



ANNOUNCEMENT



2018 PRAIRIE REGIONAL SYNCHRONIZED SKATING CHAMPIONSHIPS

Dates: February 10 & 11, 2018
Location: Stonewall, MB
Hosted by: Stonewall Skating Club of the Manitoba Section

Table of Contents

EVENT PHILOSOPHY	3
GENERAL INFORMATION	4
CONTACT INFORMATION	4
ARENA(S) TO BE USED	4
ACCOMMODATION	4
REGISTRATION FEE	4
ENTRY FEES	4
PLANNED PROGRAM SHEETS	4
TEAM LISTS	4
ON-SITE REGISTRATION	5
ACCREDITATION FOR COACHES	5
MUSIC	6
AWARDS	6
EVENT SCHEDULE	7
CEREMONIES	7
ACCIDENTS/LIABILITY	7
MEDICAL SERVICES	7
SCMB CAMERA POLICY	7
TICKET INFORMATION	8
EVENTS TO BE HELD	9
1. NOVICE	9
2. INTERMEDIATE	9
3. OPEN	9
4. JUNIOR	9

5. SENIOR	9
NON-QUALIFYING EVENTS.....	9
1. BEGINNER I.....	9
2. BEGINNER II.....	9
3. ELEMENTARY	9
4. PRE-JUVENILE	10
5. JUVENILE.....	10
6. PRE-NOVICE.....	10
7. ADULT SYS CLASS I.....	10
8. ADULT SYS CLASS II.....	10
9. ADULT SYS CLASS III	10
GENERAL REGULATIONS.....	11
ELIGIBILITY	11
ALTERNATES.....	11
PROBLEMS DURING A PERFORMANCE	11
DRAWS	11
STARTING ORDERS	11
CONDUCT OF EVENTS.....	12
RESULTS CALCULATION.....	12
MARKING/ JUDGING SYSTEM	12
QUALIFICATIONS TO COMPETE AT 2018 SKATE CANADA SYNCHRONIZED SKATING CHAMPIONSHIPS.....	12
PRACTICE ICE.....	13
SERVICES.....	13
MEDICAL AND SECURITY SERVICES	13
INFORMATION/LOST AND FOUND.....	13
PHOTOGRAPHY.....	13
VIDEOGRAPHER	13
SKATE SHARPENING	13
APPENDIX A.....	14
Synchronized Skating Minimum Element Requirements for Assessed to Standard events.....	14
APPENDIX B	16
BEGINNER I Assessment Standard Criteria.....	16
APPENDIX C	22
BEGINNER II Assessment Standard Criteria	22
APPENDIX D.....	27
ELEMENTARY Assessment Standard Criteria	27

EVENT PHILOSOPHY

The Regional Synchronized Skating Championships are part of the Skate Canada Synchronized Skating Championship qualifying system. These events are planned, managed and executed by Skate Canada Sections on a rotational basis, in conjunction with a local volunteer organizing team.

The purpose of this competition is to provide a developmental and competitive experience for synchronized skating teams which allows them the opportunity to qualify for the Skate Canada Synchronized Skating Championships in Novice, Intermediate, Open, Junior and Senior categories. The top team in each of the five qualifying categories in every Region may advance to the Skate Canada Synchronized Skating Championships. Additional entries are allotted to regions based on their teams' placement at last year's National Championships and regional membership sizes.

In selecting host sites for these Championships, every attempt is made to move the event across each region in a regular cycle, to balance the costs faced by participants from year to year as much as possible, and to allow synchronized skating to be presented in various communities in each section.

In addition to experiencing the challenges and personal growth involved in competing at this level, one of the features of this competitive system is to allow skaters an opportunity to experience the cultural diversity of Canada through exploration of the area holding the championships.

The focus for skaters at this event is not only on qualifying for the Skate Canada Synchronized Skating Championships, but on the whole experience: self-satisfaction in achieving competitive goals and meeting competitors from across the region, and experiencing the camaraderie of traveling as part of a team.

GENERAL INFORMATION

The 2018 Prairie Regional Synchronized Skating Championships will be conducted in accordance with Skate Canada rules and regulations for qualifying Synchronized Skating events. The host club for this event is the Stonewall Skating Club of the Manitoba Section – Skate Canada.

