

## **Communication No. 2569**

### **ICE DANCE**

**Requirements for Technical Rules with ongoing validity,  
effective July 1<sup>st</sup>, 2023**

- 1. Calling specifications and Levels of Difficulty for Required Elements (Novice, Junior, Senior)**
- 2. Marking guide for Grades of Execution of Required Elements (Novice, Junior, Senior)**
- 3. Deduction Chart – Who is Responsible – Rhythm Dance and Free Dance (Junior, Senior)**
- 4. Explanation of Symbols on the Judges Details Per Skater (Junior, Senior)**
- 5. Pattern Dance and Pattern Dance Element information for season 2023/24**  
Includes the Percentage of steps for Pattern Dance and Pattern Dance Elements
- 6. Program Components for Rhythm Dance and Free Dance**
- 7. Key Points and Key Points Features for Junior Pattern Dance Elements Season 2023/24 – Adjustments from Communication 2560**

Seoul,  
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## 1. CALLING SPECIFICATIONS AND LEVELS OF DIFFICULTY OF REQUIRED ELEMENTS

The information is presented in the following order:

- Basic principles of calling applicable to all Required Elements;
- For each Required Element:
  - Additional principles of calling;
  - Additional definitions, specifications to definitions and notes, applicable to additional principles of calling and Levels of Difficulty;
  - Levels of Difficulty including Characteristics of Levels and Adjustment to Levels.

### 1.1 BASIC PRINCIPLES OF CALLING APPLICABLE TO ALL REQUIRED ELEMENTS

1. The Technical Panel shall identify what is performed despite what is listed on the Program Content Sheet.
2. The Levels shall be determined according to the Basic and Additional Principles of Calling and Characteristics of Levels fulfilled. They shall not result in giving No Level to a Required Element as long as the requirements for Basic Level are met.
3. To be given any Level, a Required Element must meet all the requirements for Basic Level. Movements, transitions, and/or choreography that do not fulfill the requirements for elements detailed in the Special Regulations & Technical Rules for Ice Dance 2022 and in the below calling specifications of the communication shall not be identified.
4. If a Fall or interruption occurs at the attempt of any Required Element, refer to the Additional Principles of Calling for each Required Element.
5. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) by one or both partners occurs after a Required Element has commenced and the Element continues without interruption, its Level shall be reduced by 1 Level per error - Refer to the Additional Principles of Calling for these elements: Dance Spin, Dance Lift, Set of Twizzles, One Foot Turns Sequence. This Basic Principle does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Turns Sequence) - Refer to the Additional Principles of Calling for these elements.
6. If a program concludes with the partners starting an element within the required duration of the program (including the additional 10 seconds allowed), the element and its Level shall be identified until the Element stops completely. Elements started after the required duration of the program (including the additional 10 seconds allowed) shall not be identified.
7. If a Dance Spin (FD) or a Dance Lift (RD and FD) is performed in a Step Sequence when not permitted, (including Choreographic Step Sequence/Choreographic Rhythm Sequence), the Step Sequence will be identified with the respective level and the Extra Element will be added and a deduction of -1.0 applied. e.g., MiSt4+ExEI, ChSt1+ExEI.
8. If a Dance Spin is performed in a Step Sequence in Rhythm Dance, the Dance Spin is not identified (Dance Spin is not a required element and there is no provision to identify it as an extra element).
9. The Technical Panel shall decide whether any feature to fulfill the Characteristics of Levels is given credit unless this feature is expressly designated as not eligible for Level in the present Communication.
10. If there is an illegal element(s)/movement(s)/pose(s) during the execution of any element (excluding Choreographic Elements), the deduction for an illegal element(s)/movement(s)/pose(s) will apply and the element will receive Basic Level if the requirements for Basic Level are fulfilled or Ignored if the minimum requirement for Basic Level is not fulfilled. The Illegal Element will still be identified.
11. An error which does not constitute an interruption should result in a reduction of the Level by 1 grade per occurrence per partner.
12. **Complex is defined as consisting of many different and connected parts.**
13. Loss of control with additional support includes stumble/touchdown by free leg/foot and/or hand.
14. A touchdown with an obvious shift of weight from the skating foot to the other foot will be considered as an interruption.
15. Each push and/or transfer of weight while on two feet is considered as a step.

