STAR COMPETITION
STANDARDS FOR ASSESSMENT GUIDE
(JULY 2018)

This guide contains the Standards for Assessment to be used for events where assess to standard format is used in STAR events:

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STAR 1 Free Skate

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 scored at Merit shall result in an overall rating of Merit.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Circle Stroking Exercise (1 round forward, 1 round backward in same direction on a circle starting) Draw for direction	**(1) Technique:** Proper mechanics demonstrated	Good (<u>for level</u>) • Technique • Blade pushes (More than 75%) in each direction	Reasonable (<u>for level</u>) • Technique • Blade pushes (75% or more) in each direction	Poor (<u>for level</u>) • Technique • Blade pushes (Less than 75%) in each direction	Insufficient (<u>for level</u>) • Technique • Blade pushes (Less than 50%) in each direction
	(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, control and edge quality	Stable throughout	Stable 75% or more of the time	Stable 50% or more of the time	Stable less than 50% of time or fall during exercise
Waltz Jump **Single Salchow** **Single Toeloop**	**(1) Rotation:** Revolutions completed in the air	Revolutions completed in the air	Landing lacks up to ¼ revolution	<u>¼ rev or more</u> but less than ½ rev missing (Under-rotated <)	½ rev or more missing (Downgraded <<)
	(2) Execution: Jump flight qualities	Good (<u>for level</u>) • Height • Distance • Air position	Reasonable (<u>for level</u>) • Height • Distance • Air position	Poor (<u>for level</u>) • Height • Distance • Air position	Insufficient (<u>for level</u>) • Height • Distance • Improper air position
	(3) Landing: Length of landing & quality of position	**Form**: Good <u>for level</u> & **Length**: 2 seconds or more	**Form**: Reasonable <u>for level</u> & **Length**: 1 second or more	**Form**: Poor <u>for level</u> & **Length**: 1 second or more	**Form**: Poor <u>for level</u> & **Length**: Less than 1 second, 2ft. landing, step-out, fall
Forward Upright Spin **Backward Upright Spin** <u>Spins with less than 3 revs total will be assessed as Merit overall regardless of assessment points</u>	**(1) Position:** Quality of position	Good (<u>for level</u>) **Body line** & **Basic Position**: Held for 2 revs or more	Reasonable (<u>for level</u>) **Body line** & **Basic Position**: Held for 2 revs or more	Poor (<u>for level</u>) **Body line** & **Basic Position**: Held for 2 revs or more	Basic position not established
	(2) Edge Quality: Ability to spin on prescribed edge	1 rev or more performed on proper edge	½ rev or more performed on proper edge	Less than ½ rev performed on proper edge	Proper edge not achieved
	(3) Execution: Established center, speed of revolutions, completion	75% of spin centered Good (<u>for level</u>) • Speed • Exit*	50% of spin centered Reasonable (<u>for level</u>) • Speed • Exit*	Less than 50% of spin centered Poor (<u>for level</u>) • Speed • Exit*	• Center not established • Insufficient speed or control • Fall
		*Bwd Upright Spin must exit on spinning foot			

STAR 1 Free Skate (continued)

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Forward Spiral Circles (2 spirals, 1 on each foot, executed on a circle in the same direction). Skater chooses direction.	**(1) Positions:** Quality of positions in spiral	Good (<u>for level</u>) • Body line • Flexibility - leg higher than hip level (Both spirals)	Reasonable (<u>for level</u>) • Body line • Flexibility - leg at hip level (Both spirals)	Poor (<u>for level</u>) • Body line • Flexibility - leg at or below hip level (One spiral)	Insufficient (<u>for level</u>) • Body line • Flexibility - leg below hip level (Both spirals)
	(2) Duration: Length of positions	2 seconds or more • One on each foot	1 second or more • One on each foot	1 second or more • One spiral	Both spirals less than 1 second
	(3) Execution: Balance, control and edge quality in the spirals	Good (<u>for level</u>) • Balance/control • Edge quality	Reasonable (<u>for level</u>) • Balance/control • Edge quality	Poor (<u>for level</u>) • Balance/control • Edge quality	Insufficient (<u>for level</u>) • Balance/control • Edge quality • Fall
Creative Expression Exercise	The ability of a skater to move to a piece of music.	**Complete**: Some attempt made by skater to move to the music. **Incomplete**: No movement or attempt made by skater to move to the music.			

