



2018 Skate Canada Manitoba Synchronized Skating Championships

January 20, 2018
Beausejour, MB

Beausejour Skating Club

Sanctioned by Skate Canada

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2018 Skate Canada Manitoba Synchronized Skating Championships



*Hosted by Beausejour Skating Club at the Sun Gro Centre in Beausejour, MB
January 20, 2018*

GENERAL INFORMATION

This competition is the Manitoba provincial championship of the synchronized skating season and will be conducted in accordance with the Skate Canada regulations for Synchronized Skating Events. All teams entering this competition must be aware of the rules and regulations pertaining to the 2018 Skate Canada Manitoba Synchronized Skating Competitions as appropriate. These rules and regulations are contained in the Skate Canada Rule Book, Section 6000 and the Events Management Handbook, Section 6000. Pertinent rules and regulations regarding figure skating competitions in general and results calculation methods are contained in Section 7000 of the Rule Book and the Events Management Handbooks and will apply as required to this competition.

Online registration must be completed by Monday December 11, 2017 at 11:00 pm CST.

Date January 20, 2018

Host Beausejour Skating Club

Venue Sun Gro Centre
360 Community Lane, Beausejour MB

Ice Surface 85' x 200'

Hotels
Superior Inn & Conference Centre
1055 Park Ave, Beausejour MB
204-268-9050
Hotel Rate: \$105 plus taxes

LOC Chair Lorne Pelletier lorne.pelletier@shaw.ca 204-510-7659

Technical Representative Diane Brine
brine@mymts.net

EVENTS TO BE HELD

All event technical requirements can be found in Skate Canada's [2017-2018 Synchronized Skating Technical Requirements](#), unless otherwise listed below.

1. BEGINNER I - Skate Canada Learn to Train Synchronized Skating Pilot (APPENDIX A)
 - a. 8 – 16 skaters
 - b. At least 75% of skaters must not have reached the age of 12 as of July 1st preceding the competition
 - c. Maximum 2:10 minutes. Program time may be shorter and will receive no penalty.
2. BEGINNER II - Skate Canada Learn to Train Synchronized Skating Pilot (APPENDIX A)
 - a. 8 – 16 skaters
 - b. Skaters must not have reached the age of 12 as of July 1st preceding the competition AND at least 75% of skaters must not have reached the age of 10 as of July 1st preceding the competition.
 - c. Maximum 2:40 minutes. Program time may be shorter and will receive no penalty.
3. ELEMENTARY
 - a. 8-16 skaters
 - b. Skaters must not have reached the age of 15 as of July 1st preceding the competition
 - c. Maximum 2:40 minutes. Program time may be shorter and will receive no penalty.

All event technical requirements can be found in Skate Canada's [2017-2018 Synchronized Skating Technical Requirements](#), unless otherwise listed below.

1. PRE- JUVENILE
 - a) 8 – 16 skaters, maximum music time 2:40 minutes (program times may be shorter and will receive no penalty)
 - b) Skaters must not have reached the age of 12 as of July 1st preceding the competition.
2. JUVENILE
 - a) 8 – 16 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).
 - b) Skaters must not have reached the age of 15 as of July 1st preceding the competition and at least 75% of skaters must not have reached the age of 13 as of July 1st preceding the competition.
3. PRE-NOVICE
 - a) 8-16 skaters, maximum music time 3:10 minutes (program may be shorter and will receive no penalty).
 - b) Skaters must have reached the age of 12 as of July 1st preceding the competition but must not have reached the age of 18 as of July 1st preceding the competition.
4. NOVICE
 - a) 12-16 skaters, 3:30 minute programs +/- 10 seconds.
 - b) Skaters must have reached the age of 10 as of July 1st preceding the competition but must not have reached the age of 15 as of July 1st preceding the competition.
5. INTERMEDIATE
 - a) 12-16 skaters, 4:00 minute programs +/- 10 seconds.
 - b) Skaters must have reached the age of 13 as of July 1st preceding the competition but must not have reached the age of 19 as of July 1st preceding the competition.

6. OPEN
 - a) 12-16 skaters, 4:00 minute programs +/- 10 seconds.
 - b) Skaters must have reached the age of 15 as of July 1st preceding the competition.
7. ADULT SYS CLASS I
 - a) 8-20 skaters, maximum music time 3:40 minutes (program times may be shorter and will receive no penalty)
 - b) Skaters must have reached the age of 18 as of July 1st preceding the competition.
8. ADULT SYS CLASS II
 - a) 8 – 20 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).
 - b) Skaters must have reached the age of 18 as of July 1st preceding the competition and at least 75% of the skaters must have reached the age of 25 as of July 1st preceding the competition.
9. ADULT SYS CLASS III
 - a) 8–20 skaters, maximum music time 2:40 minutes (program times may be shorter and will receive no penalty).
 - b) Skaters must have reached the age of 19 as of July 1st preceding the competition. At least 75% of the skaters must have reached the age of 35 as of July 1st preceding the competition.

Alternates

There can be a maximum of 4 alternates for any team although for Beginner I & II & Elementary event categories, the use of alternates is discouraged.

