

CNC REGIONAL JAMBOREE

ANNOUNCEMENT

JANUARY 23, 2015



HOSTED BY:

QUESNEL FIGURE SKATING CLUB

The “Jamboree” is an EVENT that was created by the coaches in the “West Area” to encourage team building and performance.

All skaters will pay ONE registration fee of \$45.00 to include 3 events. Skaters will then be grouped among 4 teams that will include skaters from all different clubs (we will put a minimum of 5 skaters from the same club on the same team). Skaters will be ranked in each event: Gold (4points), Silver (3points), Bronze (2points), Merit (1point) and the total of their ranking will be added to their “TEAM TOTAL”. The skaters will be competing as a ‘TEAM” and at the end of the event each team will receive a ranking according to their total. Every team will receive an award depending on their ranking.

The individual winners (1st, 2nd, 3rd) of each event/category will also be posted and awarded with a certificate. All events will be “ranked” by coaches.

Please note: this is a “coach run” event. Coaches who would like to attend the event agree to VOLUNTEER for the Jamboree as either a “judge”, “official” or at the ice putting skaters on (these will be assigned). Coaches volunteering for the event will be given an appropriate gift (in the form of a gift card) as a token of appreciation for their volunteer efforts at the Jamboree event. These coaches will also receive compensation for hotel and food **as needed** for the Jamboree event. There is a limit to the number of volunteers required. If you are interested in volunteering for this event, please contact Jennifer Auston at jenniferauston_sk8coach@hotmail.com.

If a coach would like to attend the Jamboree just to coach their skaters, they will be welcomed with the expectation that their skaters **should not** be billed for coaching services or any portion thereof of expenses related to travel to the Jamboree. The coach will notify Jennifer Auston at jenniferauston_sk8coach@hotmail.com of their attendance. Star 1 solo skaters’ should have their coach with them at the boards.

You **must be** registered for at least one event in the CNC Regional competition to register for the Jamboree. When you register for the Jamboree please choose 3 events you would like to be in. The cost for the CNC Regional Jamboree is \$45.00 per skater and registration will be on Karelo with the CNC Regional competition registration. Please follow this link: [CNC Regional Jamboree Registration](#)

Awards – The team awards will be presented immediately following the last event at a location to be announced. Please watch for signs at the Jamboree. An award will be presented to all 1st, 2nd, 3rd and 4th place team competitors.

Certificates for individual event winners will be presented throughout the event as decided by the host club – please watch for signs at the Jamboree for specific details.

Music – CD's must be turned in at the time of registration. Music must conform to standard specifications for CD's as listed below.

Each competitor is requested to have available TWO separate CD's (1 for backup). The host committee will accept NO responsibility for damage but will take every precaution to safeguard each submitted CD.

STANDARD SPECIFICATIONS FOR CD's

1. Only one (1) program shall be recorded on each CD.
2. Start of the music shall be recorded a max. of 3 seconds following the head leader.
3. Skater's name, event and home club followed by MUSIC TIMING (not skating time) shall be clearly printed on one side of the CD.
4. CD shall be enclosed in its original container.

Registration – SKATERS MUST REGISTER PERSONALLY at least ONE HOUR before their scheduled event unless it is the first event of the day in which case one half hour before their scheduled event.

CNCR JAMBOREE EVENTS

SINGLES

CANSKATE & STAR 1 SOLO

Must not have any jump higher than a loop

Skating time: 1.0 minutes (+/- 10 seconds) to music; may include vocals

SHOWCASE SINGLES EVENTS

In this event the skater may create his/her own **theatrical** program and music may be vocal or instrumental. It is a fun event whereby the skater has the privilege of creating their own "show" through acting and theatrical performance. Difficulty of jumps and spins are not required elements. Costumes and accessories are encouraged. Skaters may use small props but no props are to remain on the ice. Props may be carried or attached but **MUST NOT** be set down during the skater's performance.

CANSKATE SHOWCASE

Skating time: 1.0 minutes (+/- 10 seconds)

STAR 1 & 2 SHOWCASE

Skating time: 1.0 minutes (+/- 10 seconds)

STAR 3 & 4 SHOWCASE

Skating time: 1.5 minutes (+/- 10 seconds)

STAR 5 SHOWCASE

Skating time: 1.5 minutes (+/- 10 seconds)

INTERMEDIATE SHOWCASE

Senior Bronze/Junior Silver Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

SENIOR SHOWCASE

Senior Silver/Gold Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

SPINS IN ISOLATION

STAR 1 SPINS

1. 1 Foot Spin
2. 2 foot Sit Spin

STAR 2 SPINS

1. Back Spin
2. Sit Spin

STAR 3 SPINS

1. Camel Spin
2. Sit Spin/Back Spin Combination

STAR 4 SPINS

1. Sit Spin
2. Combination Spin with change of foot

STAR 5 SPINS

1. Sit Spin with variation
2. Flying Spin

INTERMEDIATE SPINS

Senior Bronze/Junior Silver Level (or equivalent)

1. Layback (variations optional)
2. Flying Combination Spin

SENIOR SPINS

Senior Silver/Gold Level (or equivalent)

