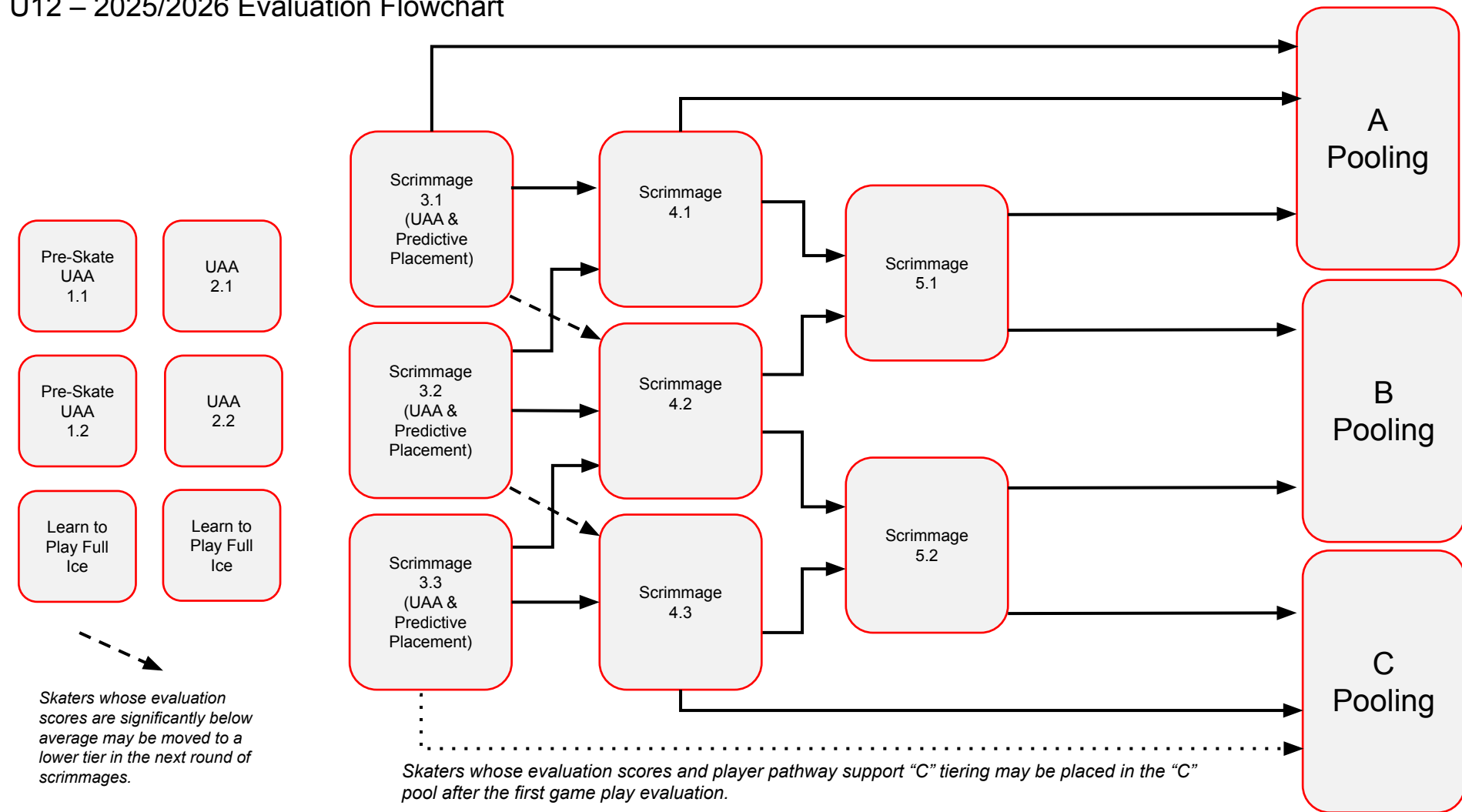


U12 – 2025/2026 Evaluation Flowchart



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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 or 1.2 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
Learn to Play Full Ice	<ul style="list-style-type: none"> Players will be provided with two opportunities to participate in scrimmage play, guided by a coach This is ideal for players who have not played full ice before Attendance is not mandatory
Scrimmage Game Play: Round 1 (3.1, 3.2, 3.3)	<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 An undefined number of Top and Bottom players will be removed from game play evaluations and placed in A Pooling or C Pooling. (Note: Defining the number of players is not possible until it is determined how many A, B, and C teams there will be this season. The amount of teams is not determined until after UAA scores are compiled and submitted to Ringette Alberta.) All players will participate in a minimum of one Scrimmage Game Play evaluations Skaters whose evaluation scores are significantly below average may be moved to a lower tier Attendance is mandatory
Scrimmage Game Play: Round 2 (4.1, 4.2, 4.3)	<ul style="list-style-type: none"> Top ranked players from 3.2 and 3.3 will be moved up An undefined number of Top and Bottom players will be removed from game play evaluations and placed in A Pooling or C Pooling. (Note: Defining the number of players is not possible until it is determined how many A, B, and C 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
Scrimmage Game Play: Round 3 (5.1, 5.2)	<ul style="list-style-type: none"> All remaining players will be ranked and placed in their skate based on the ranking determined by averaging Round 1 and Round 2 evaluation scores Players in 5.1 will be considered for A or B Pooling based on evaluation scores from this round Players in 5.2 will be considered for B or C Pooling based on evaluation scores from this round Attendance is mandatory