Alternates are used in the percentage of age calculations.

EVENT REGISTRATION

The registration form can be found on the Skate Canada Manitoba website - [Synchro Championships](#)

Registrations are due no later than **Monday December 11, 2017 at 11:00 p.m. CST.** Late registrations will be accepted until **Monday December 18, 2016 at 11:00 p.m. CST** and will be subject to a \$50 late fee. Registrations will not be accepted after the Late Registration deadline.

Planned Program Sheets

All teams must upload a Planned Program Content Sheet at the time of registration. Planned Program Sheets will not be accepted on-site. ***Pictures of Planned Program Sheets will NOT be accepted.***

Team Lists

Team Lists must be submitted during registration using the template provided on the registration form. ***No pictures of Team Lists will be accepted.***

Event Start Orders will be posted to the Synchro Championships webpage on the SCMB website no later than Monday, January 15, 2018. **All posted Start Orders are subject to change.**

ENTRY FEES

Beginner 1 | Beginner 2 | Elementary

\$155/Team + \$20/Team Member (including alternates)

*All entry fees include a ten (10) minute practice.

Pre-Juvenile - Adult SYS Class III

\$235/Team + \$20/Team Member (including alternates)

*All entry fees include a ten (10) minute practice.

Refunds will be given up to and including the registration deadline and will be subject to \$50 administration and online processing fees. No refunds will be given after the closing date of entries of the competition. No medical refunds at any time after the deadline.

On-Site Registration

Each Team Manager or Coach of each team must register, and provide music, no later than one hour prior to the beginning of their event, with the exception of the first event of the day, which will be no earlier than 45 minutes before the start of the event.

SKATE CANADA MANITOBA COACH ACCREDITATION

Before the event:

1. Skaters will list a primary and secondary coach on the competition registration form. Only coaches listed on the registration form will be considered for accreditation to the competition.
2. Immediately following the closing of registration, a complete list of primary and secondary coaches is to be sent to the Technical Director
3. The Technical Director will review the list of coaches, checking both their NCCP Certification, as well as the Coach in Good Standing Status. A color-coded accreditation sheet will be created. Only coaches listed on the accreditation sheet will be permitted board access at the event.
4. If a coach requires special permission due to level of certification requests must be made directly to the Technical Director PRIOR to the registration deadline of the competition. Special Permissions are only valid for one competition, and may not be facilitated after the deadline.
5. A final list of approved coaches will be sent to the LOC no later than 1 week prior to the event.
6. For the 2017-2018 season only ending July 1st, 2018, regional level synchro coaches will have the availability to request special permission from the technical director to attend a competition with their pre-novice team. Permission will be granted on a per-competition basis. No blanket coverage will be given.

At the Event:

1. Coach check in is required DAILY for every event. A wristband color coded to the NCCP Certified level of the coach will be given on the first day of registration. There will be one wristband given for the duration of the competition. The wristband must be worn and visible at all times. ****Coaches must sign in each day despite having a wristband****
2. The Section will provide a color-coded flip chart for each competition to be managed at the event by the Tech Rep. The flip chart should be visible at ice level for event officials,

organizing committee, and ice captains to easily monitor. The color presented on the flip chart will represent the NCCP Certified Coaching level approved to be at the boards for the corresponding event. Coaches without the appropriate level of certification will NOT be permitted to be at the boards.

3. Last minute coaching changes may be accommodated for extenuating circumstances. These coaches **MUST** be Registered coaches in good standing with the appropriate NCCP Status. Last minute changes must be facilitated by the Section Technical Director. No Exceptions.
4. Coaches who received special permission will be noted on the accreditation sheet provided. These coaches must sign in with their special permission letter signed by the Technical Director. The letter will specify the competition approved, as well as the events.

ACCREDITATION FOR COACHES

[Skate Canada Policies and Procedures](#) shall apply.

Skate Canada and its Section Partners are committed to creating a safe competitive environment for athletes to reach optimal performance at the following qualifying events:

- Event 1: Skate Canada Synchronized Skating Championships

This policy governs the necessary requirements to obtain coach accreditation privileges at qualifying competitions hosted by Skate Canada and its Section Partners.

	Synchronized Skating MATRIX				
Categories	Event #1	Registered	First Aid	Screening	NCCP Certification
Elementary	N/A	✓	✓	✓	Regional Coach
Beginner I	N/A	✓	✓	✓	Regional Coach
Beginner II	N/A	✓	✓	✓	Regional Coach
Pre-Juvenile	N/A	✓	✓	✓	Regional Coach
Juvenile	N/A	✓	✓	✓	Regional Coach
Pre-Novice	N/A	✓	✓	✓	Provincial Coach
Novice	✓	✓	✓	✓	National Coach
Intermediate	✓	✓	✓	✓	Provincial Coach
OPEN	✓	✓	✓	✓	Provincial Coach
Adult SYS Class I	✓	✓	✓	✓	Regional Coach
Adult SYS Class II	✓	✓	✓	✓	Regional Coach
Adult SYS Class III	✓	✓	✓	✓	Regional Coach

The accreditation guidelines for all other Skate Canada sanctioned competitions (as applicable) are determined by the Sections.