CONTACT INFORMATION

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ARENA(S) TO BE USED

Veterans Memorial Sports Complex
550 Main Street, Stonewall MB
204-467-7975
Ice Surface: 85ft x 200 ft

ACCOMMODATION

Victoria Inn
1808 Wellington Ave, Winnipeg MB
Phone #: 204-786-4801
Rate: \$129.99

REGISTRATION FEE

Registrations will be accepted for the 2018 Prairie Regional Synchronized Championship using online WUFOO form. Registration can be found on the Skate Canada Manitoba website under competitions.

Registration deadline is **Thursday January 4, 2018 at 11:00 pm CST**. Late registrations will be accepted until **Thursday January 11, 2018 at 11:00 p.m. CST** and are subject to a \$50 late fee. Registrations will not be accepted following January 11, 2017.

ENTRY FEES

Beginner I, II & Elementary

\$200/Team + \$25/Team Member (including alternates)
* All entry fees include a ten (10) minute practice

Pre-Juvenile – Adult III

\$300/Team + \$25/Team Member (including alternates)
* All entry fees include a ten (10) minute practice, except Intermediate and Open who will receive twelve (12) minute practice.

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.***

ON-SITE REGISTRATION

All teams, coaches and team managers must register on-site at Veterans Memorial Sports Complex in Stonewall, MB. Registration will be held on Saturday February 10th, 2018 one hour prior to the first practice time.

Only those skaters whose names appear on the team registration form as team members/alternates will be allowed to skate. Only those skaters whose names are listed on the team registration form for the Regional Synchronized Skating Championships will be allowed to skate in the 2018 Skate Canada Synchronized Skating Championships ([Rules of Sport 12.2](#)). No substitution or addition shall be allowed. The number of allowable alternates on each team is four.

ACCREDITATION FOR COACHES

ACCREDITATION FOR COACHES AT THE 2018 SKATE CANADA PRAIRIE REGIONAL SYNCHRONIZED SKATING CHAMPIONSHIPS

In order to receive coaches' accreditation from the association at the 2018 Skate Canada Prairie Regional Synchronized Skating Championships coaches must, all be registered Professional Coaches in good standing with Skate Canada throughout the even and must meet the following requirements as outlined in the Accreditation for Events Policy.

- Be NCCP National Coach Certified in any discipline for all categories
- Show proof of being registered as a Professional Coach in good standing.

New coaches or foreign coaches who do not meet the above criteria will be accredited only if they qualify in accordance with Skate Canada Policies and Procedures.

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

1. Be NCCP National Coach Certified or higher in any discipline for Novice, Junior and Senior categories.
2. Be NCCP Provincial Coach Certified or higher in any discipline for Pre-Novice, Intermediate and Open categories.
3. Be NCCP Regional Coach Certified or higher for all other categories.
4. Show proof being registered as a Professional Coach in good standing.

Team Managers and Chaperones

All team managers and chaperones must be current Skate Canada registrants.

Two coaches, one team manager and two chaperones for a total of five people per team will be accredited. The names and Skate Canada numbers for these accreditations **MUST** be included on the online registration form.

The primary coach and one alternate (skater) will stand at the entrance to the ice, and the team manager and other alternates in the exit area (Kiss & Cry). The chaperones will be allowed in the dressing rooms **ONLY** and will not have access to ice level during practice and competition (including Kiss & Cry).

COACH SIGN IN

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 granted on a per-competition basis, and may not be facilitated after the deadline.
5. 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.
6. A final list of approved coaches will be sent to the LOC no later than 1 week prior to the event.

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.

MUSIC

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 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.

Music Requirements

Each entry/team must provide two CDs for the competition upon registration. One for competition (marked "Master") and one for back up (marked "copy").

Standard Specifications for CDs and Cassettes

1. Only one (1) program shall be recorded on each CD.
2. The start of the music shall be recorded on the CD with less than 2 seconds of lead in.
3. Competitor's/team's name followed by music time (not skating time) shall be clearly printed on the CD.
4. Each CD shall be enclosed in a plastic case marked with the skater's/team's name, event and total music time

Post-Event Segment or Event

Music and skater detail sheets can be picked up from **the registration table**, approximately 30 minutes after the completion of each event. Any music not picked up will not be returned.

