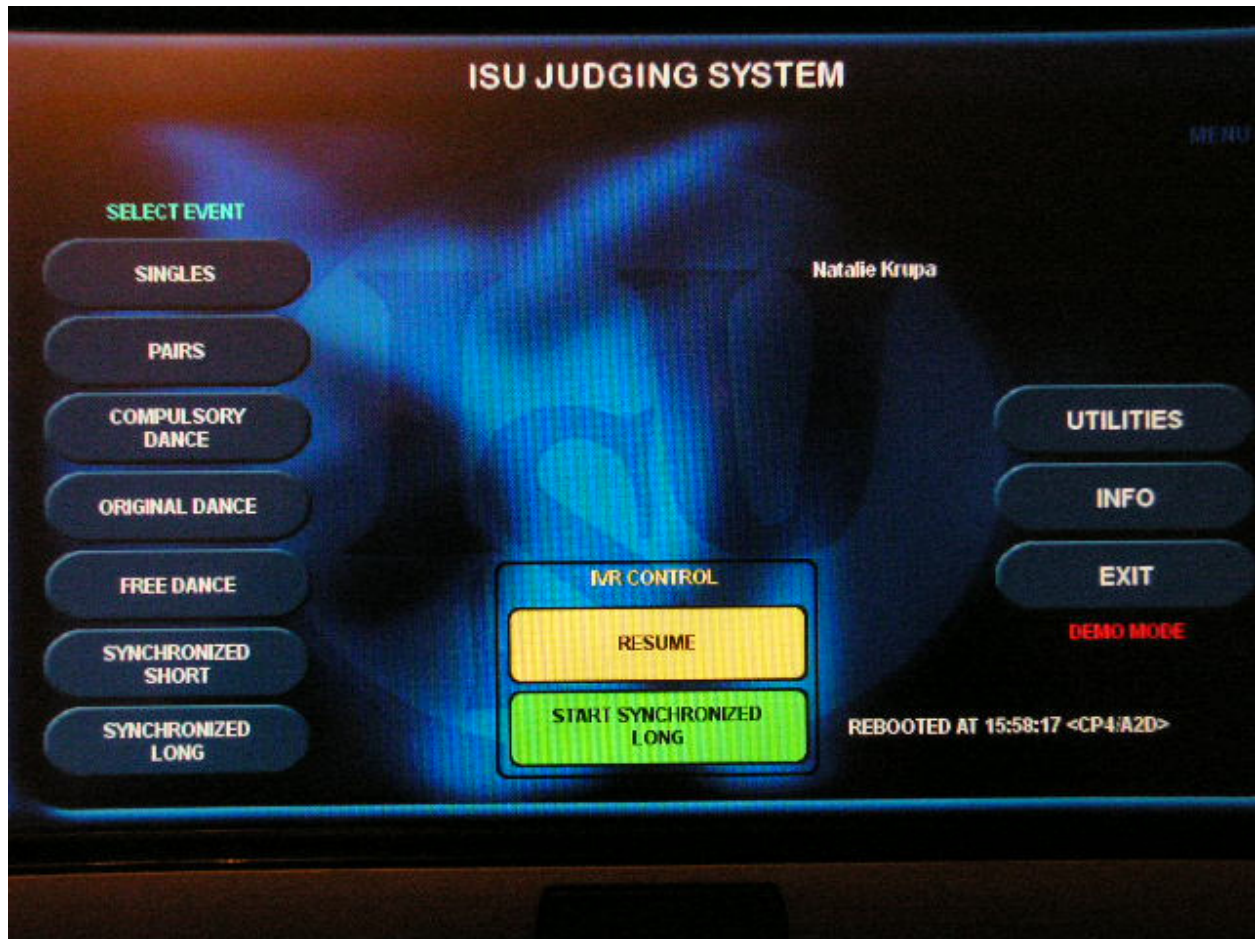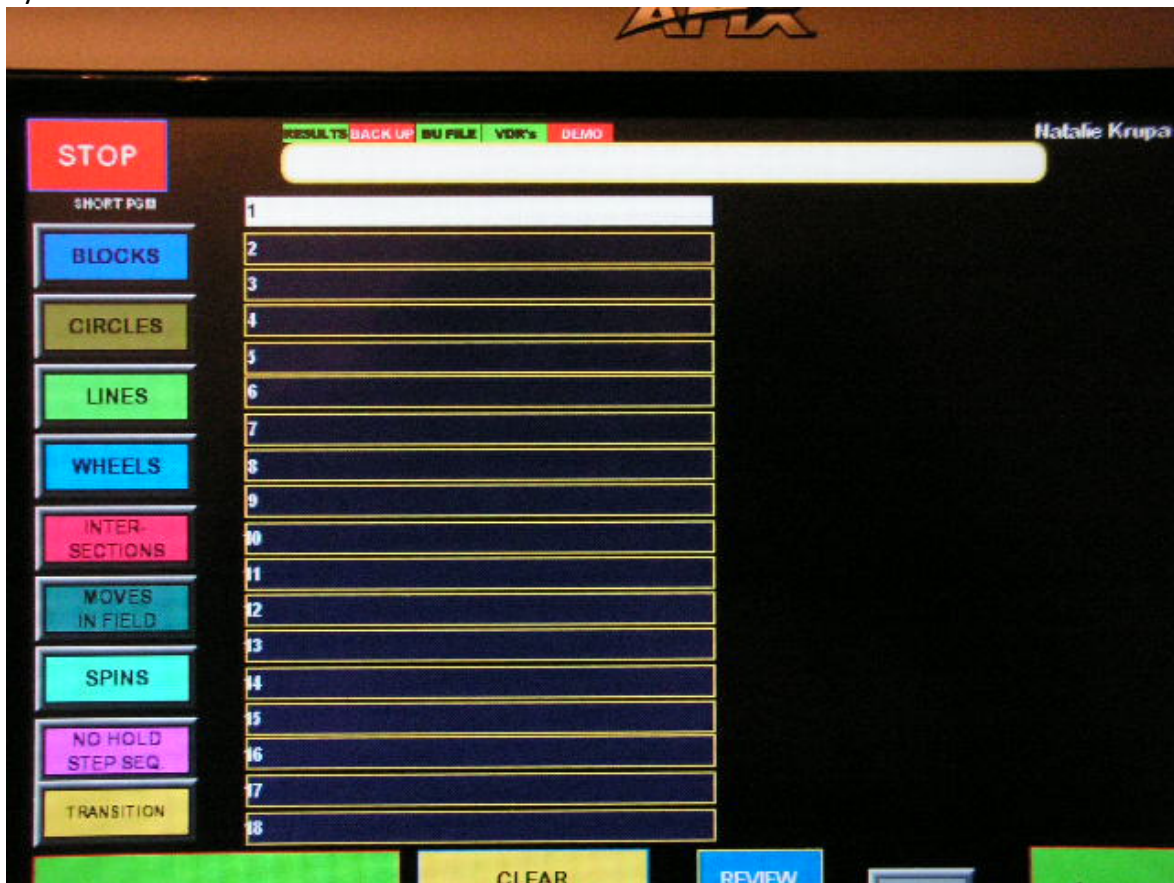