JUNIOR PRECISION PROGRAM

REFEREE CONTROL SHEETS

ELEMENTS	DEDUCTIONS AND TASK TO BE VERIFIED
ELEMENTS: A Junior Precision program MUST include the following **seven (7)** technical elements: 1. One (1) **Linear** element – **Block** 2. One (1) **Traveling** element 3. One (1) **Rotating** element – **Circle** 4. One (1) **Pivoting** element – **Block** 5. One (1) **Intersection** element 6. One (1) **No Hold** element 7. One (1) **Move Element** **COMPONENTS** Maximum **9.0**	**Deductions:** • Costume/prop violation, with opinion of judges (**1.0** point) • Separations in excess, non-permitted (**1.0** point) • Kneeling or laying in the floor more than twice or more than maximum of five (5) seconds (including beginning and end) (**1.0** point) • Music requirements violations (**1.0** point) • Music with spoken word (narration) used more than twice in the program at the beginning and/or at the end for more than the maximum of 10 seconds (**1.0** point) • Time of the program less than the minimum or more than the maximum (**0.5** point each 10 seconds or part thereof) • The time from the start of the music and the first movement is more than 10 seconds (**0.5** point) • Late Start – more than 40 seconds (**0.5** point) • Skating outside of the designated competition surface or touching against the barrier during the program; or, too many skaters on the floor (**0.5** point). **TASKS:** 1. Check Late Start (more than 40 seconds) 2. Time Control (**4:30' ± 10"**) 3. Judge as if you are a judge

Order:					
Team Name:					

Ord	Element performed	QOE	Components	Mandatory elements	Deductions
1			**SS**	One (1) **Linear Block**	**Deductions**
2					
3				One (1) **Traveling**	
4			**T**	One (1) **Rotating Circle**	
5					
6				One (1) **Pivoting Block**	
7			**P**		
8				One (1) **Intersection**	**Comments**
9					
			CH	One (1) **No Hold**	
				One (1) **Move**	

Order:					
Team Name:					

Ord	Element performed	QOE	Components	Mandatory elements	Deductions
1			**SS**	One (1) **Linear Line** One (1) **Linear Block**	**Deductions**
2					
3				One (1) **Traveling**	
4			**T**	One (1) **Rotating Circle**	
5					
6				One (1) **Pivoting Block**	
7			**P**		
8				One (1) **Intersection**	**Comments**
9					
			CH	One (1) **No Hold**	
				One (1) **Move**	