STAR 1 Overall Assessment:
GOLD: At least four elements at the Gold level.
SILVER: At least four elements at the Silver or Gold level.
BRONZE: At least four elements at the Bronze or higher level.
MERIT: Less than four elements at the Bronze or higher level.

The Creative Expression Routine must be completed to achieve any performance award at the BRONZE, SILVER or GOLD level.

STAR 2 Free Skate

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 scored at Merit shall result in an overall rating of Merit.

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Jumps *Element assessment cannot exceed Rotation rating	**(1) Rotation*:** Completion of rotation in air (for each jump where applicable)	Revolutions completed in air (both jumps)	Landing lacks up to ¼ rev (either jump)	¼ rev or more but less than ½ rev missing (Under-rotated: <) (either jump)	½ rev or more missing (Downgraded: <<) (either jump)
	(2) Execution: Jump flight qualities and take-off edge	Good (for level) • Height, speed, distance • Air position • Edge (correct)	Reasonable (for level) • Height, speed, distance • Air position • Edge (correct or flat)	Poor (for level) • Height, speed, distance • Air position • Edge (flat or incorrect)	Insufficient (for level) • Height, speed, distance • Improper air position • Incorrect take-off (Edge or Toe)
	(3) Landing: Length of landing & quality of position	**Form**: Good for level & **Length**: 1 second or more	**Form**: Reasonable for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: Less than 1 second, 2ft. landing, step-out, fall
Spins *Element assessment cannot exceed Positions rating Spins with less than 3 revs total will be assessed as Merit overall regardless of assessment points	**(1) Positions*:** Quality of positions	Good (for level) **Body line** & **Basic Position**: Held for 2 revs or more	Reasonable (for level) **Body line** & **Basic Position**: Held for 2 revs or more	Poor (for level) **Body line** & **Basic Position**: Held for less than 2 revs	Basic position not established
	(2) Edge Quality: Ability to spin on prescribed edge (on each foot where applicable)	2 revs or more performed on proper edge	1 rev or more performed on proper edge	Less than 1 rev performed on proper edge	Proper edge not achieved
	(3) Execution: Established center, speed of revolutions, completion	75% of spin centered Good (for level) • Speed • Exit*	50% of spin centered Reasonable (for level) • Speed • Exit*	Less than 50% of spin centered Poor (for level) • Speed • Exit*	• Center not established • Insufficient speed or control • Fall
	*Bwd Upright Spin must exit on spinning foot				
Spiral Sequence *Element assessment cannot exceed Positions rating	**(1) Positions*:** Quality of positions	Good (for level) • Body line • Flexibility - leg higher than hip level (Both spirals)	Reasonable (for level) • Body line • Flexibility - leg at hip level (Both spirals)	Poor (for level) • Body line • Flexibility - leg at or below hip level (One spiral)	Insufficient (for level) • Body line • Flexibility - leg below hip level (Both spirals)
	(2) Duration: Length of positions	3 seconds or more • One on each foot	3 seconds or more • One foot; Other foot not less than 2 seconds	2 seconds or more • One on each foot	Both spirals less than 2 seconds
	(3) Execution: Balance, control and edge quality in the spirals	Good (for level) • Balance/control • Edge quality	Reasonable (for level) • Balance/control • Edge quality	Poor (for level) • Balance/control • Edge quality	Insufficient (for level) • Balance/control • Edge quality • Fall

STAR 2 Free Skate (continued)

ELEMENT / COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Turn Sequence * Element assessment cannot exceed Technique rating	**(1) Technique*:** Proper mechanics demonstrated	Good Technique (for level) • Turns (100%) • Blade pushes (More than 75%)	Reasonable Technique (for level) • Turns (75%) • Blade pushes (More than 75%)	Poor Technique (for level) • Turns (50%) • Blade pushes (Less than 75%)	Insufficient Technique (for level) • Turns (Less than 50%) • Blade pushes (Less than 50%)
	(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, control and edge quality	Stable throughout	Stable 75% or more of the time	Stable 50% or more of the time	Stable less than 50% of time or fall during exercise
Skating Skills * Component assessment cannot exceed Technique rating	**(1) Technique*:** Proper mechanics demonstrated	Good Technique (for level) • Turns • Blade pushes	Reasonable Technique (for level) • Turns • Blade pushes	Poor Technique (for level) • Turns • Blade pushes	Insufficient Technique (for level) • Turns • Evident toe pushing
	(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

STAR 2 Overall Assessment:
  GOLD: At least seven assessments at the Gold level, Skating Skills at least Silver.
  SILVER: At least seven assessments at the Silver level or higher, Skating Skills at least Bronze.
  BRONZE: At least seven assessments at the Bronze or higher, Skating Skills at least Bronze.
  MERIT: Less than seven assessments at the Bronze or higher level, or Skating Skills at Merit.

