



# Skate Canada Marking Sheet

## Freestyle STAR 2, 3 & 4



<b>Competition:</b>				<b>Date:</b>			
<b>Skater:</b>				<b>Event:</b>			
<b>Judge:</b>				<b>Group:</b>			
Element Executed	Assessment B/S/G	Review	Comments	Well Balanced Check Check box each time element is performed			
1.				<b>STAR 2:</b> <input type="checkbox"/> <b>1S</b> (Salchow) <input type="checkbox"/> <b>1T</b> (Toe Loop) <input type="checkbox"/> <b>1W+1T+C</b> (Waltz+Toe Loop Combo) <input type="checkbox"/> <b>1Lo</b> (Loop) <input type="checkbox"/> <b>1F</b> Or <b>1Lz</b> (Flip or Lutz) <input type="checkbox"/> <b>BUSp</b> (Backward Upright Spin) <input type="checkbox"/> <b>CSp</b> Or <b>SSp</b> (forward entry camel or sit spin) <input type="checkbox"/> <b>FSpSq</b> (Forward Spiral Sequence) <input type="checkbox"/> <b>TrSq</b> (Turn Sequence)  <b>STAR 3&amp;4</b> Must include 1 of * 5 different jumps. Jumps with 2 boxes may be repeated as part of 2 <sup>nd</sup> combo. <input type="checkbox"/> <input type="checkbox"/> <b>1W</b> (Waltz)* <u>or</u> <input type="checkbox"/> <input type="checkbox"/> <b>1A</b> (Axel)* <b>(STAR 4 must include 1A)</b> <input type="checkbox"/> <input type="checkbox"/> <b>1T</b> (Toe Loop) <input type="checkbox"/> <input type="checkbox"/> <b>1S</b> (Salchow) <input type="checkbox"/> <b>1Lo+1Lo+C</b> (Loop+Loop Combo)* <input type="checkbox"/> <input type="checkbox"/> <b>1F</b> (Flip) <input type="checkbox"/> <input type="checkbox"/> <b>1Lz</b> (Lutz) <input type="checkbox"/> Max 1 additional jump combo <input type="checkbox"/> <b>BUSp</b> (Backward Upright Spin)* <input type="checkbox"/> <b>CoSp</b> Or <b>CCoSp</b> (Combo Spin - must attempt C&S pos) * <input type="checkbox"/> <b>FSpSq</b> (Forward Spiral Sequence)			
2.							
3.							
4.							
5.							
6.							
7.							
8.							
9.							
10.							
Program Components Comments		Assessment B/S/G	Overall Result Calculation				
<b>Skating Skills</b>			<b>STAR 2:</b> Gold: 7 assessments @ Gold, Skating Skills at least Silver. Silver: 7 assessments @ Silver or better, Skating Skills at least Bronze. Bronze: 7 assessments @ Bronze or better, Skating Skills at least Bronze.  <b>STAR 3:</b> Gold: 7 assessments @ Gold, Skating Skills & P/E at least Silver. Silver: 7 assessments @ Silver or better, Skating Skills & P/E at least Bronze. Bronze: 7 assessments @ Bronze or better, Skating Skills & P/E at least Bronze.				<b>OVERALL ASSESSMENT (STAR 2/3)</b>
<b>Performance</b>							
<b>Interpretation (STAR 3&amp;4)</b>							
<b>STAR 4 Violations &amp; Bonus:</b> Enter <u>the number</u> of Violations or Bonuses		<b>Timing:</b> Enter the number of violations. 1 violation for up to every 5 sec lacking or in excess	<b>Part of costume falls on ice:</b> Enter the number of violations. 1 violation for every occurrence	<b>STAR 4 Bonus</b> Enter in number of rotated Axels (1A only, not 1A< or 1A<<)		<b>Rotated Axel Bonus:</b>	