

STAR 1 Guide

You will need:

1. On-Ice Marshall (Skates On)
2. Off-Ice Marshall (2 Preferred - 1 to find skaters and put name tags on, 2 to check names off and line skaters up at on-gate)
3. Announcer/Music Player (Double Paneling will require an Announcer Assistant)
4. Cones
5. Skater Name Tags
6. Stanchion (if possible, to create a "Parent Free" area)

Single Panel (*Time Allowance - 20min/group*)

Step 1:

Skaters are tracked down and name tags are placed on skaters in Group 1. Skaters are told to line up by the on-gate in the order they are skating.

Step 2:

The on-ice Marshall comes off the ice to greet the skaters and create a fun environment. They explain that the skaters will be taken to one end of the ice to warm up. At the end of the warm-up, the Marshall will take the skaters over to the judges to be introduced.

Step 3:

The on-ice Marshall leads the skaters in a line to their end of the ice.

Step 4:

Warm-up begins (*The first group receives a 5 minute warm up time*)

Step 5:

End of Warm-up - Skaters are led to meet the judges.

Step 6:

Skaters return to the warm-up area to continue practicing while they listen for their name to be called to complete the following elements:

- Stroking
- Waltz Jump
- Salchow
- Toe Loop
- Upright Spin*
- Backspin
- Spirals

**When Group 1 begins their spins, Group 2 is brought on the ice by the on-ice Marshall and taken to the other end of the ice to warm up.*

Step 7:

Once all the skaters have completed their elements, they are called to the middle of the ice where they will perform their warm-up for the creative routine.

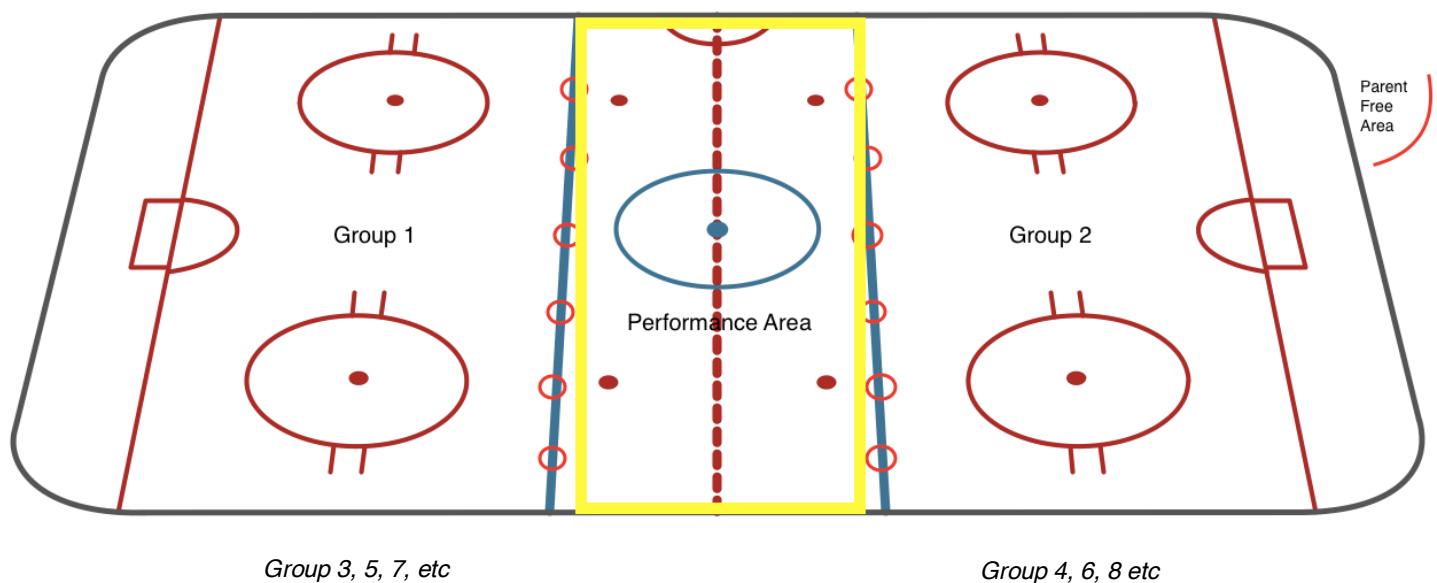
Step 8:

The music is played a second time.

Step 9:

Group 1 is finished and can leave the ice. *

**When Group 1 is finished their creative routine, the on-ice Marshall takes group 2 over to meet the judges.*



The flow of the diagram may vary depending on the configuration of the rink. Example, skaters could warm up at 1 end and then move to the other end to keep practicing during the competition.

Double Paneling (Time Allowance - 30min/2 groups)

The main difference from single panel is that skaters in Group 1 & 2 are on the ice doing the exact same thing at the same time.

This procedure differs from the procedure outlined in the [STAR 1-4 Event Management Guide](#) In BC we like to announce each individual skater, particularly for purposes of live streaming.

By following the procedure below, only one skater is assessed at a time, yet there is optimum ice usage and no time elapses between skaters being assessed.

It is important that skaters and coaches experience the same procedure at regional competitions and Section run events so please follow the double panel procedure outlined below.

Step 1:

Skaters are tracked down and name tags are placed on skaters in Group 1 & Group 2. Skaters are told to line up by the on-gate in the order they are skating (Group 1 and then Group 2).