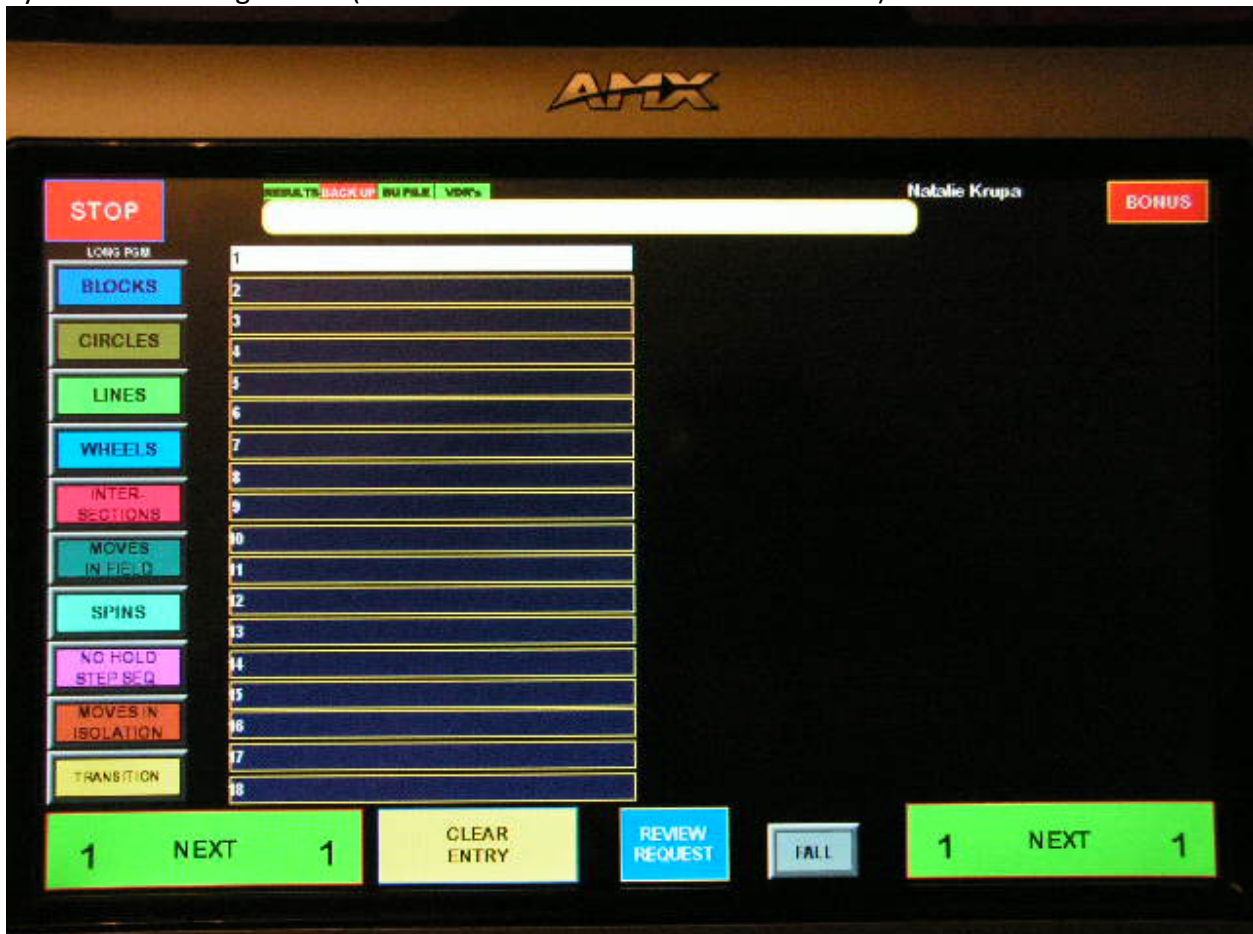# Synchro Data Entry Screens