AWARDS

Beginner I & Beginner II will be assessed to a Standard. All teams will receive a report card and ribbons.

Elementary is assessed to standard with ranking. Top 3 finalists receive medals. An individual report card is produced for each team in Elementary.

Pre-Juvenile – Adult III - 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>Assessed to Standard with Ranking</i>	<i>Medals (Judged to Placement)</i>
Synchronized Skating Beginner I & Beginner II	Elementary – top 3 teams receive medals	Synchronized Skating Pre-Juvenile - Open
		Synchronized Skating Adult I, II, III

EVENT SCHEDULE

Competition schedule will be posted on Skate Canada Manitoba website and be emailed to Coaches no later than Friday February 2, 2018.

Event Start Orders will be posted to the Prairie Regionals webpage on the SCMB website no later than Monday, February 5, 2018. **All posted Start Orders are subject to change.**

Information for double entry skaters: Should a schedule conflict arise between a practice time and event time, it is up to the skater, coach and team manager to decide what takes priority. The host committee may not manipulate the official start orders or start times in order to accommodate competitors who are skating on more than one team.

CEREMONIES

Opening ceremonies will be held on Saturday February 10, 2018, following the final practice of the day. Following the opening ceremonies, banners may be displayed around the arena as long as they do not cover any advertising or promotional signs.

Further information regarding Opening Ceremonies will be provided in the Team Welcome Letter.

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

EVENTS TO BE HELD

The following events must be included in the 2018 Prairie Regional Synchronized Skating Championships. There are no test requirements. The following categories are based on age and number of skaters. [2017-2018 Synchronized Skating Technical Requirements](#)

1. **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.

2. **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.

3. **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.

4. **JUNIOR**

- a) 16 skaters, maximum 2:50 min short program and 4:00 minutes free skating program +/- 10 sec.
- 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.

5. **SENIOR**

- a) 16 skaters, maximum music time 2:50 minutes short program and 4:30 minutes +/- 10 sec free skating program.
- b) Skaters must have reached at least the age of 15 as of the July 1st preceding the competition.

NON-QUALIFYING EVENTS

2017-2018 [Beginner I, II & Elementary Technical Requirements](#)

[2017-2018 Pre-Juvenile – Adult III Technical Requirements](#)

1. **BEGINNER I**

- 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**

- 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.

4. 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.

5. 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.

6. 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.

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.

FILLING MAXIMUM EVENT QUOTA AT REGIONALS (Event Management Handbook -Section 7000 E-1.1 (7))

If the maximum quota in the Junior or Senior category at a Regional Synchronized Skating Championship is not filled due to insufficient entries, that event may be held, but will not be mandatory. (Should a team decide not to compete due to insufficient entries, they must still submit all required forms and entry fees by the registration deadline.)

GENERAL REGULATIONS

ELIGIBILITY

The 2018 Prairie Regional Synchronized Skating Championships is open to all teams from Saskatchewan and Manitoba sections registered with Skate Canada ([Rules of Sports 12.2](#)) and meet the requirements outlined in the description of events to be held. There is no qualification process to enter the event, however a qualifying round may be held if entry numbers warrant.

SINGLE ENTRY TEAMS (Novice, Intermediate and Open)

Should a category only have one entry, the team will be given the option to not attend the Regional Championships and will qualify directly to the Synchronized Skating Championships. Single entries will be notified no later than one week following the entry submission deadline and will be given the option to skate an exhibition and be assessed/monitored by a full panel of officials. Detail sheets by official will be provided following the performance in this case. If two or more entries have registered, the event will take place regardless of qualifying entry quotas.

ALTERNATES

There can be up to a maximum of 4 alternates for any team in all categories.

PROBLEMS DURING A PERFORMANCE

The Technical Representative or his/her designate (ice level referee) may ask a team alternate to go on the ice during a performance to retrieve any objects that have dropped on to the ice (hair accessories, etc.) so that a performance does not have to be interrupted and so that there is no danger to the skaters. To this end, it is requested that each team, where possible, have an alternate dressed with skates on and skate guards off, available at the entrance area during the team's performance.

