5 Freeskate test .
STAR 9	MUST have passed the complete STAR 5 Freeskate test.
STAR 10	MUST have passed the complete Jr Silver (STAR 8) Freeskate test.
GOLD	MUST have passed the complete Jr Silver (STAR 8) Freeskate test.
Pre-Juvenile*	Must have passed the complete STAR 5 Free Skate test or higher.
Juvenile*	Must have passed the complete STAR 5 Free Skate test or higher.

For STAR 1-3, boys and girls may be placed in the same group.

For all STAR freeskate events, where numbers warrant, skaters will be grouped by age.

\* Pre-Juvenile & Juvenile categories will be grouped by age (as of July 1, 2019). Where numbers warrant, groups will be Pre-Juvenile (U11), Pre-Juvenile (U13), Juvenile (U12) and Juvenile (U14)



**SPECIAL OLYMPIC FREESKATE**

<b>Event</b>	<b>Entry Requirements</b>
Level 1	For skaters working on Stages 1-3 of the CanSkate Program. Skaters must not have passed Stage 4.
Level 2	For skaters working on Stages 4-6 of the CanSkate Program. Skaters must not have completed Stage 6.
Level 3	For STAR athletes, who have completed CanSkate Stage 6. Geared for the skaters who have not mastered more than 3 single jumps
Level 4	Geared to skaters who have not mastered more than 5 single jumps.
Level 5	Geared to skaters who have not mastered double jumps.
Level 6	Geared to those skaters who are working on double jumps.
Open	Skaters must have the Senior Bronze test or higher. Geared to those skaters who can do more than two double jumps.
Masters 1/2	Geared for skaters who are performing at or below the Stage 6 CanSkate level.
Masters 3/4	Geared to skaters who have not mastered more than 5 single jumps.

**SPECIAL OLYMPICS ARTISTIC**

<b>Event</b>	<b>Entry Requirements</b>
STAR 5	Skater MUST have completed the STAR 4 Skills assessment or Introductory Interpretive test.
STAR 7	May have passed the STAR 5 Artistic assessment or Bronze Interpretive test but no higher.
STAR 9	May have passed the STAR 7 Artistic assessment or Silver Interpretive test but no higher.
GOLD	May have passed the Gold Artistic assessment or Gold Interpretive test.





### **ENTRY FEES**

Payable by VISA, Debit or MasterCard only. No other form of payment will be accepted.

### **TEAM CATEGORIESS**

\*Please note: Skaters must enter a minimum of one team event at time of registration.

#### **Shadow Dance**

\$15 per person

#### **Team Elements**

\$15 per person

#### **Group Showcase**

\$15 per person

### **INDIVIDUAL CATEGORIES:**

#### **Artistic:**

\$80 per person

#### **Creative Improv**

\$40 per person

#### **Individual Element Program**

\$45 per person

#### **Singles Free Skate:**

STAR 1 - \$50 per person

STAR 2 & STAR 3 - \$60 per person

STAR 4 - \$70 per person

STAR 5 – Gold - \$110 per person

Pre-Juvenile & Juvenile - \$110 per person

### **SPECIAL OLYMPICS:**

#### **Singles & Artistic**

\$70 per person

### **FOR INQUIRIES CONTACT:**

Sharon Maki – Manager, Club Programs – [bringonthefun@skateontario.org](mailto:bringonthefun@skateontario.org)

Emma Toman - Administrator, Operations – [bringonthefun@skateontario.org](mailto:bringonthefun@skateontario.org)



## **RULES AND REGULATIONS**

Registration is finalized only when all information is filled in and payment completed. Your receipt of payment is your registration confirmation. Please print your receipt and retain for your records.

**LATE ENTRIES:** Entries received after the closing date will be considered by the Technical Representative for registration. Late entries are subject to a late fee of a 50% surcharge of registration fees for all categories. No late entries will be considered after start orders are posted (two weeks before event start). All late fees are 100% non-refundable.