Beginning blue screen – Synchronized Short and Synchronized Long buttons
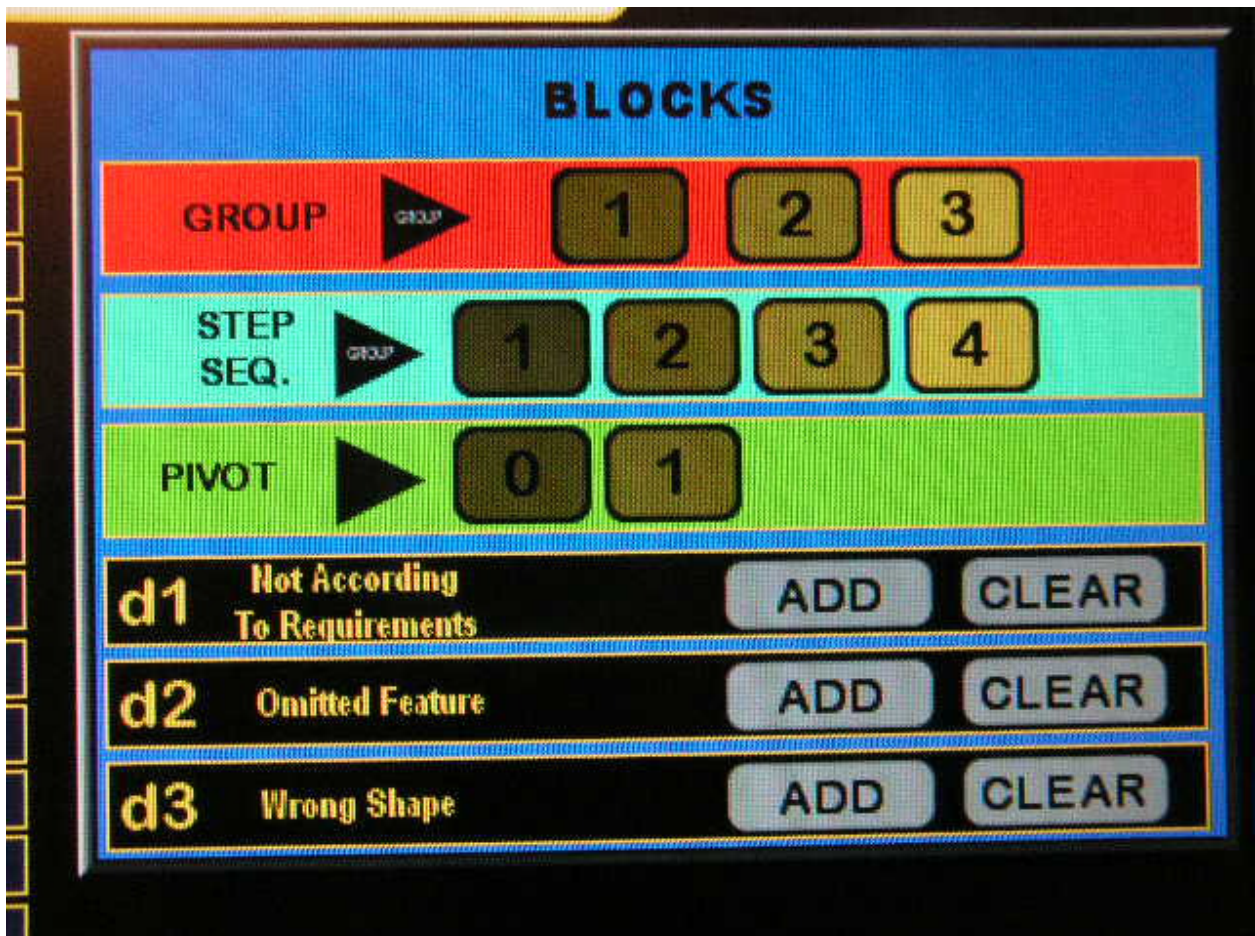
Synchronized Short screen

