

Minimum Element Requirements for Assessed to Standard events

Elements performed at the Beginner I, Beginner II, and Elementary levels must meet the following minimum requirements in order for the element to be identified and provided an assessment rating. Elements that do not meet the minimum requirements identified in the table below will be considered incomplete and marked "Invalid" with no assessment rating provided.

ELEMENT	CATEGORIES	MINIMUM ELEMENT REQUIREMENTS
LINEAR ELEMENT (BLOCK)	Beginner I	 Must have a minimum of three (3) lines in a closed block formation Must be a closed block formation with parallel lines (lined up or staggered) and skaters attached for majority of time
PIVOTING ELEMENT (BLOCK)	Beginner II Elementary	 Must have a minimum of three (3) lines in a closed block formation Must be a closed block formation with parallel lines (lined up or staggered) and skaters attached for majority of time Must cover at least half (½) of the ice surface Pivot must be recognizable (any distance)
LINEAR ELEMENT (LINE)	Beginner I Beginner II Elementary	There may be one (1) or two (2) lines. If two (2) lines, they may pass by each other
ROTATING ELEMENT (WHEEL)	Beginner I Beginner II Elementary	 There may be one (1) or two (2) wheels. If two (2) wheels, they must be side by side wheels All wheels must rotate at the same time There must be at least three (3) skaters in each spoke a wheel
ROTATING ELEMENT (CIRCLE)	Beginner I Beginner II Elementary	 There may be a maximum of two (2) circles at the same time There must be at least four (4) skaters in each circle
	Beginner I Beginner II	Preparation and approach must be face-to-faceNo rotation permitted at the point of intersection
INTERSECTION ELEMENT	Elementary	 Preparation and approach must be face-to-face Each half (½) of team must execute the same turns/steps at the point of intersection (including the direction of the rotation). Only three-turns or mohawks may be used at the point of intersection

NOTE:

Additional elements may be performed; however, these must be listed as "Transitions" on the Planned Program Content sheet.

© Skate Canada June 2017 Page 1 of 10

Beginner I Assessment Standard Criteria

Synchronized Skating Assessment Standard Criteria

Beginner I

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.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
Block Element	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	Good (for level) Correct shape 75% or more of element All skaters lined up and evenly spaced Lines close together	Reasonable (<u>for level</u>) Correct shape 50% of element Most skaters lined up and evenly spaced Lines close together	Poor (for level) Correct shape 25% of element Uneven line up and spacing of skaters Uneven space between lines	Insufficient (for level) Correct shape not sustained Little lining up and uneven spacing Noticeable gaps between lines	
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) • All skaters move together as one	Reasonable (<u>for level</u>) Most skaters move together as one	Poor (<u>for level</u>) • Little unison through element	Insufficient (<u>for level</u>) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Covers more than 50% of the ice Easy transition into and exit from element	Reasonable (<u>for level</u>) Covers 50% of the ice Minor struggle with set up and exit from element	Poor (for level) Covers less than 50% of the ice Poor transition into and exit from element	Insufficient (for level) No recognizable ice coverage Stop needed for set up and exit from element	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				
Linear Element (Line)	(1) Shape & Spacing: Correctness of line(s) and even spacing between skaters	Good (for level) Good shape All skaters lined up Lines close together (2 lines) Skaters evenly spaced	Reasonable (for level) Reasonable shape Most skaters lined up Lines close together (2 lines) Skaters evenly spaced	Poor (for level) Poor shape Uneven line up Uneven space between lines (2 lines) Uneven space between skaters	Insufficient (for level) Unclear shape Little lining up Noticeable gaps between lines (2 lines)	
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) • All skaters move together as one	Reasonable (<u>for level</u>) Most skaters move together as one	Poor (<u>for level</u>) • Little unison through element	Insufficient (<u>for level</u>) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Cover more than 50% of the ice Easy transition into and exit from element	Reasonable (<u>for level</u>) Cover 50% of the ice Minor struggle with set up and exit from element	Poor (for level) Cover less than 50% of the ice Poor transition into and exit from element	Insufficient (for level) No recognizable ice coverage Stop needed for set up and exit from element	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				

Beginner I Assessment Standard Criteria

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Intersection Element	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	Good (for level) Good shape All skaters lined up Skaters evenly spaced	Reasonable (<u>for level</u>) Reasonable shape Most skaters lined up Skaters evenly spaced	Poor (for level) Poor shape Uneven line up Uneven space between skaters	Insufficient (for level) Unclear shape Little lining up Uneven spacing
	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as one	Reasonable (<u>for level</u>) • Most skaters move together as one	Poor (<u>for level</u>) Little unison through element	Insufficient (for level) No unison through element
	(3) Execution: Movement over the ice, sureness of pi, transition in/out of element	Good (for level) Good ice coverage Clean pi Easy transition into and exit from element	Reasonable (for level) Fair ice coverage Clean pi Minor struggle with set up and exit from element	Poor (for level) Poor ice coverage Some bumping at pi Poor transition into and exit from element	Insufficient (for level) Little ice coverage Collision at pi Stop needed for set up and exit from element
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze 			