**REFUNDS:** Full refunds will be given for any cancelled categories.

**MEDICAL REFUNDS:** Medical refunds will be granted at 50% of registration fees until the commencement of the competition on April 3, 2020. All medical requests must be sent to [bringonthefun@skateontario.org](mailto:bringonthefun@skateontario.org). The request **MUST** be received before the first skate of the day on April 3, 2020 **and MUST** be accompanied by a signed physician's note. Notes from non-medical care providers such as physiotherapists, chiropractors or athletic therapists are **NOT** acceptable. A new physician's note will be required for each competition. **NOTE:** Athletes who receive a medical refund must withdraw from the entire competition. Therefore, an athlete may not receive a medical refund for one category but compete in another category at the same event.

There will be no refunds given on late fees, including the case of a medical withdrawal. For example, if an athlete registers for an event late and withdraws with a medical note prior to competition, they will be refunded 50% of the **ORIGINAL** registration fee, not the registration fee and late fee combined.

**WITHDRAWALS PRIOR TO REGISTRATION CLOSE:** If an entry is withdrawn prior to February 14, 2020, a refund (less an administrative fee of \$50.00 per skater) shall be granted.

**CHANGE OF CATEGORY FEE:** There will be a \$50 change of category fee applied for each granted change request after an online registration has been submitted.

### **RESTRICTIONS:**

- In the case of large entries in any category, the entries will be drawn into groups. All groups are final and cannot be changed.
- Skaters who competed at the 2020 Skate Ontario Sectionals Championships may not enter the same category of event at a Bring ON the Fun event.
- Single skaters are permitted to enter only one singles free skate category. For example: registering for STAR 6 Free Skate and Juvenile Free Skate are not permitted. Athletes may register for one free skate category and one short program category (STAR 7 or STAR 9).

**AGE REQUIREMENTS:** As of July 1, 2019.

**TEST REQUIREMENTS:** As of January 31, 2020.

**ON-SITE REGISTRATION:** All competitors and Skate Canada registered coaches are required to register upon arrival at the arena. Registration and music registration will commence one hour prior to the first category of the day. Each competitor will receive an accreditation tag that must be retained and used as a pass for the duration of the competition. All skaters **MUST** have their music CDs and planned program content sheet when registering. Coaches must provide proof that they are a registered Skate Canada professional coach in good standing.



**COACH ACCREDITATION:** To be accredited at the 2020 Skate Ontario Bring ON the Fun Invitational, coaches must be Regional Coach trained or certified. Ontario coaches must present their Skate Ontario issued coach accreditation tag. No other form of identification will be accepted. Out of province coaches must provide proof that they are a registered Skate Canada professional coach in good standing when registering at the coaches' sign in table. Up to two certified coaches per entry will be accredited.

## MUSIC

### GENERAL MUSIC REQUIREMENTS

**CDs:** Each entry must also provide two CDs of the correct music for the competition upon registration, one for competition - marked "Master" and one for back up - marked "Copy". These must be registered with music registration at least one hour prior to the posted start time of the category and may not be removed for any reason until after the category is completed. CD audio discs are the only music format accepted. iPhones, iPods or other digital sources will not be accepted as backups. Music must be picked up within 30 minutes after completion of the category.

All music used must be in the public domain or covered by performing rights societies. Competitors who have music composed specifically for their programs either wholly or in part, are responsible for obtaining a written release from the composer for the use of such music on radio and/or television or appropriate clearance from performing rights societies.

#### Standard Specifications for music:

- (1) Only one program shall be recorded on each CD
- (2) Competitor's name followed by home club, category, program type-short or free and music time shall be printed on front of the CD label using a black Sharpie pen
- (3) Each CD shall be enclosed in a plastic case in good repair marked with the skater's name, home club, category, program type – short or free, and total music time

#### Technical Guidelines for music CDs:

- (1) Music on CD must be burned in CD audio format (NOT mp3; .acc or DVD)
- (2) Music should be burned on CD-R discs of good quality that provide legible space for skater information to be printed on
- (3) It is recommended that CDs be burned at speeds 16Xs or less
- (4) The start of the music shall be recorded on the CD with less than two seconds of lead in

**AWARDS:** All skaters will receive an award for each category entered.

Special awards will also be given throughout the competition:

- **Team Spirit Award** – awarded to teams (clubs) who demonstrate strong support for all team members
- **Entertainment Award** – given to a skater or group whose performance is particularly entertaining
- **Choreography Award** – given to a skater or group who demonstrates interesting, memorable or unique choreography
- **Costume Award** – given to a skater or group with a unique or outstanding costume
- **Technical Award** – given to a skater or group who demonstrates an outstanding technical aspect in any area of their performance
- **Most identifiable team** – awarded to the team (club) who is most identifiable as a team
- **Best decorated section** – awarded to the team who creates a unique, fun seating area in the stands



Please note that Skate Ontario reserves the right to make changes to this announcement. If changes are made to the announcement a revised and dated version will be posted.

