

CTARCICATE		Skate Canada Freeskate Assessment STAR 7 Freeskate – Elements						
STARSKATE	1 / / / / /	Candidata				SC#		
Date: DD / M M					_			
Home Club/Skating School:						_ Assessor: _		
Evaluation Result:		Pass with Honours ☐ Pass ☐		Retry				
			STAR 7 Fro	eeskate –	Elements			
Date: DD / MM	/ Y Y Y Y	Candidate: _				Assessor	:	
Mandatory Requirements must be yes for element to receive an overall rating of silver or gold *Element assessment cannot exceed criteria rating. To establish an overall assessment, skaters must acquire 2 or more checkmarks at a level rating or higher.								
ELEMENT		CRITERIA		RATING		OVERALL	COMMENTS	
Double lump #1	Π	F.,, a., t., a., *	BRONZE	SILVER	GOLD			
Double Jump #1 (2S, 2T, 2Lo, 2F, 2Lz or 2A)	Mandatory Requirements Yes: □ No: □	Execution*				G□		
		Speed/flow				S□ B□		
5 11 1 40		Landing						
Double Jump #2 (2S, 2T, 2Lo, 2F, 2Lz or 2A)	Mandatory Requirements Yes: ☐ No: ☐	Execution*				G □ S □ B □		
		Speed/flow						
		Landing				ВШ		
Double Jump #3 (2S, 2T, 2Lo, 2F, 2Lz or 2A)	Mandatory Requirements Yes: ☐ No: ☐	Execution*				G□		
(23, 21, 210, 21, 212 01 2A)		Speed/flow				S□		
		Landing				В□		
Jump Combination	Mandatory Requirements Yes: ☐ No: ☐	Execution*				G □ S □		
(1+2, 2+1, 2+2 permitted)		Speed/flow						
		Landing				В□		
Flying Camel/Sit Spin (FCoSp - 0 Feature) Min 5 revs.	Mandatory requirements Yes: ☐ No: ☐	Execution*				G□		
		Centering				S□		
		Position				В□		
Sit or Camel Spin (SSp or CSp - 1 Feature) Min 4 revs.	Mandatory Requirements Yes: □	Execution*				G □ S □ B □		
		Centering						
	No: □	Position						

Min 5 revs. Passing Requirements: Must have a minimum of 2 different double jumps and 2 spins at SILVER or better.

YES \square NO Maximum 2 re-skates

G□

S□

В□

Execution*

Centering

Position

Mandatory

Requirements

Yes: □

No: □

Result:		Bronze	<u>Silver</u>	<u>Gold</u>
☐ Pass with Honours (5 of 7 elements at Gold)	Total Overall			
☐ Pass (5 of 7 elements at Silver or better)	Assessment			
□ Retry				

Change

Combination Spin

(CCoSp - 1 Feature per foot

permitted)



Skate Canada Freeskate Assessment STAR 7 Freeskate – Elements

Standards of Assessment

Mandatory Requirements

Jumps: Clean rotation, correct takeoff and successful landing

Spins: Definition of basic position achieved (min revs/position), established center, stable throughout, min revs, feature attempted (if required)

Assessment Criteria (GOE)

	BRONZE (-)	SILVER (0)	GOLD (+)
JUMPS: Landing:	Poor form. Held for less than 1 second.	Solid form with moderately extended free leg and adequate knee bend. Held for 1 second.	Good form with fully extended free leg and good knee bend. Held for more than 1 second.
SPINS: Position: Quality of position	Poor position with extension that is partial. Break in body lines apparent.	Position is solid with moderate extension. Body lines are adequate.	Good positions with good extension and body lines.

Continuum of Development Criteria (for the level)

Stage of Development		Early	Moderate	Moderate	
(Learn to Compete)		(exit phase)	(entry phase)	(exit phase)	
ELEMENTS	CRITERIA	BRONZE (Below level)	SILVER (At level)	GOLD (Above level)	
JUMPS	Execution*: Jump flight qualities	Jump height and distance may be minimal. Air position is somewhat controlled and aligned.		Jump height and distance reasonable. Air position is mostly controlled and aligned.	
	Speed/Flow: Speed & Flow in and out of jump	Approach may be tentative in nature: Slow and cautious. Little flow on landing		Moderate speed on approach. Flow on landing apparent.	
SPINS	Execution*: Speed of revolutions, control, entry/exit	Moderate speed of revs throughout spin. May have slight loss of control on exit. Flying spin may demonstrate incorrect edge of take-off and minimal air.		Good speed of revs throughout spin. Exit is mostly controlled. Flying spin entry demonstrates proper edge take-off and moderate air.	
	Centering: Number of spinning revolutions with an established center.	Spin may centre slowly. Skater may travel slightly on exit or when changing position(s) and/or feet		Spin generally centered from entry to exit. Skater can mostly maintain centre when changing position(s) and/or feet.	

Additional Comments: