### Aussie Skate<sup>™</sup> Competition JUDGING CRITERIA



- 1. Aussie Skate<sup>TM</sup> competitions use the 6.0 system of judging
- 2. Scale of marks to be used in judging ranges from 0.0 to 6.0.
- 3. All judging shall be done and marks entered on the judge's sheet immediately after each skater has performed
- 4. Closed marking is recommended
- 5. For the Free Skate Events the Presentation Mark breaks the tie.
- 6. Use the spaces below each listed element on the Judges Sheets to make comments, write + or -, use checks, or any other grading system to rate skaters' elements.
- 7. Use the Marks category for the final score.
- 8. Judges must be familiar with the required elements in each level. Discuss the base mark point value and recommended list of deductions with your judging panel BEFORE the competition:
  - 0.2 For each element included from a higher level
  - 0.1 Omission of required element
  - 0.1-0.2 Not according to the requirements/rules

Falls and poor quality can be reflected in a lower base mark.

9. The Referee should have an Aussie Skate<sup>TM</sup> Competition Manual, an Aussie Skate<sup>TM</sup> Handbook, a copy of the Competition Announcement with them during the competition. When a skater performs an element from a higher level, the necessary deductions should be applied.

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Event Name Tiny Tots 2 – AGE:	Ice end		Event #
Notes		Referee	
1 Skating order of elements is o	ptional	Judge 1	
2 Must demonstrate the require	d elements	Judge 2	
3 Time limit 1:00 +/- 10 secs		Judge 3	
4 Deductions (0.2) will be made	if elements from a		

higher level are used

		ELEMENTS				MARKS				
#	Skater	Moving Dip	3-5 Fwd swizzle	2 foot hop in place	Fwd skating 10 steps	Fwd 2 ft curve glide R & L		Required elements	Overall Mark	Place
1										
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3										
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Event Name Tiny Tots 3 – AGE:	Ice end	Event #
Notes	Referee	
1 Skating order of elements is optional	Judge 1	
2 Must demonstrate the required eleme	ents Judge 2	
3 Time limit 1:00 +/- 10 secs	Judge 3	
4 Deductions (0.2) will be made if elem	ents from a	

#### ELEMENTS MAY BE SKATED IN ANY ORDER

		ELEMENTS							MARKS			
#	Skater	Fwd 1 ft glide R & L	6 - 8 Fwd swizzle	6 – 8 Back swizzle	Back 2 Foot glide	Moving Snow- plough stop			Required elements	Overall Mark	Place	
1												
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4												
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6												
7												

higher level are used

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Event Name Basic 1 – AGE:	Ice end	Event #
lotes	Referee	
Skating order of elements is optional	Judge 1	
Must demonstrate the required element	ents Judge 2	
Time limit <mark>1:00 +/- 10 secs</mark>	Judge 3	
Deductions (0.2) will be made if elem	ients from a	

higher level are used

				Е	LEMENT	S			MARKS	
#	Skater	Dip in place	March fwd across ice	Fwd 2 foot glide (1 mtr)	6 – 8 Fwd swizzle	6 – 8 Back wiggles		Required elements	Overall Mark	Place
1										
2										
3										
4										
5										
6										
7										

Event Name Basic 2 – AGE:		Ice end		Event #	OF AUSTREE
Not	tes		Referee		
1 8	Skating order of elements is optional		Judge 1		
2 \	Must demonstrate the required eleme	nts	Judge 2		
3 T	ime limit <mark>1:00 +/- 10 secs</mark>		Judge 3		<u> </u>

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS								MARKS	
#	Skater	Moving Dip	6 – 8 Back swizzle	Bk 2 fit glide (1 mtr)	Fwd 2 ft curve glide R & L	Moving snow- plough stop			Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											
7											

### Aussie Skate<sup>TM</sup> Competition

	IXLI LIXLL O	JODGING	SIILLIS	<u> </u>
Event Name Novice 1 – AGE:	Ice end		Event #	OTATING AUSTR
Notes		Referee		
1 Skating order of elements	s is optional	Judge 1		
2 Must demonstrate the rec	quired elements	Judge 2		

4 Deductions (0.2) will be made if elements from a

higher level are used

3 Time limit 1:00 +/- 10 secs

#### **ELEMENTS MAY BE SKATED IN ANY ORDER**

Judge 3

		ELEMENTS						MARKS			
#	Skater	Fwd stroking *correct use of blade	Fwd slalom	Fwd 1 ft glide R & L	Back 1 ft glide (R & L)	2 ft spin (2 revs)			Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											
7											

Event Name Novice 2 – AGE:	Ice end		Event #
Notes		Referee	
1 Skating order of elements is or	otional	Judge 1	· · · · · · · · · · · · · · · · · · ·
2 Must demonstrate the required	elements	Judge 2	
3 Time limit 1:00 +/- 10 secs		Judge 3	
4 Deductions (0.2) will be made	if elements from a		

#### **ELEMENTS MAY BE SKATED IN ANY ORDER**

		ELEMENTS								MARKS		
#	Skater	Fwd cross – overs CW & ACW	Back strokin g	Back slalom	Bk ½ Swizzle pumps CW & ACW	Moving 2ft turn fwd – bk CW & ACW			Required elements	Overall Mark	Place	
1												
2												
3												
4												
5												
6												

higher level are used

Event Name	Ice end		Event #
ntermediate 1 – AGE:			
Notes		Referee	
1 Skating order of elements is opt	ional	Judge 1	
2 Must demonstrate the required e	elements	Judge 2	
3 Time limit 1:00 +/- 10 secs		Judge 3	

