

2010



TECHNICAL PACKAGE

SHORT TRACK SPEED SKATING

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

SHORT TRACK SPEED SKATING

1. RULES: This competition will be conducted under the rules of the International Skating Union (ISU) with modifications approved by the Arctic Winter Games International Committee. The rules may be further modified to adapt to the circumstances of the competition / venue at the recommendation of the Chefs and the approval of the Arctic Winter Games International Committee Technical Director and Host Society Sport Manager.

2. CATEGORIES:

Junior Male & Female: Born between July 1, 1990 and June 30, 1995.

Juvenile Male & Female: Born between July 1, 1995 and June 30, 1998.

Coaches may enter the 5th Juvenile who will be Junior age at the next Arctic Winter Games to skate as a Junior to fill the Junior category if there is a vacancy on a team under the required number of four per category. The coach will certify in writing that the skater can safely participate as a Junior. A skater can only compete in one age category for the entire competition.

3. EVENTS:

Short Track

Junior Male & Female: 500 meter individual
777 meter individual
1000 meter individual
1500 meter individual
3000 meter relay

Juvenile Male & Female: 500 meter individual
666 meter individual
777 meter individual
1000 meter individual
2000 meter relay

Relay events will include 4 skaters per team. A contingent can participate with 3 skaters if that team has only three skaters in that category or an injury prevents one team member from competing.

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

TEAM COMPOSITION:

Junior Male: 4
Junior Female: 4
Juvenile Male: 4
Juvenile Female: 4
Coaches: 2

One coach must be female and one male. If a coach from one gender is not available a chaperone of that gender must be substituted.

5. MEDALS:

Individually by event and individually by team for relay events

GOLD - 32
SILVER - 32
BRONZE - 32

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

6. ARCTIC WINTER GAMES RULE MODIFICATIONS

6.1 Entries:

- a) 6.1.1 Four weeks (4) before the games, each contingent will submit the names of their skaters to the designated meet coordinator. Exemptions to this time requirement may be approved by the AWGIC Technical Director.
- b) Two (2) weeks before the Games, each Contingent will submit a 500 meter seed time for each skater to the designated meet coordinator. The time submitted must be from the current skating season.
- c) The meet coordinator will provide each Contingent with a draft copy of skater seeding no later than the day before the first race to review for errors or omissions.

6.2 Number of Skaters at the Start:

- a) For Ice Surfaces less than 30m X 60m (100ft X 200ft) - The number of skaters on the start line is a maximum of four (4) for the shortest distance, five (5) for the two middle distances and six (6) for the longest distances.
- b) For Ice Surfaces that are 30m X 60m (100ft X 200ft) - The number of skaters on the start line is a maximum of four (4) for the shortest distance, five (5) for the shortest middle distance and six (6) for the shorter of the longest distance and longest distance.

Modifications to number of skaters on line will be done as required for race efficiency and/or safety, at the Team Leaders/Coaches meeting prior to the games.

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

4 Seeding

For the first distance of the meet, the Meet Coordinator will make the heats based on the seed times submitted for each skater. After having established a list of times (from the fastest to the slowest), the heats will be established using the following manner:

<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
1	2	3	4	5
10	9	8	7	6
11	12	13	14	15 etc

For the subsequent distances, the heats will be seeded based on the skater's accumulated points (see 6.4) according to the table.

- Second distance - seeded by points awarded after the first distance final.
- Third distance - seeded by the accumulated points from the first two finals
- Fourth distance - seeded by the accumulated points from first three finals.

If there is a tie in points then the skater with the faster seed time will be placed before the skater with the slower seed time.

5 Point System

All skaters who finish a final will receive the points for their respective final unless they are disqualified for a major infraction. Points will be awarded according to this table:

1 st - 250	8 th - 35	15 th - 12
2 nd - 175	9 th - 30	16 th - 10
3 rd - 125	10 th - 25	17 th - 9
4 th - 75	11 th - 20	18 th - 8
5 th - 60	12 th - 18	19 th - 7
6 th - 50	13 th - 16	20 th - 6
7 th - 40	14 th - 14	

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

6 Advancements

- a) All participants will skate heats, semis, and finals. The numbers of heats / semifinals / finals will be assigned according to the distance being skated and the number of skaters registered for each division.
- b) Advancements will be by first (1st) and next fastest.
- c) The Chief Referee may modify the following advancement schedule at the meet if necessary to protect the safety of the skaters or to prevent a heat from having skaters from only one team.

