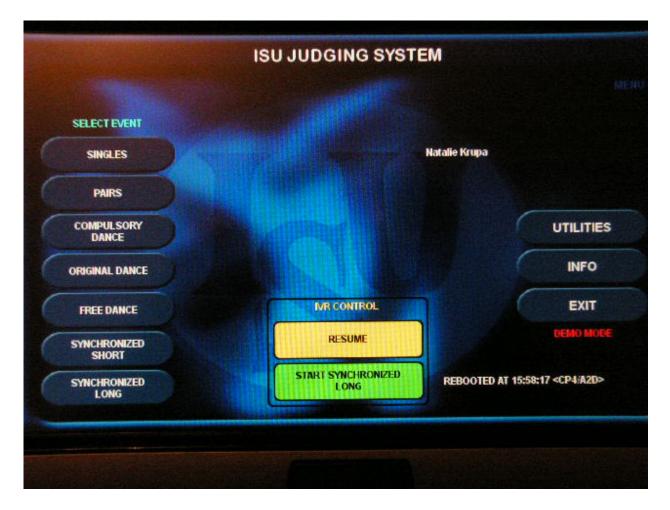
# Synchro Data Entry Screens

Beginning blue screen – Synchronized Short and Synchronized Long buttons



### Synchronized Short screen

STOP	RESULTS BACK UP BU FILE VOR'S DEMO	Natalie Krup
SHORT PG	1	
BLOCKS	2	
	3	
CIRCLES	3	
LINES		
WHITEL P	7	
WHEELS	8	
INTER- SECTIONS		
MOVES		
IN FIELD	12	
SPINS		
NO HOLD		
STEP SEQ.	16 17	
TRANSITION		

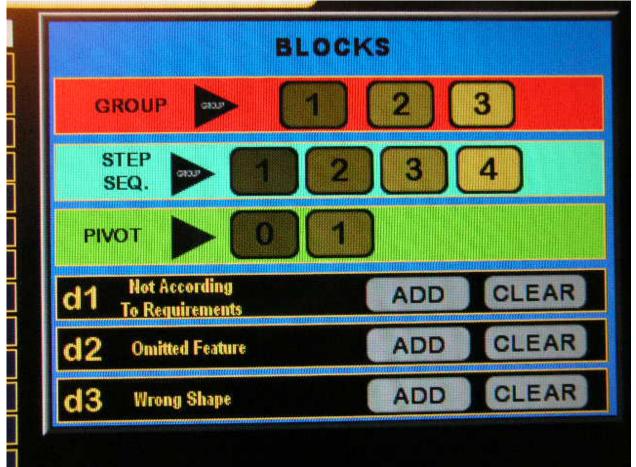
## Synchronized Long screen (additional button for Moves in Isolation)

				AMAX				
STOP		NA. TR BACK OF B	IPLE VORS			Natalie Krupa		BONUS
LONG POUL	- 1			1000	Sollar Est			
BLOCKS	2							
CIRCLES	ī :	BULL BULL		STORES IN CALL				
LINES								
WHEELS	7							
INTER- SECTIONS	ī 🗄							
MOVES IN FIELD	1							
SPINS	12							
NG HOLD STEP SEQ	14							
MOVESIN	15 16							
TRANSITION	17			THE REAL PROPERTY AND				
1		1	CLEAR ENTRY	REVIEW	FALL	1	NEXT	1

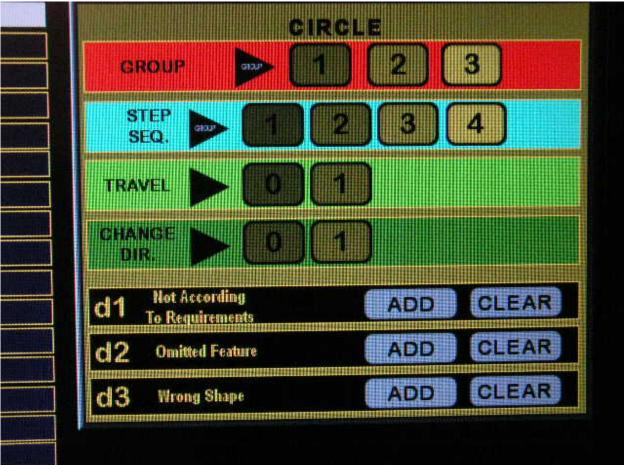
### Blocks entry screen

STOP				
0.01	REPAIL TRACK OF BALFILE VOR'S	В		Hatalie Krupa
онсятран	В		BLOCKS	
BLOCKS 2			GROUP	12
CIRCLES			STEP	
LINES			SEQ.	
WHEELS 8		P		
INTER-	Stand Street East-Street East-	d1	Not According To Requirements	ADD
1	le sine all'activitation de la constant	d2		ADD
IN FIELD 12		da	3 Wrong Shape	ADD
SPINS 14		- Segre and we have		
NO HOLD STEP SEQ. 16				
TRANSITION 18				

