Steeltown Showdown Skills Competition 2025

Overall Structure

- Date: Sunday, February 16, 2025
- Start Time: 6:00 PM; End Time: 7:50 PM
- Location: Membertou Arena – Emera Center Ice Surface
- Duration: 1 hour and 50 minutes
- Teams: Sydney, County, Cape Breton West, Glace Bay, Antigonish, Truro, Acadia, Western Valley
- All players from each team (15 skaters & 2 goalies) participate in at least one event in Skills competition
- 7 Events:
    - Fastest Skater – 2 players from each team
    - Hardest Shot – 2 players from each team
    - Shootout Challenge – 1 player from each team + 1 goalie
    - Accurate Shot – 2 players from each team

- o Passing Challenge – 2 players from each team
- o Agility Puck Control Relay – 4 players from each team
- o 3 Puck Breakaway Relay – 2 players from each team + 1 goalie
- Overall Team Award & Trophy for Picture:
  - o Points will be awarded for each event – see detailed plan below and there will an overall team awarded to team with highest number of points across all skills events
- ****Players need to be ready to go immediately upon start of each event**** **and flow of players between dressing rooms, bench & ice is as follows:**
  - o Only players participating in event will be on the ice during the event.
  - o Players participating in next event will be on **bench** prior to their event. For example, players participating in Hardest Shot competition & Shootout Challenge will be on the bench with gear on when Fastest Skater competition is occurring.
  - o Players participating in Accurate Shot & Passing Challenge will enter assigned **dressing rooms with their gear when players participating in next event proceed to bench** when Fastest Skater competition in on. They will proceed to benches when Fastest Skater competition is over
  - o Players in Agility Relay & 3 Puck Breakaway Relay will be waiting outside dressing rooms while Fastest Skater competition is occurring and will enter dressing rooms when

Skills Competition Schedule

Opening (5 minutes)

- 6:00 PM - 6:05 PM Briefing
- Welcome and explain the event layout and rules; thank sponsors

Event 1: Fastest Skater – full ice event (15 minutes)

- 6:05 PM - 6:20 PM
- In the Fastest Skater event, participants skate around the rink as quickly as possible in a timed lap. The objective is to complete the circuit in the shortest amount of time, demonstrating speed and skating efficiency.

- Each team selects two skaters to represent them. They will go in pairs in the following order in round robin: Sydney, Cape Breton West, Glace Bay, Antigonish, Truro, Acadia, Western Valley, County
- There will be 8 timed laps with two skaters each to start (round robin) – 16 skaters in total
- The two skaters with fastest timed laps in round robin will compete against each other in championship Fastest Skater lap
- Winner of Fastest Skater awarded a medal
- The rankings of individual skaters on each team are averaged to determine each team's overall performance.
- Points earned from the fastest skater competition contribute to the team's final score across all skills in competition.

Event #2 and #3 Setup (5 minutes)

6:20 PM - 6:25 PM Setup for Event #2 and #3 (in Parallel)

Event #2 (Hardest Shot) & Event #3 (Shootout Challenge) in Parallel – each is half ice event – 20 minutes

- 6:25 PM - 6:45 PM
- The **Hardest Shot** competition measures the speed of a player's shot. Participants take turns shooting the puck from a designated distance, and a radar gun records the speed of the puck. Each team has **two** representatives (16 players in total), and the player with the fastest shot speed wins.
  - 2 participants from each team, in rotating order: Antigonish, Truro, Acadia, Western Valley, Sydney, County, Cape Breton West, Glace Bay
  - Winner awarded a medal
- In the **Shootout event,** one player from each team takes turns trying to score against the opposing team's goalie in a one-on-one confrontation. Each team selects one player & one goalie. This event highlights individual skill, creativity, and composure under pressure, as well as the goalie's ability

to read and react to the shooter's moves. It's a classic test of scoring and goaltending prowess, often used to decide ties in regular hockey games.

- o Split each side of half ice into 4 teams: Sydney, County, Cape Breton West, Glace Bay (left) & Antigonish, Truro, Acadia, Western Valley, (right)
- o 1 participant from each team – players shoot on opposing team goalie
- o Each player gets three opportunities to score on a goalie
- o The success rate of each shooter is measured by calculating the percentage of goals scored out of their three attempts.
- o Similarly, the goalies' performance is measured by their save percentage, calculated as the percentage of shots they successfully save out of the total faced.
- o The two shooters with the highest scoring percentage and the top two goalies with the best save percentage advance to the championship round.
- o Winning goalie and Shootout winner each awarded a medal
- o The rankings of shooters and goalies on teams are averaged to determine each team's overall performance.
- o Points are awarded to each team based on their rankings in the Shootout Challenge.
- o The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).
- o Points earned from the Shootout Challenge contribute to the team's final score

Event #4 and #5 Setup (5 minutes)

6:45 PM - 6:50 PM Setup for Event #2 and #3 (in Parallel)

