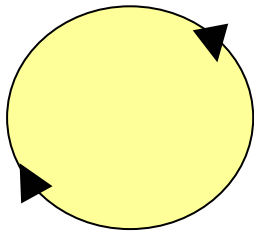


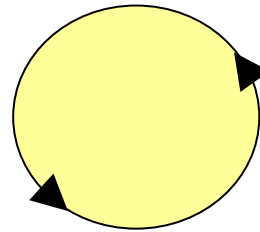
SCHEMA et DESCRIPTION des MANŒUVRES

1 CERCLE

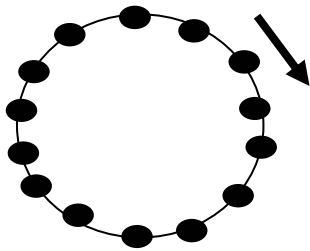


cercle simple

Manœuvre dans le sens horaire
ou en sens inverse

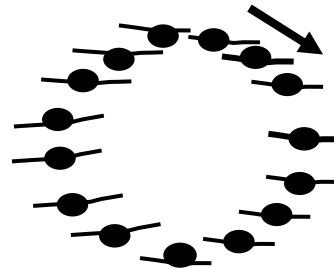


Cercle fermé

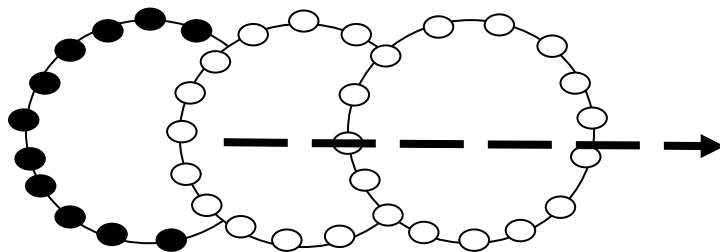


Les patineurs se tiennent

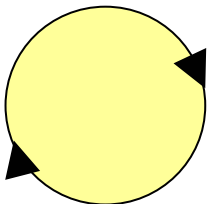
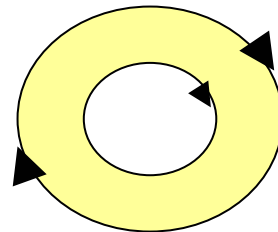
cercle ouvert



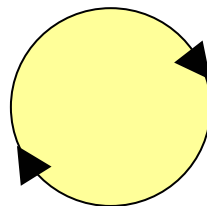
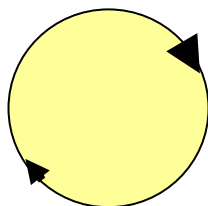
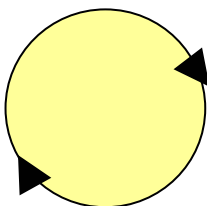
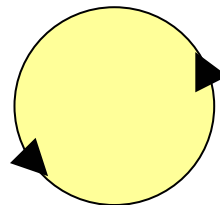
Les patineurs ne se tiennent pas



Cercles doubles
l'un dans l'autre direction
ou direction opposée



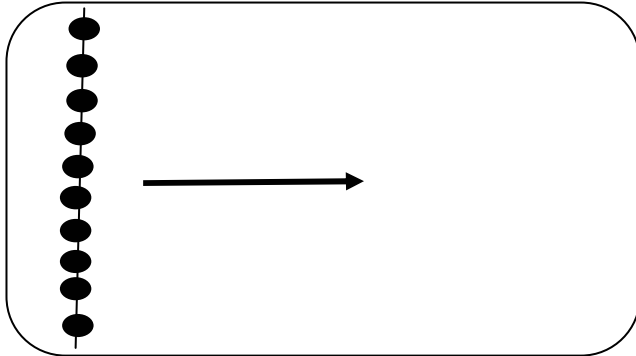
Cercles doubles
cercles dans la même
direction ou opposée