Two coaches per entry will be accredited. Only two people will be allowed at ice level – determined by the skater/team.

Judging System

Beginner I, Beginner II & Elementary will be assessed by - Skate to Standard

Pre-Juvenile and higher will be judged using the Cumulative Points Calculation (CPC) Judging System.

Music

All team managers must submit the team's program CDs when they register at the competition.

Only CDs will be accepted and the start of the music shall be recorded on the CD with less than two seconds of lead in. Each team must provide two CDs for the competition upon registration – one for competition marked "Master" and one for back-up marked "Copy". Team's name followed by music time (not skating time) shall be clearly printed on one side of the CD. Each CD shall be enclosed in a plastic case marked with the skater's name, category and total music time.

All music used must be in the public domain or covered by the performing rights society.

Teams that have music composed especially for their programs, either in wholly or in part shall be responsible for obtaining a written release from the composer for the use of such music on radio and/or television or appropriate clearance from the performing rights society.

Awards

Beginner I, Beginner II & Elementary will be assessed to a Standard. They will receive a report card and ribbons.

CPC Report Cards will be given to all teams and medals will be presented to the top three finalists in each event with more than one entry.

Note: Single Event Entries will be awarded with a Participation Medal.

<i>Ribbons (Assessed to Standard)</i>	<i>Medals (Judged to Placement)</i>
Synchronized Skating Beginner I, II & Elementary	Synchronized Skating Pre-Juvenile - Open
	Synchronized Skating Adult I, II, III

Costuming

Clothing worn in competitions must be modest, dignified and appropriate for athletic competition and must not give the effect of excessive nudity for athletic sport. No tights for boys are permitted; girls may wear skirts, trousers or tights. Sleeveless costumes are permitted. Clothing may reflect the character of the music. Accessories and props are not permitted.

Entering and Exiting the Ice Surface

- Prior to the announcement, the Team to skate shall enter the competition ice surface for their warmup at the sign of the Referee's Assistant at ice level. Following a warmup period of at least one (1) minute, the Team is announced.
- Each team must take their starting position and make a signal to the Referee, at the latest, thirty (30) seconds after their name has been announced, failing which the music will be played.
- A team must not take more than thirty (30) seconds for exiting from the ice surface.

Accidents/Liability

Skate Canada, SCMB and the Local Organizing Committee and its volunteers undertake no responsibility for damages or injuries suffered by skaters. As a condition of and in consideration of their entries in these Championships, all competitors and their parents or guardians shall be deemed to agree to assume all risks or injuries to the competitor's person and property resulting from, or caused by or

connected with, the conduct and managements of the competitions and to release any and all claims they may have against the officials, the association, the Section, Skate Canada, the Local Organizing Committee and against the officers and their entries shall only be accepted on these conditions.

Medical Services

Medical Services available to skaters will be located at ice level, with a further medical room located in the off-ice area. Signage will be displayed on-site.

SCMB Camera Policy

Flash photography is not permitted. Skate Canada Manitoba restricts the use of cameras and video equipment during Skate Canada sanctioned events out of respect for the safety and to protect the privacy of competing athletes.

Spectators are permitted to use cameras at the event for personal use only and are subject to the following conditions. Anyone who does not abide by these rules risks having their camera confiscated by authorized personnel.

- No flash photography is allowed
- Camera lens must not be larger than 200mm in order to avoid obstructing the view of other spectators
- Any resale of photography or posting photos on websites is strictly prohibited
- Video cameras can only be used by the parent(s) of their own skater during their performance

Coaches are only permitted to video tape their own team from the boards during that skater's practice or performance. Coaches cannot video tape from the spectator area.

Ticket Information

Adult	\$5/Daily Pass
Senior (60+)	\$3/Daily Pass
Student (6-17)	\$3/Daily Pass
Child (under 6)	Free

THIS ANNOUNCEMENT IS SUBJECT TO CHANGE

APPENDIX A

Synchronized Skating

Minimum Element Requirements for Assessed to Standard events

Elements performed at the Beginner I, Beginner II, and Elementary levels must meet the following minimum requirements in order for the element to be identified and provided an assessment rating. Elements that do not meet the minimum requirements identified in the table below will be considered incomplete and marked "Invalid" with no assessment rating provided.