See Appendix A for details:

7 Seeding of Semifinals

SEEDING OF SEMIFINALS	
Shortest Distances (4 heats)	
<u>Semifinal A</u>	<u>Semifinal B</u>
1st fastest 1st place finisher	2nd fastest 1st place finisher
4th fastest 1st place finisher	3rd fastest 1st place finisher
1st next fastest time	2nd next fastest time
4th next fastest time	3rd next fastest time
Shortest Distances (5 heats)	
<u>Semifinal A</u>	<u>Semifinal B</u>
1st fastest 1st place finisher	2nd fastest 1st place finisher
4th fastest 1st place finisher	3rd fastest 1st place finisher
5th fastest 1 st place finisher	1st next fastest time
3rd next fastest time	2nd next fastest time
Middle Distances (4 heats)	
<u>Semifinal A</u>	<u>Semifinal B</u>
1st fastest 1st place finisher	2nd fastest 1st place finisher
4th fastest 1st place finisher	3rd fastest 1 st place finisher
1st next fastest time	2nd next fastest time
4th next fastest time	3rd next fastest time
5th next fastest time	6th next fastest time

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

8 Disqualification

- a) A disqualification in any heat will place that skater in last place position in that category of skaters, i.e., a skater disqualified in a race with four skaters in three heats will receive the twelfth place ranking.
- b) A disqualification in a semi-final will place that skater in the last place *position* for their group of semi-finals, i.e., a skater disqualified in an A & B semifinal with four skaters per race will receive the eighth place ranking.
- c) A skater disqualified in a final race will receive the last place *points* for that final.
- d) If skater is disqualified for non-sportsmanlike conduct or a major infraction, the skater will receive no points.

9 Skaters Not Finishing/Skating a Race

Skaters who do not skate in a final or who do not finish a final receive no points.

10 Relays

- a) Relay heats and finals will not be held on the same day.
- b) Relay Seeding Process

The averaged total of the 500 meter seed times for each of the skaters on the relay team will be used to seed relay teams in qualifying heats. After having established a list of times (from the fastest to the slowest), the heats will be seeded as follows:

<u>Heat A</u>	<u>Heat B</u>
1 st seed	2 nd seed
4 th seed	3 rd seed
5 th seed	

Advancements will be based on the first place finishers from the heats plus the next two (2) fastest times. Note: If there is only one team in a category for the relay the team must skate a clean race in order to be awarded a medal.

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

7. FACILITIES AND SCHEDULING

1 Ice Scheduling

There should be a minimum of 6 hours of ice (1 hour set-up and 5 hours of racing) each for one day of practice and four days of competition. Skaters should have a day off in the middle of the week. At least one day, preferably the day before the rest day, there should be late afternoon or evening ice in order to showcase the event and allow working members of the community to view it. For example, on day before the rest day, speed skating should be scheduled from 3 to 9 pm.

2 Venue Size

For the safety of the skaters, speed skating should be held at the largest ice surface available. Ideally the ice surface should be 30m X 60m (100ft X 200ft). A larger arena allows more skaters to safely be on the ice at the same time, and allows all skaters more area to slide before they hit the walls if there is a fall.

3 Track Layout

A 111.12 meter oval with a minimum of three tracks should be set. The diagrams found at Annex 2 of the Speed Skating Canada Rule Book illustrate the proper shape for the oval and the placement of the start and finish lines.

4 Ice Preparation

Ice temperature: Maintain a slab temperature of –6C (21F) with a brine solution temperature of –14C (6F) in order to maintain the ice temperature during increased flooding in a competition.

Ideal shave and flood: The ideal situation would be to shave the ice to just below 2.5 cm (1 inch) then hose flood. This covers the entire ice surface with water and allows the water to settle into the low spots. As well this method seals any dirt already in the ice therefore reducing the chance of stripping skate edges. This step is not required but is recommended if time permits.

Shave track prior to flooding: Due to the fact that water is added to the ice during practice and competition it is recommended that the Ice Maintenance worker shave the track prior to flooding the ice surface. This will keep the ice level by shaving the excess water from the track and allowing the ice to freeze more quickly after a flood.