## EVENT INFORMATION

**Ice Dimensions:**  
85 feet by 200 feet

Rotary Place Arena  
100 University Ave,  
Orillia, Ontario  
L3V 6H1

**Schedule:** Schedule, entries and start orders will be posted on the Skate Ontario website at:  
<http://www.skateontario.org>

**Refreshments:** Arena canteen will be open during competition.

### General Admission

Adult \$5.00 per day - Weekend Pass \$12.00  
Youth ( 13 years +) and Seniors \$4.00 per day - Weekend Pass \$10.00  
Children 12 and under Free

## HOTEL INFORMATION

Participants are required to book their own accommodations. Nearby hotels include:

Best Western Mariposa Inn & Conference Centre  
400 Memorial Ave.  
Orillia, ON  
705-325-9511  
Toll Free: (800) 461-0283

Comfort Inn  
75 Progress Drive  
Orillia, ON  
705-327-7744



## Appendix A

### Technical Guidelines – Bring ON the Fun

#### TEAM ELEMENTS

Category	Levels	Element 1	Element 2	Element 3	Element 4
Team Elements Intro	STAR 1	Waltz jump	Toe Loop	Forward Upright Spin*	Spiral Circles*
Team Elements 1	STAR 2 STAR 3	Flip Jump	Waltz/Toe Combination	Sit Spin*	Forward Spiral Sequence*
Team Elements 2	STAR 4 STAR 5	Axel	Lutz/Loop Combination	Combination Spin*	Forward Spiral Sequence*
Team Elements 3	STAR 6 STAR 7 STAR 8	Any Double Jump	Jump Combination*	Flying Spin*	Spiral Sequence*
Team Elements 4	STAR 9 STAR 10 Gold	Any Double Jump (Double Loop or higher)	Jump Combination*	Flying Combination Spin**	Bonus Element*

\*See accompanying table on page 14 for detailed Team Element requirements

- Teams must be comprised of 2 to 4 skaters.
- Each skater will perform one element. If a team consists of less than 4 skaters, no skater may perform more than two elements.
- Elements will be skated in the order listed above. The first element will be performed by every team in the event before the second element is performed, and so on.
- Each element may only be attempted once.
- Spins will not be assigned levels and will be assessed on quality only.



The following table outlines the requirement for Team Elements to be executed for each level:

Element	Level	Requirements
Forward Upright Spin	Team Elements Intro	Minimum of 3 revolutions
Spiral Circles	Team Elements Intro	Forward Spiral Circles: Two spirals, one on each foot executed on a circle in the same direction. Skater chooses direction
Sit Spin	Team Elements 1	Minimum of 3 revolutions.
Combination Spin	Team Elements 2	Must include at least one camel position and one sit position and may include change of foot. Forward entry only. No flying entry or difficult variations.  Minimum of 4 revs
Forward Spiral Sequence	Team Elements 1	Two forward spirals, one on each foot performed on either an outside or inside edge. No more than eight steps between. Both spirals must be unassisted.
Forward Spiral Sequence	Team Elements 2	Two forward spirals, one on each foot performed on either an outside or inside edge. No more than four steps between. Both spirals must be unassisted.
Jump Combination	Team Elements 3	Two jumps. Second jump must be a double.
Flying Spin	Team Elements 3	One position and no change of foot.  Minimum of 5 revs
Spiral Sequence	Team Elements 3	At least two spirals, one on each foot. At least one spiral must be unsupported.
Jump Combination	Team Elements 4	Two jumps. Both must be doubles.
Flying Combination Spin	Team Elements 4	Spin must commence with flying entry and must include one change of foot.  Minimum of 5/5 revs
Bonus Element	Team Elements 4	Any jump or spin element not already performed.



