2017 Skate Canada Manitoba Crocus Invitational

March 18, 2017
Dauphin, MB

Hosted by Skate Dauphin

Sanctioned by Skate Canada

Contents

2017 Skate Canada Manitoba
Crocus Invitational

Hosted by Skate Dauphin at the Dauphin Credit Union Place in Dauphin, MB
March 18, 2017

GENERAL INFORMATION

This competition is the final competition 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 2017 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 Saturday February 11, 2017 at 11:59pm CST.

Date   March 18, 2017

Host   Skate Dauphin

Venue   Dauphin Credit Union Place

Ice Surface   80' x 200'

Hotels

Super 8
1457 Main St, Dauphin MB
204-638-0800
Rate: $133.88

LOC Co-Chairs   Becky Smith   Jodi Steinbachs
                     rebecca_lowe-smith@cargill.com

Technical Representative   Amber Lotz
                     amberlotz@gmail.com

EVENTS TO BE HELD

All event technical requirements can be found in Skate Canada's 2016-2017 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, maximum music time 2:10 minutes (program times may be shorter and will receive no penalty).
    b. AGE: No age limit (recommended skaters working on CanSkate Stage 4 or higher).
2. BEGINNER 2 - Skate Canada Learn to Train Synchronized Skating Pilot (APPENDIX A)
    a. 8 – 16 skaters, maximum music time 2:40 minutes (program times may be shorter and will receive no penalty).
    b. AGE: Skaters must not have reached the age of 12 as of July 1st preceding the competition. At least 75% of the skaters must not have reached the age of 10 as of July 1st preceding the competition.
3. Elementary
    a. 8-16 skaters, maximum music time 2:40 minutes (program 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. At least 75% of the skaters must not have reached the age of 12 as of July 1st preceding the competition.
4. Juvenile
    a. 8-16 skaters, maximum music time 3:10 minutes (program 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.
5. Pre-Novice
    a. 8-16 skaters, maximum music time 3:10 minutes (program may be shorter and will receive no penalty).
    b. Skaters must not 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 10 as of July 1st preceding the competition.
6. 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. 75% of the skaters must not have reached the age of 15, and up to 25% of the skaters must not have reached the age of 19 as of July 1st preceding the competition.
7. Intermediate
    a. 12-16 skaters, 4:00 minute programs +/- 10 seconds.
    b. Skaters must have reached the age of 12 as of July 1st preceding the competition but must not have reached the age of 25 as of July 1st preceding the competition.
8. Open
    a. 12-16 skaters, 4:00 minute programs +/- 10 seconds.
    b. Skaters must have reached the age of 12 as of July 1st preceding the competition.
9. 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 19 as of July 1st preceding the competition.

10. Adult SYS Class II
    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 19 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.
11. 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 50% 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 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 under Competitions - [Crocus Invitational](#)

Registrations are due no later than ***Saturday February 11, 2017 at 11:59pm CST.*** Late registrations will be accepted until Thursday February 16th, 2017 at 12:00 p.m. CST and will be subject to $50 late fee. Registrations will not be accepted after Thursday February 16th, 2017.

All teams must upload a Planned Program Content Sheet at the time of registration. <u>Planned Program Sheets will not be accepted on-site.</u>

Event Start Orders will be posted to the Synchro Championships webpage on the SCMB website no later than Monday, March 13th, 2017. **All posted Start Orders are subject to change.**

ENTRY FEES
    Beginner 1 and Beginner 2
        $150/Team + $15/Team Member (including alternates)
        *All entry fees include a ten (10) minute practice.

    Elementary - Adult SYS Class III
        $230/Team + $15/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, <u>no later than one hour prior to the beginning of their event</u>, with the exception of the first event of the day, which will be no earlier than 45 minutes before the start of the event.

