






Figures		Level of Skater:		7 Figures								
Competition:	Glasgow 2018	Support required		None								
Skater:	Ruth Copeland	Notes on required support:										
Age on 1st January												
Age Category	Master											
Sex:	Lady											
 Elements Permitted	3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
	Enter "V"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot		3	1	1	2.3	2.1	2	2	1.8	2.4	12.600	
2. Forward Inside Eight, repeat 3 times on each foot		3	1	1	2.1	1.8	1.8	2	1.7	2.4	11.800	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre		12	4	0							0.000	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements										Total judges score for elements	24.400	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		5.00%	2							1.800	
Total Score for Performance											26.20	


Figures		Level of Skater:		7 Figures									
Competition: Glasgow 2018		Support required		None									
Skater: Calum Titmus		Notes on required support:											
Age on 1st January	23												
Age Category	Senior												
Sex:	Gentleman												
 Elements Permitted		3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
		Enter "Y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	1.2	0.8	0.8	1	1.7	1.7	7.200		
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	1.2	0.9	0.7	0.8	1	1.7	6.300		
3. Back Outside Eight		4.5	1.5	0							0.000		
4. Back Inside Eight		4.5	1.5	0							0.000		
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000		
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000		
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000		
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000		
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000		
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000		
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge and BI Three (Right Foot or Left)		9	3	0							0.000		
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000		
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
12. Forward Outside Double threes		10.5	3.5	0							0.000		
13. Forward Inside Double threes		10.5	3.5	0							0.000		
14. Backward Outside Double threes		12	4	0							0.000		
15. Backward Inside Double threes		12	4	0							0.000		
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000		
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO Double Three		12	4	0							0.000		
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000		
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO Double Three		15	5	0							0.000		
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000		
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000		
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000		
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000		
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000		
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000		
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000		
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000		
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000		
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000		
29. Counters Outside and Inside and Right and Left		18	6	0							0.000		
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000		
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000		
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000		
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000		
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000		
35. Forward Paragraph Loops		24	8	0							0.000		
36. Backward Paragraph Loops		27	9	0							0.000		
37. Threes to a Centre		12	4	0							0.000		
38. Waltz Eight		9	3	0							0.000		
Total Technical Elements		Total judges score for elements										13.500	
factor (level 5)		Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)		18		35.00%	2						12.600		
Total Score for Performance											26.10		


Figures		Level of Skater:		7 Figures									
Competition:	Glasgow 2018	Support required		None/Off-Ice/On-Ice/Other									
Skater:	Hannah Lee	Notes on required support:											
Age on 1st January	23												
	Cat: Pre-Novice/Novice/Adv-Novice/Junior/Senior/Master												
Age Category	Senior												
Sex:	Lady												
 Elements Permitted		3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
		Enter "Y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	2.8	3	3.2	2.8	2.7	3.3	17.800		
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	3.3	3.7	3.2	3.6	3.1	3.7	20.600		
3. Back Outside Eight		4.5	1.5	0							0.000		
4. Back Inside Eight		4.5	1.5	0							0.000		
5. Forward Change of Edge, (Right Foot or Left)	y	4.5	1.5	1.5	1.7	1.5	2.4	1.5	1.8	2.8	17.550		
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000		
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000		
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000		
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000		
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000		
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge and BI Three (Right Foot or Left)		9	3	0							0.000		
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000		
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
12. Forward Outside Double threes		10.5	3.5	0							0.000		
13. Forward Inside Double threes		10.5	3.5	0							0.000		
14. Backward Outside Double threes		12	4	0							0.000		
15. Backward Inside Double threes		12	4	0							0.000		
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000		
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000		
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000		
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000		
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000		
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000		
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000		
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000		
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000		
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000		
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000		
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000		
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000		
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000		
29. Counters Outside and Inside and Right and Left		18	6	0							0.000		
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000		
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000		
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000		
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000		
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000		
35. Forward Paragraph Loops		24	8	0							0.000		
36. Backward Paragraph Loops		27	9	0							0.000		
37. Threes to a Centre		12	4	0							0.000		
38. Waltz Eight		9	3	0							0.000		
Total Technical Elements											55.950		
factor (level 5)		Factor	WPI	Sum Chosen Technical									
Impairment Compensation (18 x WPI)		18	17.00%	3.5							10.710		
Total Score for Performance											66.66		