STAR 3 and STAR 4 Free Skate

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 scored at Merit shall result in an overall rating of Merit.

ELEMENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Jumps *Element assessment cannot exceed Rotation rating	**(1) Rotation*:** Completion of rotation in air (for each jump where applicable)	Revolutions completed in air (both jumps)	Landing lacks up to ¼ rev (either jump)	¼ rev or more but less than ½ rev missing (Under-rotated: <) (either jump)	½ rev or more missing (Downgraded: <<) (either jump)
	(2) Execution: Technique during completion of jump	Good (for level) • Height, speed, distance • Air position • Edge (correct)	Reasonable (for level) • Height, speed, distance • Air position • Edge (correct or flat)	Poor (for level) • Height, speed, distance • Air position • Edge (flat or incorrect)	Insufficient (for level) • Height, speed, distance • Improper air position • Incorrect take-off (Edge or Toe)
	(3) Landing: Length of landing & quality of position	**Form**: Good for level & **Length**: 1 second or more	**Form**: Reasonable for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: Less than 1 second, 2ft. landing, step-out, fall
Spins *Element assessment cannot exceed Positions rating Spins with less than 3 revs total will be assessed as Merit overall regardless of assessment points	**(1) Positions*:** Quality of position(s)	Good (for level) **Body line** & **Basic Position**: Held in all positions for 2 revs or more	Reasonable (for level) **Body line** & **Basic Position**: Held in at least 1 position for 2 revs or more	Poor (for level) **Body line** & **Basic Position**: Held for less than 2 revs in all positions	Basic position not established
	(2) Edge Quality: Ability to spin on prescribed edge with balance (on each foot where applicable)	More than 2 revs performed on proper edge	2 revs or more performed on proper edge	1 rev performed on proper edge	Less than 1 rev or proper edge not achieved
	(3) Execution: Established center, speed of revolutions, completion	75% of spin centered Good (for level) • Speed • Exit*	50% of spin centered Reasonable (for level) • Speed • Exit*	Less than 50% of spin centered Poor (for level) • Speed • Exit*	• Center not established • Insufficient speed or control • Fall
			*Bwd Upright Spin must exit on spinning foot		
Spiral Sequence *Element assessment cannot exceed Positions rating	**(1) Positions*:** Quality of positions in spiral	Good (for level) • Body line • Flexibility - leg higher than hip level (Both spirals)	Reasonable (for level) • Body line • Flexibility - leg at hip level (Both spirals)	Poor (for level) • Body line • Flexibility - leg at or below hip level (One spiral)	Insufficient (for level) • Body line • Flexibility - leg below hip level (Both spirals)
	(2) Duration: Length of spiral position(s)	More than 3 seconds • One on each foot	3 seconds or more • One foot; Other foot no less than 2 seconds	2 seconds or more • One on each foot	Both spirals less than 2 seconds
	(3) Execution: Balance, control and edge quality in the spirals	Good (for level) • Balance/control • Edge quality	Reasonable (for level) • Balance/control • Edge quality	Poor (for level) • Balance/control • Edge quality	Insufficient (for level) • Balance/control • Edge quality • Fall

STAR 3 and STAR 4 Free Skate (continued)

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	Reasonable Technique (<u>for level</u>) • Turns • Blade pushes	Poor Technique (<u>for level</u>) • Turns • Blade pushes	Insufficient Technique (<u>for level</u>) • Turns • Evident toe pushing
	(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, control and edge quality	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 (<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
Interpretation *Component assessment cannot exceed Technique rating	**(1) Timing*:** Ability to match movements to timing of music	Several movements match musical pace/timing.	A few movements match musical pace/timing.	Movements generally not matched with musical pace/timing.	Movements have no connection to musical pace or timing.
	(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.

STAR 3 Overall Assessment:

GOLD: At least seven assessments at the Gold level, Skating Skills & Performance at least Silver.

SILVER: At least seven assessments at the Silver level or higher, Skating Skills & Performance at least Bronze.

BRONZE: At least seven assessments at the Bronze or higher, Skating Skills & Performance at least Bronze.

MERIT: Less than seven assessments at the Bronze or higher level, or Skating Skills a/o Performance at Merit.