DRAWS

A random draw will be used for the first portion of all events. The Chief Data Specialist will conduct the draws ([Rules of Sport 3.2](#)). The starting order for qualifying events for the first portion of the event will be available seven days prior to the start of the competition. The drawn starting orders (initial and subsequent) shall also apply for the official practice ice for all parts of the competition (if practice ice is available and being offered).

The draw for all subsequent events (including those events where the free program is skated twice) will be conducted at the Veterans Memorial Sports Complex. Upon registration, teams will be notified of the location and times for all draws.

A coach and/or team manager shall be in attendance for all subsequent draws. In the event that a team is not represented, the Technical Representative will make the draw on behalf of the team. Draws for subsequent parts of the event will be posted immediately following the results of the previous part.

STARTING ORDERS

[\(Rules of Sport 3.2\)](#)

- 1) **STARTING ORDER FOR THE FIRST PART OF AN EVENT:** The skating order shall be determined by a random draw in each event.
- 2) **STARTING ORDER FOR SUBSEQUENT PART OF AN EVENT:** As soon as possible after the determination of the results of the preceding part, the Referee or Assistant Referee, in the presence of at least one team shall divide the teams for the purpose of the draw for the next succeeding part (in the order in which they finished in the previous part) into the smallest possible number of equal groups. If the number of teams is not equally divisible, the last group to skate (and as many preceding groups as necessary) must contain

one more team than the first group. The lowest placed group must skate first, the next lowest second and so on.

- 3) **TIES (CPC Regulations, Section A – 105 - 2 Determination of results in each part of a competition):**
If two or more teams have the same result, the Total Technical Score will break the tie in the short program and the Program Components Score will break the tie in a free skate program. If these results are also equal, the teams concerned will be considered as tied.

CONDUCT OF EVENTS

[Rules of Sport](#)

RESULTS CALCULATION

The Cumulative Points Calculation System will be used.

MARKING/ JUDGING SYSTEM

Beginner I, II & Elementary teams will only skate once on Saturday.

- An individual report card is produced for each team in Beginner I and Beginner II.
- Medals are only awarded to the top three placements for the final results. An individual report card is produced for each team in Elementary.

Judging of Pre-Juvenile to Ault III free programs will be as follows:

- Each team will skate their free program twice, each time may be with a different panel of judges. Final results will be based on the combined results of both skates as per the following factors:
 - In the first portion of the event, the total score of the free program will be multiplied by a factor of 0.5.
 - In the second portion of the event, the total score of the free program will be multiplied by a factor of 1.0.
- The draw for the second free program will be seeded, based on the results of the first program, in the same manner as an event with a short and free program component.
- The total mark for Program Components will be used to break a tie in both free programs.

QUALIFICATIONS TO COMPETE AT 2018 SKATE CANADA SYNCHRONIZED SKATING CHAMPIONSHIPS

Teams will qualify to compete at the Skate Canada Synchronized Skating Championships ([Rules of Sport 12.2](#)) as follows:

- 1) The final result in each Regional event shall determine the competitors eligible to enter the equivalent National qualifying competition.
- 2) **NOVICE, INTERMEDIATE, OPEN, JUNIOR, AND SENIOR:** Teams that place 1st in Novice, Intermediate, Open, Junior and Senior categories at Regional qualifying events may be selected to represent the Section in the respective National qualifying competition.
- 3) **ADDITIONAL ENTRIES BASED ON REGISTERED ASSOCIATE MEMBERS IN SECTION:** For every 15,000 registered associate members in the Region, an additional team may be entered into each category at the National qualifying event. The number of sustaining members shall be determined by the membership year September 1 to August 31 of the year preceding the National qualifying event.
- 4) Teams placing in the top five at the Skate Canada Synchronized Skating Championships will earn their Region an additional entry (or entries) into the respective category at the National qualifying round the following year.

Should a team(s) not be able to attend the Skate Canada Synchronized Skating Championships for any reason, the next best placed team(s) will have the opportunity to compete at the event.

