



FunSkate Program English 2020 - 2021



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Danish Skating Association

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Disclaimer: The English translation of the FunSkate rulebook is a service provided by the FunSkate Committee. In case of any discrepancies between the Danish and English versions of the rulebook, the Danish version is always to be used.



"It has to be fun to skate"

DSU wishes clearly to signal that figure skating is fun at all ages and for the whole family!

FunSkate Activities Target Group

Beginners, club figure skating school skaters, advanced skaters and experienced skaters with an interest in participating in structured figure skating activities, as an introduction to the sport, but with a targeted participation.

FunSkate Activities Working Background

Danish figure skating has been through a development process in the past five years. This has posed many challenges for Union, skaters, trainers and clubs.

The FunSkate Committee has made it possible, through the creation of levels for skating school skaters, to create a more thorough, goal oriented and structured working environment for the skating schools in the clubs.

After several years of hard work and constant development, it has been possible to incorporate FunSkate in the daily training schedule in most Danish clubs. FunSkate is now also an independent committee under the Danish Skating Union (hereafter DSU).

Working Process

The FunSkate Committee is 1 of 5 DSU committees and is tasked with:

- Structuring and planning of all FunSkate activities
- Conducting FunSkate activities in accordance with the FunSkate Program
- Creating a yearly revision of the FunSkate Program in cooperation with FunSkate responsables from all clubs
- In charge of all FunSkate related club communication
- Yearly club visits (at a minimum one visit each season per club)
 - It is the clubs responsibility to contact FunSkate, if a visit is desired.

FunSkate Committee Members

- Astrid Uttenreitter (Chairman)
- Camilla Lyngsø
- Per Andreas (IT Responsible)
- Desiree Skov Lauridsen

FunSkate Program Contact Information

E-mail (all mails must be sent to): **funskate@danskate.dk**



Club FunSkate Responsible

Club FunSkate Responsible is chosen by the individual club and has the following responsibilities:

- All communication between the club and DSU FunSkate Committee
- All administrative tasks in the club with relevance for FunSkate – including competition skater entries etc
- Responsible for appointing a team lead for every FunSkate competition. The team lead is responsible for all practicalities around the clubs entries at the competition.
- Responsible for club team lead participation at FunSkate Training camps, held at the beginning of each new season
- There can only be one (1) Club FunSkate Responsible for each club

If a new Club FunSkate Responsible is selected in any club, the FunSkate Committee must be notified immediately. The following information must be provided:

Full name

Email address

Phone number

The information must be provided by email to: funskate@danskate.dk

All changes to the FunSkate Program are underlined.



FunSkate Objective

Primary Objectives

- To keep skaters in the sport
- To establish communication and cooperation between the FunSkate Committee and the individual clubs
- To increase the number of members in DSU and the individual clubs
- To focus work, environment and activities on "Fun"

Secondary objectives

- To offer structured FunSkate judges education before start of each season
- To establish a FunSkate network in all participating clubs
- To create a positive environment at FunSkate competitions

Strategies

- To conduct FunSkate judge education course at the beginning of Season 2018/2019
- To conduct FunSkate Responsible meeting end of Season 2018/2019
- To conduct FunSkate Calculator course at the beginning of Season 2018/2019
- To conduct 3 FunSkate competitions, in EAST and WEST respectively, and one final in Odense
- To conduct one FunSkate Training gathering in EAST and WEST for all FunSkate skaters at the beginning of each season



Group Descriptions

FunSkate Element

Element content is known from daily practice. The skaters are divided into groups, based on skills and age¹. The group content is based on the Canadian Skate Club Test System.

FunSkate Free*

The skater is on the ice alone and will skate an individual program with music. Identical (shared) programs and music is allowed, but the skaters are also allowed individual music. Skaters in Free 1 and Adult groups can choose either to: 1) have a Dance program, which is defined by the skater not doing any jumps and the program contains of one dance-sequence and a twizzle as we know it from ice-dancing, or 2) a singles program, which is defined by containing jump-elements. Skaters in the remaining groups must participate with a singles program.

FunSkate Dance*

~~The skater is on the ice alone and will perform an individual program with music. Identical (shared) programs and music is allowed, but the skaters are also allowed individual music.~~

~~The main characteristic of FunSkate Dance is that no jumps are allowed and that the program must contain one sequence of dance, as known from Ice Dance.~~

FunSkate Show*

The skaters are on the ice in groups of minimum 6 skaters per show.

There are few limitations in this group, the focus is on the *show*.

* All music must be uploaded to Google Drive via the link provided by DSU, which is the same procedure for all competition music in DSU.

¹ Read more in [FunSkate Element](#) page 8 or [Skating exercises for FunSkate Element](#) page 9



FunSkate Element Groups

FunSkate Element Group Definitions

- | | |
|----------------|--|
| 1. FunBubbles | Passed DSU club test 2 |
| 2. FunFlakes | Passed DSU club test 3 |
| 3. FunCubes | Passed DSU club test 4 |
| 4. FunCrystals | Passed DSU club test 5-7 and/or half basic 1 test. |

Skaters with an activated basic 1 test (free and elements) are not allowed to participate in FunSkate Element.