Choice of one Rotating Element:

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
Rotating Element (Circle)	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	Good (for level) Good shape Skaters evenly spaced	Reasonable (<u>for level</u>) Reasonable shape Skaters evenly spaced	Poor (for level) Poor shape Uneven space between skaters	Insufficient (<u>for level</u>) • Unclear shape • Uneven spacing	
	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as one	Reasonable (<u>for level</u>) • Most skaters move together as one	Poor (<u>for level</u>) Little unison through element	Insufficient (for level) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Continuous smooth rotation Easy transition into and exit from element	Reasonable (for level) Fair rotation, some slight pulling Minor struggle with set up and exit from element	Poor (for level) Irregular rotation, stopping/starting Poor transition into and exit from element	Insufficient (<u>for level</u>) Little rotation, jerky Stop needed to set up and exit from element	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 				
Rotating Element (Wheel)	(1) Shape & Spacing: Correctness of line up and even spacing between skaters	Good (for level) Good shape All skaters lined up Skaters evenly spaced	Reasonable (<u>for level</u>) Reasonable shape Most skaters lined up Skaters evenly spaced	Poor (for level) Poor shape Uneven line up Uneven space between skaters	Insufficient (for level) Unclear shape Little lining up Uneven spacing	
	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) • All skaters move together as one	Reasonable (for level) Most skaters move together as one	Poor (<u>for level</u>) • Little unison through element	Insufficient (for level) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Continuous smooth rotation Easy transition into and exit from element	Reasonable (for level) Fair rotation, some slight pulling Minor struggle with set up and exit from element	Poor (for level) Irregular rotation, stopping/starting Poor transition into and exit from element	Insufficient (for level) Little rotation, jerky Stop needed to set up and exit from element	
		 Fall by 1 – No higher the Fall by 2 or more – No Break in Hold (5sec. or 		ver	·	

Beginner I Assessment Standard Criteria

Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze
Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze

COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills	(1) Technique*: Proper mechanics	Good Technique (<u>for level</u>)	Reasonable Technique (for level)	Poor Technique (<u>for level</u>)	Insufficient Technique (for level)
*Component assessment cannot exceed Technique	assessment cannot exceed	 Turns Blade pushes One foot skating	 Turns Blade pushes One foot skating	 Turns Blade pushes Two footed skating	TurnsEvident toe pushingExcessive Two footed skating
rating	(2) Power:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Ability to generate and maintain speed	AccelerationKnee action	AccelerationKnee action	AccelerationKnee action	AccelerationKnee action
	(3) Execution: Balance and control	Stable throughoutEvidence of body lean	 Generally stable Some body lean	Stability inconsistentMinimal body lean	Unstable throughoutNo evidence of body lean
Performance	(1) Carriage*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
*Component assessment	Style, form, line	FormCore strengthBody line	FormCore strengthBody line	FormCore strengthBody line	FormCore strengthBody line
cannot exceed Carriage rating	(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

6 Total Assessments: 4 Elements, 2 Program Components

BEGINNER I Overall Assessment

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.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
Pivoting Element (Block) *Element assessment	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	Good (for level) Correct shape 75% or more of element All skaters lined up and evenly spaced Lines close together	Reasonable (for level) Correct shape 50% of element Most skaters lined up and evenly spaced Lines close together	Poor (for level) Correct shape 25% of element Uneven line up and spacing of skaters Uneven space between lines	Insufficient (for level) Correct shape not sustained Little lining up and uneven spacing Noticeable gaps between lines	
cannot exceed Shape rating	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as one	Reasonable (<u>for level</u>) • Most skaters move together as one	Poor (<u>for level</u>) Little unison through element	Insufficient (<u>for level</u>) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Covers more than 50% of the ice Easy transition into and exit from element Good speed and continuous pivoting action	Reasonable (for level) Covers 50% of the ice Minor struggle with set up and exit from element Continuous pivoting action	Poor (for level) Covers less than 50% of the ice Poor transition into and exit from element Interrupted pivoting action (less than 2 seconds)	Insufficient (for level) No recognizable ice coverage Stop needed for set up and exit from element No pivot action	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				
Linear Element (Line) *Element assessment cannot exceed Shape rating	(1) Shape & Spacing*: Correctness of line(s) and even spacing between skaters	Good (for level) Good shape All skaters lined up Lines close together (2 lines) Skaters evenly spaced	Reasonable (for level) Reasonable shape Most skaters lined up Lines close together (2 lines) Skaters evenly spaced	Poor (for level) Poor shape Uneven line up Uneven space between lines (2 lines) Uneven space between skaters	Insufficient (for level) Unclear shape Little lining up Noticeable gaps between lines (2 lines)	
. Shape rating	(2) Unison: Equal movement by all skaters together	Good (for level) • All skaters move together as one	Reasonable (<u>for level</u>) • Most skaters move together as one	Poor (<u>for level</u>) • Little unison through element	Insufficient (<u>for level</u>) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Good ice coverage Easy transition into and exit from element	Reasonable (for level) Fair ice coverage Minor struggle with set up and exit from element	Poor (for level) Poor ice coverage Poor transition into and exit from element	Insufficient (for level) Little ice coverage Stop needed for set up and exit from element	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				

