

SHORT PROGRAM ESPOIR - PAIRS SKATING

REFEREE CONTROL SHEETS

ELEMENTS	PENALTIES AND TASK TO BE VERIFIED
<ul style="list-style-type: none"> • One position lift - Axel. Maximum Level 2 • One throw jump - single rotation jump (axel is not allowed) • One side by side jump (Axel allowed) • One side by side spin - sit spin (backward inside) • Contact spin - sit spin (face to face) • Camel spiral - backward outside. Maximum level 2 • One footwork sequence maximum level 3, maximum 30 seconds. <p>COMPONENTS</p> <ul style="list-style-type: none"> • Maximum 7.0 	<p>PENALTIES: 1.0, unless otherwise specified</p> <ul style="list-style-type: none"> • Higher number of rotations for lifts (4, 8 and 12 rotations lifts) • Kneeling or laying on the floor more than once or more than maximum 5 seconds • Costume violation with opinion of judges • Time of the program less than the minimum (0.5 point each 10 secs or part thereof) • The time from the start of the music and the first movement is more than 10 seconds. (0.5 point) • Music with inappropriate or expletive lyrics in any language • Music with spoken word (narration) used more than twice in the program at the beginning and/or for more than the maximum of 10 seconds. • Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program.(0.5 point) • Entry and/or Exit the floor not respecting the time allowed (0.5 point) • Falls for each skater. For each fall after the second the penalty will increase by another 0.3 (1.0, 2.0, 3.3, 4.9, 6.8, 9.0 etc.) <p>TASKS:</p> <ol style="list-style-type: none"> 1. Time Control: <ul style="list-style-type: none"> • 2:15' ± 5'' 2. Judge as if you are a judge

Skater Name:						
Ord	Element performed	Nºjump	QOE	Components	Elements	Deductions
1				SS	Lift - Axel Throw jump Side by side jump Side by side spin Contact spin Camel Spiral <u>Footwork Sequence</u> Max L3. Max 30''	Penalizations
2						
3						
4				T		
5						
6						
7				P		Comments
8						
9						
10				CH		
11						
12						

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