

**2018 – 2019 SYNCHRONIZED SKATING**

**ASSESS TO STANDARD**

**Program Requirements Guide**

**BEGINNER I, BEGINNER II & ELEMENTARY**

**Updated June 1, 2018**

*As of the date of publication, rules cited in this guide are based on upcoming changes to the “Synchronized Skating Assess to Standard Program Requirements” Rule which will come into effect on July 1, 2018. Always refer to <https://info.skatecanada.ca/index.php/en-ca/rules-of-sport/115.html> for complete and authoritative rules in effect at any point in time.*

## Technical Requirements

### Beginner I

<b>Team size</b>	8 – 16 skaters
<b>Age requirements</b>	At least 75% of skaters must not have reached the age of 12 as of July 1 <sup>st</sup> preceding the competition.
<b>Program length</b>	Maximum 2:10 minutes. Program time may be shorter and will receive no penalty.
<b>Required elements</b>	Four elements: <ol style="list-style-type: none"> <li>1. Linear Element (Block)</li> <li>2. Linear Element (Line)</li> <li>3. Intersection Element</li> <li>4. Rotating Element (Choice of Circle or Wheel)</li> </ol>

### Beginner II

<b>Team size</b>	8 – 16 skaters
<b>Age requirements</b>	Skaters must not have reached the age of 12 as of July 1 <sup>st</sup> preceding the competition <u>AND</u> at least 75% of skaters must not have reached the age of 10 as of July 1 <sup>st</sup> preceding the competition.
<b>Program length</b>	Maximum 2:40 minutes. Program time may be shorter and will receive no penalty.
<b>Required elements</b>	Five elements: <ol style="list-style-type: none"> <li>1. Pivoting Element (Block)</li> <li>2. Linear Element (Line)</li> <li>3. Intersection Element</li> <li>4. Rotating Element (Circle)</li> <li>5. Rotating Element (Wheel)</li> </ol>

### Elementary

<b>Team size</b>	8 – 16 skaters
<b>Age requirements</b>	Skaters must not have reached the age of 15 as of July 1 <sup>st</sup> preceding the competition.
<b>Program length</b>	Maximum 2:40 minutes. Program time may be shorter and will receive no penalty.
<b>Required elements</b>	Five elements: <ol style="list-style-type: none"> <li>1. Pivoting Element (Block)</li> <li>2. Linear Element (Line)</li> <li>3. Intersection Element</li> <li>4. Rotating Element (Circle)</li> <li>5. Rotating Element (Wheel)</li> </ol>

## 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.

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Block Element</b>	<b>(1) Shape &amp; Spacing:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up and spacing of skaters</li> <li>Uneven space between lines</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up and uneven spacing</li> <li>Noticeable gaps between lines</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Element does not have at least 3 parallel lines in a closed block formation</li> <li>OVERALL MERIT – Element does not cover at least half of the ice</li> </ul>			
<b>Linear Element (Line)</b>	<b>(1) Shape &amp; Spacing:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between lines (2 lines)</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Noticeable gaps between lines (2 lines)</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Element does not cover at least half of the ice</li> </ul>			

## Beginner I Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Intersection Element</b>	<b>(1) Shape &amp; Spacing:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Movement over the ice, sureness of pi, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Good speed through pi</li> <li>Clean pi</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Reasonable speed through pi</li> <li>Clean pi</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Hesitant or slow speed through pi</li> <li>Some bumping at pi</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little or no speed through pi</li> <li>Collision at pi</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Preparation and approach is not forward (face to face)</li> <li>OVERALL MERIT – Rotation used at point of intersection</li> <li>OVERALL MERIT – Not all skaters participate in intersection</li> </ul>			
<b>Rotating Element (Circle)</b>	<b>(1) Shape &amp; Spacing:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 4 skaters in each circle (if using 2 circles)</li> <li>OVERALL MERIT – Circles not side by side and/or rotate at same time (if using 2 circles)</li> </ul>			

## Beginner I Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
<b>Rotating Element (Wheel)</b>	<b>(1) Shape &amp; Spacing:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>	
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>	
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>	
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> </ul>				
		<ul style="list-style-type: none"> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 3 skaters in each spoke of a wheel</li> <li>OVERALL MERIT – Wheels not side by side and/or rotate at same time (if using 2 wheels)</li> </ul>				

