

## **2013-2014 BC/YK ELEMENTS EVENTS – Revised October 4, 2013**

The purpose of the Elements event is twofold...it is meant to challenge skaters with more difficult elements without having to incorporate them into a program and it is an opportunity for skaters to participate in a group/fun event. There are 5 Elements categories and each skater will perform 4 individual elements. Elements 1 will have a ranking posted as in STAR 4. Elements 2-5 will have scores and a ranking posted. Report cards will not be produced.

Skaters will warm up all their elements in groups of 6.

- The first element will be executed by all skaters before proceeding to the next element...similar to the way STAR 1 events are run.
- A Technical Panel will identify the executed elements and a panel of three judges, one of whom will be the Event Referee, will assign one GOE for each element performed. (consensus judging as per STAR events)
- If agreement cannot be reached on the GOE, the Referee's call will stand
- **Warm up times: Elements 1: 3 minutes      Elements 2-5: 4 minutes**

**Depending on numbers, the Referee may have subsequent groups begin warming up while the previous group is executing their elements.**

**The Technical Official will identify the element as performed and will invalidate an element if it is not according to requirements.**

Examples:

- i. Requirement is a flying combination spin. Spin is identified as a change combination spin. This is an incorrect element. The element is invalidated.
- ii. Requirement is combination spin with all three positions...only 2 positions successfully executed. Spin is identified as a combination spin but judges reduce the GOE...GOE must be in minus
- iii. Requirement is jump combination consisting of one single and one double jump or two double jumps. The jump is identified as 1F+1T+C. Element is invalidated as the requirement of at least one double jump has not been met.
- iv. Skater steps out of or falls after first jump of jump combination: Technical Official will identify the element as 'First Jump' +C. GOE is -3
- v. Requirement is two forward spirals (one on each foot and each must be unsupported). Skater executes two forward spirals but the second spiral is supported. Spiral will be called NO LEVEL as it does not meet the requirements of the spiral sequence.
- vi. Requirement is two spirals, one on each foot, no more than 4 steps between spirals. Skater executes a forward and a backward spiral, one on each foot but the knee and foot of the free leg of second spiral never gets higher than hip level. Spiral will be called NO LEVEL as it does not meet the requirements of the spiral sequence.

## Element event criteria for all BC/YK competitions will be as follows:

**Elements 1 - must be competing Star 2 or higher. Assessments of Gold, Silver, Bronze or Merit are given; ranking will be produced as in STAR 4**

1. Choice of 1F, 1Lz or 1A.
2. Choice of 1Lo+1Lo combination or solo jump of 2S or 2T.
3. Sit Spin or Camel Spin. **No flying entry or change of foot permitted.**
4. Forward Spiral Sequence - one on each foot; both unsupported with no more than 4 steps between – as per STAR Spiral Sequence definition.

**Elements 2 - Must be competing Star 5 or higher; passed no higher than complete Senior Bronze Free Skate test; elements called to maximum Base Level.**

1. 1A.
2. Jump Combination – single or double jumps; may not contain more than 2 jumps.
3. Combination Spin which includes all three basic positions; change of foot optional. If the spin only has 2 basic positions, the tech panel will still call the combination spin but the error will be reflected by the judges with a minus GOE.
4. Spiral Sequence - one spiral on each foot with no more than 4 steps between - as per Skate Canada Spiral Sequence definition.

**Elements 3 - passed complete Junior Silver Free Skate test; levels called for spin element**

1. Any Double Jump
2. Jump Combination – must include at least one double jump; no more than 2 jumps. **No triple jumps permitted.**
3. Spin in one position with change of foot. **No flying entry permitted.**
4. Spiral Sequence – one spiral on each foot with no more than 4 steps between - as per Skate Canada Spiral Sequence definition.

**Elements 4 – passed complete Senior Silver Free Skate test or competing no higher than Pre Novice; levels called for spin elements**

1. Double Jump - must have a Base Value of 2Lo or higher.
2. Jump Combination – **Any double or triple jumps**; no more than 2 jumps. **If triple jump attempted, second jump may be a single.**
3. Flying Spin in one position; change of foot optional.
4. Bonus Element of skater's choice; may not be a step sequence; no repetition of an element already performed. **Jump combinations may not exceed three jumps.**

**Elements 5 - passed complete Gold Free Skate test or competing Novice or higher; levels called for spin elements**

1. Choice of 2Lz or 2A.
2. Jump Combination (minimum two doubles; three jump combo permitted. If a three jump combination is executed, one jump may be a single).
3. Flying Combination Spin with change of foot.
4. Bonus Element of skater's choice; may not be a step sequence; no repetition of an element already performed. **Jump combinations may not exceed three jumps.**