Event #4 (Accurate Shot) & Event #5 (Passing Challenge) in Parallel – each is half ice event – 15 minutes

- 6:50 PM – 7:05 PM

- In the **Accurate Shot** event, players aim to hit targets placed in the corners and center of the goal within a specified time. Each participant gets 10 pucks to shoot at the targets from a specified distance. Scoring is based on the number of targets hit, testing the player's precision and control in shooting. If there is a tie, the winner is based on shortest time to hit specified # of targets (i.e., first to hit all 5 targets)
    - Split each side of half ice into 4 teams for passing challenge: Sydney, County, Cape Breton West, Glace Bay (left) & Antigonish, Truro, Acadia, Western Valley (right)
    - Each player takes turns shooting at the wooden board, aiming to be the first to hit five targets successfully.
    - Players have a total of 10 shots to attempt to hit the targets.
    - If a player successfully hits five targets with their 10 shots, they immediately stop shooting, and their time is recorded by coach.
    - If a player does not hit five targets within their 10 shots, their total number of targets hit and the time it took to reach that number is recorded.
    - A tie breaker round to determine who advances to championship will be performed (if required) but not for placing
    - The top two players who are the fastest to hit five targets or have the highest number of targets hit advance to the championship round.
    - Winner awarded a medal
    - Two players of each team participate in Accuracy
    - Players are ranked based on the time it takes them to hit five targets or the total number of targets hit within their 10 shots.
    - Points are awarded to each player based on their rankings in the Accuracy Competition.
    - We will average rankings from for each team to determine overall team ranking
    - The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).
    - Points earned from the Accuracy Competition contribute to the teams final score
- The **Passing Challenge** tests players' passing accuracy and speed. Participants pass 10 pucks into different sized nets, earning points based on

accuracy and the number of successful passes within a time limit. Each team selects two players for this challenge, emphasizing precision and timing in passing.

- o Split each side of half ice into 4 teams for passing challenge: Cape Breton West, Glace Bay, Truro, Acadia (left) & Antigonish, Western Valley, Sydney, County (right)
- o 1 participant from each team, in rotating order on each side
- o Players line up at the top of the circle with 10 pucks placed between tires.
- o Three nets of different sizes are positioned on the ice in the corner: a small net worth 3 points, a mid-size net worth 2 points, and the largest net worth 1 point.
- o Players are ranked based on the total number of points accumulated from their passes.
- o The top two players with the highest scores advance to the Passing Challenge Championship.
- o A tie breaker round to determine who advances to championship will be performed (if required) but not for placing
- o The two qualifying players engage in a head-to-head showdown to determine the ultimate passing champion.
- o Winner awarded a medal
- o Players are ranked based on the total number of points received from their passes.
- o Points are awarded as follows: 3 points for the small net, 2 points for the mid-size net, and 1 point for the largest net.
- o 2 players from each team will participate and we will average the rankings based on points scored
- o The team with the highest score earns 8 points, and the second-place teams earns 7 points, and so on (assuming 8 teams participate).
- o Points earned from the Passing Challenge contribute to the teams final score

Event #6 Setup – Agility Puck Control Relay (5 minutes)

7:05 PM – 7:10 PM Setup for Agility Puck Control Relay

Event #6 – Agility Puck Control Relay – 15 minutes

- 7:10 PM – 7:25 PM
- The Agility Relay is a team event where groups of four skaters from each team navigate through a course with cones, obstacles, and puck control challenges. The course is designed to test skating agility, puck handling skills, and teamwork. The team that completes the relay in the shortest time wins.
- Each team selects four skaters to represent them. 4 teams will go to each corner of ice to enter their Agility course
- First four teams: Antigonish, Truro, Acadia, Western Valley
- Next two teams: Sydney, County, Cape Breton West, Glace Bay
- A coach will skate through the obstacle course to show each team how it works
- A coach at center will subsequently blow a whistle and all teams will go through agility course
- The top four teams will compete against each other in championship
  - The team's time is recorded after the initial player starts by crossing blue line to enter the course and once the last player on the team skates past the blue line with the puck.
- Winning team awarded four medals
- Teams are ranked based on their times in completing the course. The four teams that did not advance are ranked 5th, 6th, 7th and 8th based on time in round robin (assuming 8 teams compete), while top 4 teams are based on ranking in championship round.
- Points are awarded to each team based on their rankings in the Agility Competition.
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).
- Points earned from the Agility Competition contribute to the team's final score, adding excitement and intensity to the overall competition.

