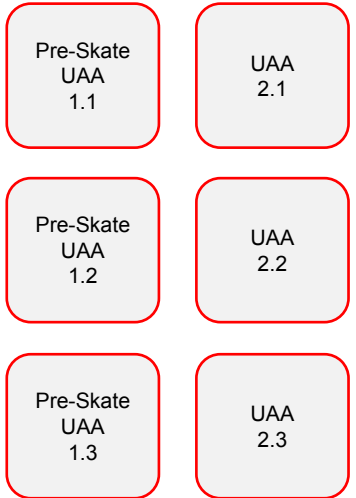


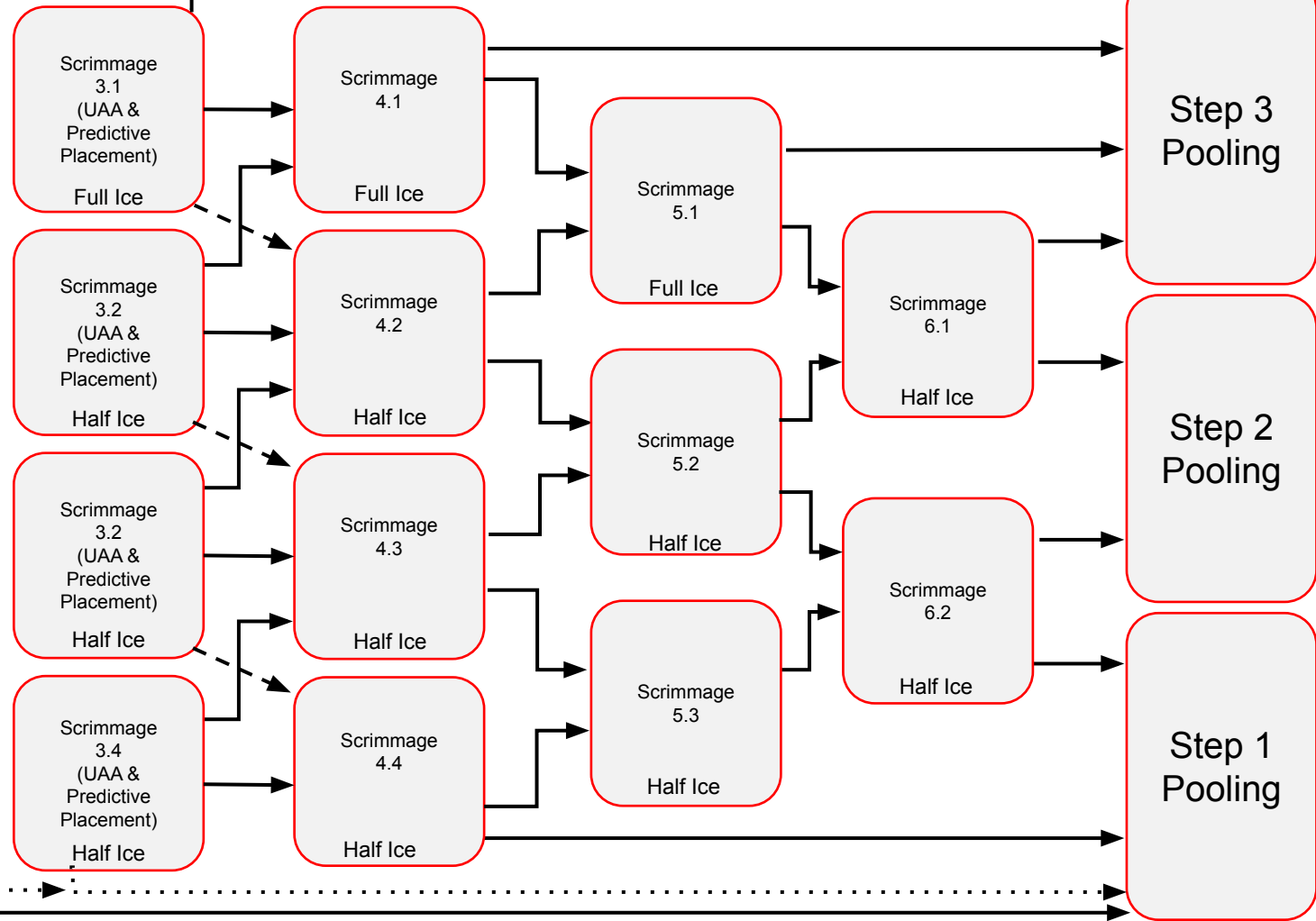
U10 – 2025/2026 Evaluation Flowchart

Skaters whose evaluation scores are significantly below average may be moved to a lower tier in the next round of scrimmages.



Skaters whose evaluation scores and player pathway support "Step 1" tiering may be placed in the "Step 1" pool after the first game play evaluation.

UAA Score < 8



U10 – 2025/2026 Evaluation Flowchart Narrative

Pre-Skate UAA	<ul style="list-style-type: none"> This is an opportunity for players to practice the UAA (Universal Athlete Assessment) skills Players will have an option to select their Pre-Skate time Attendance is not mandatory
UAA Skate	<ul style="list-style-type: none"> Players will be placed in the 1.1, 1.2, or 1.3 UAA Skate sessions, based on similar play level experience. This is not a ranking system and will not have any impact to how players are placed in subsequent evaluation skates. Players will complete the UAA Attendance is mandatory
<p>Scrimmage Game Play: Round 1 (3.1, 3.2, 3.3, 3.4)</p> <p>All scrimmages will be half ice with the exception of 3.1</p>	<ul style="list-style-type: none"> UAA scores will be used to place players into their first scrimmage group, along with consideration of their Player Pathway predictive indicators Players with a UAA score less than or equal to 8 will be placed on the lowest tier team for their age division. They will not participate in game play evaluations. All remaining players will participate in a minimum of one Scrimmage Game Play evaluation. An undefined number of Top and Bottom players will be removed from game play evaluations and placed in Step 3 Pooling or Step 1 Pooling. (Note: A defining the number of players is not possible until it is determined how many Step 1, Step 2, and Step 3 teams there will be this season. The amount of teams is not determined until after UAA scores are compiled and submitted to Ringette Alberta.) Skaters whose evaluation scores are significantly below average may be moved to a lower tier Attendance is mandatory