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Skating Skills</b>  *Component assessment cannot exceed Technique rating	<b>(1) Technique*:</b> Proper mechanics demonstrated	Good Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Reasonable Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Poor Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>Two footed skating</li> </ul>	Insufficient Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Evident toe pushing</li> <li>Excessive Two footed skating</li> </ul>
	<b>(2) Power:</b> Ability to generate and maintain speed	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>
	<b>(3) Execution:</b> Balance and control	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable throughout</li> <li>Evidence of body lean</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Generally stable</li> <li>Some body lean</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stability inconsistent</li> <li>Minimal body lean</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Unstable throughout</li> <li>No evidence of body lean</li> </ul>
<b>Performance</b>  *Component assessment cannot exceed Carriage rating	<b>(1) Carriage*:</b> Style, form, line	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>
	<b>(2) Projection:</b> Ability to perform with confidence	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>

### BEGINNER I Overall Assessment

6 Total Assessments: 4 Elements, 2 Program Components

**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.

## 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.

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Pivoting Element (Block)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up and spacing of skaters</li> <li>Uneven space between lines</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up and uneven spacing</li> <li>Noticeable gaps between lines</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, pivot action, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Good speed and continuous pivoting action</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Continuous pivoting action</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Interrupted pivoting action (less than 2 seconds)</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>No pivot action</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Element does not have at least 3 parallel lines in a closed block formation</li> <li>OVERALL MERIT – Element does not cover at least half of the ice</li> </ul>			
<b>Linear Element (Line)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between lines (2 lines)</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Noticeable gaps between lines (2 lines)</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Element does not cover at least half of the ice</li> </ul>			

## Beginner II Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Intersection Element</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Movement over the ice, sureness of pi, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Good speed through pi</li> <li>Clean pi</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Reasonable speed through pi</li> <li>Clean pi</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Hesitant or slow speed through pi</li> <li>Some bumping at pi</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little or no speed through pi</li> <li>Collision at pi</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>OVERALL MERIT – Preparation and approach is not forward (face to face)</li> <li>OVERALL MERIT – Rotation used at point of intersection</li> <li>OVERALL MERIT – Not all skaters participate in intersection</li> </ul>			
<b>Rotating Element (Circle)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 4 skaters in each circle (if using 2 circles)</li> <li>OVERALL MERIT – Circles not side by side and/or rotate at same time (if using 2 circles)</li> </ul>			

## Beginner II Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
<b>Rotating Element (Wheel)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>	
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>	
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>	
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> </ul>				
		<ul style="list-style-type: none"> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 3 skaters in each spoke of a wheel</li> <li>OVERALL MERIT – Wheels not side by side and/or rotate at same time (if using 2 wheels)</li> </ul>				

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Skating Skills</b>  *Component assessment cannot exceed Technique rating	<b>(1) Technique*:</b> Proper mechanics demonstrated	Good Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Reasonable Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Poor Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>Two footed skating</li> </ul>	Insufficient Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Evident toe pushing</li> <li>Excessive Two footed skating</li> </ul>
	<b>(2) Power:</b> Ability to generate and maintain speed	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>
	<b>(3) Execution:</b> Balance and control	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable throughout</li> <li>Evidence of body lean</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Generally stable</li> <li>Some body lean</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stability inconsistent</li> <li>Minimal body lean</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Unstable throughout</li> <li>No evidence of body lean</li> </ul>
<b>Performance</b>  *Component assessment cannot exceed Carriage rating	<b>(1) Carriage*:</b> Style, form, line	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>
	<b>(2) Projection:</b> Ability to perform with confidence	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>

### BEGINNER II Overall Assessment

7 Total Assessments: 5 Elements, 2 Program Components

**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.



## 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.

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Pivoting Element (Block)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up and evenly spaced</li> <li>Lines close together</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up and spacing of skaters</li> <li>Uneven space between lines</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up and uneven spacing</li> <li>Noticeable gaps between lines</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, pivot action, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Good speed and continuous pivoting action</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Continuous pivoting action</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Interrupted pivoting action (less than 2 seconds)</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>No pivot action</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> </ul>			
<b>Linear Element (Line)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Lines close together (2 lines)</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between lines (2 lines)</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Noticeable gaps between lines (2 lines)</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> </ul>			
<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>OVERALL MERIT – Element does not cover at least half of the ice</li> </ul>				