Step 2:

The on-ice Marshall comes off the ice to greet the skaters and create a fun environment. They explain that the skaters in Group 1 will be taken to one end of the ice, and Group 2 the other. At the end of warm-up the Marshall will take both groups of skaters over to the judges to be introduced. Skaters will complete their elements in the following order: Skater #1 from Group 1 will go first, followed by Skater #1 from Group 2, etc.

**Judges - Half of the judges will Judge Group 1 and half will only Judge Group 2. This means that judges can write their notes for their skater while the next skater is performing.*

Step 3:

The on-ice Marshall leads the skaters in a line to their end of the ice.

Step 4:

Warm-up begins *(The first 2 groups on the ice receive a 5 minute warm up time)*

Step 5:

End of warm-up - Skaters from both groups are led to meet the judges.

Step 6:

Skaters return to their warm-up area to continue practicing while they listen for their name to be called to complete the following elements:

- Stroking
- Waltz Jump
- Salchow
- Toe Loop
- Upright Spin*
- Backspin
- Spirals

**When Group 1 & 2 begin their spins, Group 3 & 4 are brought on the ice by the on-ice Marshall and taken to their ends of the ice.*

Step 7:

Once all the skaters have completed their elements, Group 1 & 2 are called to the middle of the ice where they will perform their warm up for the creative routine.

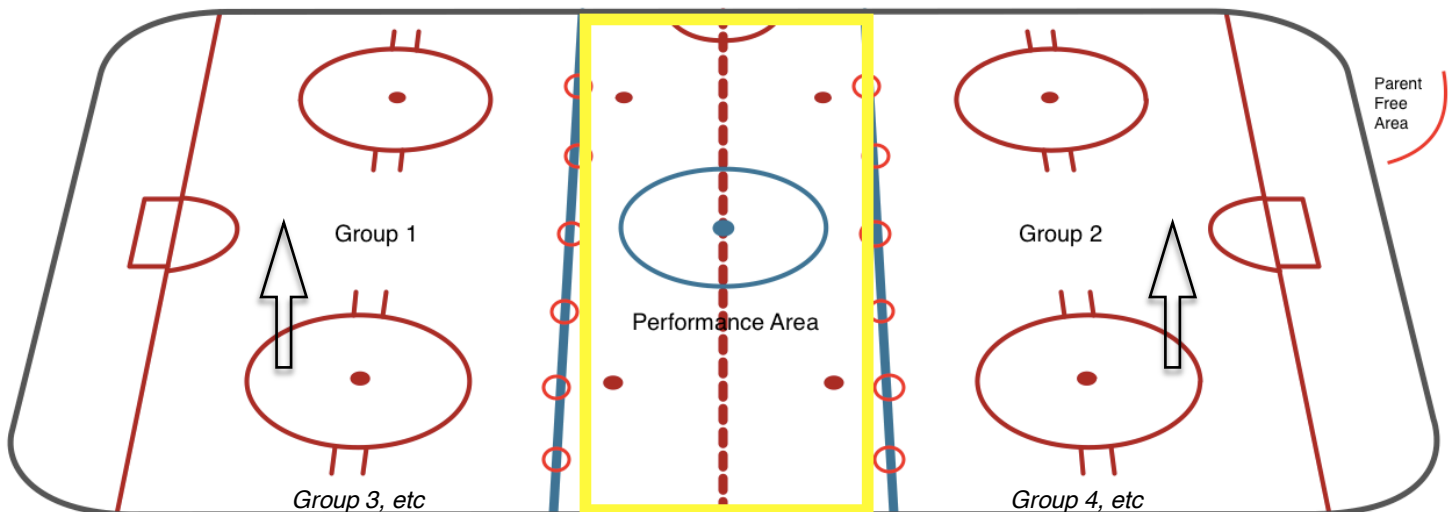
Step 8:

The music is played a second time.

Step 9:

Group 1 & 2 are finished and can leave the ice.

**Group 3 & 4 are now called over to meet the judges.*



**The arrows represent when group 3 and 4 come on the ice. Group 1 & 2 move to the far circle for their remaining time.*

Common Double Panel FAQ

1. If a Coach has skaters in both groups on the ice how do they Coach? - The Coach can have their skaters together at one end. They just need to make sure that when their skater is called they are ready.
2. When groups 3 & 4 come on the ice, where do groups 1 & 2 go? Groups 1 & 2 will almost have completed all their elements. The Marshall will indicate for groups 1 & 2 to move to the far circle in their warm-up end so groups 3 & 4 can use the other circle.

On-Ice Marshall Tips

1. You are the leader - Take control of what is happening on ice and speak loud. Coaches need to listen to you.
2. Make sure each group meets with the judges. There is not a lot of time allotted for this, so be quick. Have all the skaters lined up and ready to go when needed.
3. When double paneling, 2 groups will come on the ice at the same time. Make sure to lead each group to the correct end. Groups 1, 3, 5, 7 etc. will be at one end, and 2, 4, 6, 8, etc. at the other.
4. When double paneling, and the 2nd groups come on the ice (groups 3 & 4, etc.), you will need to move groups 1 & 2 over to one circle to create room for 3 & 4 (see diagram).

Announcer Tips

1. For double paneling, the announcer will require an assistant as they will be reading back and forth between group 1 and group 2. Skaters skate in the following order: skater 1 - group 1, skater 1 - group 2, skater 2 - group 1, skater 2 - group 2, etc.
2. Keeping a grid on the starting order is helpful to keep track of what elements have been completed.
3. The announcer is in control of the timing of the event. Because of this, they need to move quickly. Call the next skater as soon as the previous skater finishes the element. Do not wait until the previous skater has skated across the blue line.
4. Only announce the skater's full name the very first time. Afterwards, only use skater first names.