



Presented by:

**HOMESENSE**



## **Information for the CPC System in STARSkate and Adult events**

2008 National STARSkate & Adult  
Championships and Qualifying Events



*January, 2008*

*Information for the CPC System in STARSkate and Adult events*

The 2008 season marks the first time that the CPC system will be used at the Section STARSkate Level. The following outlines the basics of how the system will run and where scores will be derived from.

If you have reviewed this document as well as the STARSkate or Adult Competition Technical Package and the STARSkate or Adult Principles of Calculation and you still have questions, please do not hesitate to contact **Rob Davison**, Skate Canada CPC Coordinator at [rdavison@skatecanada.ca](mailto:rdavison@skatecanada.ca) or 1-888-747-2372 x.2538

## **PHILOSOPHY**

The goal of CPC for STARSkate is to create a system that requires as little modification to programs as possible for skaters who have been previously competing under the 6.0 system. The emphasis will be on quality skating performed within the range of abilities for each skater. Programs constructed using the guidelines set out in the 2007-08 STARSkate and Adult Competition Technical Packages should meet the requirements of this system without further modification. This document can be located on the Skate Canada Members Only Web Site under "Events"

## **LEVELS OF DIFFICULTY**

In all Creative Dance and Creative Skating Skills competitions, all elements requiring a Level of difficulty to be assigned (step/spiral sequences, moves in the field etc.) shall be identified as **Level 1, regardless of element content**. Elements not meeting basic requirements (i.e. ice coverage for step sequences) will be called as Level 0 or "No Level." This is in following with the model created for compulsory dances. Minimum requirements are outlined further in this document.

In Singles Free Skating events, the Levels of difficulty shall be the same as published in the most recent ISU communication. For 2007-2008 this shall be ISU Communication 1445, or any subsequent updates to it. Please visit the ISU website ([www.isu.org](http://www.isu.org)) and click on "Communications" to retrieve this document. It is important to remember that, as with events currently judged using CPC, an element with a higher Level of difficulty that is very poorly executed will in the end score less points than an easier element done very well.

For Interpretive skating there shall be no technical mark. As such, any technical elements performed will not be identified or scored. The score for Interpretive events will come strictly from the five program component scores, minus any deductions for violations (time, falls, etc..)

## **JUDGING PANELS**

For Singles & Pairs Free Skating events and the Adult Open Free Dance event, the panel of officials shall be composed in the same manner as for competitive events. The officials are:

- Technical Controller
- Technical Specialist
- Assistant Technical Specialist
- Referee
- Up to Five Judges

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The Technical Panel is responsible for the identification of all elements (spins, jumps, step/spiral sequences) and their Level of difficulty as well as the identification of falls and illegal elements. The Judges are responsible for assessing the Grade of Execution (GOE) of each element, and the 5 Program Component (PC) scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for timing, interruptions, music and costume violations.

For Creative Skills competition and Creative Dance, the panel shall be composed of the following officials.

- Referee
- Up to Five Judges

One Judge will be assigned as the “Technical Judge.” This person is responsible for identifying the required sequences/elements in a creative dance or skills program and assigning a GOE score. This person will also verify that the minimum requirements for each sequence have been met. The remaining judges shall assign GOE and PC scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for falls, illegal elements/movements, timing, interruptions, music and costume violations.

For Interpretive skating, the panel shall be composed of the following officials:

- Referee
- Up to Five Judges

The Judges shall be responsible for assigning the five PC marks. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for falls, illegal elements/movements, timing, interruptions, music and costume violations. There is no technical score in Interpretive skating.

## WHAT COUNTS – SINGLES FREE SKATING

### Levels of Difficulty

All Levels of difficulty will be as per ISU Communication 1445 or any subsequent updates to it. Please go to [www.isu.org](http://www.isu.org) and click on “Communications” to access this document.

### Jumps:

When a skater attempts a jump, the technical panel will identify the type of jump and the number of rotations. Jumps that are under rotated by more than  $\frac{1}{4}$  of a turn will be downgraded and given the value of a jump with one less rotation. Under rotated single jumps and the waltz jump will be given a special value as assigned in the STARSkate / Adult scale of values. This document can be found on the Skate Canada Members Login.

### Spins:

#### **Spin in One Position:**

- A spin in one position must have at least two (2) rotations to be called as Level 1.
- A spin with less than 2 revolutions is considered a skating movement and not a spin. This type of movement will not count in the maximum number of spins that a skater may attempt.

#### **Spin Combination:**

- A spin combination must contain at least one change of position with at least two rotations before and/or after the change to be called as Level 1.
- If a spin combination has less than two (2) rotations total in all positions, the spin receives no Level.