STAR 2/3 Pattern Dance
Couples & Solo

In order to assess a Focus Areas as successful (Focus Area 1, 2, or 3), it must be demonstrated correctly twice. At least two of three (2 of 3) Focus Areas must be successful for Focus Areas to be considered successful overall. If two or more Focus Areas are unsuccessful, the overall rating may not be higher than Bronze. In order to establish a Full Pattern Criteria rating, skaters must demonstrate at least the assessment points listed for the level. In Couples Pattern Dance, both skaters must display the criteria identified for that assessment level.

ELEMENTS	CRITERIA		SUCCESSFUL	UNSUCCESSFUL
Focus Areas 1, 2 & 3	**Accuracy**		100% accuracy of steps	Less than 100% accuracy of steps
	CRITERIA	**GOLD** (Good for level)	**SILVER** (Reasonable for level)	**BRONZE** (Poor for level)
Full Pattern	**Timing:** Ability to match the musical timing	100% correct timing of steps	75% correct timing of steps	Less than 75% of steps on time
	Carriage: Style, body lines & posture	• Body carriage – strong throughout • Free leg extension – strong throughout	• Body carriage • Free leg extension	• Body carriage – weak throughout • Free leg extension – weak throughout
	Technique: Proper mechanics demonstrated	• Steps (100% correct) Blade pushes (more than 75%) • Knee action evident throughout	• Steps (75% correct) Blade pushes (more than 75%) • Some knee action evident throughout	• Steps (50% correct) Blade pushes (less than 75%) • Little or no knee action throughout

Automatic Bronze overall rating if 2 or more Focus Areas are unsuccessful

STAR 2 & 3 Dance Overall Assessment:
Gold: 2 assessments @ Gold, Timing at least Silver. Focus Areas must be successful
Silver: 2 assessments @Silver or better, Timing at least Bronze. Focus Areas must be successful
Bronze: 2 assessments @ Bronze or better, Timing at least Bronze.

DANCE	CRITERIA	ASSESSMENT CRITERIA
Dutch Waltz	**Focus Areas**	**Focus Area #1: Steps 1,2 & 3** Skaters are expected to perform the progressive correctly (without crossover) on a strong curve with upright carriage. **Focus Area #2: Steps 4 & 5** Skaters are expected to perform the Swing Rolls on strong, bold curves with good free leg extension. There should be an evident rise in the skating knee on both lobes. **Focus Area #3: Steps 9 & 10** Skaters are expected to perform steps 9 & 10 as a proper progressive with the free leg on step 10 extending under and back.
	Timing	Skaters are expected to demonstrate a good understanding of timing throughout the dance.
	Carriage	Skaters are expected to carry themselves with good posture. The body and head should strive to be tall and extended with soft knees and good free leg extension. Arms should be held in a controlled, relaxed manner and may move with the body to assist with lean and curve.
	Technique	Skaters are expected to demonstrate proper blade pushes and proper steps with a solid knee action.
Canasta Tango	**Focus Areas**	**Focus Area #1: Steps 2,3 & 4** Skaters should demonstrate a strong curve with proper progressive – chasse technique. **Focus Area #2: Steps 6 & 7** Skaters should demonstrate strong blade push followed by a fully extended free foot on the slide. **Focus Area #3: Steps 9 & 10** Skaters should demonstrate strong blade push followed by a fully extended free foot on the slide.
	Timing	Skaters are expected to demonstrate a good understanding of timing throughout the dance.
	Carriage	Skaters are expected to carry themselves with good posture. The body and head should strive to be tall and extended with soft knees and good free leg extension. Arms should be held in a controlled, relaxed manner and may move with the body to assist with lean and curve.
	Technique	Skaters are expected to demonstrate proper blade pushes and proper steps with a solid knee action.

DANCE	CRITERIA	ASSESSMENT CRITERIA
Baby Blues	**Focus Areas**	**Focus Area #1: Steps 1, 2 & 3** Skaters are expected to perform proper progressive technique with blade pushes and good free leg extension on steps 1 & 2. Step 3 should demonstrate a solid inside edge with lean change and externally rotated free foot. **Focus Area #2: Step 7** On this step the free leg will start behind for 1 beat and move in front for 1 beat while on the outside edge, executing a swing roll action. The free leg will then swing back to execute a change of edge. The FI edge will be held for 2 beats with the free leg externally rotated and skating knee bent. **Focus Area #3: Steps 11, 12, & 13** Skaters are expected to demonstrate a definite outside to outside lobe change on steps 11 & 12 with proper blade push and cross roll technique. Step #13 should demonstrate proper progressive technique with free leg extending under and back.
	Timing	Skaters are expected to demonstrate a good understanding of timing throughout the dance.
	Carriage	Skaters are expected to carry themselves with good posture. The body and head should strive to be tall and extended with soft knees and good free leg extension. Arms should be held in a controlled, relaxed manner and may move with the body to assist with lean and curve.
	Technique	Skaters are expected to demonstrate proper blade pushes and proper steps with a solid knee action.