These groups will be divided further by age:

- a) FunBubbles 1: Passed DSU club test 2, not 7 years per July 1st 2020
- b) FunBubbles 2: Passed DSU club test 2, not 10 years per July 1st 2020
- c) FunBubbles 3: Passed DSU club test 2, older than 10 years per July 1st 2020
- d) FunFlakes 1: Passed DSU club test 3, not 10 years per July 1st 2020
- e) FunFlakes 2: Passed DSU club test 3, not 12 years per July 1st 2020
- f) FunFlakes 3: Passed DSU club test 3, older than 12 years per July 1st 2020
- g) FunCubes 1: Passed DSU club test 4, not 10 years per July 1st 2020
- h) FunCubes 2: Passed DSU club test 4, not 13 years per July 1st 2020
- i) FunCubes 3: Passed DSU club test 4, older than 13 years per July 1st 2020
- j) FunCrystals 1: Passed DSU club test 5-7 and/or half basic 1, not 10 years per July 1st 2020
- k) FunCrystals 2: Passed DSU club test 5-7 and/or half basic 1, not 13 years per July 1st 2020
- l) FunCrystals 3: Passed DSU club test 5-7 and/or half basic 1, older than 13 years per July 1st 2020

If there are more than 36 entries in a group, the group will be divided into two groups, Y and O respectively, divided by age. The division is made exactly in the middle when sorting the skaters by age.

The groups will, as an example, be named **FunFlakes 1 O (for oldest)** and **FunFlakes 1 Y (for youngest)**.



Skating exercises for FunSkate Element²

The elements will partially change every other season, e.g. season starting in even years.

FunSkate Element

FunBubbles 1-3:

- Forward skating
- Forward slalom on 2 feet
- Forward stop (Sneplov) (alternating between either 1 or 2 feet)
- 2-foot jump from forward skating
- Forward 1-foot glide (Stork) – start on 2 feet, end on 1 foot

FunFlakes 1-3:

- Forward slalom, alternating between 1 and 2 feet
- Forward 2-foot turns with glide, from forward to backward and from backward to forward on edge
- Backward skulls (Rødspætter)
- Backward stop (Sneplov) (alternating between either 1 or 2 feet)
- Backward 1-foot glide (Stork)

FunCubes 1-3

- Backward glide on curve – start on 2 feet, end on 1 foot (outside edge)
- Backward slalom, alternating between 1 and 2 feet
- Forward outside arches on a line
- 1-foot spin
- Waltz jump

FunCrystals 1-3:

- Forward camel on edge (either inside or outside edge) (Flyver)
- Forward inside three turns on a circle (both ways)
- Salchow
- Backward crossovers in figure 8
- Forward upright spin on 1 foot, with entrance and landing

² See [Appendix](#) page 23 for an example of a scorecard.

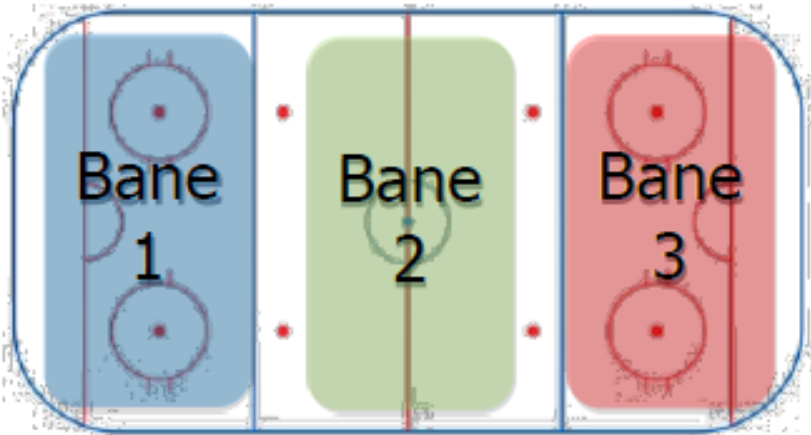


Division of the Ice

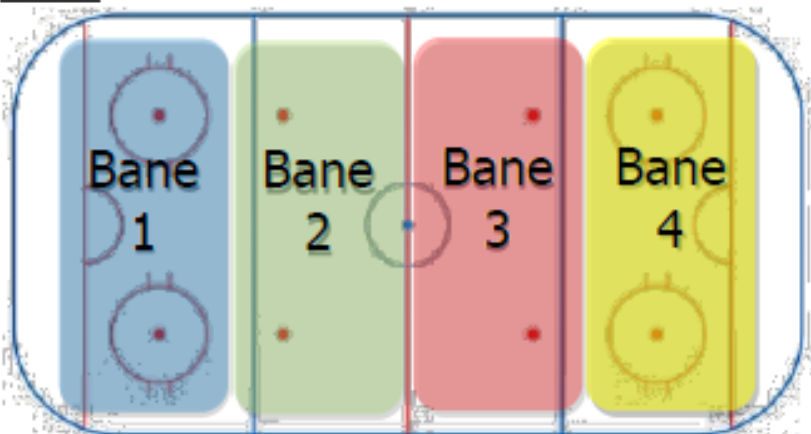
During FunSkate Element the ice will be divided into courts (court 1, 2 and 3 (4)), with max 7 skaters on each court (if there are too many entries, a further division can be done, where max 6 skaters can participate on each court).

The ice can be divided in one of 3 models, the time schedule will indicate which model will be used.

