



2017-2018	INTERSECTION ELEMENT + Point of Intersection (pi)	MOVE ELEMENT	NO HOLD ELEMENT	PIVOTING ELEMENT-BLOCK	TRAVELING ELEMENT - WHEEL
<p>SENIOR TEAM</p> <p>2:50 max.</p> <p>5 Elements</p>	<p>One Intersection Element</p> <p><u>Whip</u> intersection is required</p> <p>Additional Feature (point of intersection) is required</p> <p>Features are permitted and will be counted if correctly executed</p>	<p>One Move Element</p> <p>One fm must be executed by each skater</p> <p>One fm must be an unsupported spiral with the free leg extended to the back executed by at least ½ of the team</p> <p>Any other fm(s) that the team wishes to include is a free choice of the team</p> <p>Minimum of four skaters must attempt <u>any</u> fm</p> <p>Features are permitted and will be counted if correctly executed</p>	<p>One No Hold Element</p> <p>Additional feature (step sequence) is required</p> <p>Features are permitted and will be counted if correctly executed</p>	<p>One Pivoting Element-Block</p> <p>Pivoting – executed in <u>three</u> lines is required</p> <p>Change of pivot point is optional and will be counted if executed correctly</p>	<p>One Traveling Element - Wheel</p> <p><u>Travel must be executed in a four spoke wheel</u></p> <p><u>Features are permitted and will be counted if correctly executed</u></p>

2017-2018	INTERSECTION ELEMENT + Point of Intersection (pi)	SPIN ELEMENT	NO HOLD ELEMENT	PIVOTING ELEMENT-BLOCK	TRAVELING ELEMENT - WHEEL
<p>JUNIOR TEAM</p> <p>2:50 max.</p> <p>5 Elements</p>	<p>One Intersection Element</p> <p><u>Angled</u> intersection is required</p> <p>Additional Feature (point of intersection) is required</p> <p><u>Features are permitted and will be counted if correctly executed</u></p>	<p>One Spin Element</p> <p><u>An upright spin is required</u></p>	<p>One No Hold Element</p> <p>Additional Feature (step sequence) is required</p> <p>Features are permitted and will be counted if correctly executed</p>	<p>One Pivoting Element-Block</p> <p>Pivoting – executed in <u>four</u> lines is required</p> <p>Change of pivot point is optional and will be counted if executed correctly</p>	<p>One Traveling Element - Wheel</p> <p><u>Travel must be executed in a three spoke wheel</u></p> <p><u>Features are permitted and will be counted if correctly executed</u></p>