#### **Change of Foot (Combination spin, or spin in one position):**

- For a change of foot to be identified, the skater must perform at least two (2) full revolutions in any position after the change.

#### **Step/ Spiral Sequences:**

- A step sequence must be easily identifiable and the steps and turns must cover at least 50% of the ice to be called as Level 1.
- A spiral position must be held for 2 seconds in order to be counted.
- A spiral sequence must contain at least two spirals
- A spiral sequence in which all positions are held for less than 2 seconds will receive no Level.
- A spiral sequence in which only one position is held for 2 seconds or more will be called as Level 1 but no higher.
- A spiral sequence must have at least 2 spirals held for 2 seconds or more to receive a Level higher than 1.

## **WHAT COUNTS – ADULT PAIR**

### Levels of Difficulty

All Levels of difficulty will be as per ISU Communication 1445 or any subsequent update to it. Please go to [www.isu.org](http://www.isu.org) and click on “Communications” to access this document.

### Jumps, Spins, Step Sequences:

The minimum requirements for Jumps, Spins (Pair and Solo) and step sequences shall be the same as for singles skating. In the case that one partner performs an element to a lower standard than the other, the lesser of the two elements will be evaluated to determine the Level of difficulty. Throw jumps will be evaluated using the same minimum criteria as solo jumps.

### Lifts:

A lift will be identified when the man’s hands are in the lifting position and the lady leaves the ice. The man must complete one full rotation with his arms extended for the lift to receive a Level 1.

### Pivot Figures/ Death Spirals:

The man must complete at least  $\frac{3}{4}$  of a rotation in the pivot position for the death spiral to receive a Level 1.

## WHAT COUNTS – ADULT FREE DANCE

### Levels of Difficulty

All Levels of difficulty will be as per ISU Communication 1449 or any subsequent updates to it. Please go to [www.isu.org](http://www.isu.org) and click on “Communications” to access this document.

### Dance Spins

For a simple spin, both partners must complete at least 1 full rotation for the spin to be called as Level 1. For a combination spin, both partners must complete at least one revolution on each foot for the spin to be called as Level 1.

### Lifts

A lift will be called as Level one from the moment one partner is elevated to any height and set down:

- Stationary Lift: while on the spot.
- Straight Line Lift: on an identifiable straight line while traveling.
- Curve Lift: on an identifiable curve while traveling.
- Rotational Lift: for at least 1½ rotations while traveling.

### Synchronized Twizzles

In order for the synchronized twizzles to be called as Level 1, at least one of the partners must complete at least one rotation in both of the twizzles.

### Step Sequences

In order to for a step sequence to be called as Level 1, at least 50% of the sequence must be completed by both partners.

Please consult ISU Communication 1449 for further specific requirements for Ice Dance.

## **WHAT COUNTS - CREATIVE SKATING SKILLS & CREATIVE DANCE**

### **Step Sequences:**

- A creative step sequence must cover at least  $\frac{3}{4}$  of the ice surface/ required pattern to be called as Level 1.
  - The penalty for a circular or serpentine creative step sequence missing the required turns will be reflected in the judges GOE score.

### **Spiral/Moves in the Field:**

- The spiral/moves sequence must have at least one move held for a minimum of 2 seconds to be called as Level one.
  - The penalty for a sequence with less than three (3) moves held for 2 seconds will be reflected in the Judges GOE score.

### **Creative Loops:**

- The skater must attempt at least 3 loops for the creative loops sequence to be called as Level 1.
  - The penalty for poorly or improperly executed loops will be reflected in the Judges GOE score.

### **Creative Twizzles:**

- The skater must complete two twizzles of at least one rotation each for the creative twizzle sequence to be called as Level 1. The penalty for poorly or improperly executed twizzles (double threes), stops before or after the twizzles, or too many steps between twizzles will be reflected in the Judges GOE score.

## WHAT COUNTS - INTERPRETIVE

Interpretive programs shall be evaluated using the five program components as they are defined for Singles Skating. There shall be no technical score for interpretive programs. Jumps, spins, step sequences and field movements may be included however they will not be given any specific value. Judges may assess these elements in the transitions score. Since there is no technical panel for these events, the Referee shall be responsible for the identification and confirmation of falls and illegal movements / elements as well as the regular deductions under their jurisdiction.

Judges will award scores for the five program components. The trimmed mean of those scores will be multiplied by a factor. Factors for the various program components are set so that the most important aspects of an interpretive program receive the highest value. The five components shall be factored as follows:

Skating Skills		2.00
Technical Transitions		2.00
Performance/ Execution	3.00	
Choreography		3.00
Interpretation		3.00