## 1.2. PATTERN DANCE ELEMENTS

### 1.2.1. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

**Key Point and Key Point Features:** a Key Point is correctly executed when all its related Key Point Features are met and all its Edges/Steps are held for the required number of beats. Key Points and Key Point Features are technical requirements valid for one season and are published in the corresponding ISU Communication.

A change of edge within the last ½ beat of the step is permitted to prepare the push/transition to the next step (unless otherwise prescribed)

### 1.2.2. LEVELS OF DIFFICULTY

Characteristics of Levels for Pattern Dance Element:

Basic Level	Level 1	Level 2	Level 3	Level 4
<b>50% of Pattern Dance Element</b> is completed by both partners	<b>75% of Pattern Dance Element + 1 Key Point</b> is correctly executed	<b>75% of Pattern Dance Element + 2 Key Points</b> are correctly executed	<b>90% of Pattern Dance Element + 3 Key Points</b> are correctly executed	<b>100% of Pattern Dance Element without interruption + 4 Key Points</b> are correctly executed

### 1.2.3. ADDITIONAL PRINCIPLES OF CALLING

- The process used by the Technical Panel to identify Key Points and their correct execution is the same process as for identification of Required Elements and Levels (i.e by majority). Correct or incorrect execution of Key Points is reported on the Judges Details per Skater chart as:
  - "Yes": meaning, "all Key Point Features are met and all Edges/Steps are held for the required number of beats", or
  - "Timing": meaning, "all Key Points Features are met but one or several Edges/Steps are not held for the required number of beats", or
  - "No": meaning, "one or several Key Point Features are not met, whether or not Edges/Steps are held for the correct number of beats" or the Key Point is not identified due to a fall or interruption.
- Evaluating the percentage of steps for Pattern Dances is based on the total number of steps completed.
- If a Fall or interruption occurs at the attempt or during a Pattern Dance Element and the element is resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or ignored if the requirements for Basic Level are not met.
- If the Pattern Dance Element is interrupted 4 beats or less – the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "<" to indicate an interruption of 4 beats or less.
- If the Pattern Dance Element is interrupted more than 4 beats but 75% of the steps are completed by both partners, the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "<<" to indicate an interruption of more than 4 beats.
- For Pattern Dance Elements, an interruption may be but is not limited to Fall(s), missing step(s), touchdown(s), etc.

### 1.3. DANCE SPINS

Dance Spin - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners

#### 1.3.1. ADDITIONAL PRINCIPLES OF CALLING

1. The first performed Dance Spin shall be identified as the required Dance Spin and given a Level, or ignored if the requirements for Basic Level are not met. However, if a Choreographic Element is required with Choreographic Spinning Movement as an option, this element shall be identified as Choreographic Spinning Movement anywhere in the program where it is first performed. Any subsequent Dance Spin and/or Choreographic Spinning Movement performed after the Required Dance Spin and/or Choreographic Spinning Movement shall not be identified.
2. A change of direction or one foot turns on the spot before resuming the rotations shall not be considered as an "interruption".
3. Only features and rotations will be counted from the moment both partners are on one foot.
4. If a Fall or Interruption occurs at the attempt of a Dance Spin before the requirements for Basic Level have been fulfilled and the Dance Spin is resumed, the Dance Spin shall be identified and given a Level according to what is executed after resumption.
5. If a Fall or Interruption occurs during a Dance Spin, the Dance Spin shall be identified and given a Level according to the requirements met before the Fall or interruption, or ignored if the requirements for Basic Level are not met.
6. If during the Dance Spin any of the following mistakes apply for up to half a rotation and the Dance Spin then continues without interruption, the level will be reduced by 1:
  - Both partners are not holding due to an error/loss of control;
  - One partner off the ice due to an error/loss of control.If the mistake lasts for more than half a rotation, this shall be considered as an interruption and any features/rotations from this point are not considered for the level.
7. If a touch down/loss of control occurs with additional support by free leg/foot and/or hands, the level will be reduced by one level per touch down.
8. A push without a change of foot while performing the rotations of the Spin is considered as a touchdown.
9. Any transitional movements within a Dance Spin can be performed on two feet for up to half a rotation. More than half a rotation will be considered as a touch down.