## Elementary Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Intersection Element</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> <li>Same steps/turns used in same direction by all skaters at pi</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> <li>Same steps/turns used in same direction by all skaters at pi</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> <li>Less than 50% of skaters use same steps/turns in same direction at pi</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> <li>Less than 50% of skaters use same steps/turns in same direction at pi</li> </ul>
	<b>(3) Execution:</b> Movement over the ice, sureness of pi, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Good speed through pi</li> <li>Clean pi</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Reasonable speed through pi</li> <li>Clean pi</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Hesitant or slow speed through pi</li> <li>Some bumping at pi</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little or no speed through pi</li> <li>Collision at pi</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Use of steps/turns other than three-turn or mohawk at point of intersection</li> <li>OVERALL MERIT – Preparation and approach is not forward (face to face)</li> <li>OVERALL MERIT – Not all skaters participate in intersection</li> </ul>			
<b>Rotating Element (Circle)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 4 skaters in each circle (if using 2 circles)</li> <li>OVERALL MERIT – Circles not side by side and/or rotate at same time (if using 2 circles)</li> </ul>			

## Elementary Assessment Standard Criteria

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Rotating Element (Wheel)</b>  *Element assessment cannot exceed Shape & Spacing rating	<b>(1) Shape &amp; Spacing*:</b> Correctness of shape and even spacing between skaters	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 75% or more of element</li> <li>All skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 50% of element</li> <li>Most skaters lined up</li> <li>Skaters evenly spaced</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape 25% of element</li> <li>Uneven line up</li> <li>Uneven space between skaters</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Correct shape not sustained</li> <li>Little lining up</li> <li>Uneven spacing</li> </ul>
	<b>(2) Unison:</b> Equal movement by all skaters together	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>All skaters move together as one</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Most skaters move together as one</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Little unison through element</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No unison through element</li> </ul>
	<b>(3) Execution:</b> Strength/stability of hold, movement in element, transition in/out of element	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with no breaks or pulling</li> <li>Continuous smooth rotation</li> <li>Easy transition into and exit from element</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Stable hold with some pulling or one break of hold</li> <li>Fair rotation, some slight pulling</li> <li>Minor struggle with set up and exit from element</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Poor holds and lots of pulling or multiple breaks of hold</li> <li>Irregular rotation, stopping/starting</li> <li>Stop used to set up or exit element, except at start/end of program</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>No recognizable hold</li> <li>Little rotation, jerky</li> <li>Stop used to set up and exit element</li> </ul>
		<ul style="list-style-type: none"> <li>Fall by 1 – Execution no higher than Bronze</li> <li>Fall by 2 or more – Execution no higher than Merit</li> </ul>			
	<b>Minimum element considerations:</b>	<ul style="list-style-type: none"> <li>OVERALL MERIT – Skaters do not rotate minimum of 360 degrees in one direction</li> <li>OVERALL MERIT – Less than 3 skaters in each spoke of a wheel</li> <li>OVERALL MERIT – Wheels not side by side and/or rotate at same time (if using 2 wheels)</li> </ul>			

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Skating Skills</b>  *Component assessment cannot exceed Technique rating	<b>(1) Technique*:</b> Proper mechanics demonstrated	Good Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Reasonable Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>One foot skating</li> </ul>	Poor Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Blade pushes</li> <li>Two footed skating</li> </ul>	Insufficient Technique ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Turns</li> <li>Evident toe pushing</li> <li>Excessive Two footed skating</li> </ul>
	<b>(2) Power:</b> Ability to generate and maintain speed	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Acceleration</li> <li>Knee action</li> </ul>
	<b>(3) Execution:</b> Balance and control	<ul style="list-style-type: none"> <li>Stable throughout</li> <li>Evidence of body lean</li> </ul>	<ul style="list-style-type: none"> <li>Generally stable</li> <li>Some body lean</li> </ul>	<ul style="list-style-type: none"> <li>Stability inconsistent</li> <li>Minimal body lean</li> </ul>	<ul style="list-style-type: none"> <li>Unstable throughout</li> <li>No evidence of body lean</li> </ul>
<b>Performance</b>  *Component assessment cannot exceed Carriage rating	<b>(1) Carriage*:</b> Style, form, line	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Form</li> <li>Core strength</li> <li>Body line</li> </ul>
	<b>(2) Projection:</b> Ability to perform with confidence	Good ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Reasonable ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Poor ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>	Insufficient ( <u>for level</u> ) <ul style="list-style-type: none"> <li>Confidence</li> <li>Commitment to movements</li> </ul>

## Elementary Assessment Standard Criteria

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
<b>Interpretation</b>  *Component Assessment cannot exceed Timing rating	<b>(1) Timing*:</b> Ability to match movements to timing of music	Several movements match musical pace/timing.	A few movements match musical pace/timing.	Movements generally not matched with musical pace/timing.	Movements have no connection to musical pace or timing.
	<b>(2) Character:</b> 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.

### Elementary Overall Assessment

8 Total Assessments: 5 Elements, 3 Program Components

**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.