Pre-Introductory and Introductory Interpretive
Singles & Couples

In order to establish an Program Component rating, skaters must acquire 2 or more assessment points at a level or higher. Any assessment point rated Merit shall result in the Program Component receiving no higher than a Bronze. Any Program Component with two or more assessment points scored at Merit shall result in an overall rating of Merit. <u>In Couples Interpretive, both skaters must display the criteria identified for that assessment level.</u>

Program 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	Reasonable Technique (<u>for level</u>) • Turns • Blade pushes	Poor Technique (<u>for level</u>) • Turns • Blade pushes	Insufficient Technique (<u>for level</u>) • Turns • Evident toe pushing
	(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, control and edge quality	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 (<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
Interpretation *Component assessment cannot exceed Timing rating	(1) **Timing*:** Ability to match movements to timing of music	Several movements match musical pace/timing.	A few movements match musical pace/timing.	Movements generally not matched with musical pace/timing.	Movements have no connection to musical pace or timing.
	(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.

<u>**Overall Assessment:**</u>
Gold: All three assessments at the Gold level
Silver: At least two assessments at the Silver level or higher. No assessments below Bronze.
Bronze: At least two assessments at the Bronze or higher level.
Merit: Two or more assessment at the Merit level.

Showcase Level 1 & 2
Creative Improv Level 1 & 2

In order to establish an Program Component rating, skaters must acquire 2 or more assessment points at a level or higher. Any assessment point rated Merit shall result in the Program Component receiving no higher than a Bronze. Any Program Component with two or more assessment points scored at Merit shall result in an overall rating of Merit. In Group and Production Showcase events, the majority of skaters must display the criteria identified for that assessment level.

Program 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	Reasonable Technique (for level) • Turns • Blade pushes	Poor Technique (for level) • Turns • Blade pushes	Insufficient Technique (for level) • Turns • Evident toe pushing
	(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, control and edge quality	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
Interpretation *Component assessment cannot exceed Timing rating	(1) **Timing*:** Ability to match movements to timing of music	Several movements match musical pace/timing.	A few movements match musical pace/timing.	Movements generally not matched with musical pace/timing.	Movements have no connection to musical pace or timing.
	(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.

Overall Assessment:

Gold: All three assessments at the Gold level

Silver: At least two assessments at the Silver level or higher. No assessments below Bronze.

Bronze: At least two assessments at the Bronze or higher level.

Merit: Two or more assessment at the Merit level.

STAR 2 to STAR 4 Elements and Team Elements

STAR 2 to STAR 4 Elements use the same assessment criteria as used for the STAR 2 to STAR 4 Freeskate events.

<u>**Overall Assessment:**</u>
Gold: At least two elements assessed at Gold. No element assessed below Silver.
Silver: At least two elements assessed at the Silver level or higher. No element assessed below Bronze.
Bronze: At least two elements assessed at the Bronze or higher level.
Merit: Three or more assessment at the Merit level.

STAR 5 to STAR 7/8 & Open Elements and Team Elements

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 scored at Merit shall result in an overall rating of Merit.