Beginner II Assessment Standard Criteria

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Intersection	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Element	Correctness of line up	Clear shape	Clear shape	Poor shape	Unclear shape
	and even spacing between skaters	All skaters lined up	Most skaters lined up	Uneven line up	Little lining up
*Element assessment	between skaters	Skaters evenly spaced	Skaters evenly spaced	Uneven space between skaters	Uneven spacing
cannot exceed	(2) Unison:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Shape rating	Equal movement by all skaters together	All skaters move together as one	Most skaters move together as one	Little unison through element	No unison through element
	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (for level)
	Movement over the ice,	Good ice coverage	Fair ice coverage	Poor ice coverage	Little ice coverage
	sureness of pi,	Clean pi	Clean pi	Some bumping at pi	Collision at pi
	transition in/out of element	Easy transition into and exit from	Minor struggle with set up and exit from	Poor transition into and exit from	Stop needed for set up and exit from
		element	element	element	element
		• Fall by 1 – No higher tl	Landada da	I	
		• Fall by 2 or more – No			
			less) – No higher than Sil		
		Break in Hold (More the second control of the second control	nan 5sec.) or Multiple Brea	aks in Holds – No higher th	nan Bronze
Rotating	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Element	Correctness of line up	Good shape	Reasonable shape	Poor shape	Unclear shape
(Circle)	and even spacing between skaters	Skaters evenly	Skaters evenly	Uneven space between skaters	Uneven spacing
		spaced	spaced		
*Element	(2) Unison: Equal movement by all	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
assessment cannot exceed	skaters together	All skaters move together as one	Most skaters move together as one	Little unison through element	No unison through element
Shape rating	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Movement over the ice, transition in/out of	Continuous smooth	• Fair rotation, some	Irregular rotation,	Little rotation, jerky
	element	rotationEasy transition into	slight pullingMinor struggle with	stopping/starting • Poor transition into	Stop needed to set up and exit from
		and exit from	set up and exit from	and exit from	element
		element	element	element	
		• Fall by 1 – No higher the			
		• Fall by 2 or more – No			
		·	r less) – No higher than Sil nan 5sec.) or Multiple Brea		nan Bronze
			a minimum 360 degrees ir		
Rotating	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Element	Correctness of line up	Good shape	Reasonable shape	Poor shape	Unclear shape
(Wheel)	and even spacing	All skaters lined up	Most skaters lined up	Uneven line up	Little lining up
	between skaters	Skaters evenly	Skaters evenly	Uneven space	Uneven spacing
*Element		spaced	spaced	between skaters	
assessment	(2) Unison: Equal movement by all	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
cannot exceed Technique	skaters together	All skaters move together as one	Most skaters move together as one	Little unison through element	No unison through element
rating	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Movement over the ice, transition in/out of	Continuous smooth	Fair rotation, some	Irregular rotation, stanning/starting	Little rotation, jerky
	element	rotationEasy transition into	slight pullingMinor struggle with	stopping/starting • Poor transition into	Stop needed to set up and exit from
		and exit from	set up and exit from	and exit from	element
		element	element	element	
		• Fall by 1 – No higher tl	han Bronze		
		• Fall by 2 or more – No	-		
		Break in Hold (5sec. or less) – No higher than Silver			

