

# SHORT PROGRAM FOR SENIOR MEN

SKATERS	Axel Jump Double or Triple	Solo Jump Triple or Quad Preceded by FW	Jump Combination Double w. Triple, Triple w. Triple, or Qd. w. Dbl. or Trpl.	Solo Spin Flying 8 revs min.	Spin Comb. Camel or Sit 1 COF, No COP May not fly. 6 revs/ft min.	Spin Comb. 1 COF All 3 pos'n. May not fly. 6 revs/foot min.	Step Sequence Straight line, circular, or serpentine. <i>Must be of different nature.</i>	Step Sequence Straight line, circular, or serpentine.	Connecting Moves  Speed Presentation	2nd Mark includes: Composition Variations in speed Use of ice Motion in time to music Expression of music Originality	
										Base	T.M.
1.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
2.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
3.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
4.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
5.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
6.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
7.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
8.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
9.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total
10.			<input type="checkbox"/>							Base	T.M.
										Ded.	Pres.
										T.M.	Total

<b>Axel / Solo Jump</b> Omission 0.5 Fall or less than req'd revolutions 0.4 Rotation not complete 0.2-0.3 Takeoff or landing on two feet 0.3 Step out of a landing 0.3 Repeating jump from comb'n 0.3 Wrong takeoff edge 0.1-0.3	<b>Jump Combination</b> Omission 0.5 Fall on first jump 0.4 Both jumps landed on two feet 0.4 Repeating solo jump or Axel 0.3 Step out of first jump 0.3 Fall on second jump 0.3 Either jump too few rotations 0.3	<b>Spins</b> Omission 0.5 Fall 0.4 Recentering 0.2-0.3 Incorrect number of chg's of pos'n/foot 0.2-0.3 Insufficient revolutions 0.1-0.3 Required position not attained in air 0.1-0.3 Touchdown 0.1-0.2	<b>Sequences</b> Omission 0.4 Fall 0.3 Pattern not correct 0.2 Jump of more than half a turn 0.2 Stumble 0.1-0.2 Retrogressions/stops 0.1-0.2 Insufficient positions 0.1-0.2
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