The Skate Canada national office must receive all required registration information no later than 48 hours after the completion of the Regional Synchronized Skating Championships. The entry list for each Regional Championships will be submitted to Skate Canada by the **Regional** event organizing committee.

PRACTICE ICE

Upon registration or attendance at an officially scheduled practice session, teams are not permitted to skate on any ice surface other than the official practice or competition ice as scheduled for the event.

Practice ice cost is included in the registration fee. Practice ice will begin Saturday morning at 8:00 a.m. (time subject to change). A schedule will be posted on the Skate Canada Manitoba Website under competitions.

ENTERING AND EXITING THE ICE SURFACE:

- a) Prior to the announcement, the Team to skate shall enter the competition ice surface for their warmup at the sign of the Assistant Referee at ice level. Following a warmup period of at least **one (1)** minute, the Team is announced.
- b) 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.
- c) A team must not take more than thirty (30) seconds for exiting from the ice surface.

Sections a), b) & c) apply to both the short program and the free skating segments.

SERVICES

MEDICAL AND SECURITY SERVICES

First Aid services will be available throughout the competition.

INFORMATION/LOST AND FOUND

These services will be located at the Registration Desk in the Arena Lobby.

PHOTOGRAPHY

TBA

VIDEOGRAPHER

TBA

SKATE SHARPENING

Not available.

ANNOUNCEMENT 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 (½) 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 (½) 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

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	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	Reasonable (<u>for level</u>) · Covers 50% of the ice · Minor struggle with set up and exit from element	Poor (<u>for level</u>) · Covers less than 50% of the ice · Poor transition into and exit from element	Insufficient (<u>for level</u>) · 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 			
Linear Element (Line)	(1) Shape & Spacing:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)

	Correctness of line(s) and even spacing between skaters	<ul style="list-style-type: none"> · Good shape · All skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	<ul style="list-style-type: none"> · Reasonable shape · Most skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	<ul style="list-style-type: none"> · Poor shape · Uneven line up · Uneven space between lines (2 lines) · Uneven space between skaters 	<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: 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 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Reasonable shape · Most skaters lined up 	<u>Poor (for level)</u> <ul style="list-style-type: none"> · Poor shape · Uneven line up 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> · Unclear shape · Little lining up

		· Skaters evenly spaced	· Skaters evenly spaced	· Uneven space between skaters	· Uneven spacing
	(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, sureness of pi, transition in/out of element	Good (<u>for level</u>) · Good ice coverage · Clean pi · Easy transition into and exit from element	Reasonable (<u>for level</u>) · Fair ice coverage · Clean pi · Minor struggle with set up and exit from element	Poor (<u>for level</u>) · Poor ice coverage · Some bumping at pi · Poor transition into and exit from element	Insufficient (<u>for level</u>) · 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	Good (<u>for level</u>) · Good shape · Skaters evenly spaced	Reasonable (<u>for level</u>) · Reasonable shape · Skaters evenly spaced	Poor (<u>for level</u>) · Poor shape · Uneven space between skaters	Insufficient (<u>for level</u>) · Unclear shape · Uneven spacing
	(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

		<p><u>Good (for level)</u></p> <ul style="list-style-type: none"> · Continuous smooth rotation · Easy transition into and exit from element 	<p><u>Reasonable (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><u>Poor (for level)</u></p> <ul style="list-style-type: none"> · Irregular rotation, stopping/starting · Poor transition into and exit from element 	<p><u>Insufficient (for level)</u></p> <ul style="list-style-type: none"> · Little rotation, jerky · Stop needed to set up and exit from element
	<p>(3) Execution: Movement over the ice, transition in/out of element</p>	<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 			
<p>Rotating Element (Wheel)</p>	<p>(1) Shape & Spacing: Correctness of line up and even spacing between skaters</p>	<p><u>Good (for level)</u></p> <ul style="list-style-type: none"> · Good shape · All skaters lined up · Skaters evenly spaced 	<p><u>Reasonable (for level)</u></p> <ul style="list-style-type: none"> · Reasonable shape · Most skaters lined up · Skaters evenly spaced 	<p><u>Poor (for level)</u></p> <ul style="list-style-type: none"> · Poor shape · Uneven line up · Uneven space between skaters 	<p><u>Insufficient (for level)</u></p> <ul style="list-style-type: none"> · Unclear shape · Little lining up · Uneven spacing
	<p>(2) Unison: Equal movement by all skaters together</p>	<p><u>Good (for level)</u></p> <ul style="list-style-type: none"> · All skaters move together as one 	<p><u>Reasonable (for level)</u></p> <ul style="list-style-type: none"> · Most skaters move together as one 	<p><u>Poor (for level)</u></p> <ul style="list-style-type: none"> · Little unison through element 	<p><u>Insufficient (for level)</u></p> <ul style="list-style-type: none"> · No unison through element
	<p>(3) Execution: Movement over the ice, transition in/out of element</p>	<p><u>Good (for level)</u></p> <ul style="list-style-type: none"> · Continuous smooth rotation · Easy transition into and exit from element 	<p><u>Reasonable (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><u>Poor (for level)</u></p> <ul style="list-style-type: none"> · Irregular rotation, stopping/starting · Poor transition into and exit from element 	<p><u>Insufficient (for level)</u></p> <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 			