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS							MARKS		
#	Skater	Bk cross Overs CW & ACW	BO edge R & L	BI edge R & L	2 ft turn Bk – Fwd CW & ACW	FI Open Mohaw k L- R & R - L			Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											
7											

Event Name	Ice end	Event #
<mark>Intermediate 2 – AGE</mark> :		
Notes	Refe	eree
1 Skating order of elements is optional	Judo	ge 1
2 Must demonstrate the required eleme	nts Judo	ge 2
3 Time limit 1:00 +/- 10 secs	Judo	ge 3
4. Dadwatiana (0.0) will be made if alone		

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS								MARKS		
#	Skater	FO circle stroking CW & ACW	FI circle strokin g CW & ACW	FI pivots R & L	Bunny Hop R & L	Fwd 2 ft curve glide R & L			Required elements	Overall Mark	Place	
1												
2												
3												
4												
5												
6												
7												

Event Name Free Skate 1 – AGE:	Full Ice	Event #
Notes	Referee	····
1 Skating order of elements is optional	Judge 1	· · · · · · · · · · · · · · · · · · ·
2 Must demonstrate the required eleme	ents Judge 2	····
3 Time limit <mark>1:00 +/- 10 secs</mark>	Judge 3	
4 Deductions (0.2) will be made if element	ents from a	

higher level are used

		ELEMENTS							MARKS		
#	Skater	1 ft spin 3 revs **entry **exit	Lunge R & L	3 jump/ Waltz jump	Ballet Jump R OR L	Fwd attitude R & L	FO spirals R & L		Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											
7											

Event Name Free Skate 2 – AGE:	Full Ice		Event #
Notes	R	Referee _	
1 Skating order of elements is optional	J	udge 1 _	<del> </del>
2 Must demonstrate the required eleme	nts J	udge 2	<del> </del>
3 Time limit <mark>1:00 +/- 10 secs</mark>	J	udge 3	······
1 Deductions (0.2) will be made if eleme	onte from a		

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS								MARKS		
#	Skater	Fwd cross leg /scratch spin 3 revs	BI pivot R & L	Spread Eagle CW & ACW	½ flip jump Split w. no split	Salcho w Jump	Waltz 3s		Required elements	Overall Mark	Place	
1												
2												
3												
4												
5												
6												
7												

Event Name Free Skate 3 – AGE:	Full Ice	Event #
Notes	Referee	
1 Skating order of elements is optional	Judge 1	
2 Must demonstrate the required eleme	ents Judge 2	
3 Time limit <mark>1:00 +/- 10 secs</mark>	Judge 3	
4 Deductions (0.2) will be made if elem	ents from a	

higher level are used

		ELEMENTS							MARKS			
#	Skater	Back spin 3 revs crossed free leg	Sit spin 3 revs	Fwd crosso vers Fig 8	Fwd power 3 turns R & L	Toe Loop Jump	BO Spirals R & L		Required elements	Overall Mark	Place	
1												
2												
3												
4												
5												
6												
7												

Event Name Free Skate 4 – AGE:	Full Ice	Event #
Notes	Referee	
1 Skating order of elements is optional	Judge 1	
2 Must demonstrate the required eleme	ents Judge 2	
3 Time limit 1:00 +/- 10 secs	Judge 3	
4 Deductions (0.2) will be made if elem	ents from a	
higher level are used		

		ELEMENTS							MARKS			
#	Skater	Camel Spin 3 revs	Chang e Upright spin 3 revs per foot	2 foot hop in place	Back crosso vers Fig 8	Loop Jump	3/Loop Jump combo	Flip OR Lutz Jump	Required elements	Overall Mark	Place	
1												
2												
3												
4												
5												
6												

Event Name Pair 1 - 2 – AGE:	Full Ice	Event #
Notes	Referee	- <del></del>
1 Skating order of elements is opti-	onal Judge 1	
2 Must demonstrate the required e	lements Judge 2	
3 Time limit 1:00 +/- 10 secs	Judge 3	<del></del>

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS						MARKS			
#	Skater	Fwd crossove rs Fig 8 Hand to hand Hold	Bunny Hops Side by side	Cross leg/ scratch spin Side by side 3 revs	Back crosso vers Fig 8 Hand to hand hold	3/toe loop combo side by side	Pair circling spin 1 foot positio n		Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											

Event Name Pair 3 - 4 – AGE:	Full Ice		Event #
Pail 3 - 4 - AGE	<del>_</del>		
Notes		Referee	<del> </del>
1 Skating order of eleme	ents is optional	Judge 1	
2 Must demonstrate the	required elements	Judge 2	·
3 Time limit 1:00 +/- 10 s	secs	Judge 3	
4 Deductions (0.2) will be	e made if elements from a	a	

4 Deductions (0.2) will be made if elements from a

higher level are used

		ELEMENTS					MARKS				
#	Skater	Back pull spiral	Sit spin Side by side	Loop Jump Side by side	Pair camel spin Kilian Positio n	Flip OR Lutz Jump Side by side	Loop Lift		Required elements	Overall Mark	Place
1											
2											
3											
4											
5											
6											

## Aussie Skate<sup>TM</sup> Competition RESULTS



Event Name:	Event Details:	

	Skater Name
1	
2	
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6	
7	
8	