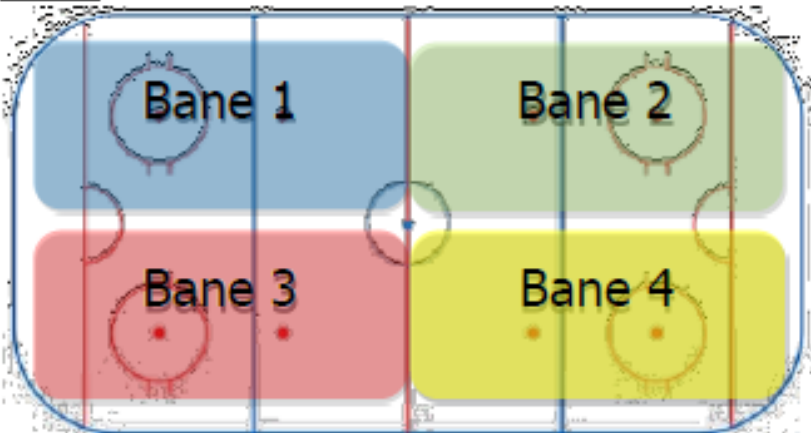
Model 1:



Model 2:



Model 3:



Each group (FunBubbles, FunFlakes, FunCubes and FunCrystals) will be judged by the same pair of judges through the entire competition.



FunSkate Free Groups

[FunSkate Free Group Definitions](#)

Passed DSU club test 4.

- FunSkate Free Tots 1 not 8 years per July 1st 2020
- FunSkate Free Tweens 1 not 10 years per July 1st 2020
- FunSkate Free Teens 1 10 years but not 13 years per July 1st 2020
- FunSkate Free Togs 1 13 years but not 25 years per July 1st 2020

Passed DSU club test 5-7 and/or half basic 1³.

- FunSkate Free Tots 2* not 8 years per July 1st 2020
- FunSkate Free Tweens 2 not 10 years per July 1st 2020
- FunSkate Free Teens 2 10 years but not 13 years per July 1st 2020
- FunSkate Free Togs 2 13 years but not 25 years per July 1st 2020

Passed DSU club test 5-7 and/or full basic 1⁴.

- FunSkate Masters Older than 15 years per July 1st 2020⁵.

Passed DSU club test 4-7 and/or half basic 1.

- FunSkate Masters Older than 15 years per July 1st 2020

**It is not possible to enter Tots 2 with half Basic 1, since this qualifies for participation in Chicks K*

If there are more than 36 entries in a group, the group will be divided into two groups, Y and O respectively, divided by age. The division is made exactly in the middle when sorting the skaters by age.

The groups will, as an example, be named **FunFlakes 1 O (for oldest)** and **FunFlakes 1 Y (for youngest)**.

³ See page 21 for further explanation

⁴ See page 21 for further explanation

⁵ Group is also open for former K- and M-skaters age 18 or older.



Program content for FunSkate Free

FunSkate Free

FunSkate Free 1 groups

In the free 1 groups it is possible to participate with either a singles program or a dance program, which means that both types of program can occur in the same group. The programs will be judged equally to each other.

You cannot enter the following groups if you have more than club test 4.

Musik length: minimum 1:30 minutes, maximum 2.00 minutes

FunSkate Free Tots 1	not 8 years per July 1 st 2020
FunSkate Free Tweens 1	not 10 years per July 1 st 2020
FunSkate Free Teens 1	10 years but not 13 years per July 1 st 2020
FunSkate Free Togs 1	13 years but not 25 years per July 1 st 2020

Rules for FunSkate Free Tots 1, Tweens 1, Teens 1 og Togs 1

Singles programs

Each program must contain:

- 2 different **jumps**⁶
- 1 **sliding movement**
- 1 **step sequence** with a minimum of 2 types of steps and 2 types of turns (must be 1/3 of the ice)
- 1 **spin (only forward upright spin or two-foot sit spin)**⁷

Jumps:

- ❖ Tots 1, Tweens 1, Teens 1 and Togs 1 may only jump waltz jump, toe-loop, and salchow. Half-loop is not allowed in FunSkate Free 1 groups.
- ❖ Only 1 (one) combination jump is allowed
- ❖ The first jump of the combination must be different than the solo jump

Dance program

Each program must contain:

- 1 **Fundance**⁸
- 1 **Twizzle with a minimum of 1 rotation**
- 1 **sliding movement**
- 1 **step sequence** with a minimum of 2 types of steps and 2 types of turns (must be 1/3 of the ice)
- 1 **spin (only forward upright spin or two-foot sit spin)**⁹

⁶ If the skater performs more than 2 jumps the 3rd and following jumps will not be counted.

⁷ If the skater performs more than 1 spin the 2nd and following spins will not be counted.

⁸ See appendix 7 for FunDance

⁹ If the skater performs more than 1 spin the 2nd and following spins will not be counted.



FunSkate Free 2 groups

You can participate in the following groups if you have club test 5, 6, 7 or ½ basic 1.

You can't participate in the following groups with an activated basic 1 test.

**It is not possible to participate in Tots 2 with ½ basic 1 – then you have to participate in Chicks K.*

Musik length: 2:00 +/- 10 seconds

FunSkate Free Tots 2

not 8 years per July 1st 2020

FunSkate Free Tweens 2

not 10 years per July 1st 2020

FunSkate Free Teens 2

10 år but not 13 years per July 1st 2020

FunSkate Free Togs 2

13 år but not 25 years per July 1st 2020

Rules FunSkate Free Tots 2, Tweens 2, Teens 2 & Togs 2

Each program:

If the skater performs more than 3 jumps the 4th and following jumps will not be counted.