	<ul style="list-style-type: none"> · 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
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COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills	(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	(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 · Commitment to movements 	Reasonable (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements 	Poor (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements 	Insufficient (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements

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>) <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 	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 	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) 	Insufficient (<u>for level</u>) <ul style="list-style-type: none"> · No recognizable ice coverage · Stop needed for set up and exit from element · No pivot action
*Element assessment cannot exceed Shape rating	<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> · Good shape · All skaters lined up · Lines close together (2 lines) · Skaters evenly spaced	<u>Reasonable (for level)</u> · Reasonable shape · Most skaters lined up · Lines close together (2 lines) · Skaters evenly spaced	<u>Poor (for level)</u> · Poor shape · Uneven line up · Uneven space between lines (2 lines) · Uneven space between skaters	<u>Insufficient (for level)</u> · Unclear shape · Little lining up · Noticeable gaps between lines (2 lines)
	(2) Unison: Equal movement by all skaters together	<u>Good (for level)</u> · All skaters move together as one	<u>Reasonable (for level)</u> · Most skaters move together as one	<u>Poor (for level)</u> · Little unison through element	<u>Insufficient (for level)</u> · No unison through element
	(3) Execution: Movement over the ice, transition in/out of element	<u>Good (for level)</u> · Good ice coverage · Easy transition into and exit from element	<u>Reasonable (for level)</u> · Fair ice coverage · Minor struggle with set up and exit from element	<u>Poor (for level)</u> · Poor ice coverage · Poor transition into and exit from element	<u>Insufficient (for level)</u> · Little ice coverage · 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 · Lines not as even as possible – No higher than Bronze			

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Intersection Element	(1) Shape & Spacing*: Correctness of line up and even	<u>Good (for level)</u> · Clear shape	<u>Reasonable (for level)</u> · Clear shape	<u>Poor (for level)</u> · Poor shape	<u>Insufficient (for level)</u> · Unclear shape

*Element assessment cannot exceed Shape rating	spacing between skaters	<ul style="list-style-type: none"> · All skaters lined up · Skaters evenly spaced 	<ul style="list-style-type: none"> · Most skaters lined up · Skaters evenly spaced 	<ul style="list-style-type: none"> · Uneven line up · Uneven space between skaters 	<ul style="list-style-type: none"> · 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 			
Rotating Element (Circle) *Element assessment cannot exceed Shape 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 · Skaters evenly spaced 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Reasonable shape · Skaters evenly spaced 	<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 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 	<u>Reasonable (for level)</u> <ul style="list-style-type: none"> · Fair rotation, some slight pulling · Minor struggle with 	<u>Poor (for level)</u> <ul style="list-style-type: none"> · Irregular rotation, stopping/startin g · Poor transition into 	<u>Insufficient (for level)</u> <ul style="list-style-type: none"> · Little rotation, jerky · Stop needed to set up and

		and exit from element	set up and exit from element	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 			
Rotating Element (Wheel) *Element assessment cannot exceed Technique rating	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) <ul style="list-style-type: none"> · Good shape · All skaters lined up · Skaters evenly spaced 	Reasonable (for level) <ul style="list-style-type: none"> · Reasonable 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) 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
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) <ul style="list-style-type: none"> · Continuous smooth rotation · Easy transition into and exit from element 	Reasonable (for level) <ul style="list-style-type: none"> · Fair rotation, some slight pulling · Minor struggle with set up and exit from element 	Poor (for level) <ul style="list-style-type: none"> · Irregular rotation, stopping/starting · Poor transition into and exit from element 	Insufficient (for level) <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 			