Event #7 Setup – 3 Puck Breakaway Relay (5 minutes)

7:25 PM – 7:30 PM Setup for 3 Puck Breakaway Relay –

Event #7 – 3 Puck Breakaway Relay – 15 minutes

- 7:30 PM – 7:45 PM
- The 3 Puck Breakaway Relay involves two skaters and one goalie from each team. Skaters take turns attempting to score on the opposing goalie with a series of breakaway shots, each starting from the blue line with three pucks placed at intervals along blue line. If players score, they must skate quickly past the blue line before next player can go. If player misses shot, they must collect puck and pass to their partner waiting just behind blue line for a pass
- Each team selects two skaters to represent them. Teams will go to each corner of ice to enter their 3 Puck Breakaway Relay
- First three teams: Acadia, Western Valley, Cape Breton West, Glace Bay
- Next three teams: Antigonish, Truro, Sydney, County
- The top four teams to score three goals the fastest advance to the championship round - see note above on timing
- Additionally, the four goalies with the best save percentage advance to the championship.
- Winning goalie and 2 players that win 3 Puck Breakaway Relay each awarded a medal
- Rankings are based on their rankings in the 3-Puck Relay Competition. The top 4 teams for players and goalies will be ranked based on results of championship round while the bottom four teams will be ranked based on results in round robin (assuming 8 teams participate in skills)
- We will take the average ranking from Players and goalies for overall team ranking
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).

- Points earned from the 3-Puck Relay Competition contribute to the team's final score

Closing Ceremony (5 minutes)

7:45 PM - 7:50 PM

Announce winners and distribute awards.

Thank participants, coaches, and volunteers.

Notes:

To ensure a smooth flow, each team needs to be ready at the designated starting times for their events.

Officials and volunteers are crucial for the simultaneous management of parallel events, scoring, and timekeeping.

Quick transitions between events are essential; teams should be briefed on their subsequent locations and times to prevent delays.

Safety is paramount; all participants should undergo a quick safety briefing before the start, and equipment should be checked.

This tight schedule emphasizes the importance of punctuality and efficiency from all involved to ensure a successful and enjoyable competition for the young athletes.

Steeltown Showdown Skills 2025

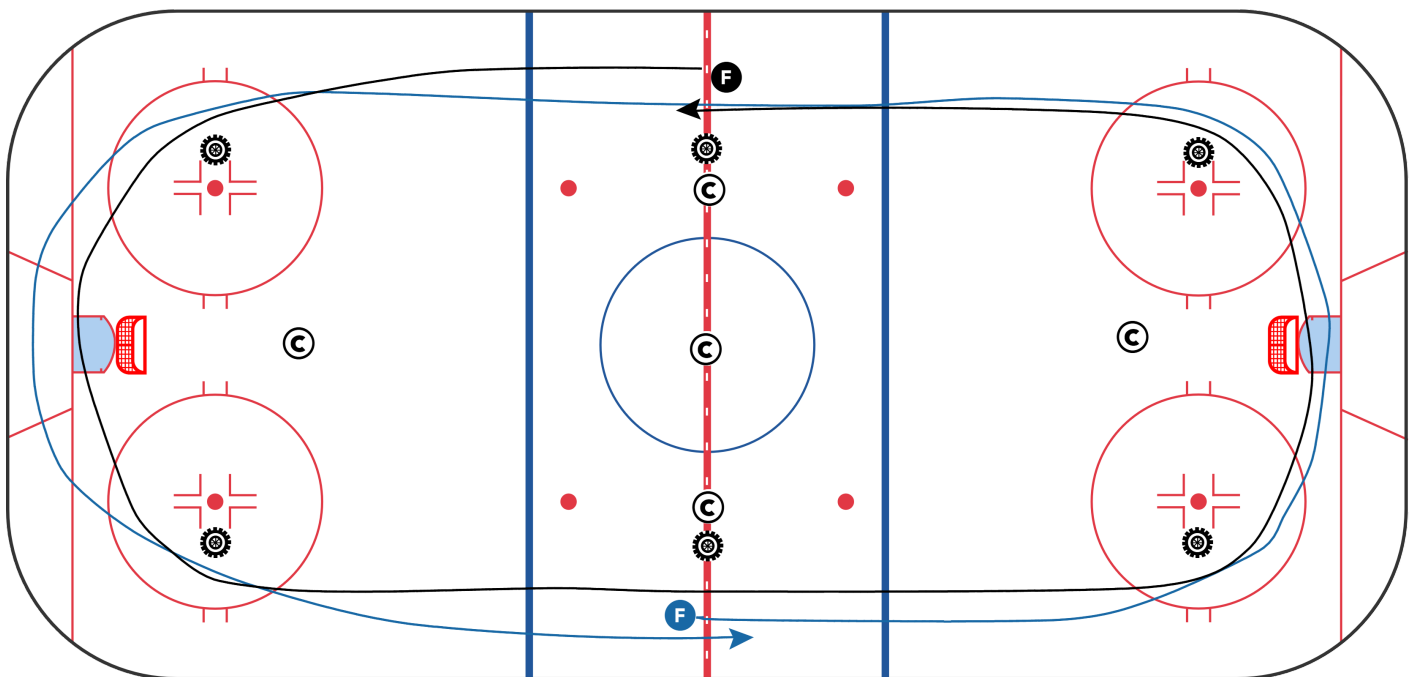**Date:** Feb 16 2025   **Time:** 6:00 pm   **Duration:** 110 mins

