PAIR: Level I – Program

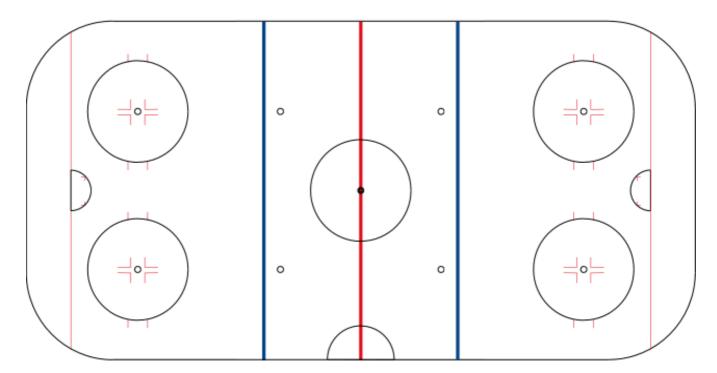
Pair:

| Pair program – Level I | |
|------------------------|-------------------------|
| Duration | 1 min 30 sec +/- 10 sec |
| Elements | Pair Badges 1-2 |

The skaters will perform the selected **six elements** listed below from Pair Badges 1-2 and will receive a value and a GOE mark for each element.

| *No. | Mandatory Elements | |
|------|--------------------|--|
| | PFCr | Consecutive forward crossovers (left and right) in one figure |
| | | eight pattern (4-6 crossovers per circle) in unison, hand in hand |
| | FTFSp | Synchronized two-foot spin (side by side, minimum of three (3) revolutions) |
| | TFJU | Two foot jump in place or moving (forward only) hand in hand |
| | PGI | One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand or in any holding position |
| | TFPSp | Two-foot pair spin (position optional with both skaters on two feet, minimum of three (3) revolutions) |
| | Plu | Lunge hand in hand or in any holding position (side by side or facing each other) |

* List in which <u>order</u> the pair performs the elements. No.1 being the first element performed in the program and No.6 the last element in the program.



No elements above Pair Badge 2 are to be included in the program. A mandatory 0.5 point deduction will be made for each added element from a higher Badge.

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Additional elements will receive no value and will not be counted but can be used as transitional moves/content as long as they are only from Pair Badges 1-2.

| \checkmark | Transitional moves/content – Pair Badges 1-2 |
|--------------|--|
| | Forward stroking in unison, hand in hand, clockwise and |
| | counterclockwise |
| | Backward swizzles (at least 5), hand in hand |
| | Forward one-foot glide left and right (length of the body), hand in hand |
| | Synchronized forward pivots (side by side) |
| | Synchronized bunny hops (hand in hand) |
| | T-Stop, hand in hand, left or right |

Mark with a \checkmark mark for each transitional move that is used in the program.