#### 1.3.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

##### Basic Positions in Dance Spins:

1. **Upright Position:** Performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position.
2. **Sit Position:** Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back. If the angle between the thigh and shin of the skating leg is more than approximately 120 degrees, the position shall be considered as an Upright or Camel Position depending on the other criteria that characterize these positions.
3. **Camel Position:** Performed on one foot with skating leg straight or slightly bent and body bent forward and free leg extended or bent upward on a horizontal line or higher. If the waist line is not horizontal and/or the core of the body is more than 45 degrees above the horizontal line the position shall be considered as an Upright Position. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position.

## DIFFICULT FEATURES:

### A. Difficult Variations of Basic Positions (examples):

#### A.1. For Upright Position:

- a) "Biellmann" type – body upright with the heel of the boot pulled by the hand behind and above the level of the head; The heel of the boot can be pulled above the level of the head with the assistance of the other partner. This includes by the hand of the partner or with the assistance of the partner's body.
- b) Full layback with upper body arched back from the waist towards the ice or sideways with upper body bent to the side from the waist towards the ice;
- c) Split with both legs straight and the boot/skate of the free leg held up higher than the head (may be supported by partner).
- d) Upper body arched back or sideways with free foot almost touching the head in a full circle (doughnut/ring: maximum of half a blade length between head and blade);
- e) Leaning away from the other partner with the axis from knee to upper back more than 45 degrees from the vertical.

#### Note:

Examples b) and e) performed by the same partner shall be considered as the same Difficult Variation of Upright Position.

#### A.2. For Sit Position:

- a) Free leg bent or straight directed forward with thigh of skating leg at least parallel to the ice;
- b) Free leg bent or straight directed backward with thigh of skating leg at least parallel to the ice;
- c) Free leg bent or straight directed to the side with not more than 90 degrees between thigh and shin of skating leg;
- d) Free leg crossed extended behind, and directed to the side, with not more than 90 degrees between thigh and shin of skating leg;
- e) Free leg crossed behind and touching or not touching the skating leg, with thigh of skating leg at least parallel to the ice;
- f) Free leg directed forward, with not more than 90 degrees between thigh and shin of skating leg, and back of upper body almost parallel to the ice.

#### Note:

- Example e) performed right after any other Difficult Variation of Sit Position shall be considered as the same Difficult Variation of Sit Position.

#### A.3. For Camel Position:

- a) Upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least 45 degrees past the vertical point;
- b) Body nearly horizontal or bent sideways horizontally with head and free foot almost touching (doughnut/ring: maximum of half a blade length between head and blade);
- c) Body nearly horizontal with the heel of the boot pulled by the hand above the level of the head without any assistance from the other partner;
- d) Body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between thighs about 180 degrees);
- e) Simple Camel Position by the man with the free leg on horizontal line or higher.

#### Note:

- Simple camel spin by the woman shall not be considered as a Difficult Variation of Camel Position.
- Examples d) for Upright Position (doughnut/ring) and b) for Camel Position (doughnut/ring) performed by the same partner shall be considered as the same Difficult Variations.
- Examples a) for Upright Position (Biellmann) and c) for Camel Position (heel of the boot pulled by the hand above the level of the head) shall be considered as the same Difficult Variation when performed by the same partner.
- Rotations shall be considered for total number of rotations when performed fully, continuously, on one foot and simultaneously by both partners.
- Rotations in Difficult Variations shall be considered for Level when performed continuously in a fully established position.

- B. Different Direction of spinning rotation:**
- Simultaneous change of spinning direction for both partners
  - At least 3 rotations in each direction of rotation.
- C. Entry Feature:**
- a) **Unexpected** entry without any evident preparation
  - b) **Continuous combination of complex and creative steps and/or movements performed immediately before the Dance Spin and executed by both partners.**
- D. Exit Feature:**
- a) **Continuous combination of complex and creative steps and/or movements performed by each partner immediately after executing the Dance Spin.**
  - b) **Simultaneous running edge from the spinning foot executed by both partners in hold performed seamlessly and cleanly.**
- E. Middle Feature: both partners perform a continuous combination of complex and creative turns, jumps and/or movements simultaneously without changing feet.**
- a) **To be given credit for level: at least 3 rotations preceding the middle feature followed by at least 3 rotations**
  - b) **Must be connected to either part of the Spin without changing feet**

**For Entry, Exit and Middle Features: Complex is defined as consisting of many different and connected parts.**

**Note:** If only one of the partners performs Entry feature C (subparagraph b), Exit Feature D (subparagraph a) or Middle Feature E (subparagraph a and b), it is not considered as an Entry Feature, Exit Feature or Middle Feature.