ELEMENT	CATEGORIES	MINIMUM ELEMENT REQUIREMENTS
LINEAR ELEMENT (BLOCK)	Beginner I	<ul style="list-style-type: none"> Must have a minimum of three (3) lines in a closed block formation Must be a closed block formation with parallel lines (lined up or staggered) and skaters attached for majority of time
PIVOTING ELEMENT (BLOCK)	Beginner II Elementary	<ul style="list-style-type: none"> Must have a minimum of three (3) lines in a closed block formation Must be a closed block formation with parallel lines (lined up or staggered) and skaters attached for majority of time Must cover at least half ($\frac{1}{2}$) of the ice surface Pivot must be recognizable (any distance)
LINEAR ELEMENT (LINE)	Beginner I Beginner II Elementary	<ul style="list-style-type: none"> There may be one (1) or two (2) lines. If two (2) lines, they may pass by each other
ROTATING ELEMENT (WHEEL)	Beginner I Beginner II Elementary	<ul style="list-style-type: none"> There may be one (1) or two (2) wheels. If two (2) wheels, they must be side by side wheels All wheels must rotate at the same time There must be at least three (3) skaters in each spoke a wheel
ROTATING ELEMENT (CIRCLE)	Beginner I Beginner II Elementary	<ul style="list-style-type: none"> There may be a maximum of two (2) circles at the same time There must be at least four (4) skaters in each circle
INTERSECTION ELEMENT	Beginner I Beginner II	<ul style="list-style-type: none"> Preparation and approach must be face-to-face No rotation permitted at the point of intersection
	Elementary	<ul style="list-style-type: none"> Preparation and approach must be face-to-face Each half ($\frac{1}{2}$) of team must execute the same turns/steps at the point of intersection (including the direction

		of the rotation). · Only three-turns or mohawks may be used at the point of intersection
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NOTE:

Additional elements may be performed; however, these must be listed as "Transitions" on the Planned Program Content sheet.

APPENDIX B**Synchronized Skating Assessment Standard Criteria*****BEGINNER I Assessment Standard Criteria***

In order to establish an element rating, teams must acquire 2 or more assessments at a level or higher. Any assessment point rated Merit shall result in the element receiving no higher than a Bronze. Any element with two or more assessment points rated at Merit shall result in an overall rating of Merit for the element.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Block Element	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> Correct shape 75% or more of element All skaters lined up and evenly spaced Lines close together 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Correct shape 50% of element Most skaters lined up and evenly spaced Lines close together 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Correct shape 25% of element Uneven line up and spacing of skaters Uneven space between lines 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Correct shape not sustained Little lining up and uneven spacing Noticeable gaps between lines
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> Covers more than 50% of the ice Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Covers 50% of the ice Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Covers less than 50% of the ice Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No recognizable ice coverage Stop needed for set up and exit from element
		<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze 			

		<ul style="list-style-type: none"> Lines not as even as possible – No higher than Bronze 			
Linear Element (Line)	(1) Shape & Spacing: Correctness of line(s) and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> Good shape All skaters lined up Lines close together (2 lines) Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Reasonable shape Most skaters lined up Lines close together (2 lines) Skaters evenly spaced 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Poor shape Uneven line up Uneven space between lines (2 lines) Uneven space between skaters 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Unclear shape Little lining up Noticeable gaps between lines (2 lines)
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> Cover more than 50% of the ice Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Cover 50% of the ice Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Cover less than 50% of the ice Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No recognizable ice coverage Stop needed for set up and exit from element
		<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 			

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
IntersectionElement	(1) Shape & Spacing:	<u>Good (for</u>	<u>Reasonable (for</u>	<u>Poor (for</u>	<u>Insufficient</u>

	Correctness of line up and even spacing between skaters	<u>level)</u> <ul style="list-style-type: none"> Good shape All skaters lined up Skaters evenly spaced 	<u>level)</u> <ul style="list-style-type: none"> Reasonable shape Most skaters lined up Skaters evenly spaced 	<u>level)</u> <ul style="list-style-type: none"> Poor shape Uneven line up Uneven space between skaters 	<u>(for level)</u> <ul style="list-style-type: none"> Unclear shape Little lining up Uneven spacing
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, sureness of pi, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> Good ice coverage Clean pi Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Fair ice coverage Clean pi Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Poor ice coverage Some bumping at pi Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Little ice coverage Collision at pi Stop needed for set up and exit from element
<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze 					

Choice of one Rotating Element:

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Rotating Element (Circle)	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> Good shape Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Reasonable shape Skaters 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Poor shape Uneven space between skaters 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Unclear shape Uneven

			evenly spaced		spacing
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) <ul style="list-style-type: none"> All skaters move together as one 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Most skaters move together as one 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Little unison through element 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) <ul style="list-style-type: none"> Continuous smooth rotation Easy transition into and exit from element 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Fair rotation, some slight pulling Minor struggle with set up and exit from element 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Irregular rotation, stopping/starting Poor transition into and exit from element 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> Little rotation, jerky Stop needed to set up and exit from element
		<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 			
Rotating Element (Wheel)	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	Good (<u>for level</u>) <ul style="list-style-type: none"> Good shape All skaters lined up Skaters evenly spaced 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Reasonable shape Most skaters lined up Skaters evenly spaced 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Poor shape Uneven line up Uneven space between skaters 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> Unclear shape Little lining up Uneven spacing
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) <ul style="list-style-type: none"> All skaters move together as one 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Most skaters move together as one 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Little unison through element 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) <ul style="list-style-type: none"> Continuous smooth rotation Easy 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Fair rotation, some slight 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Irregular rotation, stopping/starting 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> Little rotation,

		transition into and exit from element	pulling · Minor struggle with set up and exit from element	· Poor transition into and exit from element	jerky · Stop needed to set up and exit from element
		<ul style="list-style-type: none"> · Fall by 1 – No higher than Bronze · Fall by 2 or more – No higher than Merit · Break in Hold (5sec. or less) – No higher than Silver · Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze · Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 			

