





Figures		Level of Skater:		BHF -1	7 Figures						
Competition:	Colorado 2018	Support required		Wheelchair Facilitator							
Skater:	Ivan Venzor	Notes on required support:									
Age on 1st January	27										
Age Category	Senior										
Sex:	Gentleman										
 <b>Elements Permitted</b>	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	3.8	2.9	3	3.2	2.5	2.7	18.100
2. Forward Inside Eight, repeat 3 times on each foot		3	1	0							0.000
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 and BO 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 BO 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
<b>Total Technical Elements</b>											<b>18.100</b>
factor (level 5)	Factor		WPI	Sum Chosen Technical							
Impairment Compensation (18 x WPI)	18		5.00%	1							<b>0.900</b>
<b>Total Score for Performance</b>											<b>19.00</b>

Figures		Level of Skater:			7 Figures							
Competition:	Colorado 2018	Support required			None/Off-ice/On-ice/Other							
Skater:	Mary Lou Shipstadt	Notes on required support:										
Age on 1st January	30											
	Cat: Master											
Age Category	Master											
Sex:	Lady											
 <b>Elements Permitted</b>	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	5	4.2	4.7	3.9	1.8	4.5	24.100	
2. Forward Inside Eight, repeat 3 times on each foot		3	1	0							0.000	
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)	-3	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 FI 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 judges score for elements											24.100	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		5.00%	1								0.900
<b>Total Score for Performance</b>											<b>25.00</b>	

Figures		Level of Skater:		7 Figures									
Competition:	Colorado 2018	Support required		None									
Skater:	Billy Mair	Notes on required support:											
Age on 1st January	17	Cat: Junior											
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	3.8	3.9	3.9	3.9	3.8	4	23.300		
2. Forward Inside Eight, repeat 3 times on each foot	y	3	1	1	3.7	3.6	3.6	3.7	3.7	4	22.300		
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		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		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	yes	12	4	4	3.2	3.2	3	3.2	3.2	4	79.200		
38. Waltz Eight		9	3	0							0.000		
Total Technical Elements		Total judges score for elements										124.800	
factor (level 5)	Factor		WPI	Sum Chosen Technical									
Impairment Compensation (18 x WPI)	18		5.00%	6								5.400	
<b>Total Score for Performance</b>											<b>130.20</b>		

Figures		Level of Skater:			7 Figures							
Competition:	Colorado 2018	Support required	W	BHF W								
Skater:	Jackson Delles	Notes on required support:										
Age on 1st January	11											
Age Category	Novice											
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	3.5	2.8	3.5	3.6	1.5	4	18.900	
2. Forward Inside Eight, repeat 3 times on each foot		3	1	0							0.000	
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	18.900	
factor (level 5)	Factor		WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)	18		5.00%	1							0.900	
<b>Total Score for Performance</b>											<b>19.80</b>	

Figures		Level of Skater:			7 Figures							
Competition:	Colorado 2018	Support required			None/Off-ice/On-ice/Other							
Skater:	Julianna Sweeney-Baird	Notes on required support:										
Age on 1st January	14											
Age Category	Advanced-Novice											
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 "Y"	For Official Use Only										
1. Forward Outside Eight, repeat 3 times on each foot	y	3	1	1	3.8	3.7	3.7	3.8	4	4.5	23.500	
2. Forward Inside Eight, repeat 3 times on each foot		3	1	0							0.000	
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	Y	10.5	3.5	3.5	3.7	3.2	3.3	3.4	3.5	4.5	75.600	
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	3.8	3.8	3.7	3.5	3.4	4.5	90.800	
38. Waltz Eight		9	3	0							0.000	
Total judges score for elements											189.900	
factor (level 5)		Factor	WPI	Sum Chosen Technical								
Impairment Compensation (18 x WPI)		18	53.50%	8.5								81.855
<b>Total Score for Performance</b>											<b>271.76</b>	