**GROUP SHOWCASE**

<b>Event</b>	<b>Competition Format</b>	<b>Program Length</b>
Group Showcase	Assessed to Standard	Maximum 1:00
Group Showcase 1	Assessed to Standard	Maximum 1:00
Group Showcase 2	Assessed to Standard	Maximum 1:30
Group Showcase 3	CPC	Maximum 2:00
Group Showcase 4	CPC	Maximum 2:30

Program content requirements and event procedures for all levels are as follows:

- Groups must have between two and six skaters. All participants must wear skates.
- Lifts and throws of any kind are not permitted. Inclusion of such elements will be subject to an illegal element violation.
- Theatrical costumes and hand props are permitted. Feathers and boas of any type are not permitted.
- Vocal music is permitted.
- A maximum of 1 minute will be permitted prior to each performance for the skaters to warm-up and set-up any props as necessary.
- All single jumps are permitted. Jumps of any higher rotation will be subject to an illegal element violation if included.



## SHADOW DANCE

Event	Competition Format	Dance 1	Dance 2
Shadow Dance 1	Assessed to Standard	Dutch Waltz (2 sequences)	Baby Blues (2 sequences)
Shadow Dance 2	CPC	Fiesta Tango (3 sequences)	Willow Waltz (2 sequences)
Shadow Dance 3	CPC	Fourteenstep (3 sequences)	Rocker Foxtrot (4 sequences)
Shadow Dance 4	CPC	Paso Doble (3 sequences)	Viennese Waltz (2 sequences)

- Shadow dance teams must be composed of two skaters.
- Skaters execute the same steps to the dance using a “shadow formation”. The partners face in the same direction and are skating side by side with no more than one arm’s length between them.
- Skaters may elect to skate the Lead or Follow steps
- Skate Canada Series 8 music will be used for all pattern dance events.

## ARTISTIC

Event	Competition Format	Program Length	Required Content
STAR 5	CPC	Maximum 2:10	<ol style="list-style-type: none"> <li>1. Choreographic Step Sequence</li> <li>2. Field Movement Sequence or Spiral Sequence</li> <li>3. Choreographic Spin</li> </ol>
STAR 7	CPC	Maximum 2:10	<ol style="list-style-type: none"> <li>1. Choreographic Step Sequence</li> <li>2. Field Movement Sequence</li> <li>3. Choreographic Spin</li> </ol>
STAR 9	CPC	Maximum 2:10	<ol style="list-style-type: none"> <li>1. Choreographic Step Sequence</li> <li>2. Field Movement Sequence or Spiral Sequence</li> <li>3. Choreographic Spin</li> </ol>
GOLD	CPC	Maximum 2:40	<ol style="list-style-type: none"> <li>1. Choreographic Step Sequence</li> <li>2. Field Movement Sequence or 360 Degree Field Movement</li> <li>3. Choreographic Spin</li> </ol>

- Skaters must wear simple black attire for Artistic events. This may include pants, skirt, dress, leggings, etc. with no excessive beading or design. Attire that is not black, simple in nature, or theatrical will be penalized by deduction.





### CREATIVE IMPROV

Event	Competition Format	Program Time
Creative Improv 1	Assessed to Standard	Maximum 45 seconds
Creative Improv 2	Assessed to Standard	Maximum 45 seconds
Creative Improv 3	CPC	Maximum 1:00 minute
Creative Improv 4	CPC	Maximum 1:00 minute

- 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 a given flight for an event are presented with a pre-selected piece of music by the Technical Representative prior to the warm-up. All skaters in the flight for that event will perform to the same musical selection.
- Skaters will listen to the music twice off-ice in a designated area (i.e. dressing room) and once on-ice during the warm-up period.
- Skaters are then kept in a sound-proof dressing room until it is their turn to perform.
- Simple skating attire is required.
- All single jumps are permitted. Jumps of any higher rotation will be subject to an illegal element violation if included.