Coach Accreditation

Coaches must be a minimum of **Regional Coach** (formerly NCCP Primary STARSkate Coach Certified). **All coaches** must meet the following accreditation standards:

- Be a current professional coaching member in good standing with Skate Canada
- Coaches must register in person. If a coach does not register in person, they will not be granted access to dressing rooms or have the ability to stand at the boards with their team.
- Coaches in Good Standing with Skate Canada will receive accreditation for competitions, providing they meet the minimum NCCP Certification Requirements.
- Coaches who will not be receiving accreditation will be contacted prior to the competition.
- LOC will receive a Coach Accreditation List and wristbands for the competition
- Coaches will be required to sign in with photo id to obtain their wristband for the competition
- Wristbands will be good for the entire competition, and will need to be worn to gain access to the boards.
- We have communicated with the Technical Representatives on this new process

Wristbands will be the following colors:
Blue - National Coach
Green - Provincial Coach
Yellow- Regional Coach
Orange - Club Coach

Coaches working on the Primary STARSkate Coach Portfolio may request permission to be accredited. Special request must be made to SCMB Technical Director, Cadfan Edwards skate.td@sportmanitoba.ca prior to the entry deadline of **Saturday *February 11, 2017.***

Judging System

Beginner I and Beginner II will be assessed by Skate to Standard (APPENDIX A).
Elementary 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 and Beginner II will be assessed to a standard. The 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.

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
   a. 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.
   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.

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 (4-17)	$3/Daily Pass
Child (under 4)	Free

THIS ANNOUNCEMENT IS SUBJECT TO CHANGE

APPENDIX A – Skate Canada Learn to Train Synchronized Skating Pilot

SYS - Beginner I Assessment Criteria
Any assessment point rated Merit shall result in the element receiving no higher than a Bronze and 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 (for level) • Correct shape 75% or more of element • All skaters lined up and evenly spaced • Lines close together	Reasonable (for level) • Correct shape 50% of element • Most skaters lined up and evenly spaced • Lines close together	Poor (for level) • Correct shape 25% of element • Uneven line up and spacing of skaters • Uneven space between lines	Insufficient (for level) • Correct shape not sustained • Little lining up and uneven spacing • Noticeable gaps between lines
	(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, transition in/out of element	Good (for level) • Good ice coverage • Easy transition into and exit from element	Reasonable (for level) • Fair ice coverage • Minor struggle with set up and exit from element	Poor (for level) • Poor ice coverage • Poor transition into and exit from element	Insufficient (for level) • 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			
Linear Element (Line) *Element assessment cannot exceed Shape rating	**(1) Shape & Spacing*:** Correctness of line(s) and even spacing between skaters	Good (for level) • Clear shape • All skaters lined up • Lines close together (2 lines) • Skaters evenly spaced	Reasonable (for level) • Clear shape • Most skaters lined up • Lines close together (2 lines) • Skaters evenly spaced	Poor (for level) • Poor shape • Uneven line up • Uneven space between lines (2 lines) • Uneven space between skaters	Insufficient (for level) • Unclear shape • Little lining up • Noticeable gaps between lines (2 lines)
	(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, transition in/out of element	Good (for level) • Good ice coverage • Easy transition into and exit from element	Reasonable (for level) • Fair ice coverage • Minor struggle with set up and exit from element	Poor (for level) • Poor ice coverage • Poor transition into and exit from element	Insufficient (for level) • 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			

Intersection Element *Element assessment cannot exceed Shape rating	**(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			

Choice of one Rotating Element:

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Rotating Element (Circle) *Element assessment cannot exceed Shape rating	**(1) Shape & Spacing*:** Correctness of line up and even spacing between skaters	Good (for level) • Clear shape • Skaters evenly spaced	Reasonable (for level) • Clear 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 one	Reasonable (for level)	Poor (for level) • Little unison through element	Insufficient (for level) • No unison through element

