



Skate Canada Learn to Train Pilot

Panel Marking Sheet STAR 2, 3 & 4



Competition:				Date:				
Skater:				Event:				
Judge:				Group:				
Element Executed	Assessment G/S/B/M	Review	Comments	Well Balanced Check Check box each time element is performed				
1.				STAR 2: <input type="checkbox"/> 1W (Waltz) <input type="checkbox"/> 1T (Toe Loop) <input type="checkbox"/> 1S+1T+C (Salchow+Toe Loop Combo) <input type="checkbox"/> 1Lo (Loop) <input type="checkbox"/> 1F Or 1Lz (Flip or Lutz) <input type="checkbox"/> BUSp (Backward Upright Spin) <input type="checkbox"/> CSp Or Ssp (forward entry camel or sit spin) <input type="checkbox"/> FSpSq (Forward Spiral Sequence)				
2.								
3.								
4.								
5.				STAR 3&4 <u>Must include 1 of *</u> 5 different jumps. Jumps with 2 boxes may be repeated as part of 2 nd combo. <input type="checkbox"/> <input type="checkbox"/> 1W (Waltz) * <u>or</u> <input type="checkbox"/> <input type="checkbox"/> 1A (Axel) * <input type="checkbox"/> <input type="checkbox"/> 1T (Toe Loop) <input type="checkbox"/> <input type="checkbox"/> 1S (Salchow) <input type="checkbox"/> 1Lo+1Lo+C (Loop+Loop Combo) * <input type="checkbox"/> <input type="checkbox"/> 1F (Flip) <input type="checkbox"/> <input type="checkbox"/> 1Lz (Lutz) <input type="checkbox"/> Max 1 additional jump combo <input type="checkbox"/> BUSp (Backward Upright Spin) * <input type="checkbox"/> CoSp Or CCoSp (Combo Spin* Must attempt C&S pos) <input type="checkbox"/> FSpSq (Forward Spiral Sequence)				
6.								
7.								
8.								
9.								
10.								
Program Components			Overall Result Calculation					
Skating Skills		STAR 2: Gold: 6 assessments @ Gold, Skating Skills at least Silver. Silver: 6 assessments @ Silver or better, Skating Skills at least Bronze. Bronze: 6 assessments @ Bronze or better, Skating Skills at least Bronze. STAR 3: 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.				OVERALL ASSESSMENT (STAR 2/3)		
Performance/ Execution								
Interpretation (STAR 3&4)								
STAR 4 Violations	Timing:		Part of		STAR 4 Bonuses	Rotated		
Enter in # of Occurrences	-0.5 for up to every 5 sec lacking or in excess		Costume falls		Enter in # of Rotated Axels (not 1A<<)	Axel Bonus:		
			On ice: -0.5			+3.0 each		

Note: STAR 4 is ranked – no final assessment is noted on the marking sheet