## INDIVIDUAL ELEMENT PROGRAMS

Event	Competition Format	Program Content
Individual Element Program 1	Assessed to Standard	1. Loop Jump 2. Waltz+Toe Jump Combination 3. Combination Spin* 4. Forward Spiral Sequence*
Individual Element Program 2	Assessed to Standard	1. Axel 2. Lutz + Loop Jump Combination 3. Combination Spin* 4. Forward Spiral Sequence*
Individual Element Program 3	CPC	1. Any Double Jump 2. Jump Combination* 3. Combination Spin* 4. Spiral Sequence*
Individual Element Program 4	CPC	1. Any Double Jump (Double Loop or higher) 2. Jump Combination* 3. Combination Spin* 4. Bonus Element*

\*See accompanying table on page 19 for detailed element requirements

- Skaters must perform the elements in the order listed above in a program format.
- Individual Elements 1 and 2 will be performed using half of the ice surface
- No music is to be used. Soft background music may be played by the event technicians.
- Skater may include transitional movements, choreographic movements and steps. No additional listed elements may be included within the program. Field movements are permitted.
- All spin elements will be assessed in quality only and will not be assigned a level.
- All elements must be completed within 1:00 minute for all levels. Elements completed past the 1:00 minute mark will not be marked.



The following table outlines the element requirement for Individual Element Programs to be executed for each level:

Element	Level	Requirements
Combination Spin	Individual Element Program 1 & Individual Element Program 2	Must include at least one camel position and one sit position and may include change of foot. Forward entry only. No flying entry or difficult variations. Minimum of 4 revs
Forward Spiral Sequence	Individual Element Program 1	Two forward spirals, one on each foot performed on either an outside or inside edge. No more than eight steps between. Both spirals must be unassisted.
Forward Spiral Sequence	Individual Element Program 2	Two forward spirals, one on each foot performed on either an outside or inside edge. No more than four steps between. Both spirals must be unassisted.
Jump Combination	Individual Element Program 3	Two jumps. Second jump must be a double.
Flying Spin	Individual Element Program 3	One position and no change of foot. Minimum of 5 revs
Spiral Sequence	Individual Element Program 3	At least two spirals, one on each foot. At least one spiral must be unsupported.
Jump Combination	Individual Element Program 4	Two jumps. Both must be doubles.
Flying Combination Spin	Individual Element Program 4	Spin must commence with flying entry and must include one change of foot. Minimum of 5/5 revs
Bonus Element	Individual Element Program 4	Any jump or spin element not already performed.



**SPECIAL OLYMPIC CATEGORIES**

	Entry Requirements
Level 1	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Level 2	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Level 3	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Level 4	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Level 5	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Level 6	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Open	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Masters 1/2	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>
Masters 3/4	Please consult the <a href="#">2019-2020 Special Olympics Technical Requirements</a>



## APPENDIX B

### Bring ON the Fun! event series T-shirts

Bring ON the Fun! event series t-shirts will be available to purchase at time of registration.

**Price: \$15 (plus tax)**

Sizing options available in children's, women's and men's varieties.

T-Shirts will be available for pick-up on site at the event.



Women's Fitted V-Neck  
Short Sleeve T-Shirt

Sizes	Width (IN)	Length (IN)	Sleeve Center Back (IN)
<b>Women's Fitted T-Shirts</b>			
<b>S</b>	16	25.25	11.5
<b>M</b>	17	26.25	12
<b>L</b>	18.5	27.25	12.5
<b>XL</b>	19.5	28	13.25
<b>2XL</b>	22	28.5	14
<b>3XL</b>	23.5	29	15





Men's Fitted Short Sleeve T-Shirt

Men's Classic T-Shirts			
Sizes	Width(IN)	Length (IN)	Sleeve Center Back (IN)
S	18	28	15.63
M	20	29	17
L	22	30	18.5
XL	24	31	20
2XL	26	32	21.5
3XL	28	33	22.88
4XL	30	34	24.25
5XL	32	35	25.38





### Classic Youth Short Sleeve T-Shirt

SIZES	WIDTH (IN)	LENGTH (IN)	SLEEVE CENTER BACK (IN)
XS	16	20.5	13.5
S	17	22	14.5
M	18	23.5	15.5
L	19	25	16.5
XL	20	26.5	17.5