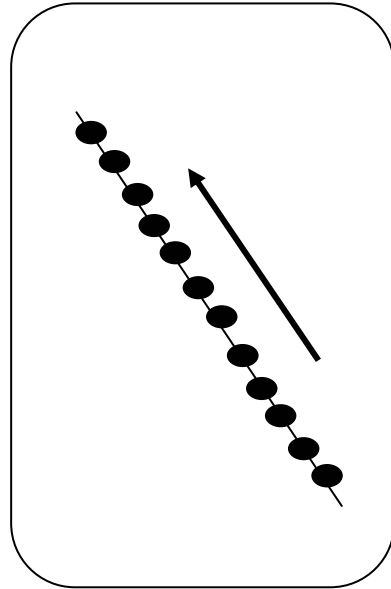
Cercles triples
même sens ou opposé

2 LIGNES

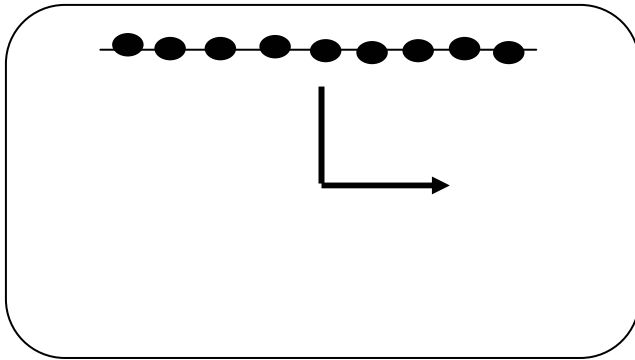
Ligne droite sur largeur de patinoire



Ligne droite sur la diagonale

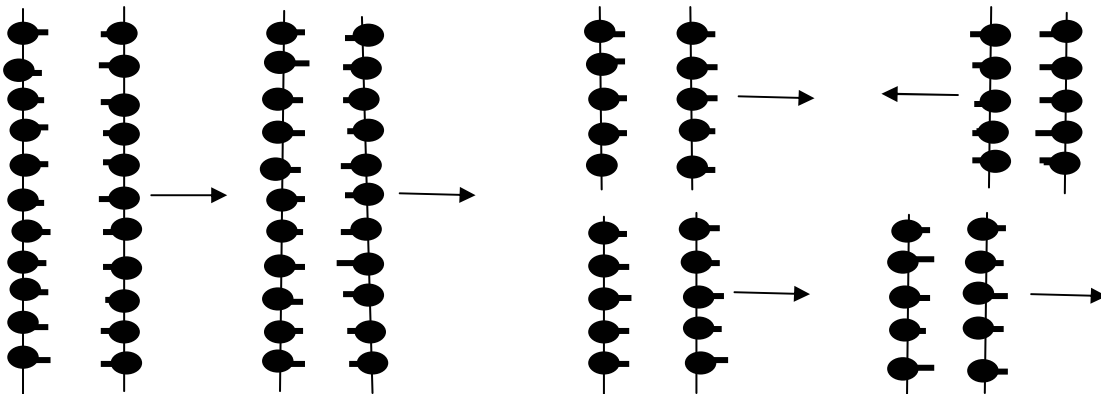


Ligne droite sur la longueur

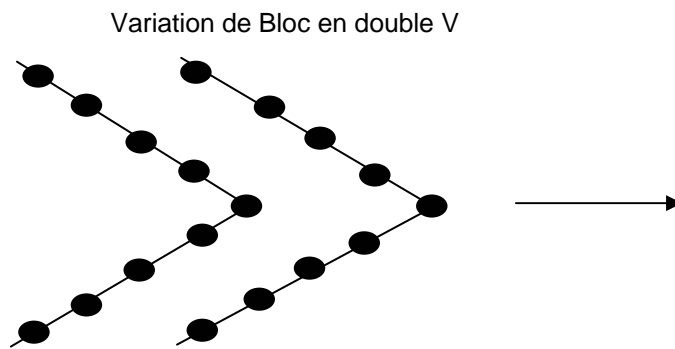
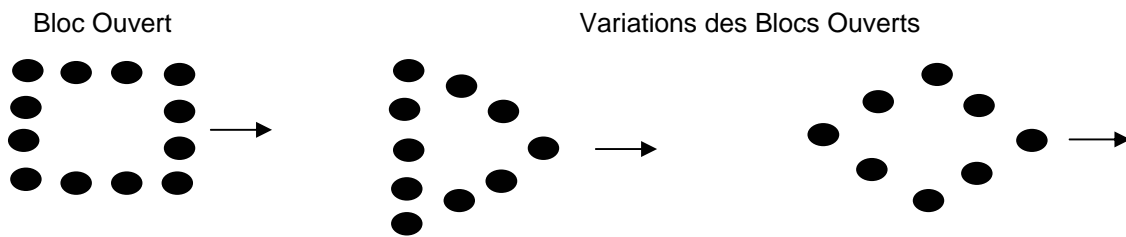
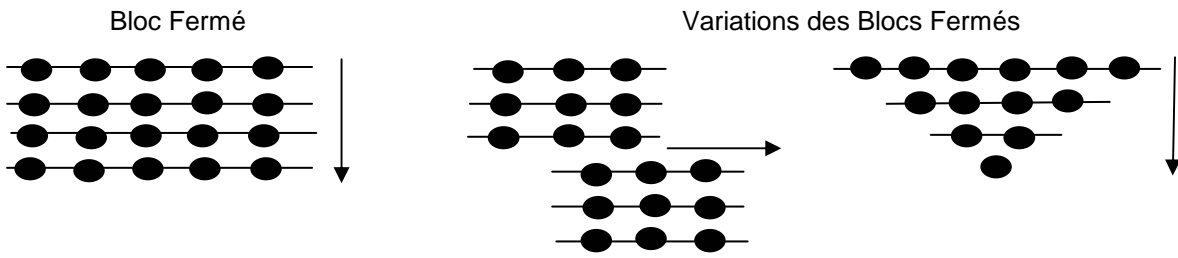