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component assessment cannot exceed Technique rating	(1) Technique*: Proper mechanics demonstrated	Good Technique (for level) · Turns · Blade pushes · One foot skating	Reasonable Technique (for level) · Turns · Blade pushes · One foot skating	Poor Technique (for level) · Turns · Blade pushes · Two footed skating	Insufficient Technique (for level) · Turns · Evident toe pushing · Excessive Two footed skating
	(2) Power: Ability to generate and maintain speed	Good (for level) · Acceleration · Knee action	Reasonable (for level) · Acceleration · Knee action	Poor (for level) · Acceleration · Knee action	Insufficient (for level) · Acceleration · Knee action
	(3) Execution: Balance and control	· Stable throughout · Evidence of body lean	· Generally stable · Some body lean	· Stability inconsistent · Minimal body lean	· Unstable throughout · No evidence of body lean
Performance *Component assessment cannot exceed Carriage	(1) Carriage*: Style, form, line	Good (for level) · Form · Core strength · Body line	Reasonable (for level) · Form · Core strength · Body line	Poor (for level) · Form · Core strength · Body line	Insufficient (for level) · Form · Core strength · Body line

rating	(2) Projection: Ability to perform with confidence	Good (<u>for level</u>) · Confidence · Commitment to movements	Reasonable (<u>for level</u>) · Confidence · Commitment to movements	Poor (<u>for level</u>) · Confidence · Commitment to movements	Insufficient (<u>for level</u>) · Confidence · Commitment to movements
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6 Total Assessments: 4 Elements, 2 Program Components

BEGINNER I Overall Assessment

GOLD: At least 4 assessments at Gold, Skating Skills assessment no lower than Silver.

SILVER: At least 4 assessments at Silver or higher, Skating Skills assessment no lower than Bronze.

BRONZE: At least 4 assessments at Bronze or higher, Skating Skills assessment no lower than Bronze.

MERIT: Less than 4 assessments at Bronze or higher, Skating Skills at Merit.

APPENDIX C

BEGINNER II Assessment Standard Criteria

In order to establish an element rating, teams must acquire 2 or more assessments at a level or higher. Any assessment point rated Merit shall result in the element receiving no higher than a Bronze. Any element with two or more assessment points rated at Merit shall result in an overall rating of Merit for the element.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Pivoting Element (Block)	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (<u>for level</u>) · Correct shape 75% or more of element · All skaters lined up and evenly spaced · Lines close together	Reasonable (<u>for level</u>) · Correct shape 50% of element · Most skaters lined up and evenly spaced · Lines close together	Poor (<u>for level</u>) · Correct shape 25% of element · Uneven line up and spacing of skaters · Uneven space between lines	Insufficient (<u>for level</u>) · Correct shape not sustained · Little lining up and uneven spacing · Noticeable gaps between lines
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) · All skaters move together as one	Reasonable (<u>for level</u>) · Most skaters move together as one	Poor (<u>for level</u>) · Little unison through element	Insufficient (<u>for level</u>) · No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) · Covers more than 50% of the ice · Easy transition into and exit from element · Good speed and continuous pivoting action	Reasonable (<u>for level</u>) · Covers 50% of the ice · Minor struggle with set up and exit from element · Continuous pivoting action	Poor (<u>for level</u>) · Covers less than 50% of the ice · Poor transition into and exit from element · Interrupted pivoting action (less than 2 seconds)	Insufficient (<u>for level</u>) · No recognizable ice coverage · Stop needed for set up and exit from element · No pivot action
*Element assessment cannot exceed Shape rating		· Fall by 1 – No higher than Bronze · Fall by 2 or more – No higher than Merit			

		<ul style="list-style-type: none"> · Break in Hold (5sec. or less) – No higher than Silver · Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze · Lines not as even as possible – No higher than Bronze 			
Linear Element (Line)	(1) Shape & Spacing*: Correctness of line(s) and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> · Good shape · All skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Reasonable shape · Most skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	<u>Poor (for level)</u> <ul style="list-style-type: none"> · Poor shape · Uneven line up · Uneven space between lines (2 lines) · Uneven space between skaters 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> · Unclear shape · Little lining up · Noticeable gaps between lines (2 lines)
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> · All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> · Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> · No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> · Good ice coverage · Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Fair ice coverage · Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> · Poor ice coverage · Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> · Little ice coverage · Stop needed for set up and exit from element
		<ul style="list-style-type: none"> · Fall by 1 – No higher than Bronze · Fall by 2 or more – No higher than Merit · Break in Hold (5sec. or less) – No higher than Silver · Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze · Lines not as even as possible – No higher than Bronze 			

