

Team Event Information

Michigan High School State Championships 2014

State Championship award placements for the Team events (Level A, B, and C) on Sunday will be calculated by the same formula (combining Jumps, Moves, and Spins) as they are for each District competition.

Qualifying Round Format

Because of the number of teams represented this year, 2 Qualifying Rounds are used. The Qualifying Rounds are seeded by zig-zag seeding (as used at Regionals and above) to most fairly separate the teams. Each Qualifying Round group has either 9 or 10 teams; 3 teams will advance from each Qualifying Round group (based on the combined results of the jumps, spins, and moves events) to the Final Round.

Both Qualifying and Final Rounds will be skated with only one level (A, B, or C) on the ice at a time, and no split warm-ups. For instance event #201 is "**Level A Jumps Grp 1**". For this event all 9 teams from Grp 1 will enter the Ice at the same time – but ONLY the A team jumpers. When all A Team jump elements have been completed, these teams will leave the ice and the **Grp 1 B Team** jumpers will enter the ice and will complete all of their jump elements.

Timing of Events

Your team may be participating on different rinks for different levels. We are aware of the need for coaches and team members to move from rink to rink. Please note that similarly named events are scheduled AT THE SAME on each rink (ie **Level A Jumps Grp 1** skates at the same exact time as **Level A Jumps Grp 2**). Visualize this as one big 19 team event with 2 sets of winners.... We will be very careful to keep both rinks in lock-step throughout the morning, so that this timing equivalence is maintained and nobody will need to be in 2 rinks at the same time.

We will need your help to make this happen though. Please when your event ends, exit expeditiously; and when it is time for a new event to begin please be ready to enter the ice on time and as quickly as is safely possible.

Qualifying Round Ties

The first 3 placed teams but no more than 4 total teams from each Qualifying Round advance to Final Round. If there is a tie for places 1, 2, or 3 then all teams involved in the tie will advance, excepting that if multiple ties would cause more than 4 teams to advance then only those teams placing 1st or 2nd (considering ties) will advance.

Examples: 1,2,3 all go; 1,1,2,3 all go; **1,2,2,3,3** only bold go; **1,1,2,2,3** only bold go; 1,2,3,3 all go; **1,1,1,2,3** only bold go

Final Round Ties Decided by Runoff

If there is a tie at any level (A, B, or C) for FIRST PLACE (only) then a runoff will take place to determine the State Championship team for that (those) levels.

Marks will be calculated as quickly as possible following each event so that we may inform teams of the need for any runoffs. Any announcement of runoffs needed will be performed in the RINK, using the standard announcer. If a runoff-eligible team leaves the building or is not available within 5 minutes after such announcement, they will forfeit the runoff and be awarded 2nd place.

The runoff will consist of 3 elements, each to be performed by a skater as chosen by the coach or team. The elements shall be:

1/ Solo Jump (any solo jump as permitted as "element 1" of the jumps event for A or B level, or element 2 for C level)

2/ Combination Jump (any combination jump as permitted as "element 3" of the jumps event for that level)

3/ Combination Spin (any combination spin as permitted as "element 4" of the spin event for A or B level), or Sit Spin for C level.

The judges will award a single mark to each team, based on their evaluation of the quality of the 3 elements performed by that team.

If there is a tie for 2nd or 3rd place at any level, the marks will remain as a tie.

Team Event Element Clarification for States

Also for reference, for those elements which had different specifications at Comp 1, Comp 2, Comp 3 during the regular season (ie 1st jump element) then at State Championships, the skater may choose to perform the element appropriate to ANY of the 3 competitions.