

BASIC - LONG PROGRAM CADET - FREE SKATING

REFEREE CONTROL SHEETS

ELEMENTS	PENALTIES AND TASKS TO BE VERIFIED			
JUMPS	 PENALTIES: 1.0, unless otherwise specified Kneeling or laying on the floor more than once or more than maximum 5 seconds 			
 Maximum 12 jumps: one rotation including Waltz jump, Axel allowed Maximum 2 jumps combination of maximum 4 jumps Loop element mandatory single, Solo or Combo Axel cannot be presented more than twice. If presented twice, one must be in combination 	 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) 			
 The same one rotation jump maximum 3 times SPINS	 Music with inappropriate or expletive lyrics in any language Music with spoken word (narration) used more than twice in the program at the beginning 			
 Maximum 2 spin elements One must be a Combo Spin with maximum 3 positions and MUST include a Sit Spin One MUST be a solo spin Only upright and sit positions allowed FOOTWORK SEQUENCES One, maximum Level 1. Maximum 30'' 	 and/or for more than the maximum of 10 seconds. Skating outside of the designated competition surface or touching against the barrier during the program (0.5 point). Entry and Exit the floor not respecting the time allowed (0.5 point). 			
	 Falls. 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) 			
• Maximum 5.0	TASKS: 1. Time Control: • 2:15' ± 10'' 2. Judge as if you are a judge			



Skate	Skater Name:						
Ord	Element performed	N°jump	QOE	Components	Elements	Deductions	
1				SS		Penalizations	
2					<u>Jumps</u>		
3					Max 12		
4				Т	Max 2 combos		
5					Loop		
6					<u>Spins</u> Max 2		
7				Р	Max 2 CoSp with Sit Solo Sp		
8						Comments	
9					Footwork Sequence		
10				СН	Max L1. Max 30''		
11							
12							

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3						
4				Т	Max 2 combos Loop <u>Spins</u>	
5						
6				P Max 2 CoSp with Sit Solo Sp		
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8						Comments
9					Footwork Sequence	
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