- 3 different **jumps***¹⁰
 - Level of difficulty is specified on page 31
- 1 **sliding movement**
- 1 **step sequence** with a minimum of 2 types of steps and 2 types of turns (must be 2/3 of the ice)
- 1 upright spin
- 1 optional **spin**¹¹ (flying spins and layback spin is not allowed)
 - Level of difficulty for spins is specified on page 31

Jumps:

- ❖ All groups in FunSkate Free 2 can perform all jumps up to, and including lutz
- ❖ Every jump is only allowed 2 (two) times, one of which must be in combination
- ❖ A maximum of one combination jump is allowed

Spins:

- ❖ The optional spin can but don't have to be a combination spin
- ❖ A possible combination spin must contain a minimum of 2 (two) basic positions and each position must be held for at least 2 revolutions.

FunSkate Adult

You can participate in the following groups if you have club test 4, 5, 6, 7 or ½ basic 1

Musik length: 1:30 +/- 10 seconds

Adult program

Each program must contain:

- 2 different jumps¹²
- 1 sliding movement
- 1 step sequence with a minimum of 2 types of steps and 2 types of turns (must be 1/3 of the ice)
- 1 spin (only forward upright spin or two-foot sit spin)¹³

¹⁰ If the skater performs more than 3 jumps the 4th and following jumps will not be counted.

¹¹ If the skater performs more than 2 spins the 3rd and following spins will not be counted.

¹² If the skater performs more than 2 jumps the 3rd and following jumps will not be counted.

¹³ If the skater performs more than 1 spin the 2nd and following spins will not be counted.



Jumps:

- ❖ All single jumps are allowed (except Axel).
- ❖ Only 1 (one) combination jump is allowed
- ❖ The first jump of the combination must be different than the solo jump

Dance program

Each program must contain:

- **1 Fundance¹⁴**
- **1 Twizzle with a minimum of 1 rotation**
- **1 sliding movement**
- **1 step sequence** with a minimum of 2 types of steps and 2 types of turns (must be 1/3 of the ice)
- **1 spin (only forward upright spin or two-foot sit spin)¹⁵**

FunSkate Masters

You can participate in the following groups if you have a basic 1 or higher.

If you participate in FunSkate Masters, it is not possible to participate in FunSkate Element

Music length: 2:00 +/- 10 seconds

FunSkate Masters

15 years or older pr. July 1st 2020

Rules for FunSkate Free Masters

Each program must contain exactly – 8 elements

- 4 different **jump elements**
 - Level of difficulty is specified on page 32
- **1 sliding movement**
- **1 step sequence** with a minimum of 2 **types of steps** and 2 **types of turns** (must be 2/3 of the ice)
- 2 different **spins**
 - Level of difficulty is specified on page 32

Jumps:

- ❖ In Masters all single jumps are allowed Axel included
- ❖ The following double jumps are allowed: Salchow and toeloop
- ❖ Every jump is only allowed 2 (two) times, one of which must be in combination

Spins:

- ❖ All spins are allowed including flying spins and layback spins
- ❖ A possible combination spin must contain a minimum of 2 (two) basic positions and each position must be held for at least 3 revolutions.

Judging ad Starsystem

FunSkate Free Tots 1, Tweens 1, Teens 1 and Togs 1 will be judged after the original star system¹⁶ and FunSkate Free Tots 2, Tweens 2, Teens 2 and Togs 2 will be judged after the expanded star system¹⁷

¹⁴ See appendix 7 for FunDance

¹⁵ *If the skater performs more than 1 spin the 2nd and following spins will not be counted.*

¹⁶ See [Appendix](#) page 24 for examples of scorecards.

¹⁷ See [Appendix](#) page 25 for examples of scorecards.



FunSkate Dance

All skaters, who have passed club test 4 up to and including a half basic 1 (whether this is free or element), can participate in FunSkate Dance. However, the skater may not have passed solo dance test 1.

Music length: 1:30 +/- 10 seconds

FunSkate Dance Tweens: not 10 years pr. 1. July 2019

FunSkate Dance Teens: over 10 år pr. 1. July 2019

FunSkate Dance Rules

Each program must contain 5 solo dance elements:

- 1 FunDance with 4 chassé steps and 2 waltz three turns (these steps can be in arbitrary order)
- 1 one foot spin (only forward upright)
- 2 different sliding movements on one foot or two feet
- 1 twizzle with a minimum of one revolution

❖ — Jumps are not allowed in FunSkate Dance

FunSkate Dance has it's own individual star system¹⁸.

FunSkate Show

FunSkate Show

This category is represented in all FunSkate competitions

Rules for FunSkate Show

Age requirements:	No age requirements
Music length:	Min. 2 minutes and max. 4 minutes
Who can Participate:	Participants can be all levels, except active championship (A-license) skaters.
Number of participants:	There must be a minimum of 6 skaters in a show group. There is no maximum.
Props:	The use of props is allowed, but it can take no more than 2 minutes to get the props on and off the ice.
Warm up:	<u>There will be no warm up on the ice for Funskate show</u>

Note: There is no limit for jumps or spins in this group.

Every warm up group consists of max. 3 teams and each team will get 1/3 of the ice for warm up. In case of fewer teams on the ice, the ice will be divided equally between the teams.

FunSkate Show is judged by it's own individual star system¹⁹.

¹⁸ See [Appendix](#) page 26 for examples of scorecards.

¹⁹ See [Appendix](#) page 27 for examples of scorecards.



Deductions for FunSkate Free

Time deduction: 0,5 point for every 10 seconds the skater exceeds the time limit (this is done by judge 1, who is also referee)

Costume deduction: 0,5 points – If the costume is deemed inappropriate for the competition form or skater's age. If the majority of judges agree the deduction will be given.