LIGNES PARALLELES

même direction ou face à face coupée même direction coupées directions opposées

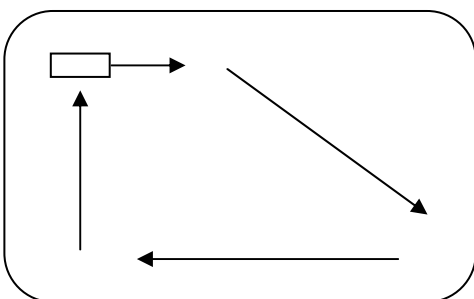


3 . BLOCS

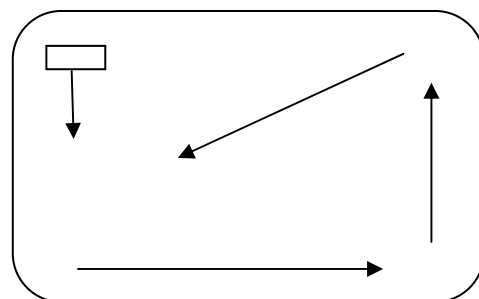


Le Bloc doit utiliser toute la surface de la piste

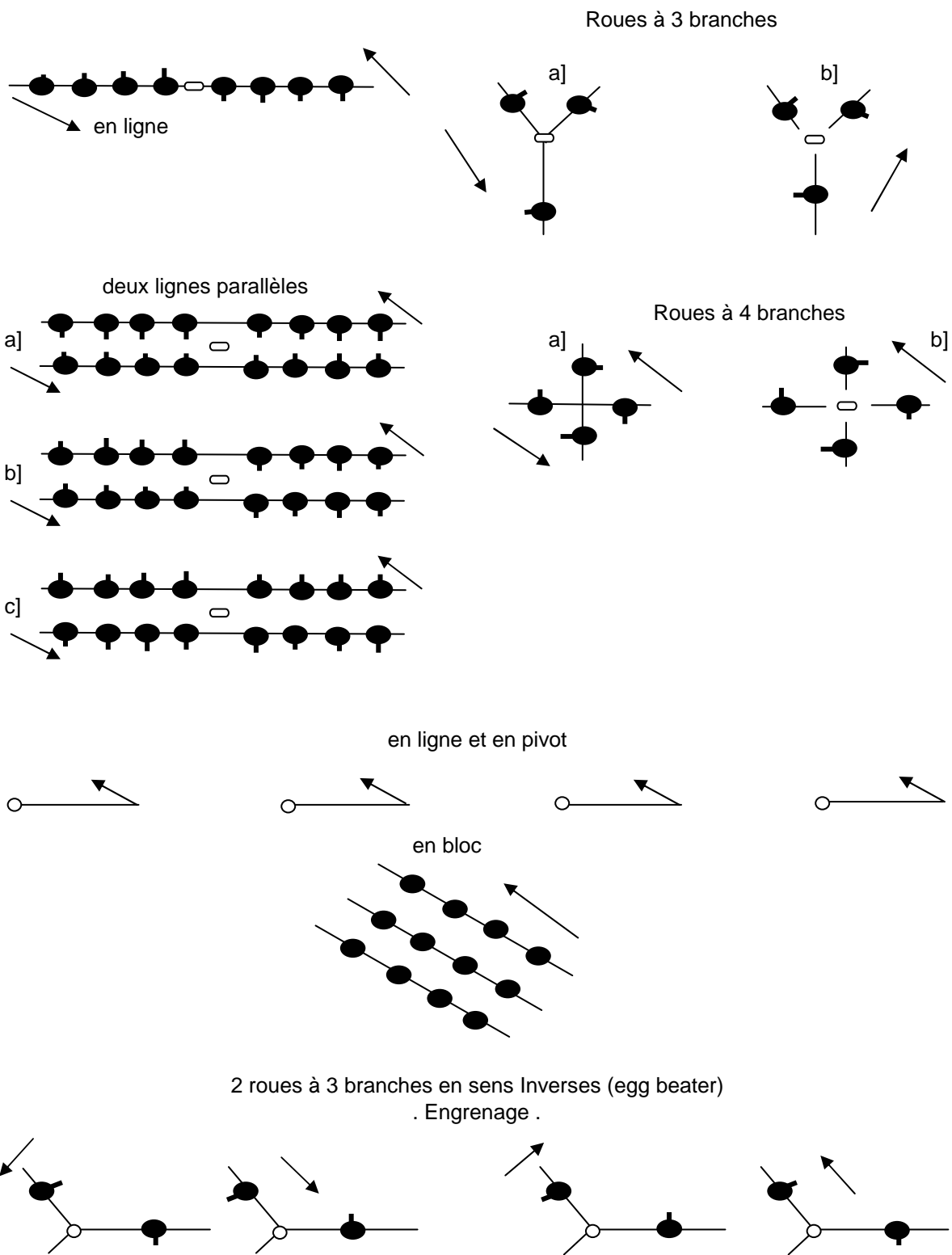
Correct



Correct avec plus de difficultés

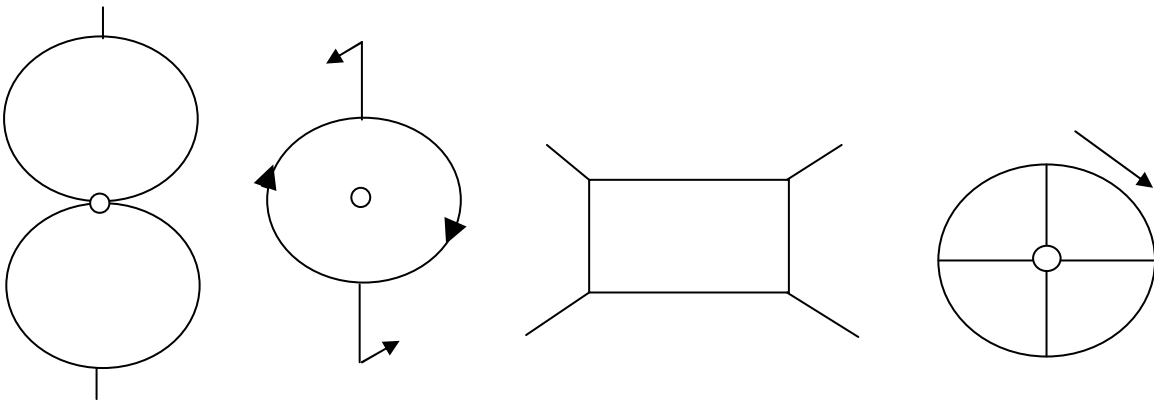
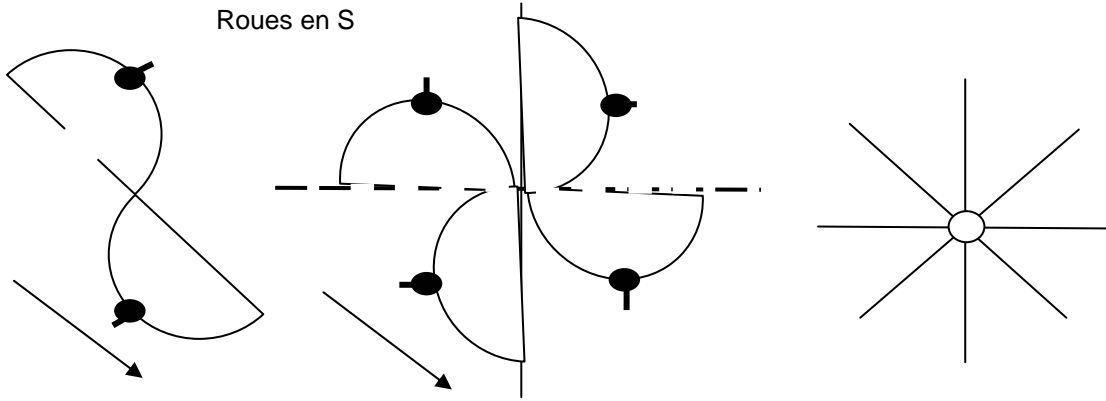