Figures		Level of Skater:		7 Figures								
Competition: Glasgow 2018		Support required	None/Off-ice/On-ice/Other									
Skater: Jenny Lee		Notes on required support:										
Age on 1st January	20	Cat: Pre-Novice/Novice/Adv-Novice/Junior/Senior/Master										
Age Category	Senior											
Sex:	Lady											
 Elements Permitted	3 figures to be performed	IS Base	Technical	Chosen Tech	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and	Mark awarded	
	Enter "y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	2.7	2	2.5	2.5	2.4	2.2	14.300	
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	1.5	1.3	1.5	1.3	1.3	1.7	8.600	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Chan		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre		12	4	0							0.000	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements											Total judges score for elements	22.900
factor (level 5)		Factor	WPI	Chosen Tech								
Impairment Compensation (18 x WPI)		18	#####	2							8.640	
											31.54	


Figures		Level of Skater:		7 Figures								
Competition:	Glasgow 2018	Support required		None/Off-ice/On-ice/Other								
Skater:	Isobel Ami Rooms	Notes on required support:										
Age on 1st January	16											
Age Category	Junior											
Sex:	Lady/Gentleman											
 Elements Permitted	3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
	Enter "Y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	3.5	3.5	3.2	3.3	3.6	3.9	21.000	
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	3.8	3.3	3.7	3.6	3.1	3.9	21.400	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)	y	4.5	1.5	1.5	3	2.6	2.5	2.5	2	3	23.400	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre		12	4	0							0.000	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements					Total judges score for elements						65.800	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		20.00%	3.5							12.600	
Total Score for Performance											78.40	

Figures		Level of Skater:		7 Figures								
Competition:	Glasgow 2018	Support required		None/Off-ice/On-ice/Other								
Skater:	Juliana Sweeney-Baird	Notes on required support:										
Age on 1st January	14											
Age Category	Cat: Pre-Novice/Novice/Adv-Novice/Junior/Senior/Master											
Age Category	Advanced-Novice											
Sex:	Lady											
 Elements Permitted	3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
	Enter "Y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	2.5	2.2	2.7	2.5	2.3	2.7	14.900	
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	3.2	2.6	3.2	3.2	3.4	3.5	19.100	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre	y	12	4	4	1.8	1.5	1.8	2	1.8	1.9	43.200	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements					Total judges score for elements						77.200	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		53.50%	6							57.780	
Total Score for Performance											134.98	

Figures		Level of Skater:		7 Figures									
Competition:	Glasgow 2018	Support required		Visual Facilitator									
Skater:	Harriet Evie Rooms	Notes on required support:											
Age on 1st January	10												
Age Category	Pre-Novice												
Sex:	Lady												
 Elements Permitted	3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded		
	Enter "Y"	For Official Use Only											
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	2.5	2.4	2.7	2.2	2.3	2.8	14.900		
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	2	2.1	2.2	2.3	2	2.5	13.100		
3. Back Outside Eight		4.5	1.5	0							0.000		
4. Back Inside Eight		4.5	1.5	0							0.000		
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000		
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000		
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000		
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000		
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000		
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000		
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000		
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000		
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000		
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
12. Forward Outside Double threes		10.5	3.5	0							0.000		
13. Forward Inside Double threes		10.5	3.5	0							0.000		
14. Backward Outside Double threes		12	4	0							0.000		
15. Backward Inside Double threes		12	4	0							0.000		
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000		
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000		
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000		
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000		
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000		
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000		
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000		
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000		
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000		
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000		
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000		
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000		
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000		
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000		
29. Counters Outside and Inside and Right and Left		18	6	0							0.000		
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000		
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000		
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000		
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000		
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000		
35. Forward Paragraph Loops		24	8	0							0.000		
36. Backward Paragraph Loops		27	9	0							0.000		
37. Threes to a Centre		12	4	0							0.000		
38. Waltz Eight		9	3	0							0.000		
Total Technical Elements					Total judges score for elements						28.000		
factor (level 5)	Factor		WPI	Sum Chosen Technical									
Impairment Compensation (18 x WPI)	18		20.00%	2							7.200		
Total Score for Performance											35.20		

Figures		Level of Skater:		7 Figures								
Competition:	Glasgow 2018	Support required		None								
Skater:	Andrew Graham	Notes on required support:										
Age on 1st January	57											
Age Category	Master											
Sex:	Gentleman											
 Elements Permitted	3 figures to be performed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
	Enter "V"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	1.2	0.6	0.8	0.6	0.6	1	4.800	
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	1.1	0.6	0.8	0.7	0.5	1	4.700	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre		12	4	0							0.000	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements										Total judges score for elements	9.500	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		0.00%	2							0.000	
Total Score for Performance											9.50	

