

Name	Skill	Value	E.G.	Ded.	Comments
Sean Melton	Circle				
	1/2 Sivado	B	3	0.4	Skew
Dif-2.1	Magyar	D		0.7	Skew
E.G.-2.0	Reverse Loop			0.3	Skew
Stick Bonus- 0.1	Sivado	D		0.7	Skew
EG Bonus-0.3	DSB	B	4		
Start Value-14.5	Balie (Pommel Loop)	B	2	0.1	
	Sissor	A	1	0.1	Rhythm Breaking into Sissor Work
J1-12.0	Circle			0.1	
J2-11.8	Czechkehr	B			
	Reverse Stockli HS 3/3	D	5	0.1	Rhythm
				2.5	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
Jake Martin	Magyar	D	3	0.3	Skew
	Reverse Loop	A	2	0.1	Skew
Dif-1.6	Spindle	A		0.1	Body Position
E.G.-2.0	Sissor	A	1		
Stick Bonus-0.1	Circle	A		0.3	Form + Body Position (3x)
EG Bonus-0.3	Balie (Pommel Loop)	B			
Start Value-14.0	Czechkehr	B	4	0.1	Body Position
	Reverse Stockli HS 3/3	D	5	0.1	Rhythm
J1-13.0				1	Excellent Routine, Well Constructed, largest deuction on final circle of Magyar.
J2-12.7					

Name	Skill	Value	E.G.	Ded.	Comments
Rafael Hurtado	Magyar	D	3	0.2	Skew
	Spindle	B	2		
Dif-1.4	Loop	A		0.3	Body Position
E.G.-1.8	Single Leg Stockli			0.1	Form
Stick Bonus-	Sissor	A	1	0.1	
EG Bonus-	Circle	A		0.3	Form + Body Position (2x)
Start Value-13.2	Czechkehr	B	4	0.4	Form + Body Position
	Circle			0.1	Form
J1-11.4	Reverse Stockli	B		0.3	Body Position
J2-11.3	Flank	A	5		Dismount is not a listed B in the FIG Code of Points therefore received A credit by J.O
				1.8	Deliberate Dismount Rule
					Well executed routine, 'A' dismount leads to loss of E.G. bonus since the dismount element group is not fulfilled.

Name	Skill	Value	E.G.	Ded.	Comments
Quest Hayden	Circle	A	2	0.1	Body Position
	Czechkehr	B	4	0.1	Body Position
Dif-.9	Circle			0.1	Body Position
E.G.-2.0	False Sissor	A		0.1	Form
Stick Bonus-	Sissor	A	1		
EG Bonus- 0.3	Side Travel	A	3	1.1	Body Position, Fall
Start Value-13.3	Circle HS	C	5	0.3	Rhythm, Step
				1.8	Well-Constructed Low Difficulty Routine
J1-11.5					
J2-11.2					

Name	Skill	Value	E.G.	Ded.	Comments
Gared Chapman	Circle	A	2	0.4	Body Position + Form (3x)
	Side Travel	A	3	0.1	Body Position
Dif.-1.1	Single Leg Stockli	A		0.1	Rhythm
E.G.-2.0	False Sissor	A		0.1	Form
Stick Bonus- 0.1	Sissor	A	1	0.1	Form
EG Bonus-0.3	Circle			0.2	Form + Body Position (2x)
Start Value-12.4	Czechkehr	B	4	0.2	Form + Body Position
	Circle			0.3	Form
J1-11.7	Reverse Stockli HS	C	5	0.3	Rhythm (Pressing)
J2-12.2				1.8	Well executed routine.

Name	Skill	Value	E.G.	Ded.	Comments
Devin Merrick	Loop	A	2	0.2	Body Position + Form
	Tong Fei	D	4	0.4	Form + Rhythm
Dif-1.2	Single Leg Stockli	A		0.1	Rhythm
E.G.-2.0	Sissor	A	1	0.2	Form (2x)
Stick Bonus- 0.1	Circle	A		0.2	Form (2x)
EG Bonus-0.3	Side Travel	A	3	0.2	Form + Body Position
Start Value-13.5	Circle HS	C	5	0.4	Form + Body Position
				1.7	Well executed routine, 'A' dismount leads to loss of E.G. bonus since the dismount element group is not fulfilled.
J1-11.8					
J2-11.2					

Name	Skill	Value	E.G.	Ded.	Comments
David Spanier	Loop	A	2	0.1	Skew
	1-2-4-5 Magyar	C	3	1	Skew + Form
Dif-1.2	Reverse Loop	A		0.3	Skew
E.G.-1.8	Single Leg Stockli	A		0.1	Rhythm
Stick Bonus-	Sissor	A	1	0.1	Form
EG Bonus-	Circle	A		0.1	Form
Start Value-12.9	Czechkehr	B	4	0.1	Body Position
	Flank	A	5	0.3	Dismount Height Requirement is 45 Degrees above Horizontal
J1-10.9				2.1	A' dismount leads to loss of E.G. bonus since the dismount element group is not fulfilled.
J2-11.5					

Name	Skill	Value	E.G.	Ded.	Comments
Christain McSwain	Circle	A	2		
	Czechkehr	B	4	0.1	Body Position
Dif-.9	Side Travel	A	3	0.1	Body Position
E.G.-2.0	Loop	A			
Stick Bonus- 0.1	Single Leg Stockli	A			
EG Bonus-0.3	Sissor	A	1		
Start Value-13.3	Circle			0.1	
	front out to Schwabenwende	B		0.6	Amplitude + Dismount Height Requirement
J1-12.4				0.9	Well executed routine basically only area of any significant deduction.
J2-12.3					

Name	Skill	Value	E.G.	Ded.	Comments
Jack Kramer	Circle	A	2	0.1	Body Position
	Czechkehr	B	4		
Dif.-9	1/2 Sivado	B	3	0.4	Skew
E.G.-1.5	Single Leg Stockli	A			
Stick Bonus-	Sissor	A	1	0.2	Form (2x)
EG Bonus-	Circle			0.2	Form (2x)
Start Value-12.4	inverted Stockli attempted to f	B		0.8	No Credit for dismount due to not receiving credit for preceding circle
				1.7	
J1-10.7					
J2-11.1					

Name	Skill	Value	E.G.	Ded.	Comments
Samuel Kusnitz	Sissor	A	1	0.4	Form
	Circle	A	2	0.3	Form + Body Position
Dif.-1.1	side travel to schwabenwende	A+A	3	0.4	Skew + Body Position
E.G.-2.0	Single Leg Stockli	A		0.1	Rhythm
Stick Bonus- .1	Circle			0.6	Form + Body Position (2x)
EG Bonus-.3	Czechkehr	B	4	0.6	Form + Body Position
Start Value-13.5	Circle			0.6	Form + Body Position (2x)
	Pommel Loop	B		1.1	Body Position + Fall
J1-9.3	Circle			0.2	Body Position + Form
J2-8.7	Front Out to Schwabenflank	B	5	0.4	Dismount Height + Form