			• Most skaters move together as one		
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) • Continuous smooth rotation • Easy transition into and exit from element	Reasonable (<u>for level</u>) • Fair rotation, some slight pulling • Minor struggle with set up and exit from element	Poor (<u>for level</u>) • Irregular rotation, stopping/starting • Poor transition into and exit from element	Insufficient (<u>for level</u>) • Little rotation, jerky • Stop needed to 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 (Wheel) *Element assessment cannot exceed Technique rating	**(1) Shape & Spacing*:** Correctness of line up and even spacing between skaters	Good (<u>for level</u>) • Clear shape • All skaters lined up • Skaters evenly spaced	Reasonable (<u>for level</u>) • Clear shape • Most skaters lined up • Skaters evenly spaced	Poor (<u>for level</u>) • Poor shape • Uneven line up • Uneven space between skaters	Insufficient (<u>for level</u>) • Unclear shape • Little lining up • 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, transition in/out of element	Good (<u>for level</u>) • Continuous smooth rotation • Easy transition into and exit from element	Reasonable (<u>for level</u>) • Fair rotation, some slight pulling • Minor struggle with set up and exit from element	Poor (<u>for level</u>) • Irregular rotation, stopping/starting • Poor transition into and exit from element	Insufficient (<u>for level</u>) • Little rotation, jerky • Stop needed to 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			

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component assessment cannot exceed	**(1) Technique*:** Proper mechanics demonstrated	Good Technique (<u>for level</u>) • Turns • Blade pushes • One foot skating	Reasonable Technique (<u>for level</u>) • Turns • Blade pushes • One foot skating	Poor Technique (<u>for level</u>) • Turns • Blade pushes • Thrusts and two foot sculling	Insufficient Technique (<u>for level</u>) • Turns • Evident toe pushing • Thrusts and two foot sculling

Technique rating	**(2) Power:** Ability to generate and maintain speed	Good (<u>for level</u>) • Acceleration • Knee action	Reasonable (<u>for level</u>) • Acceleration • Knee action	Poor (<u>for level</u>) • Acceleration • Knee action	Insufficient (<u>for level</u>) • 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 / Execution *Component assessment cannot exceed Carriage rating	**(1) Carriage*:** Style, form, line	Good (<u>for level</u>) • Form • Core strength • Body line	Reasonable (<u>for level</u>) • Form • Core strength • Body line	Poor (<u>for level</u>) • Form • Core strength • Body line	Insufficient (<u>for level</u>) • 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

6 Total Assessments: 4 Elements, 2 Program Components

<u>BEGINNER I Overall Assessment</u>

GOLD: At least 4 assessments at the Gold level, Skating Skills assessment no lower than the Silver level.
SILVER: At least 4 assessments at the Silver level or higher, Skating Skills assessment no lower than the Bronze level.
BRONZE: At least 4 assessments at the Bronze level or higher, Skating Skills assessment no lower than the Bronze level.
MERIT: Less than 4 assessments at the Bronze level or higher, Skating Skills at the Merit level.

SYS - Beginner II Assessment Criteria

Any assessment point rated Merit shall result in the element receiving no higher than a Bronze and 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>) • Good ice coverage • Easy transition into and exit from element	Reasonable (<u>for level</u>) • Fair ice coverage • Minor struggle with set up and exit from element	Poor (<u>for level</u>) • Poor ice coverage • Poor transition into and exit from element	Insufficient (<u>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				
Linear Element (Line) *Element assessment cannot exceed Shape rating	**(1) Shape & Spacing*:** Correctness of line(s) and even spacing between skaters	Good (<u>for level</u>) • Clear shape • All skaters lined up • Lines close together (2 lines) • Skaters evenly spaced	Reasonable (<u>for level</u>) • Clear shape • Most skaters lined up • Lines close together (2 lines) • Skaters evenly spaced	Poor (<u>for level</u>) • Poor shape • Uneven line up • Uneven space between lines (2 lines) • Uneven space between skaters	Insufficient (<u>for level</u>) • Unclear shape • Little lining up • Noticeable gaps between lines (2 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	Good (<u>for level</u>) • Good ice coverage	Reasonable (<u>for level</u>)	Poor (<u>for level</u>) • Poor ice coverage	Insufficient (<u>for level</u>)

	ice, transition in/out of element	• Easy transition into and exit from element	• Fair ice coverage • Minor struggle with set up and exit from element	• Poor transition into and exit from element	• 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			