• Date: Sunday, February 16, 2025 • Start Time: 6:00 PM; End Time: 7:50 PM • Location: Membertou Arena – Emera Center Ice Surface • Duration: 1 hour and 50 minutes • Teams: Sydney, County, Cape Breton West, Glace Bay, Antigonish, Truro, Acadia, Western Valley • All players from each team (15 skaters & 2 goalies) participate in at least one event in Skills competition • 7 Events: o Fastest Skater – 2 players from each team o Hardest Shot – 2 players from each team o Shootout Challenge – 1 player from each team + 1 goalie o Accurate Shot – 2 players from each team o Passing Challenge – 2 players from each team o Agility Puck Control Relay – 4 players from each team o 3 Puck Breakaway Relay – 2 players from each team + 1 goalie • Overall Team Award & Trophy for Picture: o Points will be awarded for each event – see detailed plan below and there will an overall team awarded to team with highest number of points across all skills events

Opening: Welcome and explain the event layout and rules; thank sponsors	5 mins

Fastest Skater_Steeltown Skills	15 mins

Description
Welcome to the Fastest Skater Competition!
Here's how it works:
Competition Setup:
- Players line up at center ice with their skates positioned in front of the red line.
- The competition kicks off with a full lap around the rink, initiated by the coach's whistle at center ice.
- No false starts during the round-robin round as ranking will be based on time (red line to red line)

Timing:
- Two coaches, stationed at the red line, time each skater's full lap.
- Timing starts as soon as the first skate crosses the red line and stops when the skate completes a full lap and crosses the red line again.

Qualification for Championship:
- Two skaters from each team participate in the fastest skater competition.
- The two skaters with the fastest times advance to the championship lap.

Championship Lap:
- The championship lap determines the winner.
- Players line up at center ice with their skates positioned in front of the red line.
- The championship kicks off with a full lap around the rink, initiated by the coach's whistle at center ice.
- The first skater to cross the red line after completing a full lap wins.

- In the championship, the coach at center ice has discretion to call false starts if necessary.

Scoring:

- Points are awarded to each team based on their skaters' placements in the fastest skater competition.
- The team with the first-place skater earns 8 points, second-place earns 7 points, and so forth.
- If eight teams participate in the competition, the team with the slowest skater still earns 1 point.
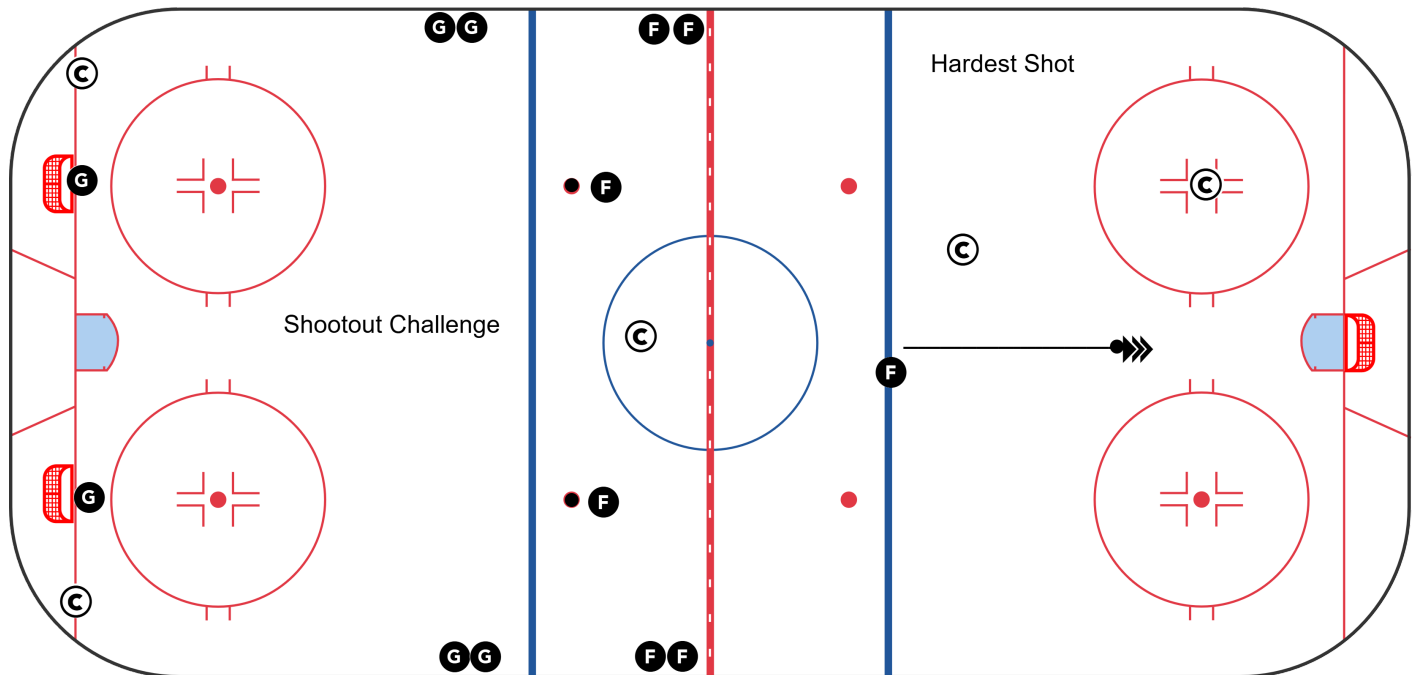
Ranking:

- 1st and 2nd place are awarded to skaters in the championship lap, while 3rd, 4th, and so on are determined by the times recorded in the round-robin round.