### 1.3.3. LEVELS OF DIFFICULTY

#### **Characteristics of Levels:**

- A Difficult Variation shall be considered for Level when held for at least 3 continuous rotations.
- Level 3 or 4 shall be considered only when each partner performs at least one of the Difficult Variations given credit for Level.

**Characteristics of Levels:**

<b>Basic Level DSp - 3 rotations</b>	<b>Level 1 DSp - 3 rotations</b>	<b>Level 2 DSp - 3 rotations</b>	<b>Level 3 DSp - 3 rotations</b>	<b>Level 4 DSp - 3 rotations</b>
<p><b>Dance Spin: at least 3 rotations continuously on one foot by both partners simultaneously in any part of the Spin</b></p>	<p><b>1 Difficult Variation</b> from any Basic Positions  <b>OR</b> Different direction of spinning rotation</p>	<p><b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>OR</b> <b>1 Difficult Variation</b> from any Basic Position AND <b>Different direction</b> of spinning rotation</p>	<p><b>3 different Difficult Variations</b> from 3 different Basic Positions  <b>OR</b> <b>2 different Difficult Variations</b> from 2 different Basic Positions AND Different direction of spinning rotation</p>	<p><b>4 different Difficult Variations</b> from 3 different Basic Positions (at least 2 different Difficult Variations being performed by partners simultaneously) AND <b>Entry</b> feature or <b>Exit</b> Feature or <b>Middle Feature</b>  <b>OR</b> <b>3 different Difficult Variations</b> from 3 different Basic Positions AND Different direction of spinning rotation AND <b>Entry</b> feature or <b>Exit</b> Feature or <b>Middle Feature</b> or 2<sup>nd</sup> <b>Different Direction of Rotation</b></p>

**1.4. DANCE LIFTS**

**1.4.1. ADDITIONAL PRINCIPLES OF CALLING**

**Applicable to all Types of Dance Lifts:**

1. If the lifted partner is held off the ice for less than 3 seconds or moves through less than 3 rotations, this shall not be identified.
2. The Lift Type receives a Level according to the requirements met, or ignored if the requirements for Basic Level are not met.
3. The first performed Dance Lift(s) shall be identified as the required Dance Lift(s) and given a Level. If a Choreographic Element is required with Choreographic Dance Lift as an option, the first subsequent Dance Lift shall be identified as Choreographic Dance Lift. Subsequent Dance Lift(s) which fulfill the minimum requirement for "Basic" Level shall be identified as a Dance Lift(s) classified as "extra element", will receive the abbreviation e.g. CuLi+ExEI. It indicates that the element receives No Value, it occupies a box and will receive a -1 deduction.
4. If a Fall or interruption occurs at the attempt of a Lift and it did not fulfill the requirements for Basic Level, the 2nd attempt will be considered for Level.
5. Any Dance Lift or part of a Combination Lift of a repeated Type shall be classified as "not according to requirements", will receive the abbreviation (e.g. CuLi\*). It indicates that the element receives No Value, it occupies a box and it will count as a Dance Lift(s) (does not apply to the second part of a Combination Lift composed of two Curve Lifts on two curves forming a serpentine pattern or composed of two Rotational Lifts in different directions).
6. Any Dance Lift of a Type not according to the Required Elements for Rhythm Dance or the Well Balanced Free Dance Program which fulfill the minimum requirement for Basic Level shall be classified as an element "not according to requirements" will receive the abbreviation\* (e.g. CuLi\* (if the Type of Lift can be identified) or Li\* (if the Type of Lift cannot be identified)). It indicates that the element receives No Value, it occupies a box and it will count as a Dance Lift(s).

