

Name	Skill	Value	E.G. #	Ded.	Comments
Maximilian Mayr	Loop	A	2	0.1	
	LLS Flop	D	4	1	Form + Fall
Dif-2.3	Sissor Full	B	1		
E.G.-2.5	Circle	A		0.1	
Stick Bonus-0.1	1/3rd Travel	A	3	0.1	
Start Value-14.9	Magyar	D		0.3	Skew
	Sivado	D		0.7	Very Skewed, must be square on each circle
J1-12.2	DSB	B			
J2-12.0	Reverse Stockli to HS 360 turn	D	5	0.3	
				2.6	In order to score to maximize potential, travels must be square or consider removing them to increase score
Name	Skill	Value	E.G. #	Ded.	Comments
Wyatt Aycock	Loop	A	2		
	SSL Flop	D	4	0.9	Form + Fall
Dif-2.7	LLR(180) Flop	D			
E.G.-2.5	Magyar	D	3	0.7	Skew
Stick Bonus-0.1	Sivado	D		0.6	Skew
Start Value-15.3	DSB	B		0.1	Form
	Sissor	A	1	0.1	Form
J1-12.4	Balie (Pommel Loop)	B			
J2-12.1	Side Travel	A		0.3	Skew (Possibly looking for 1/2 Sivado Here)
	Federachanko	D	5	0.3	Height Requirement of 45 Degrees above Horizontal 3 In order to score to maximize potential, travels must be square or consider removing them to increase score. Also Potential .9 Increase without fall on flop sequence
Name	Skill	Value	E.G. #	Ded.	Comments
Cameron Rodgers	Reverse Loop	A	2	0.6	(2x) Reverse Loops with .3 in skew on each
	Sivado	D	3	0.7	Skew
Dif-2.8	Magyar	D		0.7	Skew
E.G.-2.5	Reverse Loop			0.3	Skew
Stick Bonus-0.1	Wu	E	4	0.1	Form
Start Value-15.3	720 Russian on leather	C		0.1	Form
	Loop	A	1	0.4	Skew+Form on (2x) loop
	DSB	B			
J1-12.0	Sissor Full	B		0.1	Rhythm
J2-11.5	Circle	A		0.1	Form
	Reverse Stockli To HS 360 Turn	D	5	0.3	Rhythm, Form 3.4 In order to score to maximize potential, travels must be square or consider removing them to increase score.
Name	Skill	Value	E.G. #	Ded.	Comments
Alexander Barrera	Reverse Loop	A	2	0.3	Skew
	Sivado	D	3	0.6	Skew
Dif-2.2	Magyar	D		0.9	Skew
E.G.-2.5	Rusian (720)	C	4	0.4	Form + Aplitude
Stick Bonus-	Single Leg Stockli	A			
Start Value-14.7	Sissor	A	1		
	Balie (Pommel Loop)	B		0.4	Form + Body Position (Piking)
	Czechkehr			1.1	Body Position + Fall
J1-10.7	Circle	A		0.1	Form
J2-10.9	Reverse Stockli To HS 360 Turn 3/3	E	5	0.2	Rhythm, Step
				4	In order to score to maximize potential, travels must be square or consider removing them to increase scores Also potential 1.1 Score Increase without fall on Czechkehr
Name	Skill	Value	E.G. #	Ded.	Comments
Benjamin Harker	Circle	A	2	0.2	Form (2x)
	Balie (Pommel Loop)	B		0.2	Form
Dif-1.2	Side Travel	A	3	0	
E.G.-2.5	Schwabenflank	A	4		
Stick Bonus-	Single Leg Stockli	A			
Start Value-13.7	Sissor	A	1	0.2	Form (2x)
	Circle			0.4	Body Position (Piking)
	Czechkehr	B		0.2	Body Position + Form
J1-12.2	Circle	A		0.1	Form
J2-12.1	Reverse Stockli To HS	C	5	0.1	Step
				1.4	Well-Constructed Routine with minimal execution Deductions
Name	Skill	Value	E.G. #	Ded.	Comments
Matthew Frey	Loop	A	2	0.2	Form (2x)
	Magyar	D	3	0.2	Skew
Dif-1.9	Spindle	A			
E.G.-2.5	Single Leg Stockli	A		0.1	Rhythm
Stick Bonus-0.1	Sissor	A	1	0.1	Form
Start Value-14.5	Sissor Full	B		0.2	Form + Rhythm
	Circle	A		0.7	Body Position (Piking) + Form (3x)