If the skater loses part of the costume or other equipment on the ice the costume deduction will also take effect.



Judging FunSkate

The Star System

The Star System is developed by Leena Laaksonen and is used in several countries for competitions at the same level as FunSkate and in some cases also on higher levels.

The judging panel

- The judging panel is set by the FunSkate Committee
- The judging panels for each competition throughout the season is determined at the beginning of the season
- The judging panels for FunSkate Element consist of 6-8 judges who are all certified FunSkate judges
- The judging panels for FunSkate Free consist of 3 judges who are all certified FunSkate Free judges
- The judging panels for FunSkate Dance consist of 3 judges who are all certified FunSkate Dance judges
- The judging panels for FunSkate Show consist of 6 judges who are all certified FunSkate Show judges

Panel of calculators

- The calculators are educated by the FunSkate Committee and come from various figure skating backgrounds. The calculator role requires some computer experience
- Parents of active figure skaters are not allowed to be calculators
- The panel of calculators for each competition throughout the season is determined at the beginning of the season

Rules for judges/calculators at FunSkate competitions

- Each judge/calculator is awarded 200 kr for the first 4 hours and hereafter 40 kr. per hour (to a maximum of 400 kr. per day)
- All travel expenses for judges and calculators are paid by the FunSkate Committee
- All judges/calculators are entitled to diets according to the DSU rules of officials (available on the DSU website)
- At the beginning of each season each judge/calculator must sign up for at least one competition in this season



Competition format

Each season has 3 FunSkate competitions in EAST and WEST and one final in Odense.

See description of groups under *FunSkate Element* on page 8.

The competitions are planned and hosted by the FunSkate Committee in cooperation with the hosting club.

Responsibilities for all involved

	Club	Committee
I. Booking of ice and rooms for the event	X	
II. Invitation for clubs		X
III. Invitation for skaters	X	
IV. Signing up skaters	X	
V. Registration of participants		X
VI. Time schedule, list of participants, starting orders, and court assignments		X
VII. Decoration of ice rink	X	
VIII. Various tasks during the competition	X	X
IX. Announcer and Music	X	
X. Music upload for FunSkate Free, Dance & Show	X	
XI. Medals and trophies	X	X
XII. Handing out diplomas and score cards and skaters commentary		X



Description

I. **Ice booking for events (arranging club):**

It is the responsibility of the arranging club to book ice time for the event (competition or training session). Ice must be booked from 08:00 to 19:00 for each competition (Saturday and Sunday).

The arranging club must provide a room to be used by the secretariat, from which the competition can be followed

AU (Activity Committee) assigns events based on the fairness principle.

Fairness principle: Any club can apply for events, but assignments will be granted to clubs who have not hosted an event in earlier seasons.

II. **Club invitations (FunSkate Committee):**

Club invitations will be created at the FunSkate Committee

All invitations for the coming season will be distributed at the beginning of the season.

Invitations will contain:

- Event date
- Start time
- Hosting club, event address and city
- Registration deadline
- Registration fee
- Point of contact

III. **Skater invitations (arranging club):**

Skater invitations are the responsibility of the individual clubs.

IV. **Skater registration (arranging club):**

It is the responsibility of the club to ensure registrations are meeting the registration deadline.

It is not possible to register skaters after the time schedule for the event has been published. All registrations must be made in the excel-sheet accompanying the event invitation.

FUNSKATE REGISTRATION EXAMPLE (continued on the next page)

- Sofie Larsen, passed DSU's club test 6
- Marie Hansen, passed DSU's club test 2
- Mikkel Hansen, passed DSU's club test 8
- Caroline Jensen, passed DSU's club test 4
- Mette Nielsen, passed DSU's club test 5
- Amalie Nielsen, passed DSU's club test 7
- Noah Andersen, passed DSU's club test 3



Stævne

FunSkate Finalen

FunSkate Show is not shown on the registration, as it has its own registration form, see below, as it is only represented at FunSkate 2 (East and West) and FunSkate Finale.



Konkurrennece:

FunSkate 2 VEST

FunSkate Show registration form example



V. Skater registration (FunSkate Committee):

Skaters must be registered correctly during event registration, as it will not be possible to move skaters after registration deadline.

Skater/participant number:

The clubs purchase the amount of numbers expected to be used. After the purchase, the numbers are owned by the clubs and can be used as seen fit. New numbers can be ordered by sending a mail to FunSkate@danskate.dk and ordering the desired amount of numbers.

If a club is lacking or missing numbers at an event, the FunSkate Committee will have a copy available at events

NB! Only FUNSKATE ELEMENT skaters must have a number assigned.

VI. Time Schedule (FunSkate Committee):

When all registrations for an event have been received, after the registration deadline, the FunSkate Committee will create participant lists, starting order, lane distribution and time schedule. This will be sent out to the clubs at least 14 days before the event date (subject to change).

VII. Hall decoration (arranging club):

The arranging club is responsible for decorating the ice rink. Decoration can happen the day before the event or on the morning of the event, before start time.

Various information signs must be displayed visibly at the rink (time schedule, participant lists and other general information). The FunSkate Committee will provide signs for the changing rooms.

It is important to decorate the hall to showcase the event.