7. If a program begins with the partners in a Dance Lift before the music starts, the Dance Lift and its Level shall be identified when one of the partners begins to move.
8. If a Fall or interruption occurs after a Dance Lift has been identified (i.e. it has fulfilled Basic Level or higher), the Dance Lift will be given a Level based on what was executed prior to the Fall or interruption. If the couple continues the Lift after the Fall for the purpose of filling time, this will not be considered for Level or as “not according to requirements”.
9. If a loss of control with additional support (touch down by free leg/foot by lifted partner and/or hand(s) by lifted partner or lifting partner) occurs after a Dance Lift has commenced and the Dance Lift continues after touchdown (without interruption), its Level shall be reduced by 1 Level per touchdown (in a Combination Lift only the Level of the Short Lift where the touchdown occurred shall be reduced by 1 Level).
10. If the Lifting Partner creates a deviation from an established type of Lift, the Technical Panel will reduce the Level by 1. The Technical Panel will consider the first established Type of Lift to determine the Type of Lift. If there is no established Type of Lift, the Technical Panel will consider the first pattern to determine the Type of Lift.
11. The lifted partner’s Difficult Pose (options a) to i)) or Change of Pose (option a) or b) ) in the RD Short Lift must be different from the same type of Short Lift in the FD or part of the same type of lift in the Combo Lift. The repeated same Difficult Pose (options a) to i)) or same Change of Pose (option a) or b) ) performed in the same type of lift will be considered as a simple pose/change of pose for the FD.

**Applicable to Rotational Lifts:**

1. A Rotational Lift shall be identified as such if the lifting partner moves through three rotations or more. Less than three rotations at any given time shall be ignored by the Technical Panel, provided that the lifted partner is held off the ice for less than 3 seconds.
2. If the lifting partner stops **rotating** at any point, the Level will be reduced by 1 Level per each.
3. If the lifting partner stops **travelling**, the rotation and features will still be considered for Level. However, a reduction of 1 Level will apply for Pattern Deviation.

**Applicable to Combination Lifts:**

1. A Combination Lift shall be identified with the first two fully established Types of Short Lifts performed. The Level of each of the two Types of Short Lifts shall be given separately.
2. If for any reason one of the parts of a Combination Lift cannot be identified, only the other part shall be identified as a Short Lift, and given a Level according to the requirements met, or ignored if the minimum requirements for Basic Level are not met.
3. In a Combination Lift, if a couple performs an Illegal Element/Movement/pose(s) as an Entry and/or Exit Feature, the deduction for Illegal Element/Movement/pose(s) will apply and the first and/or second part of the Combination Lift cannot be higher than Basic Level.
4. In a Combination Lift, if a couple performs an Illegal Element/Movement/pose(s) within one of the two Short Lifts, the deduction for Illegal Element/Movement/pose(s) will apply. The lift where the illegal Element/Movement/pose has been performed cannot be higher than Basic Level. Any entry and/or exit features performed during the Lift with the illegal Element/Movement/pose cannot be considered to upgrade the other Lift.
5. A One Hand/Arm Lift can only be used as a Combination Lift when both parts are One Hand/Arm Lifts.
6. Two Difficult entry features connected with the 1<sup>st</sup> Lift considered and accepted for Level for the chosen type of Lift are considered only for the 1<sup>st</sup> Lift. Two Difficult exit features connected with the 2<sup>nd</sup> Lift considered and accepted for Level for the chosen type of Lift are considered only for the 2<sup>nd</sup> Lift.
  - Only one Difficult entry feature connected with the 1<sup>st</sup> Lift considered and accepted for Level for the chosen Type of Lift will upgrade the 2<sup>nd</sup> Lift by one Level.
  - Only one Difficult exit feature connected with the 2<sup>nd</sup> Lift considered and accepted for Level for the chosen Type of Lift will upgrade the 1<sup>st</sup> Lift by one Level.



#### 1.4.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

##### Difficult Pose for lifted partner (examples):

- a) Full split: when the legs of the lifted partner are extended with the angle between thighs approximately 180 degrees;
- b) Full "Biellmann": body in any orientation (e.g. upright, horizontal etc.) in relation to the vertical line of the body, with the heel of the boot pulled by the hand behind and above the level of the head;
- c) Full doughnut/ring combined with difficult hold/interaction between partners: upper body arched back, with one or both feet almost touching the head in a full circle (maximum of half a blade length between head and blade);
- d) Upside down combined with difficult hold/interaction between partners;
- e) From a vertical position lifted partner is cantilevered out: lifted partner's torso is extended away from the lifting partner and the only one additional point of support are the hands;
- f) Balancing in a horizontal position with only one additional point of support;
- g) Leaning out (forwards or backwards) with the only one additional point of support being the legs;
- h) Full layback with upper body arched back from the waist with no support from the lifting partner above the thigh;
- i) Extended out with the majority of body weight in a horizontal line with the only one additional point of support being shoulders and/ or upper back.