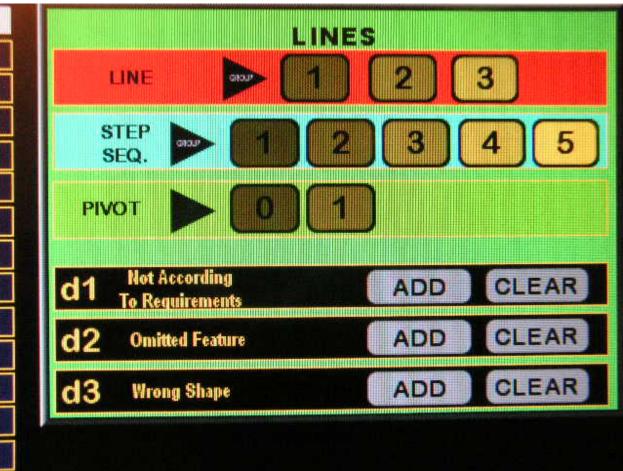
Blocks detail



#### Circles detail



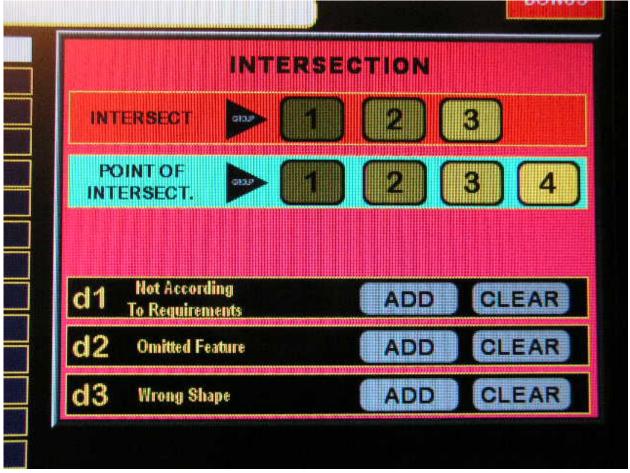
Lines detail



Wheels detail

	$\begin{bmatrix} 2 \\ 3 \end{bmatrix}$	]
	1	
CHANGE DIR.	1	
d1 Not According To Requirements	ADD C	LEAR
d2 Omitted Feature	ADD C	LEAR
d3 Wrong Shape	ADD	LEAR

Intersections detail



Moves in the Field detail

	23
d1 Not According To Requirements	ADD CLEAR
FREE SKATING MOVES 2	2 3
d1 Not According To Requirements	ADD CLEAR
FREE SKATING MOVES 3	2 3
d1 Not According To Requirements	ADD CLEAR
d2 Omitted Feature	ADD CLEAR
d3 Wrong Shape	ADD CLEAR

Spins detail



No Hold Step Seq detail

	NO HOLD STEP SEQUENCE					
GROUP						
d1 Not According To Requirements	ADD CLEAR					
d2 Omitted Feature	ADD CLEAR					
	And in the second					

Moves in Isolation detail

IREE	MOVES	IISOLA	TIO	
	e skating Ioves 1 🔛 🚺		2) [	3
d1	Not According To Requirements		DD	CLEAR
	E SKATING IOVES 2	1) (2		3
d1	Not According To Requirements	A	DD	CLEAR
	E SKATING EMENT 1	1) (2		3
d1	Not According To Requirements	A	DD	CLEAR
	E SKATING 🕨 🕨 🚺	1) (2	20 (	3)
d1	Not According To Requirements	A	DD	CLEAR
d2	Omitted Feature	A	DD	CLEAR
d3	Wrong Shape	A	DD	CLEAR

Additional Element, Illegal Element, Incorrect Shape in Controller area

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

