



- B Block + level
- B+s Block + step + level
- C Circle + level
- C+s Circle + step + level
- L Line
- W Wheel
- I+pi Intersection + level + point of intersection + level
- MF+fm+fm+fm Moves in the field + level + free skating move 1 + level + free skating move 2 + level + free skating move 3 + level
- SP Spin + level
- NHB No hold block + level
- NHB + s No hold block + step + level
- MI+fm+fe Moves in isolation + level + free skating move + level + free skating element + level
- PE Pair element + level

Transition will always be overwritten by the next element or deleted when at the end of the program

Attention A fall in the program → the blue button **FALLS** on the bottom
 A fall in an element or a step sequence (block, circle or no hold block) → the blue button **FALLS** on the bottom and additionally the blue button **FALL** on the top beside the bonus button