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
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Intersection Element	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) • Clear shape • All skaters lined up • Skaters evenly spaced	Reasonable (for level) • Clear shape • Most skaters lined up • Skaters evenly spaced	Poor (for level) • Poor shape • Uneven line up • Uneven space between skaters	Insufficient (for level) • Unclear shape • Little lining up • Uneven spacing
	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as one	Reasonable (for level) • Most skaters move together as one	Poor (for level) • Little unison through element	Insufficient (for level) • No unison through element
	(3) Execution: Movement over the ice, sureness of pi, transition in/out of element	Good (for level) • Good ice coverage • Clean pi • Easy transition into and exit from element	Reasonable (for level) • Fair ice coverage • Clean pi • Minor struggle with set up and exit from element	Poor (for level) • Poor ice coverage • Some bumping at pi • Poor transition into and exit from element	Insufficient (for level) • Little ice coverage • Collision at pi • Stop needed for set up and exit from element
		• Fall by 1 – No higher than Bronze • Fall by 2 or more – No higher than Merit • Break in Hold (5sec. or less) – No higher than Silver • Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze			
Rotating Element (Circle)	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) • Good shape • Skaters evenly spaced	Reasonable (for level) • Reasonable shape • Skaters evenly spaced	Poor (for level) • Poor shape • Uneven space between skaters	Insufficient (for level) • Unclear shape • Uneven spacing
	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as	Reasonable (for level) • Most skaters move together as	Poor (for level) • Little unison through element	Insufficient (for level) • No unison through

		one	one		element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> Continuous smooth rotation Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Fair rotation, some slight pulling Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Irregular rotation, stopping/starting Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Little rotation, jerky Stop needed to set up and exit from element
<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 					
Rotating Element (Wheel) *Element assessment cannot exceed Technique rating	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> Good shape All skaters lined up Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Reasonable shape Most skaters lined up Skaters evenly spaced 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Poor shape Uneven line up Uneven space between skaters 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Unclear shape Little lining up Uneven spacing
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> Continuous smooth rotation Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> Fair rotation, some slight pulling Minor struggle with set up and 	<u>Poor (for level)</u> <ul style="list-style-type: none"> Irregular rotation, stopping/starting Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> Little rotation, jerky Stop needed to set up and exit from element

			exit from element		
		<ul style="list-style-type: none"> • Fall by 1 – No higher than Bronze • Fall by 2 or more – No higher than Merit • Break in Hold (5sec. or less) – No higher than Silver • Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze • Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 			
COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component assessment cannot exceed Technique rating	(1) Technique*: Proper mechanics demonstrated	Good Technique (for level) <ul style="list-style-type: none"> • Turns • Blade pushes • One foot skating 	Reasonable Technique (for level) <ul style="list-style-type: none"> • Turns • Blade pushes • One foot skating 	Poor Technique (for level) <ul style="list-style-type: none"> • Turns • Blade pushes • Two footed skating 	Insufficient Technique (for level) <ul style="list-style-type: none"> • Turns • Evident toe pushing • Excessive Two footed skating
	(2) Power: Ability to generate and maintain speed	Good (for level) <ul style="list-style-type: none"> • Acceleration • Knee action 	Reasonable (for level) <ul style="list-style-type: none"> • Acceleration • Knee action 	Poor (for level) <ul style="list-style-type: none"> • Acceleration • Knee action 	Insufficient (for level) <ul style="list-style-type: none"> • Acceleration • Knee action
	(3) Execution: Balance and control	<ul style="list-style-type: none"> • Stable throughout • Evidence of body lean 	<ul style="list-style-type: none"> • Generally stable • Some body lean 	<ul style="list-style-type: none"> • Stability inconsistent • Minimal body lean 	<ul style="list-style-type: none"> • Unstable throughout • No evidence of body lean
Performance *Component assessment cannot exceed Carriage rating	(1) Carriage*: Style, form, line	Good (for level) <ul style="list-style-type: none"> • Form • Core strength • Body line 	Reasonable (for level) <ul style="list-style-type: none"> • Form • Core strength • Body line 	Poor (for level) <ul style="list-style-type: none"> • Form • Core strength • Body line 	Insufficient (for level) <ul style="list-style-type: none"> • Form • Core strength • Body line
	(2) Projection: Ability to perform with confidence	Good (for level) <ul style="list-style-type: none"> • Confidence 	Reasonable (for level) <ul style="list-style-type: none"> • Confidence 	Poor (for level) <ul style="list-style-type: none"> • Confidence • Commitment 	Insufficient (for level) <ul style="list-style-type: none"> • Confidence

October 17, 2017

		• Commitment to movements	• Commitment to movements	t to movements	• Commitment to movements
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7 Total Assessments: 5 Elements, 2 Program Components

BEGINNER II Overall Assessment

GOLD: At least 4 assessments at Gold, Skating Skills assessment no lower than Silver.

SILVER: At least 4 assessments at Silver or higher, Skating Skills assessment no lower than Bronze.

BRONZE: At least 4 assessments at Bronze or higher, Skating Skills assessment no lower than Bronze.

MERIT: Less than 4 assessments at Bronze or higher, Skating Skills at Merit.