Beginner II Assessment Standard Criteria

 Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than B Skaters do not rotate a minimum 360 degrees in one direction – No higher than 					
COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Component assessment cannot exceed Technique rating	(1) Technique: Proper mechanics demonstrated	Good Technique (for level) Turns Blade pushes One foot skating	Reasonable Technique (for level) Turns Blade pushes One foot skating	Poor Technique (for level) Turns Blade pushes Two footed skating	Insufficient Technique (for level) Turns Evident toe pushing Excessive Two footed skating
	(2) Power: Ability to generate and maintain speed	Good (<u>for level</u>) • Acceleration • Knee action	Reasonable (<u>for level</u>) • Acceleration • Knee action	Poor (<u>for level</u>) • Acceleration • Knee action	Insufficient (<u>for level</u>) • Acceleration • Knee action
	(3) Execution: Balance and control	Stable throughoutEvidence of body lean	Generally stable Some body lean	Stability inconsistent Minimal body lean	Unstable throughout No evidence of body lean
Performance	(1) Carriage*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
*Component assessment	Style, form, line	FormCore strengthBody line	FormCore strengthBody line	FormCore strengthBody line	FormCore strengthBody line
cannot exceed Carriage rating	(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

7 Total Assessments: 5 Elements, 2 Program Components

BEGINNER II Overall Assessment

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.

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT	
Pivoting Element (Block) *Element assessment	(1) Shape & Spacing*: Correctness of line up and even spacing between skaters	 Good (<u>for level</u>) Correct shape 75% or more of element All skaters lined up and evenly spaced Lines close together 	Reasonable (for level) Correct shape 50% of element Most skaters lined up and evenly spaced Lines close together	Poor (for level) Correct shape 25% of element Uneven line up and spacing of skaters Uneven space between lines	Insufficient (for level) Correct shape not sustained Little lining up and uneven spacing Noticeable gaps between lines	
cannot exceed Shape rating	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) • All skaters move together as one	Reasonable (<u>for level</u>) Most skaters move together as one	Poor (<u>for level</u>) • Little unison through element	Insufficient (for level) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	 Good (for level) Covers more than 50% of the ice Easy transition into and exit from element Good speed and continuous pivoting action Pivot more than 90 degrees Fall by 1 – No higher the 	Reasonable (for level) Covers 50% of the ice Minor struggle with set up and exit from element Continuous pivoting action Pivot of 90 degrees	Poor (for level) Covers less than 50% of the ice Poor transition into and exit from element Interrupted pivoting action (less than 2 seconds) Pivot less than 90 degrees	 Insufficient (for level) No recognizable ice coverage Stop needed for set up and/or exit from element No pivot action 	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				
Linear Element (Line) *Element assessment cannot exceed	(1) Shape & Spacing*: Correctness of line(s) and even spacing between skaters	Good (for level) Clear shape All skaters lined up Lines close together (2 lines) Skaters evenly spaced	Reasonable (for level) Clear shape Most skaters lined up Lines close together (2 lines) Skaters evenly spaced	Poor (for level) Poor shape Uneven line up Uneven space between lines (2 lines) Uneven space between skaters	Insufficient (for level) Unclear shape Little lining up Noticeable gaps between lines (2 lines)	
Shape rating	(2) Unison: Equal movement by all skaters together	Good (<u>for level</u>) • All skaters move together as one	Reasonable (<u>for level</u>) • Most skaters move together as one	Poor (<u>for level</u>) Little unison through element	Insufficient (<u>for level</u>) No unison through element	
	(3) Execution: Movement over the ice, transition in/out of element	Good (for level) Good ice coverage Easy transition into and exit from element	Reasonable (for level) Fair ice coverage Minor struggle with set up and exit from element	Poor (<u>for level</u>) Poor ice coverage Poor transition into and exit from element	Insufficient (for level) Little ice coverage Stop needed for set up and/or exit from element	
		 Fall by 1 – No higher than Bronze Fall by 2 or more – No higher than Merit Break in Hold (5sec. or less) – No higher than Silver Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Lines not as even as possible – No higher than Bronze 				

