

Schedule for
Friendship Synchronized Skating Competition 2020
Evangeline Arena
Sunday, January 12th

Pancake Breakfast

7:45 - 8:45 Meet and Greet with Pancake Breakfast
(skaters, managers, coaches and officials only)

Cheer & Skill Event

9:00 – 9:05	Oh Canada
9:05 – 9:30	Beginner I (3 teams)
9:30 – 9:55	Beginner II (3 teams)
9:55 – 10:15	Elementary (2 teams)
10:15 – 10:20	Pre-Juvenile (1 team)
10:20 – 10:30	Flood
10:30 – 10:50	Pre-Novice (3 teams)
10:50 - 11:10	Novice (2 teams)
11:10 - 11:30	Open (2 teams)
11:30 – 12:00	FLOOD AND COMPUTER SET UP

Program

12:00 – 12:25	Beginner I (3 teams)
12:25 – 12:50	Beginner II (3 teams)
12:50 – 1:05	Elementary (2 teams)
1:05 – 1:20	Flood
1:20 – 1:28	Pre-Juvenile (1 team)
1:28 – 1:55	Pre-Novice (3 teams)
1:55 – 2:10	Flood
2:10 – 2:28	Novice (2 teams)
2:28 – 2:45	Open (2 teams)
2:45 – 3:00	<u>Awards & Presentations (on-ice)</u>
3:00 – 3:30	Officials feedback with coaches

Guidelines for Cheer and Skill Events

- ✓ There is only one draw for Cheer and Skill. Whatever order is drawn for the Cheer is how they will skate the Skill.
- ✓ For the Cheer and the Skill portion all teams for each event will enter the ice at the same time and stay on ice until the Cheer and Skill for all teams have been completed.
- ✓ Each team will practice their Cheer facing the audience and then they will turn and present their Cheer to the judges.
- ✓ Each team will have 3 practices for the skill that is drawn prior to entering the ice.

Beginner I	Beginner II / Elementary	Pre-Juvenile	Juvenile
1. Linear Element (Block) 2. Linear Element (Line) 3. Intersection Element 4. Rotating Element (Choice of Circle or Wheel)	1. Pivoting Element (Block) 2. Linear Element (Line) 3. Intersection Element 4. Rotating Element (Circle) 5. Rotating Element (Wheel)	1. Intersection Element 2. Pivoting Element (Block) 3. Travelling Element (Circle) 4. Linear Element (Line) 5. Rotating Element (Wheel)	1. Intersection Element 2. No Hold Element 3. Pivoting Element (Block) 4. Move Element 5. Travelling Element
Pre-Novice	Novice / Intermediate	Open	Adult I / Adult II* / Adult III~
1. Intersection Element 2. Move Element 3. No Hold Element 4. Pivoting Element (Block) 5. Travelling Element (Circle)	1. Intersection Element 2. Move Element 3. No Hold Element 4. Pivoting Element (Block) 5. Travelling Element (Circle) 6. Twizzle Element	1. Intersection Element 2. Move Element 3. No Hold Element 4. Pivoting Element (Block) 5. Travelling Element (Circle) 6. Twizzle Element 7. Creative Element (lift)	1. Intersection Element*~ 2. No Hold Element 3. Pivoting Element (Block)*~ 4. Traveling Element (Circle)* 5. Artistic Element (Line) 6. Artistic Element (Wheel) 7. ~Rotating Element (Circle) 8. ~Linear Element (Line) 9. ~ Rotating Element (Wheel)

General Guidelines

- ✓ The main coach and one alternate (skater) will stand at the entrance to the ice, and the team manager and other alternates in the exit area.
- ✓ The chaperones will be allowed in the dressing rooms ONLY and will not have access to ice level during practice and competition (including Kiss & Cry).
- ✓ It is recommended that the Team Manager be in possession of the birth certificates to verify the age of a team member in case of dispute. The Team Manager will certify that the dates of birth upon registration.
- ✓ One CD or USB must be submitted at the time of registration. Music should be clearly labeled on the CD as well as the case, indicating the name of the team, the event and music length. CD/USB's should be picked up as soon as possible after the event along with team report cards.