APPENDIX D

ELEMENTARY Assessment Standard Criteria

In order to establish an element rating, skaters must acquire 2 or more assessments at a level or higher. Any assessment point rated Merit shall result in the element receiving no higher than a Bronze. Any element with two or more assessment points rated at Merit shall result in an overall rating of Merit for the element.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Pivoting Element (Block) *Element assessment cannot exceed Shape rating	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (<u>for level</u>) <ul style="list-style-type: none"> Correct shape 75% or more of element All skaters lined up and evenly spaced Lines close together 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Correct shape 50% of element Most skaters lined up and evenly spaced Lines close together 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Correct shape 25% of element Uneven line up and spacing of skaters Uneven space between lines 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> Correct shape not sustained Little lining up and uneven spacing Noticeable gaps between lines
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) <ul style="list-style-type: none"> All skaters move together as one 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Most skaters move together as one 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Little unison through element 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) <ul style="list-style-type: none"> Covers more than 50% of the ice Easy transition into and exit from element Good speed and continuous pivoting action Pivot more than 90 degrees 	Reasonable (<u>for level</u>) <ul style="list-style-type: none"> Covers 50% of the ice Minor struggle with set up and exit from element Continuous pivoting action Pivot of 90 degrees 	Poor (<u>for level</u>) <ul style="list-style-type: none"> Covers less than 50% of the ice Poor transition into and exit from element Interrupted pivoting action (less than 2 seconds) Pivot less than 90 degrees 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> No recognizable ice coverage Stop needed for set up and/or exit from element No pivot action

		<ul style="list-style-type: none"> • Fall by 1 – No higher than Bronze • Fall by 2 or more – No higher than Merit • Break in Hold (5sec. or less) – No higher than Silver • Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze • Lines not as even as possible – No higher than Bronze 			
Linear Element (Line) *Element assessment cannot exceed Shape rating	(1) Shape & Spacing*: Correctness of line(s) and even spacing between skaters	<u>Good (for level)</u> <ul style="list-style-type: none"> • Clear shape • All skaters lined up • Lines close together (2 lines) • Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> • Clear shape • Most skaters lined up • Lines close together (2 lines) • Skaters evenly spaced 	<u>Poor (for level)</u> <ul style="list-style-type: none"> • Poor shape • Uneven line up • Uneven space between lines (2 lines) • Uneven space between skaters 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> • Unclear shape • Little lining up • Noticeable gaps between lines (2 lines)
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> <ul style="list-style-type: none"> • All skaters move together as one 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> • Most skaters move together as one 	<u>Poor (for level)</u> <ul style="list-style-type: none"> • Little unison through element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> • No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> <ul style="list-style-type: none"> • Good ice coverage • Easy transition into and exit from element 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> • Fair ice coverage • Minor struggle with set up and exit from element 	<u>Poor (for level)</u> <ul style="list-style-type: none"> • Poor ice coverage • Poor transition into and exit from element 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> • Little ice coverage • Stop needed for set up and/or exit from element
		<ul style="list-style-type: none"> • Fall by 1 – No higher than Bronze • Fall by 2 or more – No higher than Merit • Break in Hold (5sec. or less) – No higher than Silver • Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze • Lines not as even as possible – No higher than Bronze 			

ELEMENTS	ASSESSMENT	GOLD	SILVER	BRONZE	MERIT
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	POINTS				
Intersection Element	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) <ul style="list-style-type: none"> Clear shape All skaters lined up Skaters evenly spaced 	Reasonable (for level) <ul style="list-style-type: none"> Clear shape Most skaters lined up Skaters evenly spaced 	Poor (for level) <ul style="list-style-type: none"> Poor shape Uneven line up Uneven space between skaters 	Insufficient (for level) <ul style="list-style-type: none"> Unclear shape Little lining up Uneven spacing
	(2) Unison: Equal movement by all skaters together	Good (for level) <ul style="list-style-type: none"> All skaters move together as one 	Reasonable (for level) <ul style="list-style-type: none"> Most skaters move together as one 	Poor (for level) <ul style="list-style-type: none"> Little unison through element 	Insufficient (for level) <ul style="list-style-type: none"> No unison through element
	*Element assessment cannot exceed Shape rating	Good (for level) <ul style="list-style-type: none"> Good ice coverage Clean pi Easy transition into and exit from element 	Reasonable (for level) <ul style="list-style-type: none"> Fair ice coverage Clean pi Minor struggle with set up and exit from element 	Poor (for level) <ul style="list-style-type: none"> Poor ice coverage Some bumping at pi Poor transition into and exit from element 	Insufficient (for level) <ul style="list-style-type: none"> Little ice coverage Collision at pi Stop needed for set up and/or exit from element
		<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze 			
Rotating Element (Circle)	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) <ul style="list-style-type: none"> Clear shape Skaters evenly spaced 	Reasonable (for level) <ul style="list-style-type: none"> Clear shape Skaters evenly spaced 	Poor (for level) <ul style="list-style-type: none"> Poor shape Uneven space between skaters 	Insufficient (for level) <ul style="list-style-type: none"> Unclear shape Uneven spacing
	(2) Unison: Equal movement by all skaters	Good (for level)	Reasonable (for level)	Poor (for level) <ul style="list-style-type: none"> Little unison 	Insufficient (for level)