Elementary Assessment Standard Criteria

ELEMENTS	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Intersection	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (for level)	Poor (<u>for level</u>)	Insufficient (for level)
Element	Correctness of line up	Clear shape	Clear shape	Poor shape	Unclear shape
	and even spacing	All skaters lined up	Most skaters lined up	Uneven line up	Little lining up
*Element	between skaters	Skaters evenly	Skaters evenly	Uneven space	 Uneven spacing
assessment		spaced	spaced	between skaters	
cannot exceed	(2) Unison:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Shape rating	Equal movement by all skaters together	All skaters move tagether as and	Most skaters move together as one	Little unison through	No unison through
	}	together as one		element	element
	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Movement over the ice, sureness of pi,	Good ice coverage	Fair ice coverage	Poor ice coverage Come bumping at pi	Little ice coverage Collision et pi
	transition in/out of	Clean piEasy transition into	Clean piMinor struggle with	Some bumping at piPoor transition into	Collision at piStop needed for set
	element	and exit from	set up and exit from	and exit from	up and/or exit from
		element	element	element	element
		 Fall by 1 – No higher tl 	han Bronze	1	'
		• Fall by 2 or more – No			
		Break in Hold (5sec. or	less) – No higher than Sil	ver	
		Break in Hold (More the second control of the second control	nan 5sec.) or Multiple Brea	aks in Holds – No higher th	nan Bronze
Rotating	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Element	Correctness of line up	Clear shape	Clear shape	Poor shape	Unclear shape
(Circle)	and even spacing	Skaters evenly	Skaters evenly	Uneven space	 Uneven spacing
	between skaters	spaced	spaced	between skaters	
*Element	(2) Unison:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
assessment	Equal movement by all	All skaters move	Most skaters move	Little unison through	No unison through
cannot exceed Shape rating	skaters together	together as one	together as one	element	element
Shape rating	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Movement over the ice,	Continuous smooth	Fair rotation, some	Irregular rotation,	Little rotation, jerky
	transition in/out of element	rotationEasy transition into	slight pullingMinor struggle with	stopping/starting • Poor transition into	 Stop needed to set up and/or exit from
	cicinent	and exit from	set up and exit from	and exit from	element
		element	element	element	
		 Fall by 1 – No higher tl 	han Bronze	·	'
		• Fall by 2 or more – No			
		Break in Hold (5sec. or	less) – No higher than Sil	ver	
			nan 5sec.) or Multiple Brea		
		Skaters do not rotate a	a minimum 360 degrees ir	one direction – No highe	r than Bronze
Rotating	(1) Shape & Spacing*:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
Element	Correctness of line up	Clear shape	Clear shape	Poor shape	Unclear shape
(Wheel)	and even spacing between skaters	All skaters lined upSkaters evenly	Most skaters lined upSkaters evenly	Uneven line upUneven space	Little lining up
	Jeth cen shaters	spaced	spaced	between skaters	Uneven spacing
*Element	(2) Unison:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (for level)	Insufficient (<u>for level</u>)
assessment cannot exceed	Equal movement by all	All skaters move	Most skaters move	Little unison through	No unison through
Technique rating	skaters together	together as one	together as one	element	element
-	(3) Execution:	Good (<u>for level</u>)	Reasonable (<u>for level</u>)	Poor (<u>for level</u>)	Insufficient (<u>for level</u>)
	Movement over the ice,	Continuous smooth	• Fair rotation, some	• Irregular rotation,	• Little rotation, jerky
	transition in/out of	rotation	slight pulling	stopping/starting	Stop needed to set
	element	Easy transition into	Minor struggle with	Poor transition into	up and/or exit from
		and exit from	set up and exit from	and exit from	element
		element	element	element	L
		• Fall by 1 – No higher the			
		• Fall by 2 or more – No	-		
		 Break in Hold (5sec. or less) – No higher than Silver 			

Elementary Assessment Standard Criteria

		 Break in Hold (More than 5sec.) or Multiple Breaks in Holds – No higher than Bronze Skaters do not rotate a minimum 360 degrees in one direction – No higher than Bronze 			
COMPONENT	ASSESSMENT POINTS	GOLD	SILVER	BRONZE	MERIT
Skating Skills *Component	(1) Technique*: Proper mechanics demonstrated	Good Technique (for level) • Turns	Reasonable Technique (for level) Turns	Poor Technique (for level) • Turns	Insufficient Technique (for level) Turns
assessment cannot exceed Technique rating		Blade pushesOne foot skating	Blade pushes One foot skating	Blade pushes Two footed skating	Evident toe pushing Excessive Two footed skating
	(2) Power: Ability to generate and maintain speed	Good (<u>for level</u>) • Acceleration • Knee action	Reasonable (<u>for level</u>) • Acceleration • Knee action	Poor (<u>for level</u>) • Acceleration • Knee action	Insufficient (<u>for level</u>) • Acceleration • Knee action
	(3) Execution: Balance and control	Stable throughoutEvidence of body lean	Generally stable Some body lean	Stability inconsistent Minimal body lean	Unstable throughout No evidence of body lean
Component assessment	(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
cannot exceed Carriage rating	(2) Projection: Ability to perform with confidence	Good (for level) Confidence Commitment to movements	Reasonable (<u>for level</u>) Confidence Commitment to movements	Poor (for level) Confidence Commitment to movements	Insufficient (for level) Confidence Commitment to movements
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.

8 Total Assessments: 5 Elements, 3 Program Components

Elementary Overall Assessment

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.