##### Notes:

- a chosen example of Difficult Pose shall be considered for Level only the first time it is performed
- examples b) (full "Biellmann") and c) (full doughnut/ring) shall be considered as the same example of Difficult Pose.

##### Change of Pose for lifted partner:

A Change of Pose shall be considered for Level if it fulfills the following options a) or b) characteristics:

- a) Lifting partner changes hold and lifted partner changes hold, body pose and change of basic body axis so that it is a significant sustained change (i.e. a photographer would produce two different photos). Merely changing the position of arm(s) and/or legs, changing the hold or the body pose to the reverse side (mirror) or merely changing the height of the lifted partner's body do not constitute a Change of Pose.
- b) Lifted partner moves continuously through different poses throughout the whole duration of the Short Lift.

**Note:** Changes of Pose shall be considered for Level only the first two times it is performed, whether they are in Short Lifts or in parts of Long Lift.

##### Difficult Position for lifting partner (Groups of examples):

- a) One foot;
- b) Spread Eagle or Ina Bauer on any edge/tracing;
- c) Any difficult variation of knee bending position, such as Crouch with two knees bent (thighs at least parallel to the ice) or with one knee bent (thigh at least parallel to the ice) and one leg extended to side or Lunge (thigh at least parallel to the ice);
- d) Shoot the Duck (thigh at least parallel to the ice), free leg extended to the front, side or back;
- e) One Hand/Arm Lift: with no contact other than the lifting partner's hand/arm and the lifted partner.

##### Notes:

- Example from Group c) (difficult variation of knee bent position) shall not be considered for Level in a Stationary Lift, which is not rotating.
- A chosen example of Difficult Position from Groups a) b) c) d) for the lifting partner will be considered for Level the first time it occurs. Any 2<sup>nd</sup> attempt of a Difficult Position from Groups a) b) c) d) will not be considered for the Level.

(Exceptions: Combination Lift composed of two Rotational One Hand/Arm Lifts in different directions, where the One Hand/Arm Lift is considered for Level in both directions and Combination Lift composed of two Curve Lifts on two curves forming a serpentine pattern where examples from a) b) c), even on the same edge, can be considered for Levels in both curves).

**ENTRY FEATURE (Groups of examples):**

**Maximum of two (2) Entry Features may be combined and will be considered for Level per Element from Groups 1 – 5 (Group 2 cannot be combined with Group 4).**

**Group 1)**

**Continuous combination of complex and creative steps and/or movements performed by each partner immediately before the Lift. Complex is defined as consisting of many different and connected parts.**

**Note:**

- Considered as one Entry Feature;
- Considered for the Level only the first time it is performed;
- If only one of the partners performs this Entry Feature, it is not considered as an Entry Feature for the Level.

**Group 2)**

**Significant transitional movement** performed by the lifted partner to reach and establish the desired pose (not to be considered when the lifted partner subsequently performs a Change of Pose moving continuously through different poses throughout the whole duration of the Short Lift concerned)

**Note:**

- Considered as **one Entry Feature**;
- Considered for the Level only the **first two times** it is performed;
- Can be combined with Group 5 if performed without a break.

**Group 3)**

Entry from a **Difficult Position** for the lifting partner (except Rotational Lift)

- a) One foot;
- b) Spread Eagle or Ina Bauer on any edge/tracing;
- c) Any difficult variation of knee bending position, such as Crouch with two knees bent (thighs at least parallel to the ice) or with one knee bent (thigh at least parallel to the ice) and one leg extended to side or Lunge (thigh at least parallel to the ice);
- d) Shoot the Duck (thigh at least parallel to the ice), free leg extended to the front, side or back.
  - To be considered for Level the Difficult Position from Group 4 must be reached before the lifted partner leaves the ice, and, subsequently, must be continuously sustained or changed without any intermediate position into the Difficult Position considered and given credit for Level

**Note:**

- **Each subgroup a), b), c) considered as one Entry Feature** separately;
- Each subgroup a), b), c) considered for the Level only the **first time** it is performed. Any 2<sup>nd</sup> attempt of this Entry Feature **from the same subgroup** will not be considered for the Level.

**Group 4) Unexpected Entry without any evident preparation**

**Note:**

- Considered as one Entry Feature;
- Considered for the Level only the first time it is performed. The repeated Unexpected Entry will not be considered for the level.

