# "Dueling Blades" ANNOUNCEMENT 

## KLA HOW YA 2017

Hosted by:<br>SMITHERS FIGURE SKATING CLUB

REGISTER HERE BRITISH COLUMBIA/YUKON

## IMPORTANT NOTE - DUELLING BLADES WILL ONLY RUN TIME PERMITTING ONCE THE COMPETITION SCHEDULE IS FINALIZED.

All skaters will pay ONE registration fee of $\$ 60$ to include 3 events. Each event will be ranked $1^{\text {st }}$ to $3^{\text {rd }}$ with the top 3 winners posted. Skaters will then be grouped among 4 teams that will include skaters from all different clubs. Each event will be marked using a scale of values system, and will be "judged" by a panel of 2 coaches. 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.

Coaches judging the event will be paid a rate of $\$ 20$ per hour. Expenses will not be paid, as per below. Coaches sending skaters to this event are required to assist with the event by judging - NO EXCEPTIONS.

Coaching of skaters will NOT be provided. Coaches are expected to coach their own skaters in each event (if desired). Furthermore, coaches attending the Dueling Blades event should bill their skaters for their travel expenses relating to the Dueling Blades event.

Skaters must be registered for at least one event in the Kla How Ya competition to register for the Dueling Blades event. When you register for the Duelling Blades event please choose 3 events you would like to be in. The cost for the Dueling Blades event is $\$ 60$ per skater and registration will be on Karelo with the competition registration.

Awards - The team awards will be presented immediately following the last event at a location to be announced. NOTE: we will be presenting Star 1-4 teams with awards separately from Star $5 \&$ up. Please watch for signs at the event. An award will be presented to all $1^{\text {st }}, 2^{\text {nd }}, 3^{\text {rd }}$ and $4^{\text {th }}$ place team competitors. SKATERS MUST BE IN ATTENDANCE TO RECEIVE THEIR AWARD - NO EXCEPTIONS!

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.

## An ipod or mp3 player, etc, will only be accepted as a back up in the event both cds fail to play. HOST CLUB MUST BE ABLE TO PROVIDE THIS OPTION.

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.

REGISTER HERE CNCR DUELING BLADES EVENTS

## SINGLES

## CANSKATE \& STAR 1 SOLO

Must not have any jump higher than a loop
Skating time: 1.0-1.5 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 SHOWCASE
Skating time: 1.5 minutes ( $+/-10$ seconds)

## SPINS IN ISOLATION

CANSKATE \& STAR 1 SPINS

1. Foot Spin
2. Sit Spin (2 foot or 1 foot)

STAR 2 SPINS

1. Back Spin

STAR 3 SPINS

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

JUMPS IN ISOLATION

## CANSKATE \& STAR 1 JUMPS

1. Waltz Jump

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STAR 2 JUMPS

1. Loop Jump
2. Salchow-Toe Loop Combination

STAR 3 JUMPS

1. Flip Jump
2. Waltz Jump-Loop Combination

## FIELD MOVEMENTS IN ISOLATION

## CANSKATE \& STAR 1 FIELD MOVES (unassisted)

1. Fwd Spiral Sequence: 2 spirals, 1 on each foot 2 . Sustained FO or FI edge

## STAR 2 FIELD MOVES (unassisted)

1. Fwd Spiral Sequence: 2 outside spirals, 1 on each foot $\quad$ 2. Forward Shoot-the-duck

STAR 3 FIELD MOVES (one must be unassisted)

1. Fwd Spiral Sequence: 2 inside spirals, 1 on each foot
2. Forward Tuck

## 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. Warm up will be one minute without music, followed by the music selection being played once, and ending with 1 more minute of without music. After the warm-up all skaters will be escorted to a supervised, sound proof room to await their turn. A theme or an idea will be provided for each category to accompany their music.

CANSKATE \& STAR 1 CREATIVE
Skating time: 45 seconds (+/- 10 seconds)

STAR 2 CREATIVE
Skating time: 45 seconds (+/- 10 seconds)

STAR 3 CREATIVE
Skating time: 1.0 minutes ( $+/-10$ seconds)

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