VIII. Event related tasks during the event (FunSkate Committee and arranging club):

Danish Skating Associations FunSkate Committee:

- Provides judging evaluations/Star Forms
- Lane assignments
- Calculate results of the competitions
- Calculate club competition results
- Extradition of participants protocols to each clubs FunSkate responsible
- Numbering of lanes
- Changing room signs, which must be hung up by the arranging club
- Speaker
- Award Ceremony

Arranging club:

- Display of time schedules
- Table space, chair, and blankets for judges for FunSkate Free
- Contact person and phone number for same available during the event for minor tasks
 - Tasks could be to bring coffee/tee to judges and officials at the ice
- Possibility to buy drinks and food during the event for skaters
- Internet



IX. Announcer and Music (FunSkate Committee)

The arranging club is responsible for providing a speaker and a music manager for the competition.

Tasks FunSkate Element:

- Speaker announces time for warm up and announces when there is 1 minute left of the warm-up time
- During warmup, speaker announces lane assignments, using the skater numbers
- After warm-up, speaker announces on which lane skaters will compete on
- Speaker announces results, e.g. who will participate in the finals, when the results have been calculated

Tasks FunSkate Free:

- Speaker announces time for warm up and announces when there 1 minute left of the warm-up time
- Speaker announces the group, skater's full name and club during warm-up
- Speaker asks next skater, by name, to be ready, and calls the skater, when the judges are ready

All above is documented in the Speaker-and-Music-Guide, used by all DSU competitions/events.

Award Ceremony:

- At the Award Ceremony the three top ranked skaters in FunSkate Element, FunSkate Dance, FunSkate Free and FunSkate Show, are announced, starting by 3rd place, then 2nd place and 1st place.
- At the Award Ceremony the club competition result is announced, the winner is the last announcement. Speaker asks a club representative to step forward and received the trophy.

X. Upload of music for FunSkate Free, Dance & Show:

Music must be uploaded electronically, please follow the instructions provided by the DSU office.
Music backup must be brought to the event on a CD.

XI. Awards (FunSkate Committee):

1st, 2nd and 3rd place in each competition will receive medals

The winner of the club competition will receive a trophy, which shall be brought to the next FunSkate competition. The trophy must be engraved with the competition, that was won and which year, f.x. *Tårnby Skøjteklub FunSkate 2 ØST 2016*.

DSU will provide trophy, medals and diplomas.

DSU will not provide souvenirs for the skaters, but the arranging club is welcome to do so.

The arranging club must provide victory podium for the award ceremony, which holds both 1st, 2nd and 3rd place.



XII. Extradition of star forms and diplomas

The following rules apply for extradition of star forms and diplomas:

- Star forms and diplomas will only be extradited to a person with a valid trainer or FunSkate Team-Leader badge.
- Star forms and diplomas will be extradited when the FunSkate event has finished.
- We will pay attention to any level difference amongst the skaters. Therefore skaters commentaries can occur, which will be placed with the star forms regarding the individual skater. These commentaries is meant for the coaches in the club, and not to the neither the skater or the parents.



FunSkate Trophy is a trophy won by the club collecting most points on the event day – EAST and WEST respectively. The trophy will also be awarded at FunSkate Finals, before the collective winner of the year is found.

FunSkate Finals Trophy is a trophy won by the club, which has collected the most points in the season. The trophy is awarded at FunSkate Finals, collectively for EAST and WEST.

The trophy must be engraved with the competition, that was won and which year, by the winning club.

How are points awarded:

FunSkate Element:

- 1 point for advancing to a final at the event
 - 1 point for 3rd place
 - 2 points for 2nd place
 - 3 points for 1st place
- The club with most points will win the trophy.

FunSkate Free, FunSkate Dance og FunSkate Show:

- 1 point for 3rd place
 - 2 points for 2nd place
 - 3 points for 1st place
- The club with most points will win the trophy.

NB!

10 points are awarded to each club participating in the event, independent of number of participants.

At the FunSkate Finals points are doubled, see below:

FunSkate Element:

- 2 point for advancing to a final at the event
 - 2 point for 3rd place
 - 4 points for 2nd place
 - 6 points for 1st place
- The club with most points will win the trophy.

FunSkate Free, FunSkate Dance and FunSkate Show:

- 2 point for 3rd place
 - 4 points for 2nd place
 - 6 points for 1st place
- The club with most points will win the trophy.

At the Award Ceremony at FunSkate Finals the following will be announced:

- Club Competition winner EAST (All season)
- Club Competition winner WEST (All season)
- Club Competition Winner countrywide

NB!

20 point are awarded to each club participating in FunSkate Finals, independent of number of participants



Conditions for participating in all FunSkate Activities

The participant must be a member of a club/union recognized by Danish Skating Association.

The events are for skaters, which have passed club test 1-7, but do not yet have an activated Union license (FunSkate Masters skaters are exempted from this rule).

Skaters with Basic 1 may participate, if this is not yet activated²⁰.

Danish Skating Association however recommends strongly to activate Basic 1, as soon as it has been passed.

Mærke	Aktiveret	Ikke aktiveret
Basic 1 – Free	Group 2*	-
Basic 1 - Element	Group 2*	-
Basic 1 – Element + Free	Cannot participate	Group 2

**It is not possible to participate in Tots 2 with a half Basic 1 – the skater has to compete in Chicks K.*

Apart from FunSkate Element it is not possible to compete in both FunSkate Free and FunDance, but only in one (1) at each event:

Ex. 1: FunSkate 1 VEST the skater competes in FunSkate Element and FunSkate Free (and cannot compete in FunDance)

Ex. 2: FunSkate 2 VEST the skater competes in FunSkate Element and FunDance (and cannot compete in FunSkate Free)

Skaters in FunSkate Masters cannot compete in FunSkate Element.