Figures		Level of Skater:		7 Figures								
Competition:	Glasgow 2018	Support required		None								
Skater:	Ryan Graham	Notes on required support:										
Age on 1st January	16											
Age Category	Junior											
Sex:	Gentleman											
 Elements Permitted	3 figures to be preformed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded	
	Enter "y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	3.7	2.7	3.7	3.7	3.4	3.7	20.900	
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	2.3	2.2	2.6	2	2.2	2.4	13.700	
3. Back Outside Eight		4.5	1.5	0							0.000	
4. Back Inside Eight		4.5	1.5	0							0.000	
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000	
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000	
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000	
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000	
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000	
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000	
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000	
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000	
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000	
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000	
12. Forward Outside Double threes		10.5	3.5	0							0.000	
13. Forward Inside Double threes		10.5	3.5	0							0.000	
14. Backward Outside Double threes		12	4	0							0.000	
15. Backward Inside Double threes		12	4	0							0.000	
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000	
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000	
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000	
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000	
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000	
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000	
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000	
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000	
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000	
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000	
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000	
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000	
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000	
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000	
29. Counters Outside and Inside and Right and Left		18	6	0							0.000	
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000	
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000	
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000	
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000	
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000	
35. Forward Paragraph Loops		24	8	0							0.000	
36. Backward Paragraph Loops		27	9	0							0.000	
37. Threes to a Centre		12	4	0							0.000	
38. Waltz Eight		9	3	0							0.000	
Total Technical Elements										Total judges score for elements	34.600	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		10.00%	2							3.600	
Total Score for Performance											38.20	

Figures		Level of Skater:		7 Figures									
Competition:	Glasgow 2018	Support required		None									
Skater:	Wicki Smart	Notes on required support:											
Age on 1st January	28												
Age Category	Senior												
Sex:	Lady												
 Elements Permitted	3 figures to be preformed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture	Mark awarded		
	Enter "V"	For Official Use Only											
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	1	1	0.8	0.6	0.5	0.8	4.700		
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	1.4	1.4	1.2	1.2	0.8	1	7.000		
3. Back Outside Eight		4.5	1.5	0							0.000		
4. Back Inside Eight		4.5	1.5	0							0.000		
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0							0.000		
6. Backward Change of Edge(Right Foot or Left)		6	2	0							0.000		
7. Forward One Foot Eight (Right Foot or Left)		6	2	0							0.000		
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0							0.000		
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0							0.000		
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0							0.000		
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0							0.000		
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0							0.000		
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0							0.000		
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0							0.000		
12. Forward Outside Double threes		10.5	3.5	0							0.000		
13. Forward Inside Double threes		10.5	3.5	0							0.000		
14. Backward Outside Double threes		12	4	0							0.000		
15. Backward Inside Double threes		12	4	0							0.000		
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0							0.000		
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0							0.000		
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0							0.000		
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0							0.000		
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0							0.000		
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0							0.000		
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0							0.000		
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0							0.000		
24. Forward Outside Brackets (Right Foot or Left)		12	4	0							0.000		
25. Forward Inside Brackets (Right Foot or Left)		12	4	0							0.000		
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0							0.000		
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0							0.000		
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0							0.000		
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0							0.000		
29. Counters Outside and Inside and Right and Left		18	6	0							0.000		
30. Rockers Outside and Inside and Right and Left		21	7	0							0.000		
31. Forward Loops Outside and Inside and Right and Left		12	4	0							0.000		
32. Backward Loops Outside and Inside and Right and Left		15	5	0							0.000		
33. Forward Change Loops Outside and Right and Left		18	6	0							0.000		
34. Backward Change Loops Outside and Right and Left		21	7	0							0.000		
35. Forward Paragraph Loops		24	8	0							0.000		
36. Backward Paragraph Loops		27	9	0							0.000		
37. Threes to a Centre		12	4	0							0.000		
38. Waltz Eight		9	3	0							0.000		
Total Technical Elements										Total judges score for elements	11.700		
factor (level 5)	Factor		WPI	Sum Chosen Technical									
Impairment Compensation (18 x WPI)	18		20.00%	2							7.200		
Total Score for Performance											18.90		