Element	Assessment Points	GOLD	SILVER	BRONZE	MERIT
Jumps *Element assessment cannot exceed Rotation rating	**(1) Rotation*:** Completion of rotation in air	Revolutions completed in air	Landing lacks up to ¼ rev	<u>¼ rev or more</u> but less than ½ rev missing (Under-rotated: <)	½ rev or more missing (Downgraded: <<)
	(2) Execution: Technique during completion of jump	Good (<u>for level</u>) • Height, speed, distance • Air position • Edge (correct)	Reasonable (<u>for level</u>) • Height, speed, distance • Air position • Edge (correct or flat)	Poor (<u>for level</u>) • Height, speed, distance • Air position • Edge (flat or incorrect)	Insufficient (<u>for level</u>) • Height, speed, distance • Improper air position • <u>Incorrect take-off (Edge or Toe)</u>
	(3) Landing: Length of landing position & quality of position	**Form**: Good for level & **Length**: 1 second or more	**Form**: Reasonable for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: Less than 1 second, 2-foot landing, step-out, **fall**
Spins *Element assessment cannot exceed Positions rating <u>Spins with less than 3 revs total will be assessed as Merit overall regardless of assessment points</u>	**(1) Positions*:** Quality of position(s)	Good (<u>for level</u>): • Body line & Basic Position: Held in all positions for 2 revs or more	Reasonable (<u>for level</u>): • Body line & Basic Position: Held in at least 1 position for 2 revs or more	Poor (<u>for level</u>): • Body line & Basic Position: Held for less than 2 revs in all positions	Basic position not established
	(2) Edge Quality: Ability to spin on prescribed edge with balance	More than 3 revs performed on proper edge	3 revs or more performed on proper edge	2 revs or less performed on proper edge	Less than 1 rev or proper edge not achieved
	(3) Execution: Established center, speed of revolutions, completion	75% of spin centered Good (<u>for level</u>) • Speed • Exit	50% of spin centered Reasonable (<u>for level</u>) • Speed • Exit	Less than 50% of spin centered Poor (<u>for level</u>) • Speed • Exit	• Center not established • Insufficient speed or control • Fall
Spiral Sequence *Element assessment cannot exceed Positions rating	**(1) Positions*:** Quality of positions in spiral	Good (<u>for level</u>) • Body line • Flexibility (leg higher than hip level) (Both spirals)	Reasonable (<u>for level</u>) • Body line • Flexibility (leg at hip level) (Both spirals)	Poor (<u>for level</u>) • Body line • Flexibility (leg at or below hip level) (One spiral)	Insufficient (<u>for level</u>) • Body line • Flexibility (leg below hip level) (Both spirals)
	(2) Duration: Length of spiral position(s)	More than 3 seconds One on each foot	3 seconds or more One foot; Other foot no less than 2 sec	2 seconds or more One on each foot	Both spirals less than 2 seconds
	(3) Execution: Balance, control and edge quality in the spirals	Good (<u>for level</u>) • Balance/control • Edge quality	Reasonable (<u>for level</u>) • Balance/control • Edge quality	Poor (<u>for level</u>) • Balance/control • Edge quality	Insufficient (<u>for level</u>) • Balance/control • Edge quality • Fall

STAR 9/10 & Gold Elements and Team Elements

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 scored at Merit shall result in an overall rating of Merit.

Element	Assessment Points	GOLD	SILVER	BRONZE	MERIT
Jumps *Element assessment cannot exceed Rotation rating	(1) **Rotation***: Completion of rotation in air	Revolutions completed in air	Landing lacks up to ¼ rev	¼ rev or more but less than ½ rev missing (Under-rotated: <)	½ rev or more missing (Downgraded: <<)
	(2) **Execution**: Technique during completion of jump	Good (for level) • Height, speed, distance • Air position • Edge (correct)	Reasonable (for level) • Height, speed, distance • Air position • Edge (correct or flat)	Poor (for level) • Height, speed, distance • Air position • Edge (flat or incorrect)	Insufficient (for level) • Height, speed, distance • Improper air position • Incorrect take-off (Edge or Toe)
	(3) **Landing**: Length of landing position & quality of position	**Form**: Good for level & **Length**: 2 second or more	**Form**: Reasonable for level & **Length**: 2 second or more	**Form**: Poor for level & **Length**: 1 second or more	**Form**: Poor for level & **Length**: Less than 1 second, 2-foot landing, step-out, **fall**
Spins *Element assessment cannot exceed Positions rating Spins with less than 3 revs total will be assessed as Merit overall regardless of assessment points	(1) **Positions***: Quality of position(s)	Good (for level): • Body line & Basic Position: Held in all positions for 2 revs or more	Reasonable (for level): • Body line & Basic Position: Held in at least 1 position for 2 revs or more	Poor (for level): • Body line & Basic Position: Held for less than 2 revs in all positions	Basic position not established
	(2) **Edge Quality**: Ability to spin on prescribed edge with balance	More than 3 revs performed on proper edge	3 revs or more performed on proper edge	2 revs or less performed on proper edge	Less than 1 rev or proper edge not achieved
	(3) **Execution**: Established center, speed of revolutions, completion	75% of spin centered Good (for level) • Speed • Exit	50% of spin centered Reasonable (for level) • Speed • Exit	Less than 50% of spin centered Poor (for level) • Speed • Exit	• Center not established • Insufficient speed or control • Fall