

INTERMEDIATE FREESKATING - MAPPD TO CADET INTERMEDIATE

INTERMEDIATE - LONG PROGRAM CADET - FREE SKATING

REFEREE CONTROL SHEETS

ELEMENTS	PENALTIES AND TASKS TO BE VERIFIED
<p>JUMPS</p> <ul style="list-style-type: none"> Maximum 12 jumps: one rotation including Axel, double toe loop and double salchow allowed Maximum 2 jumps combination of maximum 4 jumps (including connecting jumps) Axel mandatory. Solo or Combo Toe loop element mandatory single or double, Solo or Combo Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination The same one rotation jump maximum 3 times <p>SPINS</p> <ul style="list-style-type: none"> Minimum 2 and maximum 3 spin elements allowed, all must be different One must be a Combo Spin with maximum 4 positions and MUST include a Sit Spin One MUST be a solo spin If 2 combos presented, one max 4 positions and one max 3 positions - the spins must be different Camel mandatory on any edge, Solo or Combo All spins permitted except Broken and Inverted <p>FOOTWORK SEQUENCES</p> <ul style="list-style-type: none"> One, maximum Level 2. Maximum 30'' <p>COMPONENTS</p> <ul style="list-style-type: none"> Maximum 5.0 	<p>PENALTIES: 1.0, unless otherwise specified</p> <ul style="list-style-type: none"> 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 Falls. For each fall the penalty will be 1.0 <p>TASKS:</p> <ol style="list-style-type: none"> Time Control: <ul style="list-style-type: none"> 2:45 ± 10'' 2:45 length Judge as if you are a judge

Skater Name:							
Ord	Element performed	Nºjump	QOE	Components	Elements	Deductions	
1				SS	<u>Jumps</u> Max 12 Max 2 combos Axel Toe Loop <u>Spins</u> Min 2 - Max 3 CoSp with Sit Solo Sp Camel <u>Footwork Sequence</u> Max L2. Max 30''	Penalizations	
2							
3							
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7				P			
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12							

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