Intersection Element *Element assessment cannot exceed Shape rating	**(1) Shape & Spacing*:** Correctness of line up and even spacing between skaters	Good (<u>for level</u>) • Clear shape • All skaters lined up • Skaters evenly spaced	Reasonable (<u>for level</u>) • Clear shape • Most skaters lined up • Skaters evenly spaced	Poor (<u>for level</u>) • Poor shape • Uneven line up • Uneven space between skaters	Insufficient (<u>for level</u>) • Unclear shape • Little lining up • 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
		• 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	Good (<u>for level</u>) • Clear shape • Skaters evenly spaced	Reasonable (<u>for level</u>) • Clear 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
	(3) Execution: Movement over the ice, transition in/out of element	Good (<u>for level</u>) • Continuous smooth rotation	Reasonable (<u>for level</u>) • Fair rotation, some slight pulling	Poor (<u>for level</u>) • Irregular rotation, stopping/starting	Insufficient (<u>for level</u>) • Little rotation, jerky

		• Easy transition into and exit from element	• Minor struggle with set up and exit from element	• Poor transition into and exit from element	• Stop needed to 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

Component	Assessment Points				
Rotating Element (Wheel) *Element assessment cannot exceed Technique rating	**(1) Shape & Spacing*:** Correctness of line up and even spacing between skaters	Good (<u>for level</u>) • Clear shape • All skaters lined up • Skaters evenly spaced	Reasonable (<u>for level</u>) • Clear shape • Most skaters lined up • Skaters evenly spaced	Poor (<u>for level</u>) • Poor shape • Uneven line up • Uneven space between skaters	Insufficient (<u>for level</u>) • Unclear shape • Little lining up • 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, transition in/out of element	Good (<u>for level</u>) • Continuous smooth rotation • Easy transition into and exit from element	Reasonable (<u>for level</u>) • Fair rotation, some slight pulling • Minor struggle with set up and exit from element	Poor (<u>for level</u>) • Irregular rotation, stopping/starting • Poor transition into and exit from element	Insufficient (<u>for level</u>) • Little rotation, jerky • Stop needed to 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

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component assessment cannot exceed Technique rating	**(1) Technique*:** Proper mechanics demonstrated	Good Technique (<u>for level</u>) • Turns • Blade pushes • One foot skating	Reasonable Technique (<u>for level</u>) • Turns • Blade pushes • One foot skating	Poor Technique (<u>for level</u>) • Turns • Blade pushes • Thrusts and two foot sculling	Insufficient Technique (<u>for level</u>) • Turns • Evident toe pushing • Thrusts and two foot sculling
	(2) Power: Ability to generate and maintain speed	Good (<u>for level</u>) • Acceleration • Knee action	Reasonable (<u>for level</u>) • Acceleration • Knee action	Poor (<u>for level</u>) • Acceleration • Knee action	Insufficient (<u>for level</u>) • Acceleration • Knee action
	(3) Execution: Balance and control	• Stable throughout	• Generally stable	• Stability inconsistent • Minimal body lean	• Unstable throughout

		• Evidence of body lean	• Some body lean		• No evidence of body lean
Performance / Execution *Component assessment cannot exceed Carriage rating	**(1) Carriage*:** Style, form, line	Good (<u>for level</u>) • Form • Core strength • Body line	Reasonable (<u>for level</u>) • Form • Core strength • Body line	Poor (<u>for level</u>) • Form • Core strength • Body line	Insufficient (<u>for level</u>) • 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

7 Total Assessments: 5 Elements, 2 Program Components

<u>BEGINNER II Overall Assessment</u>

GOLD: At least 4 assessments at the Gold level, Skating Skills assessment no lower than the Silver level.
SILVER: At least 4 assessments at the Silver level or higher, Skating Skills assessment no lower than the Bronze level.
BRONZE: At least 4 assessments at the Bronze level or higher, Skating Skills assessment no lower than the Bronze level.
MERIT: Less than 4 assessments at the Bronze level or higher, Skating Skills at the Merit level.