1. Flying Sit Spin with variation
2. Back Entry Combo Spin with variation

JUMPS IN ISOLATION

STAR 1 JUMPS

1. Waltz Jump
2. Toe Loop

STAR 2 JUMPS

1. Loop Jump
2. Salchow-Toe Loop Combination

STAR 3 JUMPS

1. Flip Jump
2. Waltz Jump-Loop Combination

STAR 4 JUMPS

1. Lutz Jump
2. Flip-Loop Combination

STAR 5 JUMPS

1. Axel
2. Lutz-Loop Combination

INTERMEDIATE JUMPS

Senior Bronze/Junior Silver Level (or equivalent)

1. Double Salchow
2. Double/Single Jump Combination (must contain 1 edge jump and 1 toe jump)

SENIOR JUMPS

Senior Silver/Gold Level (or equivalent)

1. Double Loop with preceding footwork
2. Double/Double Jump Combination

CREATIVE SINGLES

In the creative events, the host committee will select a piece of age appropriate music, different for each event group. The skaters will hear the music selection for the first time in a dressing room prior to their warm-up. They will create an improvisational program featuring 2 required elements and moves of their choice. Warm up will be one minute without music, followed by the music selection being played twice. After the warm-up all skaters will be escorted to a supervised, sound proof room to await their turn. A theme will be provided for each category and skaters are encouraged to outfit themselves to suit their theme (costumes allowed but no props).

STAR 1 & 2 CREATIVE – Theme: Tropical

Skating time: 1.0 minutes (+/- 10 seconds)

Must include: 1 spiral and 3 consecutive edges (skaters choice of edge and direction)

STAR 3 & 4 CREATIVE – Theme: Party

Skating time: 1.0 minutes (+/- 10 seconds)

Must include: 1 low move (drag, shoot-the-duck or tuck) and a creative upright spin

STAR 5 CREATIVE – Theme: Dreamy/Beautiful/Soft

Skating time: 1.5 minutes (+/- 10 seconds)

Must include: 1 spread eagle or ina bauer and a series of 5 or more toe steps

INTERMEDIATE CREATIVE – Theme: Dark/Brooding/Moody

Senior Bronze/Junior Silver Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

Must include: 1 creative back spin and a split jump or falling leaf

SENIOR CREATIVE – Theme: Broadway/Jazz

Senior Silver/Gold Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

Must include: 1 sustained backward outside edge into a pivot and a half loop or walley

QUAD THREAT

Quad threat combines spins, jumps, field moves and creative into one fabulously new event. The host committee will select a piece of age appropriate music, different for each event group. The skaters will hear the music selection for the first time in a dressing room prior to their warm-up. They will create an improvisational program featuring all of the required elements with an additional focus on theatrical performance. Warm up will be one minute without music, followed by the music selection being played twice. After the warm-up all skaters will be escorted to a supervised, sound proof room to await their turn.

STAR 1 & 2 QUAD THREAT

Skating time: 1.0 minutes (+/- 10 seconds)

Jump: toe loop Spin: 1 foot spin Field Move: Drag

STAR 3 & 4 QUAD THREAT

Skating time: 1.0 minutes (+/- 10 seconds)

Jump: Salchow-Loop Spin: Camel Field Move: Spread Eagle

STAR 5 QUAD THREAT

Skating time: 1.5 minutes (+/- 10 seconds)

Jump: Lutz-Loop Spin: Flying Spin Field Move: Assisted spiral or Y-Grab

INTERMEDIATE QUAD THREAT

Senior Bronze/Junior Silver Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

Jump: Axel Combination Spin: Back Entry spin in one position Field Move: Ina Bauer

SENIOR QUAD THREAT

Senior Silver/Gold Level (or equivalent)

Skating time: 1.5 minutes (+/- 10 seconds)

Jump: Double Edge Jump with creative take off Spin: Layback Field Move: Back Tuck

CREATIVE SKATING SKILLS PROGRAM

Each skater will complete the three required skating skills listed, in no particular order. Program to be skated in a choreographed manner with music. Field movements and connecting steps are permitted to link the skating skills. Music may include vocals and will be 2.0 minutes (+/- 10 seconds).

STAR 5 CREATIVE SKATING SKILLS PROGRAM

Skating time: 2.0 minutes (+/- 10 seconds)

Must include:

1. Straight Line Step Sequence – must include a series of 3 or more loops
2. Circular Step Sequence – multiple 3 turns and brackets
3. Serpentine Unassisted Spiral Sequence – at least 3, skater's choice of edge and direction.

INTERMEDIATE CREATIVE SKATING SKILLS PROGRAM

Senior Bronze/Junior Silver Level (or equivalent)

Skating time: 2.0 minutes (+/- 10 seconds)

Must include:

1. Straight Line Step Sequence – must include a series of 2 or more twizzles
2. Circular Step Sequence – multiple double 3 turns and toe steps
3. Serpentine Field Movement Sequence – must include at least one unassisted spiral

SENIOR CREATIVE SKATING SKILLS PROGRAM

Senior Silver/Gold Level (or equivalent)

Skating time: 2.0 minutes (+/- 10 seconds)

Must include:

1. Straight Line Step Sequence – must include a section done on 1 foot only (1/3 of ice)
2. Circular Step Sequence – difficult turns (rockers, counters, twizzles, etc)
3. Serpentine Field Movement Sequence – must include one ina bauer or spread eagle