All skaters in the 2 groups at FunSkate 2 EAST and FunSkate 2 WEST will be judged by a certified marktest judge. After the competition the coach of the club will receive a list of skaters that have passed half basic 1 mark (program part).

Male and female skaters compete on equal terms.

Competition license:

There is no requirement for a DSU competition license to participate in FunSkate.

General information regarding cost for all groups:

Participation FunSkate Training Camps: 750 kr. per event per participant

Participation FunSkate Element and FunSkate Free: 160 kr. 1st discipline, hereafter 80 kr. per discipline per participant

Participation FunSkate Show: 600 kr. per participating team

²⁰ Activation happens when a DSU-license (Solo, couple, icedance eller solodance) is bought



Activity Calendar FunSkate 2018-2019

Activities

Training Camp FunSkate EAST	03.-04. October 2020	Tårnby
Training Camp FunSkate WEST	03.-04. October 2020	Herning

Competitions

Funskate 1:

WEST:

Saturday the 14th -Sunday the 15th of November 2020

Place: Aalborg

EAST:

Saturday the 31th of October -Sunday the 1st of November 2020

Place: Ørestaden (ØSK)

Funskate 2:

WEST (including marktest for free 2's skaters):

Saturday the 30th -Sunday the 31th of January 2021

Place: Frederikshavn (SOS)

EAST (including marktest for free 2's skaters):

Saturday the 23th -Sunday the 24th of January 2021

Place: Rødovre (RSIK)

Funskate Finale:

Saturday the 13th – Sunday the 14th of March 2021

Place: Odense (OSK)

Disclaimer:

The organizers reserve the right for changes in the time schedule and disclaims any liability for injuries and accidents that may exceed the participants or officials in connection with the event



Appendix 1

Nummer _____

Baglæns rødspætter:



Forlæns slalom:



2 fodspiruetter:



Forlæns stork:



Stop ved forlæns sneplov:



FunBubbels

Total: _____



Godt forseg Delvist OK Næsten OK Godt Meget godt Fantastisk

This is an example of the Star form from FunBubbels in a previous year. FunBubbels, FunFlakes, FunCrystals and FunCubes are judged after the same system, with difficulty variations in the elements.



Appendix 2



Stjerne Evaluerings skema

Konkurrence og Kategori:

Tid og sted

Navn:

Klub:

Skating skills og trin:



Spiraler:



Spring:



Piruetter:



Præsentation:



Tids fradrag:

Kostume fradrag :

Total:

TILLYKKE!



Star form example for FunSkate Free Tots 1, Tweens 1, Teens 1 & Togs 1



Danish Skating Association

Appendix 3



Stjerne Evaluerings Skema



Konkurrence og kategori:

Tid og sted:

Navn:

Klub:

Skating skills og trin:



Spiraler:



Spring:

Kvalitet:



Sværhedsgrad:



Piruetter:

Kvalitet:



Sværhedsgrad:



Præentation:



Tids fradrag:

Kostume fradrag:

Total:

TILLYKKE!



Gødt forsøg Delvist Ok Næsten OK Gødt Meget godt Fantastisk

Star form example for FunSkate Free Tots 2, Tweens 2, Teens 2, Togs 2 & Masters

FunSkate 2020/2021



Appendix 4



Stjerne Evaluerings Skema

Konkurrence og kategori::

Tid og sted:

Navn:

Klub:

Skating skills:



FunDance:



Spiraler:



Twizzles



Piruetter:



Præsentation:



Tids fradrag: _____

Kostume fradrag: _____

Total:

TILLYKKE!



Godt forsøg Delvist OK Næsten OK Godt Meget godt Fantastisk



Appendix 5



Stjerne Evaluerings Skema

Konkurrence og kategori:

Tid og sted:

Navn:

Klub:

Musikalitet:



Underholdningsværdi:



Fortolkning /Udtryk af
tema:



Præstation:



Koreografi:



Tids fradrag: _____

Kostume fradrag: _____

Total:

TILLYKKE!





Appendix 6 – difficulty definitions Free 2

Guidance for judging jumps and spins in FunSkate Free 2 groups. These are only valid for Tots 2, Tweens 2, Teens 2, Togs 2 og Masters.

Jumps Tots 2, Tweens 2, Teens 2 and Togs 2.

Jumps in FunSkate Free must indicatively be judged as follows:

- * Waltz jump (W)
- ** Salchow (S) & Toe-loop (T)
- ***
- **** Flip (F) & Loop (Lo)
- *****
- ***** Lutz (Lz)

A loop (Lo) as second jump in combination will award 3 additional stars (***)

A toeloop (T) as second jump in combination will award 1 additional star (*)

Example:

Flip (F) + Loop (Lo) = 7 stars

Lutz (Lz) = 6 stars

Flip (F) = 4 stars

Result: 17 stars, divided by 3 jumps = 6 stars

Flip (F) + Toe-loop (T) = 5 stars

Salchow (S) = 2 stars

Loop (Lo) = 4 stars

Result: 12 stars, divided by 3 jumps = 4 stars

Spins

The mandatory upright spin, will not count in the difficulty level

The optional spin in FunSkate Free must indicatively be judged as follows:

- * Forward Upright Spin (USp)
- ** Backward Upright Spin (USp)
- *** Forward Upright Spin change to backward Upright Spin (CUSp)
- ****
- ***** Camel Spin (CSp) or Sit Spin (SSp)
- ***** Combination Spin (CoSp) (A combination spin must contain at least 2 basic positions, where each positions must be held for 2 developments or more)

Basic positions:

- Upright Spin
- Sit Spin
- Camel Spin

Flying spins and layback spins are not allowed in Funskate free 2 groups, and will therefore not be counted in the judging if performed in competition.

