

Showdown Skills Event

If you have not completed or need to make changes to your Showdown Skills Event Form, please click here - [Showdown Skills Event](#) to submit or resubmit your form.

All teams are invited to participate in the Country & Western Showdown Skills Event. This event takes place at the Ford Antioch South Rink (see below for division times).

FRIDAY MARCH 15 SHOWDOWN SKILLS SCHEDULE

Group	Teams	Skills Times	Rink
4	8/8	5:30 pm-6:25 pm	Ford Antioch South
9	4/4	6:25 pm-7:05 pm	Ford Antioch South
10	8/8	7:05 pm-8:00 pm	Ford Antioch South
1	8/8	8:00 pm-9:00 pm	Ford Antioch South
11	4/4	9:00 pm-9:45 pm	Ford Antioch South
12	4/4	9:00 pm-9:45 pm	Ford Antioch South

SATURDAY MARCH 16 SHOWDOWN SKILLS SCHEDULE

Group	Teams	Skills Times	Rink
3	6/6	6:30 pm-7:10 pm	Ford Antioch South
2	10/10	7:10 pm-8:10 pm	Ford Antioch South
5	4/4	8:10 pm-9:00 pm	Ford Antioch South
7	4/4	8:10 pm-9:00 pm	Ford Antioch South
6	4/4	9:00 pm-9:50 pm	Ford Antioch South
8	4/4	9:00 pm-9:50 pm	Ford Antioch South

This event is a highlight at each tournament with many great memories made. It offers a unique teaming experience while having fun. The competition allows each player on every team to participate in at least one event. We stress this event provides teams with a less serious atmosphere to interact with each other outside of game play. The teams in each group will compete against one another for gold, silver, and bronze medals. The teams can exchange trading pins before and after their Showdown Skills Events.

The events include: The Showdown, Biscuit Basket, Speed Challenge, Corner Shot, Speed Shot (N/A for 8U), and Western Relay. The object is to accumulate lots of points in the skill events, which will reduce your official time in the Western Relay. Please keep in mind that you cannot use the same player in two skills events as these events occur simultaneously. The three teams

with the lowest overall times (after being reduced by accumulated skill event points) are awarded individual medals. In the case of a tie, a fastest skate competition occurs.

Go to [Showdown Skills Event](#) for more information and videos. Below is a brief description of even skills event:

- **The Showdown** - Each team enters 4 players and one goalie in this competition. The object of this game is two-fold. The players receive one point for each goal scored and the goalies receive one point for each puck saved. Each player shoots twice on the goalies and each goalie faces eight shots. To begin this event one team of four players will line up at the top of the blue line and one goalie will take the net. The first player will go one on one with the goalie. After shooting the next shooter will then go one on one with the goalie. This rotation will be repeated until each player has shot once. Goalies remain in net for consecutive eight shots on net. Every point earned in this event equals a one second deduction in your relay time.
- **Biscuit Basket** - Each team enters 2 players in this competition. The object of the game is to get the most pucks in the mini-nets. Each player shoots 8 pucks from a stationary position. Each puck in the net equals a one second deduction in your relay time.
- **Speed Challenge** - Each team enters 2 players in this competition. The object of the game is to get the fastest combined time between your two players. The first player will skate through the obstacle course and then come back through it again. The second skater will proceed to the first player. Points are awarded to six teams with the fastest overall time. Points are as follows: 1st gets 15 points, 2nd gets 10 points, 3rd gets 7 points, 4th gets 5 points and 5th gets 3 points, and 6th gets 1 point. Every point earned equals a one second deduction in your relay time.
- **Corner Shot** - Each team enters 2 players in this competition. The object of the game is to hit the targets and get the most pucks in the net. Each player shoots 8 pucks from a stationary position attempting to hit the targets. Every point earned equals a one second deduction in your relay time.
- **Speed Shot - (10U - 14U)** Each team enters 2 players in this competition. The object of the game is to record the fastest shot on the radar gun. Each player gets five attempts with their highest score recorded. Points are awarded to six teams with the fastest overall time. Points are: 1st gets 15 points, 2nd gets 10 points, 3rd gets 7 points, 4th gets 5 points and 5th gets 3 points, and 6th gets 1 point. Every point earned equals a one-second deduction in your relay time.

Western Relay - Each team enters 9 skaters, 1 goalie, and 1 coach (has to be listed on the roster and must wear skates and their helmet) into this competition. The object of the game is to get through our relay course. During the relay, the skater will weave around four pylons, jump over a stick, skate full circle around one pylon, dive under a stick, and then sprint to the goal line where you pick up an object. After getting the object, the skater will sprint back

to the starting point and place the object in a bucket. Throughout the relay, the skater will be skating with a stick-like baton. The baton must be passed along to the next player in line after placing the object in the bucket. For this event, if a team messes up and misses a player, we will take an average of the skaters completing the relay from that team and add the average to their official time. The relay is a scored time event, which is reduced by the points accumulated in your skill event. For example, if a team has a 4:02 relay time, and accumulated 32 points, their overall time is 3:30.

Each team must assign two coaches/parents to coordinate your team during the event. It will be their responsibility to have the players ready at the scheduled times, to send only the players on the ice who are participating in the current event, and to assist the tournament staff with the teams on the ice. The first group will take the ice and do their skill events simultaneously. Once these events finish the teams will do the Western Relay. When the relay ends the coaches and their teams stay on the ice for the final result and awarding of the gold, silver, and bronze medals. We also giveaway the tournament souvenir to the players at this time. Immediately following the next group takes the ice and starts with the Western Relay and then proceeds with the skill events. Coaches must wear helmets, gloves, and skates (stick okay).

Teams need to be ready to assume the ice immediately if the group before them finishes early. All players must wear full equipment and coaches must wear skates, gloves, and helmets. Dressing space is limited. We recommend that you come dressed in your hockey gear with the exception of skates, gloves, and helmet or dress out in the parking lot. If you are dressing in one of the locker rooms keep in mind there are only some available and that others will need to use the same space. So, after dressing we recommend you pack all of your belongings in your bag as others may use the same room. Besides the locker rooms there are other areas in the rink to get dressed, so be creative in using that space, and again encourage players to get dressed outside as that may be more practical. We recommend players bring only one stick.

If you have not completed the Showdown Skills Event form, please go to [Supplemental Forms](#) and click Showdown Skills Event.