



What to do if....

RULES 1400-1402 and 1404
INTERRUPTIONS and FALLS

MUSIC PROBLEM	Start to 20 seconds: Music does not start Wrong music Wrong tempo	-Allow fresh start or continue from point of interruption (Skater decision)
	After 20 seconds: Wrong tempo Music stops	-IF problem is solved: -Team restarts from point of interruption (Check with technical controller)
PROBLEM UNRELATED TO SKATER OR EQUIPMENT	Power Failure Problem with structure Problem with ice	-Solve problem -Ice resurface if necessary -IF long break of 10 or more minutes: -Allow new warm-up -Team restarts from point of interruption (Check with technical controller)
PROBLEM RELATED TO SKATER OR EQUIPMENT Laces undone Costume damage Minor health problem (Nose bleeding, etc.)	During warm-up OR After Team is announced	-IF Team is announced, has 30 seconds to fix problem. -Apply deduction.
		-IF Team needs more than 60 seconds: give 3 minutes. -Apply deduction.
	During program	-IF Skater CAN solve problem during the program: -Apply deduction.
		IF Skater CAN'T solve problem in less than 40 seconds: give 3 minutes -Team restarts from point of interruption (Check with technical controller) -Apply deduction.



MEDICAL ATTENTION	Accident Cut Fall and bleed Loss of consciousness	-Referee blows whistle -Referee stops music -Referee decides if removing skater from ice is required -IF Skater CAN'T compete: -Team restarts from point of interruption (Check with technical controller)
		-Skater stops and approaches Referee OR -Referee blows whistle -Referee stops music -IF Problem CAN be solved in less than 40 seconds AND Skater CAN compete: -Team restarts from point of interruption (Check with technical controller) -IF problem CAN'T be solved in less than 40 seconds: give 3 minutes -IF Skater CAN compete: -Team restarts from point of interruption (Check with technical controller) -IF Skater CAN'T compete: -Authorize a substitute -Team restarts from point of interruption (Check with technical controller)
MAX INTERRUPTION	Only 1 interruption up to 3 minutes is allowed, if a second interruption of more than 40 seconds: Team is withdrawn.	
INCOMPLETE PROGRAM	Team does not complete program; no marks awarded and Team is withdrawn	
SUBSTITUTION OF SKATER	With authorization of the event referee only , if not team is disqualified	
FALL	For each fall, Interruption in excess rule applies if necessary	