	together	<ul style="list-style-type: none"> • All skaters move together as one 	<ul style="list-style-type: none"> • Most skaters move together as one 	through element	<ul style="list-style-type: none"> • No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> • Continuous smooth rotation • Easy transition into and exit from element 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> • Fair rotation, some slight pulling • Minor struggle with set up and exit from element 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> • Irregular rotation, stopping/starting • Poor transition into and exit from element 	<p>Insufficient (<u>for level</u>)</p> <ul style="list-style-type: none"> • Little rotation, jerky • Stop needed to set up and/or exit from element
<ul style="list-style-type: none"> • Fall by 1 – No higher than Bronze • Fall by 2 or more – No higher than Merit • Break in Hold (5sec. or less) – No higher than Silver • Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze • Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 					
Rotating Element(Wheel)	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> • Clear shape • All skaters lined up • Skaters evenly spaced 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> • Clear shape • Most skaters lined up • Skaters evenly spaced 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> • Poor shape • Uneven line up • Uneven space between skaters 	<p>Insufficient (<u>for level</u>)</p> <ul style="list-style-type: none"> • Unclear shape • Little lining up • Uneven spacing
	(2) Unison: Equal movement by all skaters together	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> • All skaters move together as one 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> • Most skaters move together as one 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> • Little unison through element 	<p>Insufficient (<u>for level</u>)</p> <ul style="list-style-type: none"> • No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> • Continuous smooth rotation • Easy 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> • Fair rotation, some slight pulling 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> • Irregular rotation, stopping/starting • Poor 	<p>Insufficient (<u>for level</u>)</p> <ul style="list-style-type: none"> • Little rotation, jerky • Stop needed to set

*Element assessment cannot exceed Technique rating

		transition into and exit from element	<ul style="list-style-type: none"> Minor struggle with set up and exit from element 	transition into and exit from element	up and/or exit from element
		<ul style="list-style-type: none"> Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 			
COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component assessment cannot exceed Technique rating	(1) Technique*: Proper mechanics demonstrated	Good Technique (for level) <ul style="list-style-type: none"> Turns Blade pushes One foot skating 	Reasonable Technique (for level) <ul style="list-style-type: none"> Turns Blade pushes One foot skating 	Poor Technique (for level) <ul style="list-style-type: none"> Turns Blade pushes Two footed skating 	Insufficient Technique (for level) <ul style="list-style-type: none"> Turns Evident toe pushing Excessive Two footed skating
	(2) Power: Ability to generate and maintain speed	Good (for level) <ul style="list-style-type: none"> Acceleration Knee action 	Reasonable (for level) <ul style="list-style-type: none"> Acceleration Knee action 	Poor (for level) <ul style="list-style-type: none"> Acceleration Knee action 	Insufficient (for level) <ul style="list-style-type: none"> Acceleration Knee action
	(3) Execution: Balance and control	<ul style="list-style-type: none"> Stable throughout Evidence of body lean 	<ul style="list-style-type: none"> Generally stable Some body lean 	<ul style="list-style-type: none"> Stability inconsistent Minimal body lean 	<ul style="list-style-type: none"> Unstable throughout No evidence of body lean
Performance *Component assessment cannot exceed Carriage rating	(1) Carriage*: Style, form, line	Good (for level) <ul style="list-style-type: none"> Form Core strength Body line 	Reasonable (for level) <ul style="list-style-type: none"> Form Core strength Body line 	Poor (for level) <ul style="list-style-type: none"> Form Core strength Body line 	Insufficient (for level) <ul style="list-style-type: none"> Form Core strength Body line

	(2) Projection: Ability to perform with confidence	Good (<u>for level</u>) · Confidence · Commitment to movements	Reasonable (<u>for level</u>) · Confidence · Commitment to movements	Poor (<u>for level</u>) · Confidence · Commitment to movements	Insufficient (<u>for level</u>) · Confidence · Commitment to movements
Interpretation	(1) Timing*: Ability to match movements to timing of music	Several movements match musical pace/timing.	A few movements match musical pace/timing.	Movements generally not matched with musical pace/timing.	Movements have no connection to musical pace or timing.
*Component Assessment cannot exceed Technique rating	(2) Character: Inclusion of movements that reflect character of music	Multiple movements demonstrate an understanding of music character.	Very basic interpretation; limited understanding of music and its character.	A small number of movements related to music character, mainly limited to opening and ending.	Little to no attempt at interpreting character of music.

8 Total Assessments: 5 Elements, 3 Program Components

Elementary Overall Assessment

GOLD: At least 5 assessments at Gold, Skating Skills and Performance assessment no lower than Silver.

SILVER: At least 5 assessments at Silver or higher, Skating Skills and Performance assessment no lower than Bronze.

BRONZE: At least 5 assessments at Bronze or higher, Skating Skills and Performance assessment no lower than Bronze.

MERIT: Less than 5 assessments at Bronze or higher, Skating Skills or Performance at Merit.