Synchronized Long screen (additional button for Moves in Isolation)

Blocks entry screen

Blocks detail

Circles detail

CIRCLE

| GROUP | ▶ GROUP | 1 | 2 | 3 |

| STEP SEQ. | ▶ GROUP | 1 | 2 | 3 | 4 |

| TRAVEL | ▶ | 0 | 1 |

| CHANGE DIR. | ▶ | 0 | 1 |

d1	Not According To Requirements	ADD	CLEAR
d2	Omitted Feature	ADD	CLEAR
d3	Wrong Shape	ADD	CLEAR

Lines detail

LINES

| LINE | ▶ GROUP | 1 | 2 | 3 |

| STEP SEQ. | ▶ GROUP | 1 | 2 | 3 | 4 | 5 |

| PIVOT | ▶ | 0 | 1 |

d1	Not According To Requirements	ADD	CLEAR
d2	Omitted Feature	ADD	CLEAR
d3	Wrong Shape	ADD	CLEAR

Wheels detail

WHEELS

| ELEMENT ▶ | 1 | 2 | 3 |

| TRAVEL ▶ | 0 | 1 |

| CHANGE DIR. ▶ | 0 | 1 |

d1	Not According To Requirements	ADD	CLEAR
d2	Omitted Feature	ADD	CLEAR
d3	Wrong Shape	ADD	CLEAR