<p>Scrimmage Game Play: Round 2 (4.1, 4.2, 4.3, 4.4)</p> <p>All scrimmages will be half ice with the exception of 4.1</p>	<ul style="list-style-type: none"> An undefined number of Top and Bottom players will be removed from game play evaluations and placed in Step 3 Pooling or Step 1 Pooling. (Note: A defining the number of players is not possible until it is determined how many Step 1, Step 2, and Step 3 teams there will be this season. The amount of teams is not determined until after UAA scores are compiled and submitted to Ringette Alberta.) Attendance is mandatory
<p>Scrimmage Game Play: Round 3 (5.1, 5.2, 5.3)</p> <p>All scrimmages will be half ice with the exception of 5.3</p>	<ul style="list-style-type: none"> Players participating in this round will be ranked and placed in their skate based on the ranking determined by averaging Round 1 and Round 2 evaluation scores An undefined number of Top and Bottom players will be removed from game play evaluations and placed in Step 3 Pooling or Step 1 Pooling. (Note: Defining the number of players is not possible until it is determined how many Step 1, Step 2, and Step 3 teams there will be this season. The amount of teams is not determined until after UAA scores are compiled and submitted to Ringette Alberta.) Attendance is mandatory
<p>Scrimmage Game Play: Round 3 (6.1, 6.2)</p> <p>All scrimmages will be half ice</p>	<ul style="list-style-type: none"> Players participating in this round will be ranked and placed in their skate based on the ranking determined by evaluation scores in Round 3 Players in 6.1 will be considered for Step 3 or Step 2 Pooling Players in 6.2 will be considered for Step 2 or Step 1 Pooling Attendance is mandatory