Final Team Rankings:

- The rankings of individual skaters on each team are averaged to determine each team's overall performance.
- Points earned from the fastest skater competition contribute to the team's final score across all skills in competition.

Get ready to witness the thrill of speed as teams compete for glory in the Fastest Skater Competition!

HardestShot_Shootout_Steeltown Skills   **20 mins**

Description
Shootout Challenge
 Here's how it unfolds:
Competition Setup:
- Each player gets **three** opportunities to score on a goalie.
- The puck is positioned on the faceoff dot in the neutral zone, and players must maneuver it towards the net while trying to score. The goalie tries to make a save.

Execution:
- Players showcase their best moves, trying to outwit the goalie and find the back of the net.
- Goalies defend their territory with agility and reflexes, doing everything in their power to stop the puck from crossing the goal line.

Measurement:
- The success rate of each shooter is measured by calculating the percentage of goals scored out of their three attempts.
- Similarly, the goalies' performance is measured by their save percentage, calculated as the percentage of shots they successfully save out of the total faced.

Competition Format:
- The two shooters with the highest scoring percentage and the top two goalies with the best save percentage advance to the championship round.

Championship Round:
- In the championship round, the top shooters and goalies face off once again to determine the ultimate winner.
- The player and goalie with the highest scoring and save percentage in the championship round are awarded the title of Shootout Challenge champions.

Tiebreaker Round:
- In case of ties in scoring percentage or save percentage, a tiebreaker round may be held to determine who advances to championship round (or overall winner)

Final Team Rankings:
- The rankings of shooters and goalies on teams are averaged to determine each team's overall performance.
- Points are awarded to each team based on their rankings in the Shootout Challenge.
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 7 teams participate).
- Points earned from the Shootout Challenge contribute to the team's final score, adding excitement and intensity to the competition.

Get ready to witness heart-pounding action as players and goalies go toe-to-toe in the Shootout Challenge, showcasing their skills and determination in pursuit of victory!

Hardest Shot Competition.

Here's how it unfolds:

Competition Setup:

- Players start from the blue line, skating with momentum towards the target area.

- A stationary puck is positioned precisely between two circles above the hash marks but slightly below the top of the circles.

Execution:

- As the player reaches the designated spot, they unleash a slap shot with all their strength and technique.

- The goal is to strike the puck with maximum force, aiming for accuracy and power to propel it towards the target.

Measurement:

- The speed and force of each shot are measured using radar equipment.

- This technology precisely calculates the velocity of the puck as it leaves the player's stick, providing an accurate measurement of the shot's power.

Competition Format:

- Each player takes two shots to ensure consistency and accuracy in measurement.

- The player's hardest shot is recorded as their official score for the competition.
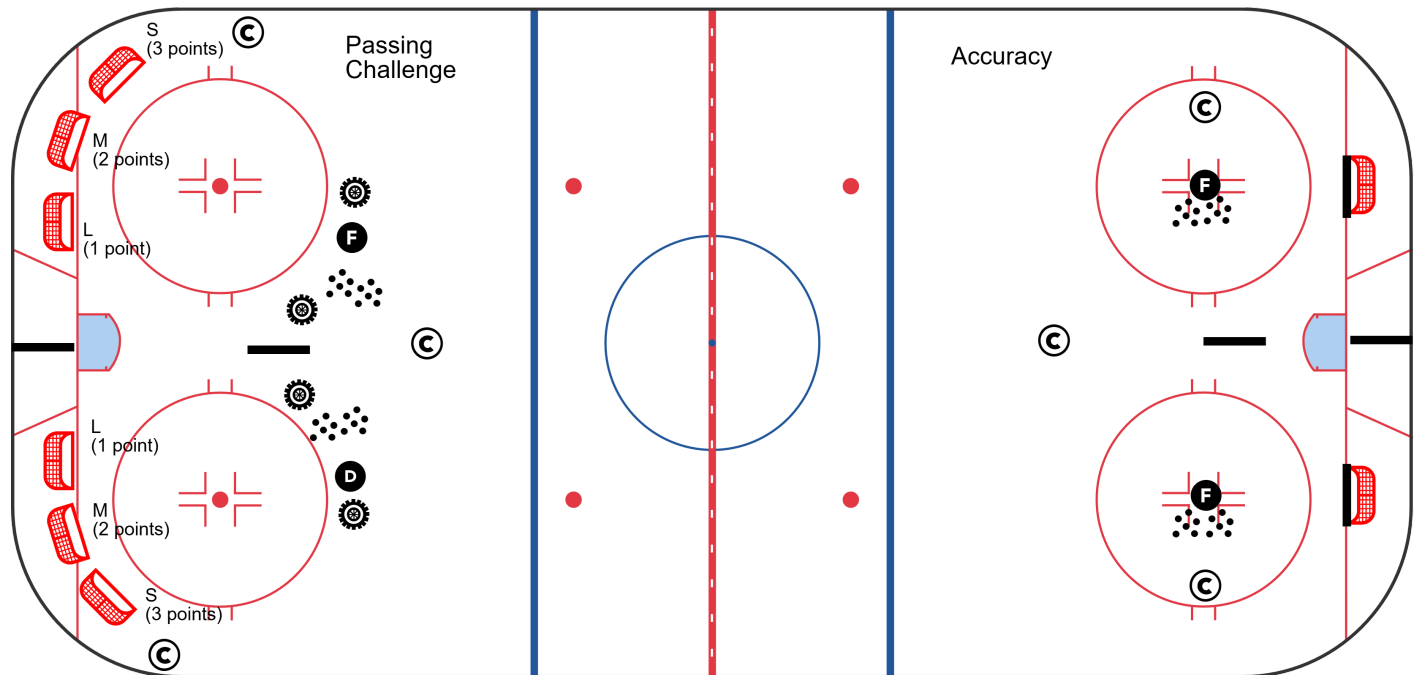
Ranking:

- Skaters are ranked based on their performance, i.e., hardest shot (highest velocity) as per radar finishes first, second hardest shot second, and so on.

Final Team Rankings:

- The rankings of individuals on teams are averaged to determine each team's overall performance.

- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate)

- Points earned from Hardest Shot Competitions contribute to the team's final score.

Get ready to witness jaw-dropping displays of strength and precision as players compete to see who can unleash the hardest shot in the Hardest Shot Competition!

Accuracy_Passing_Steeltown Skills   **15 mins**

Description

Passing Challenge

Welcome to the exhilarating Passing Challenge, where players showcase their precision and accuracy in delivering the perfect pass. Here's how the competition unfolds:

Competition Setup:

- Players line up at the top of the circle with 10 pucks placed between tires.
- Three nets of different sizes are positioned on the ice in the corner: a small net worth 3 points, a mid-size net worth 2 points, and the largest net worth 1 point.

Course Execution:

- Each player passes pucks from between the tires into the nets, aiming to accumulate as many points as possible.
- Players have the freedom to choose which net to shoot at with each pass, based on their strategy and confidence.
- The goal is to deliver accurate passes that successfully land in the designated nets to earn points.

Qualification Round:

- Players are ranked based on the total number of points accumulated from their passes.
- The top two players with the highest scores advance to the Passing Challenge Championship.
- A tie breaker round to determine who advances to championship will be performed (if required) but not for placing

Championship Round:

- The two qualifying players engage in a head-to-head showdown to determine the ultimate passing champion.

Scoring and Rankings:

- Players are ranked based on the total number of points received from their passes.
- Points are awarded as follows: 3 points for the small net, 2 points for the mid-size net, and 1 point for the largest net.
- 2 players from each team will participate and we will average the rankings based on points scored
- The team with the highest score earns 8 points, and the second-place teams earns 7 points, and so on (assuming 8 teams participate).
- Points earned from the Passing Challenge contribute to the teams final score

Get ready to witness precision passing and strategic decision-making as players compete for victory in the Passing Challenge, showcasing their skills and accuracy on the ice!

Accuracy Competition

 Here's how the competition unfolds:

Competition Setup:

- Players line up at the face-off dot in the zone to take their shots.

- A wooden board with five openings is placed in the net as targets for the players to hit.

Course Execution:

- Each player takes turns shooting at the wooden board, aiming to be the first to hit five targets successfully.
- Players have a total of 10 shots to attempt to hit the targets.
- If a player successfully hits five targets with their 10 shots, they immediately stop shooting, and their time is recorded by coach.
- If a player does not hit five targets within their 10 shots, their total number of targets hit and the time it took to reach that number is recorded.
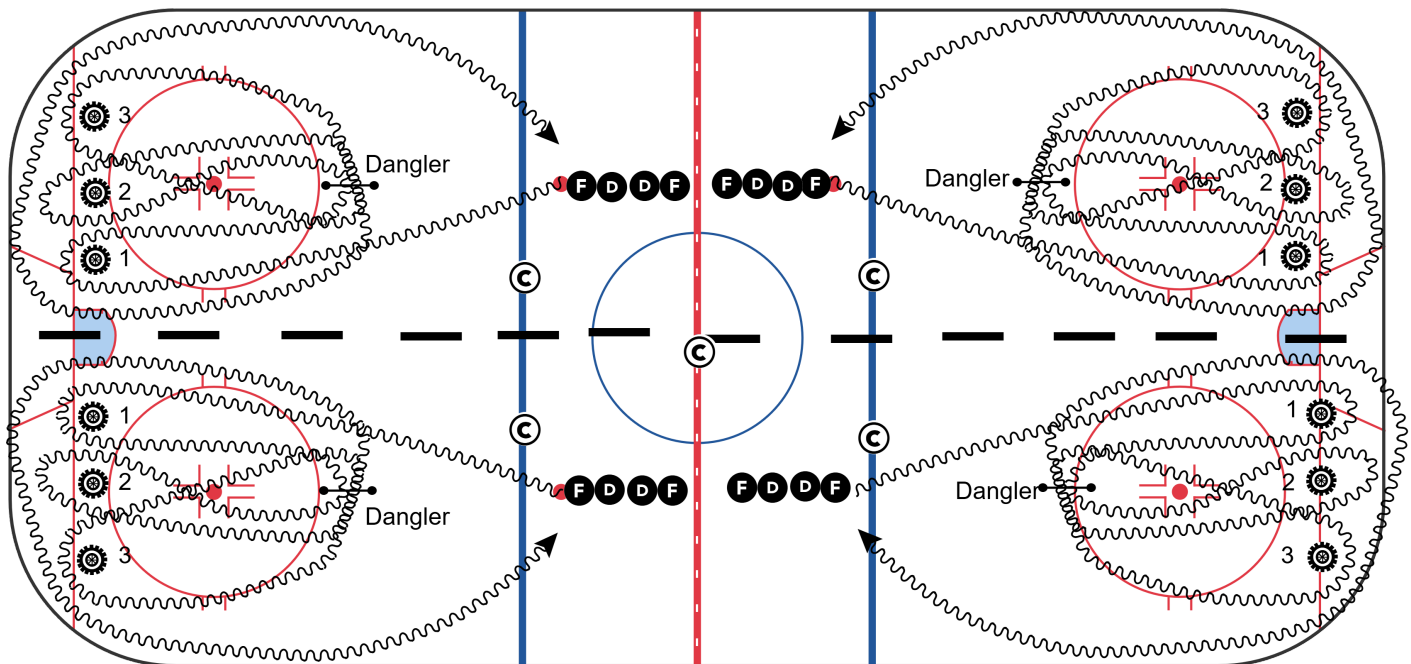
Qualification Round:

- The top two players who are the fastest to hit five targets or have the highest number of targets hit advance to the championship round.

Championship Round:

- The two qualifying players face off in a head-to-head showdown to determine the ultimate accuracy champion.

Scoring and Rankings:

- Two players of each team participate in Accuracy
- Players are ranked based on the time it takes them to hit five targets or the total number of targets hit within their 10 shots.
- Points are awarded to each player based on their rankings in the Accuracy Competition.
- We will average rankings from for each team to determine overall team ranking
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).
- Points earned from the Accuracy Competition contribute to the teams final score

Description

Welcome to the Agility Competition, where players showcase their speed, agility, and precision on the ice. Here's how the competition unfolds:

Competition Setup:

- The ice rink is divided into four identical agility courses, one in each quadrant.
- Four players from each team line up at the face-off dot in the neutral zone, ready to tackle the course.

Course Execution:

- The first player in line takes the puck and navigates through a series of obstacles:
  - Skating around tire #1,
  - through the dangler,
  - Skating around tire #2,
  - through the dangler again,
  - Skating around tire #3,
  - through the dangler once more,
  - Skating behind all three tires in sequence,
  - Finally, the player skates back to the starting line and passes the puck to the next player in line.
- It's crucial for the player to pass the blue line before the next player begins their run. Once a player completes the course, they take a knee to signify their finish.
- The team's time is recorded after the initial player starts by crossing blue line to enter the course and once the last player on the team skates past the blue line with the puck.

Qualification Round:

- The top four teams with the fastest times from the initial round move on to the finals.

Finals:

- The top four engage in a thrilling showdown.
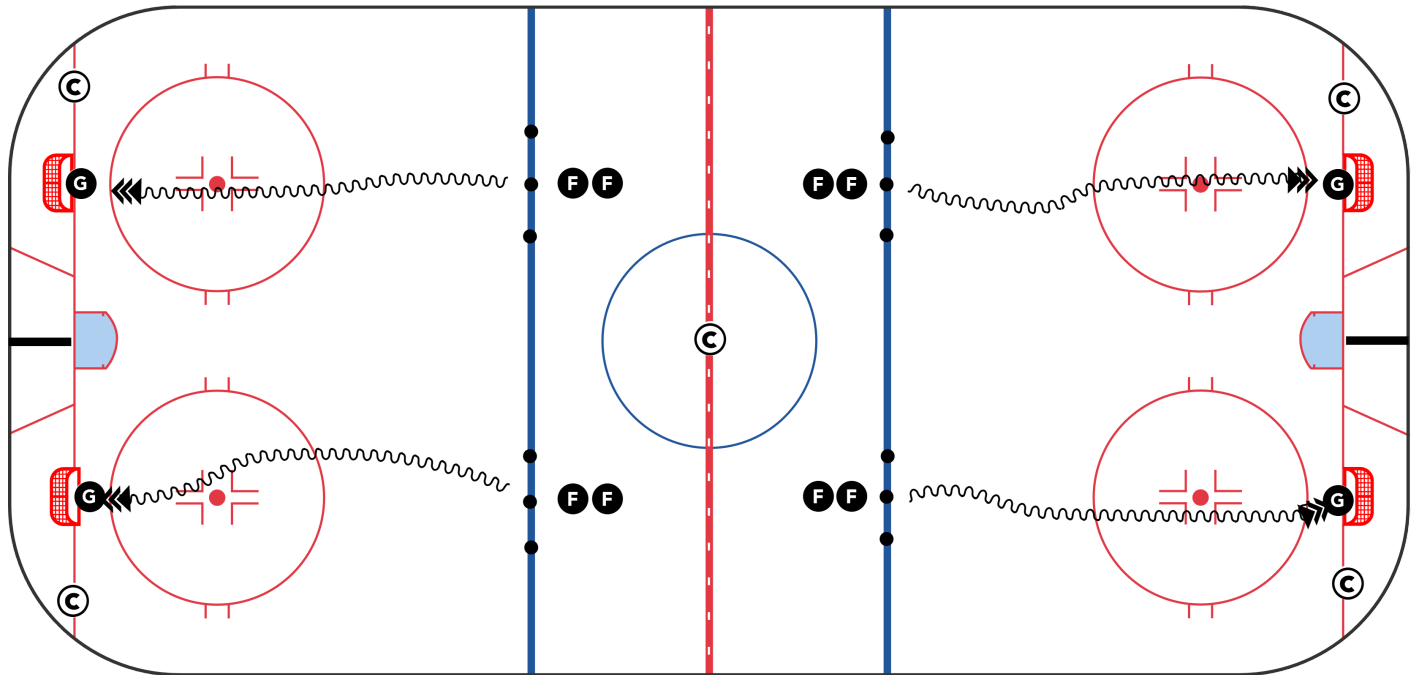- Each team tackles the course once again in a head-to-head battle for supremacy.

Scoring and Rankings:

- Teams are ranked based on their times in completing the course. The four teams that did not advance are ranked 5th-8th based on time in round robin (assuming 6 teams compete), while top 4 teams are based on ranking in championship round.
- Points are awarded to each team based on their rankings in the Agility Competition.
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).

- Points earned from the Agility Competition contribute to the team's final score, adding excitement and intensity to the overall competition.

Get ready to witness the speed, agility, and teamwork as players race against the clock in the Agility Competition, vying for victory and glory on the ice!

3-puck Breakaway Relay_Steeltown Skills   15 mins

Description

Welcome to the high-octane 3-Puck Breakaway Relay Competition, where players team up to take on goalies in a fast-paced test of shooting prowess and teamwork. Here's how the competition unfolds:

Competition Setup:

- Three pucks are strategically positioned across the blue line.
- Two players from each team line up on each faceoff dot in neutral zone, ready to take their shots on the opposing goalie.

Course Execution:

- Player 1 from each team takes their first shot on the goalie.
  - If they score, they must skate past the blue line before Player 2 can take their turn.
  - If they don't score, they quickly receive puck and pass the puck to Player 2 lined up near the blue line.
- Player 2 then takes their shot on the goalie.
  - If they score, they skate past the blue line.
  - If they miss, they quickly retrieve the puck and attempt another shot until they score.
- The process repeats until the team has scored three goals.
- The clock will start when the first player picks up puck at blue line and the timer will stop the clock when the first skate of the player that scored final goal crosses the blue line

Qualification Round:

- The top four teams to score three goals the fastest advance to the championship round - see note above on timing
- Additionally, the four goalies with the best save percentage advance to the championship.

Championship Round:

- The four qualifying teams and goalies face off in a thrilling championship showdown.

Scoring and Rankings:

- Goalies are ranked based on their save percentage.
- Teams are ranked based on the time it takes them to score three goals.
- Rankings are based on their rankings in the 3-Puck Relay Competition. The top 4 teams for players and goalies will be ranked based on results of championship round while the the bottom four teams will be ranked based on results in round robin (assuming 8 teams participate in skills)
- We will take the average ranking from Players and goalies for overall team ranking
- The team with the first-place rank earns 8 points, second-place earns 7 points, and so forth (assuming 8 teams participate).

- Points earned from the 3-Puck Relay Competition contribute to the team's final score

Get ready to witness lightning-fast action as players and goalies battle it out in the 3-Puck Relay Competition, showcasing their skills and teamwork in pursuit of victory on the ice!

Closing Ceremony: Announce winners and distribute awards.　　　**5 mins**