

## SENIOR PRECISION PROGRAM

### REFEREE CONTROL SHEETS

ELEMENTS	DEDUCTIONS AND TASK TO BE VERIFIED
<p><b>ELEMENTS:</b></p> <p>A Senior Precision program <b>MUST</b> include the following <b>eight (8)</b> technical elements:</p> <ol style="list-style-type: none"> <li>1. One (1) <b>Linear</b> element - <b>Line</b></li> <li>2. One (1) <b>Traveling</b> element</li> <li>3. One (1) <b>Rotating</b> element - <b>Wheel</b></li> <li>4. One (1) <b>Pivoting</b> element - <b>Block</b></li> <li>5. One (1) <b>Intersection</b> element</li> <li>6. One (1) <b>No Hold</b> element</li> <li>7. One (1) <b>Move Element</b></li> <li>8. One (1) <b>Creative Element</b> - <b>Group Lift</b></li> </ol> <p><b>COMPONENTS</b></p> <p>Maximum 10.0</p>	<p><b>Deductions:</b></p> <ul style="list-style-type: none"> <li>• Costume/prop violation, with opinion of judges (1.0 point)</li> <li>• Separations in excess, non-permitted (1.0 point)</li> <li>• Kneeling or laying in the floor more than twice or more than maximum of five (5) seconds (including beginning and end) (1.0 point)</li> <li>• Music requirements violations (1.0 point)</li> <li>• 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)</li> <li>• Time of the program less than the minimum or more than the maximum (0.5 point each 10 seconds or part thereof)</li> <li>• The time from the start of the music and the first movement is more than 10 seconds (0.5 point)</li> <li>• Late Start - more than 40 seconds (0.5 point)</li> <li>• 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).</li> </ul> <p><b>TASKS:</b></p> <ol style="list-style-type: none"> <li>1. Check Late Start (more than 40 seconds)</li> <li>2. Time Control (<b>4:45' ± 10"</b>)</li> <li>3. Judge as if you are a judge</li> </ol>

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Team Name:					
Ord	Element performed	QOE	Components	Mandatory elements	Deductions
1			SS	One (1) Linear Line	Deductions
2				One (1) Traveling	
3				One (1) Rotating Wheel	
4				One (1) Pivoting Block	
5				One (1) Intersection	
6				One (1) No Hold	
7				One (1) Move	
8				One (1) Creative Element	
9					
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