	Pommel Loop (Before Fall)	B		1.1	Body Position + Fall
J1-11.2	Circle			0.4	Form (2x)
J2-11.8	Czechkehr	B	4	0.3	Form, Rhythm, Pike
	Reverse Stockli To HS 360 turn	D	5	0.1	Step 3.3 Lengthy Routine for little difficulty, consider removing Circle-(Balie)-Circle section. Lost 2.2 in execution for a possible .3 in difficulty

Name	Skill	Value	E.G. #	Ded.	Comments
Cale Robinson	Reverse Loop	A	2	0.3	Skew
	Spindle	A		0.1	Form
Dif.-1.1	Loop	A			
E.G.-2.3	270 Russian	A	4	0.1	
Stick Bonus-	Single Leg Stockli	A			
Start Value-13.3	Sissor	A	1		
J1-9.1	Circle	A		1.1	Body Position (Piking) + Form + Fall
	Circle			0.3	Form (2x)
J2-8.9	Czechkehr	B	4	0.1	Body Position
J2-8.9	Side Travel	A	3		
	Loop			0.4	Piking + Form
	Rusian (360)	NV		1.1	Form + Fall
	Loop			0.6	Piking
	Rusian (360)	B	5	0.1	Dismount Height Requirement is 45 Degrees above Horizontal
				4.2	Lengthy Routine for little difficulty, strongly consider a Handstand dismount as it will receive credit with .5 or less in execution. This could eliminate the hefty deductions toward the end of routine.
Name	Skill	Value	E.G. #	Ded.	Comments
Trevor Carson	Reverse Loop	A	2	0.4	Form + Skew
	Spindle	A		0.5	Body Position + Form
Dif-1.4	Single Leg Stockli	A		0.1	Rhythm
E.G.-2.5	Hop Sissor Full	C	1	0.2	Rhythm + Form working back to middle
Stick Bonus-	Circle	A		0.7	Body Position (Piking) + Form (3x)
Start Value-13.9	Czechkehr	B	4	0.2	Form
J1-10.9	Circle			0.4	Body Position (Piking) + Form (2x)
	Side Travel	A	3	0.2	Body Position + Form
J2-11.3	Schwabenflank	A			
J2-11.3	Circle to HS	C	5	0.3	Rhythm (Pressing)
				3	Possible way to increase score would be to remove Czechkehr (1.3 in execution during sequence and use the Schwabenflank for EG4. Be familiar with latest J.O clarification regarding Schwabenflank to a HS dismount.
Name	Skill	Value	E.G. #	Ded.	Comments
Justin Reynolds	Circle	A	2		
	Balie (Pommel Loop)	B		0.1	Form
Dif-2.3	1/3 Sivado	A			
E.G.-2.5	DSB	B		0.1	Form
Stick Bonus-	1/2 Sivado	B	3	0.3	Skew
Start Value-14.8	Magyar (1245)	C		0.7	Skew
J1-11.4	Sivado	D		0.7	Skew
	Single Leg Stockli				
J2-11.3	Sissor	A	1	0.1	Form
J2-11.3	Circle-Czechkehr-Circle	B	4	0.9	Body Position (Circle 2x), Form, Body Position (Circle)
	Reverse Stockli to HS 3/3	D	5	0.5	Rhythm (Pressing) Step
				3.4	Possible way to increase score would be to remove Czechkehr (.9 in execution during sequence) In order to score to maximize potential, travels must be square or consider removing them to increase score.
Name	Skill	Value	E.G. #	Ded.	Comments
Steffen Black	Loop	A	2	0.1	Pike
	Magyar - reverse loop	D+A	3	0.3	Skew
Dif.-2.2	Sivado-Loop	D		1	Skew + Body Positions
E.G.-2.5	Tong Fei	D	4	0.2	Rhythm + Form
Stick Bonus-0.1	Single Leg Stockli	A			
Start Value-14.9	Sissor	A	1		
J1-12.5	Circle	A		0.1	
	1/3 Travel	A		0.2	Form + Skew
J2-12.1	Fedorechenko	D	5	0.3	Dismount Height Requirement is 45 Degrees above Horizontal
				2.2	In order to score to maximize potential, travels must be square or consider removing them to increase score.