4 . ROUES et PIVOTS

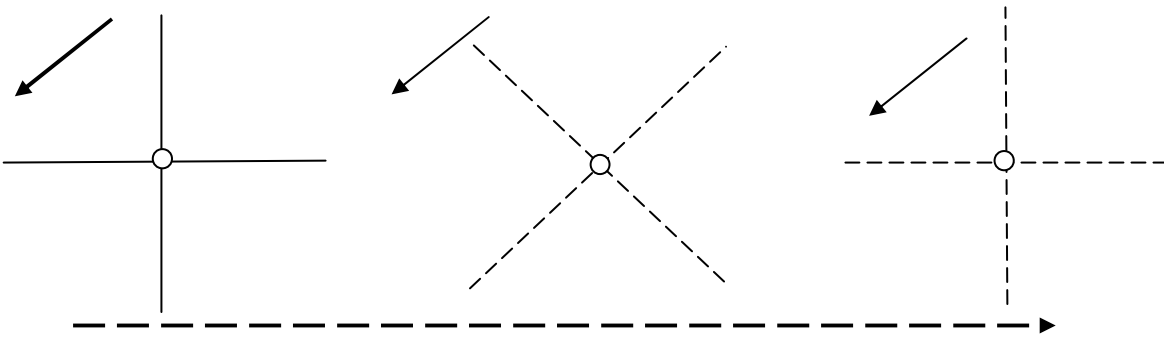


4 bis . ROUES en VARIATIONS

Roues en S

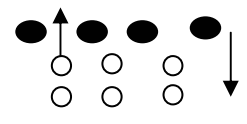
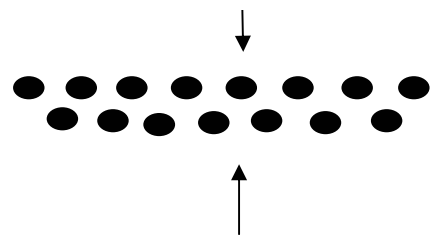
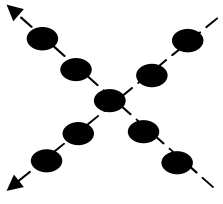


Roue en déplacement

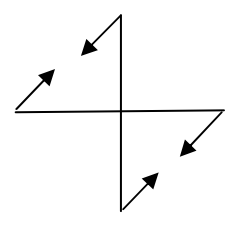
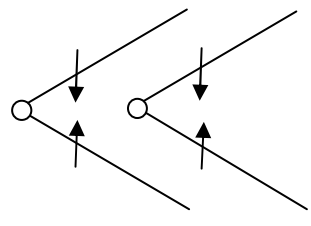
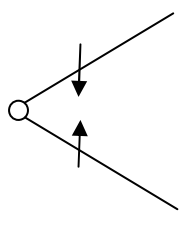


5 . INTERSECTIONS





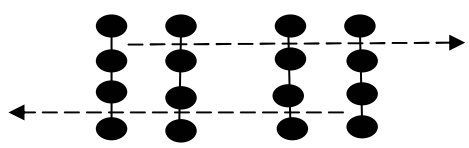
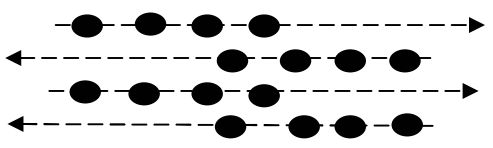
Intersections en lignes



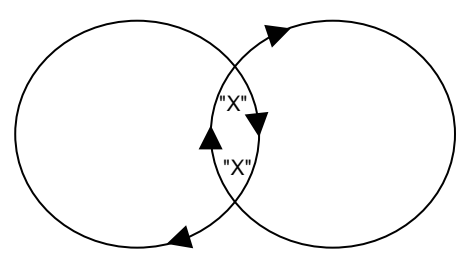
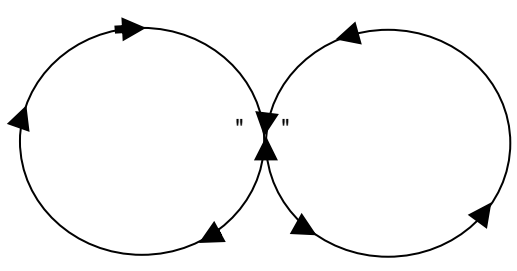
Intersection simple e V

Intersection double V

Intersevction à 4 rayons



Intersection dans les Blocs



Intersection dans les Cercles