Any feature attempted will award one additional star (*) to the base position.

Example on optional spin:

*Sit Spin (*****), with feature (**), calculate the average of this and round up to the skater's advantage (*****).*



Difficulty definitions Free Masters

Jumps

Jumps in FunSkate Free Masters must indicatively be judged as follows:

* Waltz jump (W)

** Salchow (S) & Toe-loop (T)

*** Flip (F) & Loop (Lo)

**** Lutz (Lz)

***** Axel (A)

***** all double jumps

A loop (Lo) as second jump in combination will award 2 additional stars (***)

A toeloop (T) as second jump in combination will award 1 additional star (*)

Example:

Flip (F) + Loop (Lo) = 5 stars

Lutz +toe loop (Lz+ Lo) = 5 stars

Flip (F) = 3 stars

Axel (A) = 5 stars

Result: 18 stars, divided by 4 jumps = 5 stars

Flip (F) + Toe-loop (T) = 4 stars

Salchow (S) = 2 stars

Loop (Lo) = 3 stars

Flip (F) = 3 stars

Result: 12 stars, divided by 4 jumps = 3 stars

Spins

The spins in FunSkate Free masters must indicatively be judged as follows:

* Forward Upright Spin and backwards upright spin (USp)

**

*** Camel spin (CSp) and sit spin (SSp)

**** Layback spin (LSp)

***** Combination Spin** (CoSp) and flying spins (FCSp)

(**) A combination spin must contain at least 2 basic positions, and each position must be held for a minimum of 3 developments.

Basic positions:

- Upright Spin
- Sit Spin
- Camel Spin

Any feature attempted will award one additional star (*) to the base position.

Example on optional spin:

Sit Spin (SSp) with feature = 4 stars

Layback spin (LSp) = 4 stars

Result: 8 stars, divided by 2 spins = 4 stars

Flying spin (FCSp) = 6 stars

Combination spin (CoSp) (Camel +Sit) = 6 stars

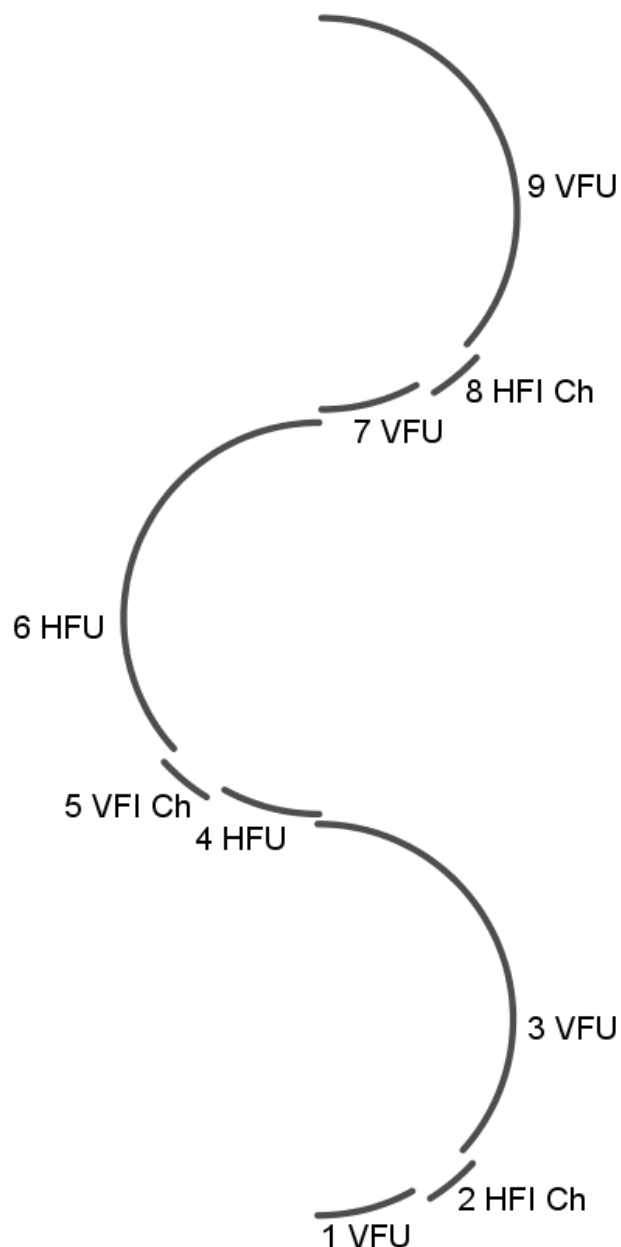
Result: 12 stars, divided by 2 spins = 6 stars



Appendix 7

FUN DANCE – DANSE ELEMENT OG TWIZZLER

Diagramme



The element can be performed in waltz beat where step 1, 4 and 7 are on the second beat, step 2, 5 are on the second beat and 8 and step 3, 6 and 9 are on the 6th beat

The element can be performed 4/4 beat, where steps 1,2,4,5 are on the first beat and steps 3 and 6 are on the fourth beat.

Step 3, 6 and 9 is made on the outer edge, preferably with a swing of the free leg – the leg is swung backwards on beat 1 og forward on beat 4 (waltz)/3(4/4) and need to be back and ready for start at the next step.