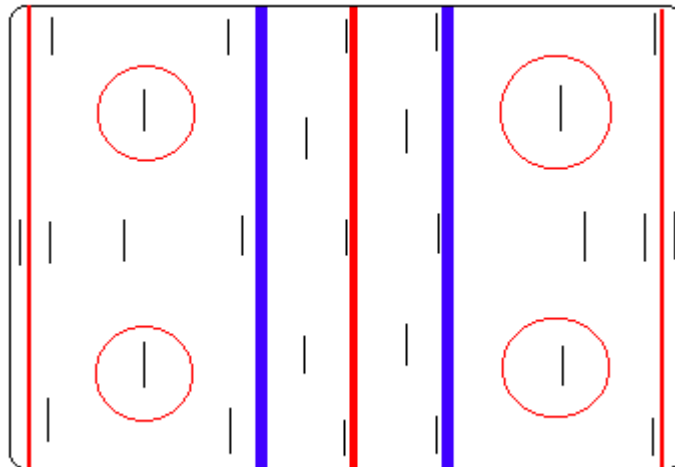
TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

Practice/competition ice: At the end of practice days leading up to the competition and each night after competition ice thickness readings should be taken. Ice should be shaved where it has built up over 2.5 cm (1 inch) and water should be added to areas under 2.5 cm (1 inch)

One day before competition: The day prior to competition a new blade should be put on the ice making machine and set and leveled as needed.

Ice thickness: The ideal ice thickness for short track speed skating is 2.5 cm (1 inch). Thickness readings should be taken throughout the entire ice surface with a drill and depth calibrator. The ice should be shaved in areas where thicker than 2.5 cm (1 inch) and built up by adding water to areas that are less than 2.5 cm (1 inch). Note diagram for rink areas to take thickness readings.

Ice thickness chart: Measure at the vertical slashes indicated below



TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

Appendix A Advancements

Shortest Distance

Number of skaters	Race Type	Who Goes Where
9- 12	3 heats, 3 semis, 3 finals	<p>3 first place + the next 5 fastest to Semi A & B. The rest to semi C.</p> <p>2 first place + the next 2 fastest from semi A & B to Final A.</p> <p>Remainder to Final B. Final C is same as Semi C</p>
13-16	4 heats, 4 semis, 4 finals	<p>4 first place + the next 4 fastest to semi A & B Remainder to semi C & D in snake pattern based on heat times.</p> <p>2 first place + the next 2 fastest from semi A & B to Final A.</p> <p>Remainder of semi A & B to Final B.</p> <p>2 first place + the next 2 fastest from semi C & D to Final C.</p> <p>Remainder of semi C & D to Final D.</p>
17-20	5 heats, 5 semis, 5 finals	<p>5 first place + the next 3 fastest times to semi A & B. Remainder to semi C, D, & E in snake pattern based on heat times.</p> <p>2 first place + the next 2 fastest from semi A & B to Final A. Remainder of semi A & B to Final B</p> <p>3 first place + the next fastest from semi C, D & E to Final C.</p> <p>Final D next fastest 4. Final E remainder of skaters.</p>

TECHNICAL PACKAGE
2010 ARCTIC WINTER GAMES

Two Middle Distances

Number of skaters	Race Type	Who goes where
11-15	3 heats, 3 semis, 3 finals	3 first place + the next 7 fastest to semi A & B Remainder to Semi C. 2 first place + the next 3 fastest from semi A & B to Final A. Remainder to Final B. Final C is same as Semi C
16-20	4 heats, 4 semis, 4 finals	4 first place + the next 6 fastest to semi A & B. Remainder to semi C & D in snake pattern based on heat times. 2 first place + the next 3 fastest from semi A & B to Final A. Remainder to Final B. 2 first + the next 3 fastest from semi C & D to Final C. Remainder to Final D.

Longest Distance

Number of skaters	Race Type	Who goes where
13-20	3 heats - 3 finals	3 first + the next 3 fastest to Final A. Remainder to Final B & C in descending order based on heat times

Note:

If pressed for time, the longest distance will be skated only once. In this case, the finals will be seeded by the total points accumulated at that time. Therefore the top 6 including ties will skate the primary final, skaters 7-12 including ties will skate the secondary final, etc.