Intersections detail

INTERSECTION

| INTERSECT ▶ | 1 | 2 | 3 |

| POINT OF INTERSECT. ▶ | 1 | 2 | 3 | 4 |

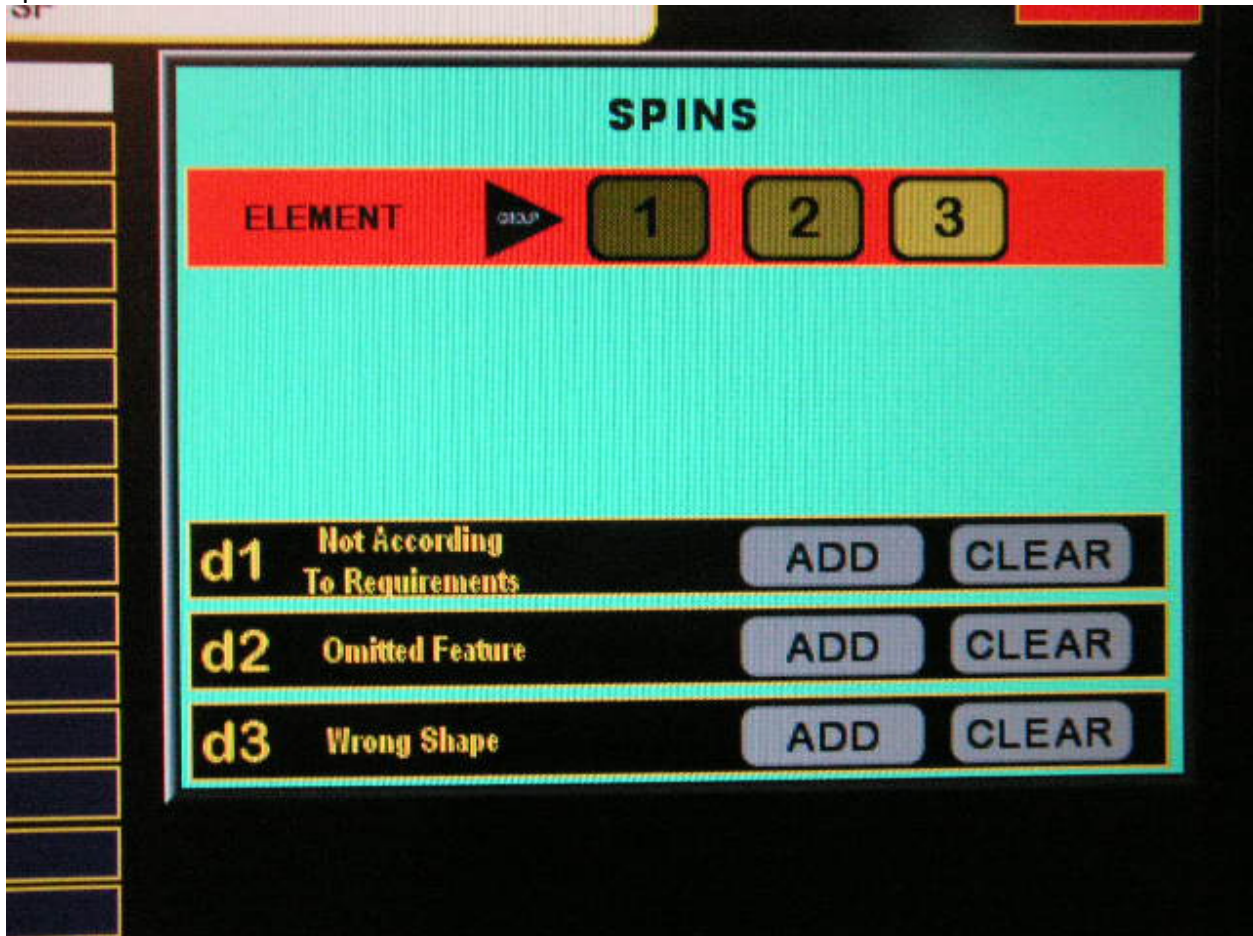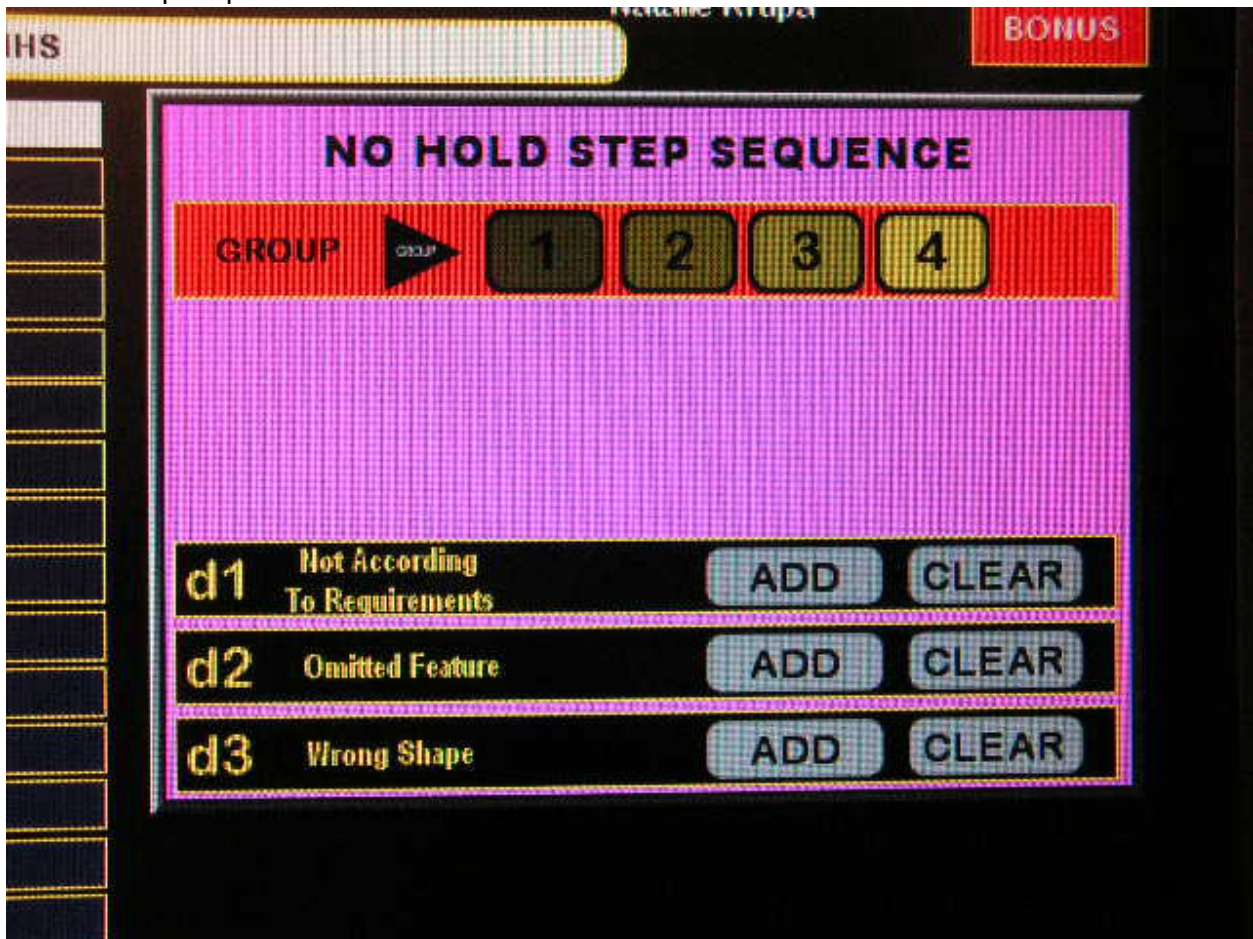