Figures		Level of Skater:		7 Figures						
Competition:	Glasgow 2018	Support required		None						
Skater:	Notes on required support:									
Age on 1st January	16									
Age Category	Junior									
Sex:	Gentleman/Lady									
 Elements Permitted	3 figures to be preformed	IJS Base	Technical	Chosen Technical Values	Circle	Centre	Tracing	Symmetry and Geometry	Cleanness of edge and turns	Ease of movement and Posture
	Enter "Y"	For Official Use Only								
1. Forward Outside Eight, repeat 3 times on each foot		3	1	0						
2. Forward Inside Eight, repeat 3 times on each foot		3	1	0						
3. Back Outside Eight		4.5	1.5	0						
4. Back Inside Eight		4.5	1.5	0						
5. Forward Change of Edge, (Right Foot or Left)		4.5	1.5	0						
6. Backward Change of Edge(Right Foot or Left)		6	2	0						
7. Forward One Foot Eight (Right Foot or Left)		6	2	0						
8. Backward One Foot Eight (Right Foot or Left)		7.5	2.5	0						
9. Forward Outside Three to Back Inside Three (Right Foot or Left)		6	2	0						
10. Forward Inside Three to Back Outside Three (Right Foot or Left)		6	2	0						
11. Forward Outside Change of Edge and FI Three to Back Outside Change of Edge		9	3	0						
11. Forward Inside Change of Edge and FO Three to Back Inside Change of Edge and BO Three (Right Foot or Left)		9	3	0						
11. Backward Outside Change of Edge and BI Three to Forward Outside Change of		10.5	3.5	0						
11. Backward Inside Change of Edge and BO Three to Forward Inside Change of Edge and FO Three (Right Foot or Left)		10.5	3.5	0						
12. Forward Outside Double threes		10.5	3.5	0						
13. Forward Inside Double threes		10.5	3.5	0						
14. Backward Outside Double threes		12	4	0						
15. Backward Inside Double threes		12	4	0						
16. Right Forward Outside Change of Edge and FI Double Three to Left FI Change of Edge and FO Double Three		12	4	0						
17. Left Forward Outside Change of Edge and FI Double Three to Right Inside Change of Edge and FO DoubleThree		12	4	0						
18. Right Backward Outside Change of Edge and BI Double Three to Left FI Change of Edge and BO Double Three		15	5	0						
19. Left Backward Outside Change of Edge and BI Double Three to Right Inside Change of Edge and BO DoubleThree		15	5	0						
20. Forward Outside Paragraph Threes (Right Foot or Left)		18	6	0						
21. Backward Outside Paragraph Threes (Right Foot or Left)		21	7	0						
22. Forward Outside Paragraph Double Threes (Right Foot or Left)		24	8	0						
23. Backward Outside Paragraph Double Threes (Right Foot or Left)		27	9	0						
24. Forward Outside Brackets (Right Foot or Left)		12	4	0						
25. Forward Inside Brackets (Right Foot or Left)		12	4	0						
26. Forward Outside Change Brackets (Right Foot or Left)		18	6	0						
26. Forward Inside Change Brackets (Right Foot or Left)		18	6	0						
27. Forward Outside Paragraph Brackets (Right Foot or Left)		24	8	0						
28. Backward Outside Paragraph Brackets (Right Foot or Left)		27	9	0						
29. Counters Outside and Inside and Right and Left		18	6	0						
30. Rockers Outside and Inside and Right and Left		21	7	0						
31. Forward Loops Outside and Inside and Right and Left		12	4	0						
32. Backward Loops Outside and Inside and Right and Left		15	5	0						
33. Forward Change Loops Outside and Right and Left		18	6	0						
34. Backward Change Loops Outside and Right and Left		21	7	0						
35. Forward Paragraph Loops		24	8	0						
36. Backward Paragraph Loops		27	9	0						
37. Threes to a Centre		12	4	0						
38. Waltz Eight		9	3	0						
Total Technical Elements		Total judges score for elements								
factor (level 5)	Factor		WPI	Sum Chosen Technical						
Impairment Compensation (18 x WPI)	18		0.00%	0	Total Score for Performance					

Age Categories

1. 10 years and under (Pre- Novice)
2. 11- 12 years (Basic Novice)
3. 13- 14 years (Advanced Novice)
4. 15- 17 years (Junior)
5. 18 and over (Senior)
6. 30+ (Master)

Level 7 – Compulsory Figures

Skater should select the 3 compulsory figures to be performed from the list below unless otherwise specified in the Announcement and/or Rules for the event. Skater should select figures with a different number and box.

Please refer to custom and practice for detail descriptions of the compulsory figures.

Skater starts elements at a point designated by the Technical Delegate and begins the compulsory figure when so instructed by the Technical Delegate.

The 5 Technical Elements marked in each Compulsory Figure are as follows:

1. Circle
2. Centre
3. Tracing
4. Symmetry and Geometry
5. Cleanness of edges and turns, and
6. An artistic Performance and Execution score in relation to the ease of movement and posture of the skater is also awarded.

