

2025 Senior Precision Program

REFEREE CONTROL SHEETS

ELEMENTS	DEDUCTIONS AND TASK TO BE VERIFIED
<p>ELEMENTS:</p> <p>A Senior Precision program MUST include the following eight (8) technical elements:</p> <ol style="list-style-type: none"> 1. One (1) Linear element - Block 2. One (1) Traveling element 3. One (1) Rotating element - Circle 4. One (1) Pivoting element - Line 5. One (1) Intersection element 6. One (1) No hold element 7. One (1) Move element 8. One (1) Creative element - Lift. <p>QOE</p> <ul style="list-style-type: none"> • Regarding to the QOE table for each element <p>COMPONENTS</p> <ul style="list-style-type: none"> • No Maximum 	<p>Deductions:</p> <ul style="list-style-type: none"> • Costume Violation/Failure (1.0 point) • Separations in excess, non-permitted (1.5) • Music violations (1.0 point) • 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. • Time violations for every five (5) seconds in excess or lacking (1.0 point) • Interruption in excess, more than ten (10) seconds (caused by a stumble or fall) <ul style="list-style-type: none"> - 11-20 seconds (0.5 points) - 21-30 seconds (1.0 point) - 31-40 seconds (1.5 points) - more than 40 seconds by one or several skaters (2.0 points) - more than 40 seconds by the Team (Team is withdrawn) • Late Start (61-120 seconds: 1.0 point), after 120 seconds: team is withdrawn) • Skating outside of the designated competition surface or touching against the barrier during the program; or, too many skaters on the floor (0.5 point). <p>TASKS:</p> <ol style="list-style-type: none"> 1. Check Late Start (1:00 to start) 2. Check Interruption in excess (see above) 3. Time Control (4:30 ± 10 sec) 4. Check time violation (very 5 seconds) 5. Check music violation 6. Check Costume violation (split majority) 7. Judge as if you are a judge

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Order:					
Team Name:					
Ord	Element performed	QOE	Components	Mandatory elements	Deductions
1			SS	One (1) Linear Block	Deductions
2				One (1) Traveling Element	
3				One (1) Roatating Circle	
4			T	One (1) Pivoting Lne	
5				One (1) Intersection Element	
6				One (1) No Hold Element	
7			P	One (1) Move Element	Comments
8				One (1) Creative Lift	
9					
			CH		

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