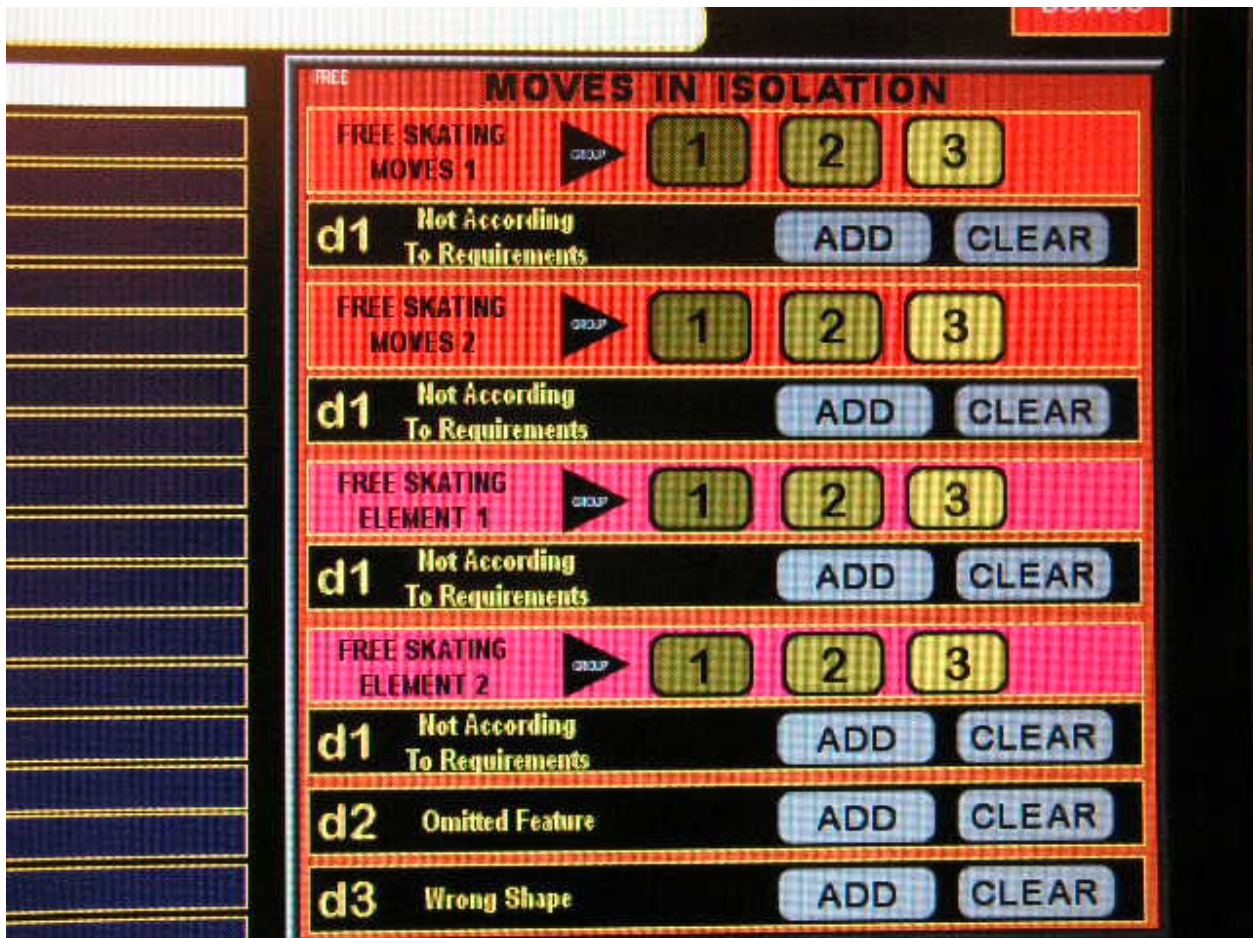| d1 | Not According To Requirements | ADD | CLEAR |
| d2 | Omitted Feature | ADD | CLEAR |
| d3 | Wrong Shape | ADD | CLEAR |