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 rating	(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
	(2) Projection: Ability to perform with confidence	Good (for level) · Confidence · Commitment to movements	Reasonable (for level) · Confidence · Commitment to movements	Poor (for level) · Confidence · Commitment to movements	Insufficient (for level) · Confidence · Commitment to movements

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>) · 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 · Pivot more than 90 degrees	Reasonable (<u>for level</u>) · 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>) · 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>) · 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	Good (for level) <ul style="list-style-type: none"> · Clear shape · All skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	Reasonable (for level) <ul style="list-style-type: none"> · Clear shape · Most skaters lined up · Lines close together (2 lines) · Skaters evenly spaced 	Poor (for level) <ul style="list-style-type: none"> · Poor shape · Uneven line up · Uneven space between lines (2 lines) · Uneven space between skaters 	Insufficient (for level) <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	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
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) <ul style="list-style-type: none"> · Good ice coverage · Easy transition into and exit from element 	Reasonable (for level) <ul style="list-style-type: none"> · Fair ice coverage · Minor struggle with set up and exit from element 	Poor (for level) <ul style="list-style-type: none"> · Poor ice coverage · Poor transition into and exit from element 	Insufficient (for level) <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 POINTS	GOLD	SILVER	BRONZE	MERIT
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<p>Intersection Element</p> <p>*Element assessment cannot exceed Shape rating</p>	<p>(1) Shape & Spacing*: Correctness of line up and even spacing between skaters</p>	<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
	<p>(2) Unison: Equal movement by all skaters together</p>	<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
	<p>(3) Execution: Movement over the ice, sureness of pi, transition in/out of element</p>	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> · Good ice coverage · Clean pi · Easy transition into and exit from element 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> · Fair ice coverage · Clean pi · Minor struggle with set up and exit from element 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> · Poor ice coverage · Some bumping at pi · Poor transition into and exit from element 	<p>Insufficient (<u>for level</u>)</p> <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 				
<p>Rotating Element(Circle)</p> <p>*Element assessment cannot exceed Shape rating</p>	<p>(1) Shape & Spacing*: Correctness of line up and even spacing between skaters</p>	<p>Good (<u>for level</u>)</p> <ul style="list-style-type: none"> · Clear shape · Skaters evenly spaced 	<p>Reasonable (<u>for level</u>)</p> <ul style="list-style-type: none"> · Clear shape · Skaters evenly spaced 	<p>Poor (<u>for level</u>)</p> <ul style="list-style-type: none"> · Poor shape · Uneven space between skaters 	<p>Insufficient (<u>for level</u>)</p> <ul style="list-style-type: none"> · Unclear shape · Uneven spacing
	<p>(2) Unison: Equal movement by all skaters together</p>	<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

	<p>(3) Execution: Movement over the ice, transition in/out of element</p>	<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 			
<p>Rotating Element(Wheel)</p> <p>*Element assessment cannot exceed Technique rating</p>	<p>(1) Shape & Spacing*: Correctness of line up and even spacing between skaters</p>	<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
	<p>(2) Unison: Equal movement by all skaters together</p>	<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
	<p>(3) Execution: Movement over the ice, transition in/out of element</p>	<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 			

		<ul style="list-style-type: none"> · 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 · Commitment to movements 	Reasonable (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements 	Poor (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements 	Insufficient (for level) <ul style="list-style-type: none"> · Confidence · Commitment to movements
Interpretation	(1) Timing*: Ability to match	Several movements	A few movements	Movements generally not matched with	Movements have no connection to

*Component Assessment cannot exceed Technique rating	movements to timing of music	match musical pace/timing.	match musical pace/timing.	musical pace/timing.	musical pace or timing.
	(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.