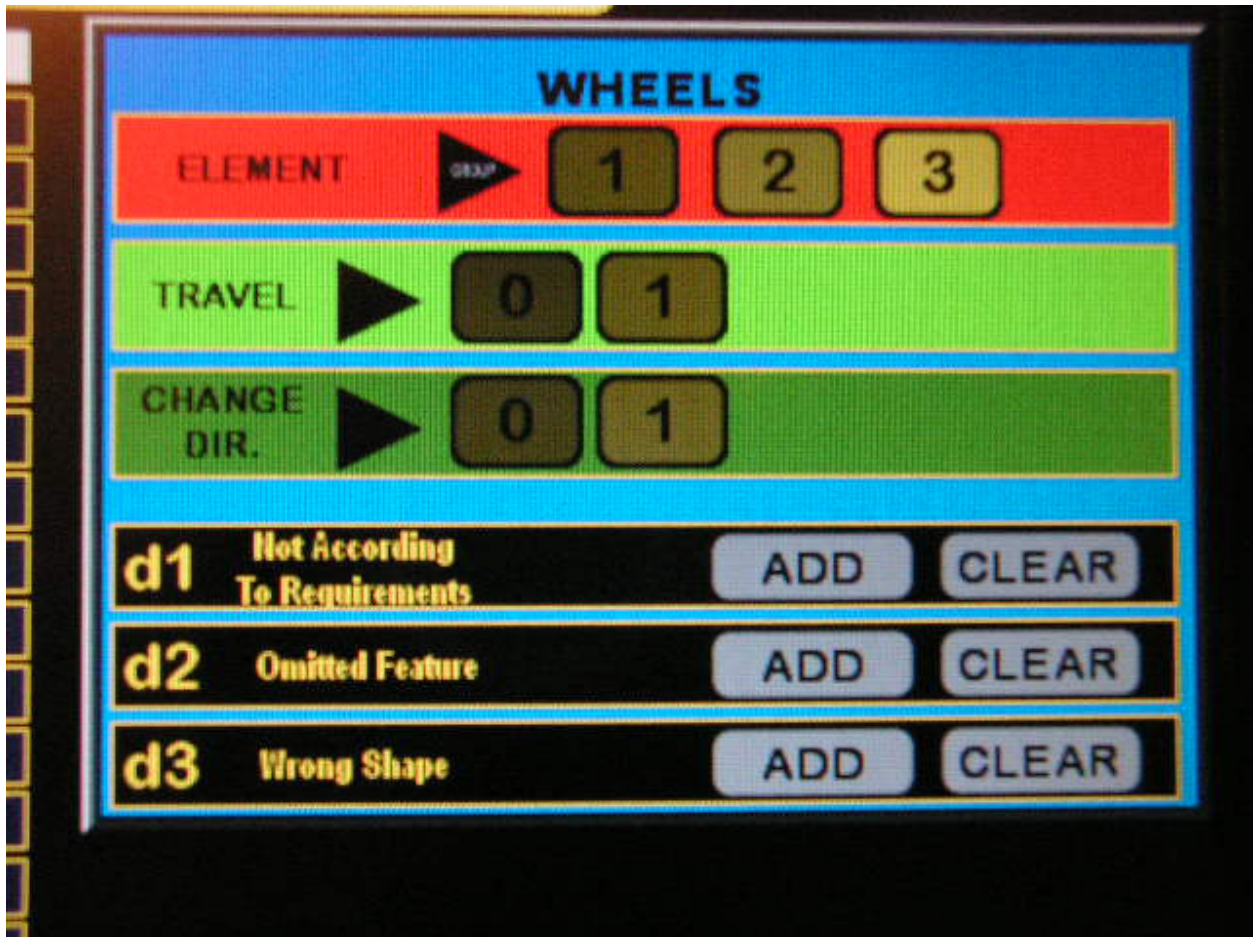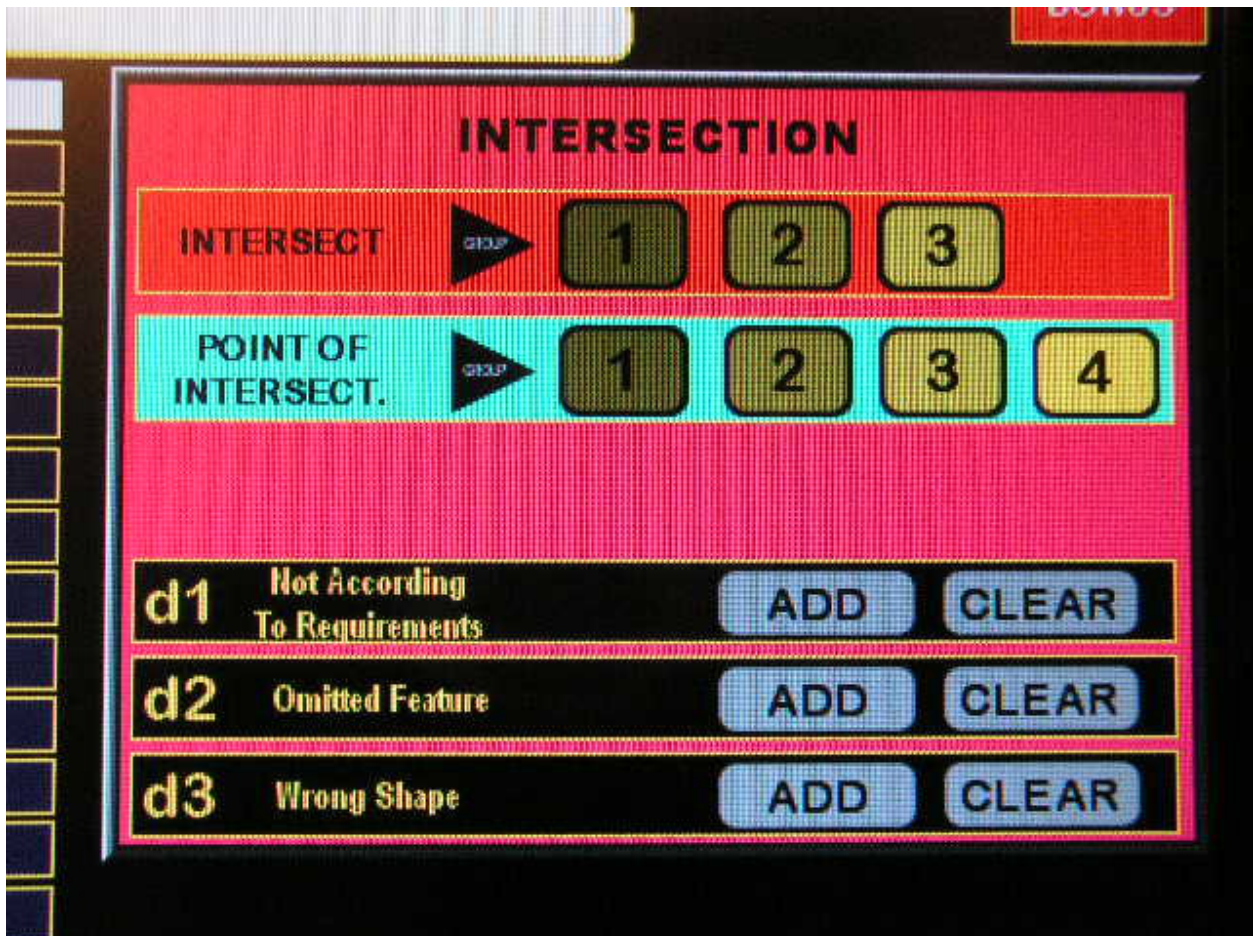
Moves in the Field detail
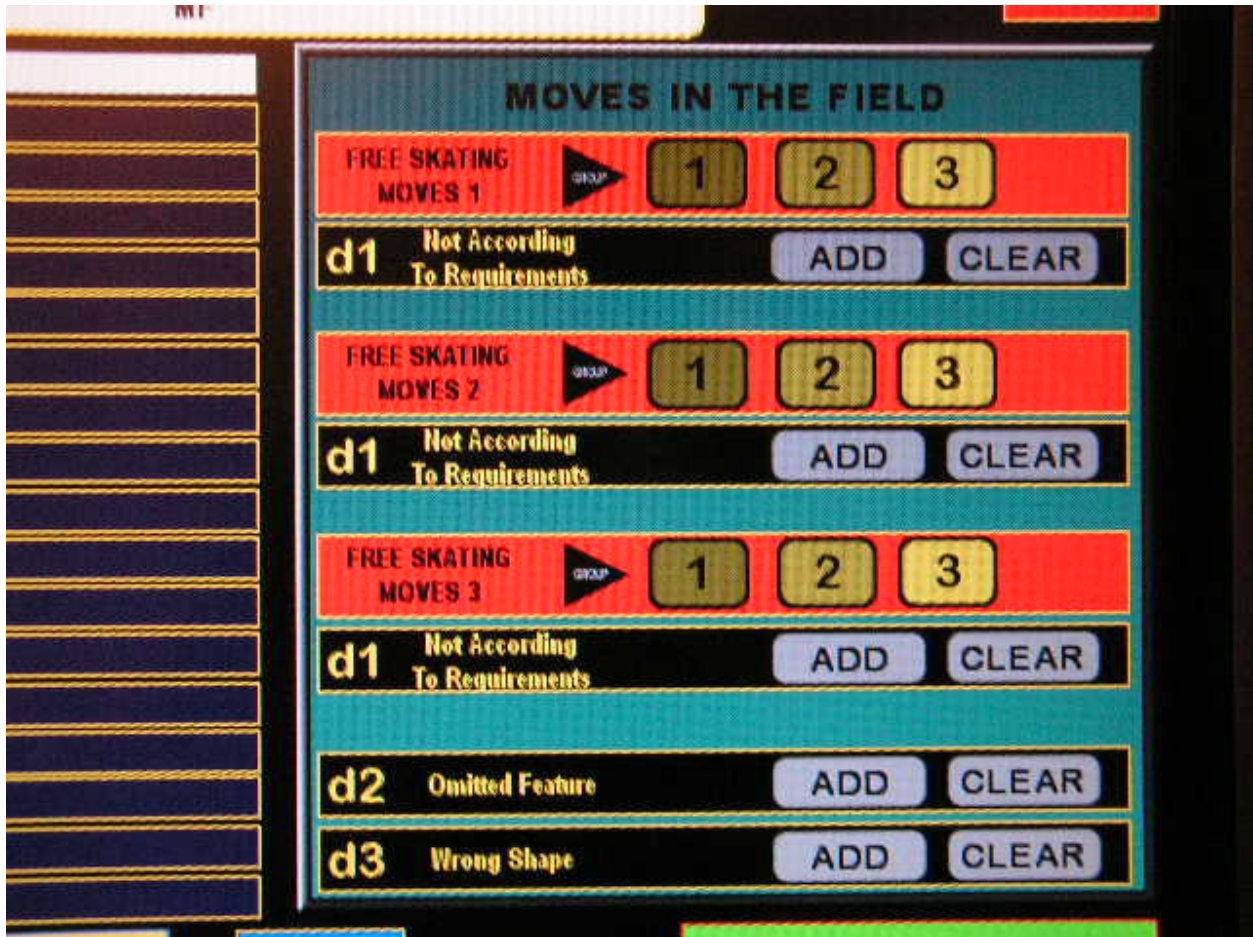
Spins detail

No Hold Step Seq detail

Moves in Isolation detail

Deductions screen

Additional Element, Illegal Element, Incorrect Shape in Controller area

Makeup, Timing, Music, Costume Prop, Interuption, Holds in Referee area