### **Group 5) Jump Entry: Jump by the lifted partner without hold or touch while in the air**

#### **Note:**

- Considered as one Entry Feature;
- Considered for the Level only the first time it is performed. The repeated Jump Entry will not be considered for the level;
- Can be combined with Group 2 if performed without a break.

### **Group 6)**

**Rotational Lift Entry Feature** for Level 3 and 4: **the lifting partner performs one rotation on one foot at the entry of the Lift**

#### **Note:**

- Considered as **one Entry Feature**;
- Considered for the Level only the **first time** it is performed;
- Can not be combined with **Entry Feature Group 3**.

**EXIT FEATURE (Groups of examples): Maximum of two (2) Exit Features may be combined and will be considered for Level per Element from Groups 1 with 2 and 2 with 3 (Group 1 cannot be combined with Group 3)**

### **Group 1)**

**Continuous combination of complex and creative steps and/or movements performed by each partner immediately after the Lift. Complex is defined as consisting of many different and connected parts.**

#### **Note:**

- Considered as **one Exit Feature**;
- Considered for the Level only the **first time** it is performed;
- If only one of the partners performs this Exit Feature, it is not considered as an Exit Feature for the Level.

### **Group 2)**

**Significant transitional movement** performed by the lifted partner before touching the ice (not to be considered when the lifted partner has performed a Change of Pose moving continuously through different poses throughout the whole duration of the Short Lift concerned)

#### **Note:**

- Considered as **one Exit Feature**;
- Considered for the Level only the **first two times** it is performed.

### **Group 3)**

**Difficult Position** for lifting partner, different from that used during the lift (Except Rotational Lift)

- a) One foot;
- b) Spread Eagle or Ina Bauer on any edge/tracing;
- c) Any difficult variation of knee bending position, such as Crouch with two knees bent (thighs at least parallel to the ice) or with one knee bent (thigh at least parallel to the ice) and one leg extended to side or Lunge (thigh at least parallel to the ice);
- d) Shoot the Duck (thigh at least parallel to the ice), free leg extended to the front, side or back.
  - To be considered for Level the new Difficult Position from Group 3 must be reached and sustained before the lifted partner touches the ice. This Exit Feature must be achieved without any intermediate position into the new Difficult Position considered and given credit for Level.

**Note:**

- Each subgroup a), b), c) considered as one Exit Feature separately;
- Each subgroup a), b), c) considered for the Level only the first time it is performed. Any 2<sup>nd</sup> attempt of this Exit Feature from the same subgroup will not be considered for the Level.

**One Hand/Arm Rotational Lift Extra Feature for Level 3 and 4**

- The lifting partner is on one foot for at least one rotation;
- And/or the lifting partner significantly changes the level of his skating legs (knees) with a continuous motion through at least three rotations;
- And/or the lifting partner's holding arm is fully extended away from the lifting partner's body with distance between partners through at least three rotations.

**Rotational Lift Entry/Exit/Extra Feature for Level 3 and 4:**

- The lifting partner is on one foot for at least one rotation while traveling at the Entry, during, or at the Exit of the Lift;
- Lifting partner is with one Hand/Arm with the lifting partner's holding arm is fully extended away from the lifting partner's body with a distance between partners through at least three rotations.

**1.4.3. LEVELS OF DIFFICULTY**

**Characteristics of Levels:**

<b>Stationary Lift, Straight Line Lift, Curve Lift</b>				
<b>Basic Level</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	
<b>Lifted partner is held off the ice for at least 3 seconds</b>	<p><b>1 Feature out of a), b), c):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Lifted partner held off ice for at least 5 seconds</b> (in a recognized type of Lift)</p>	<p><b>2 Features out of a), b), c):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Entry Feature</b> or <b>Exit Feature</b></p> <p><b>Note:</b> a) and/or b) Features must be included.</p>	<p><b>3 Features out of a), b), c), d):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Entry Feature(s)</b></p> <p>d) <b>Exit Feature(s)</b></p> <p><b>Note:</b> a) and/or b) Features must be included.</p>	<p><b>4 Features out of a), b), c), d):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Entry Feature(s)</b></p> <p>d) <b>Exit Feature(s)</b></p> <p><b>Note:</b> a) and/or b) Features must be included.</p>

Rotational Lift				
Basic Level	Level 1	Level 2	Level 3	Level 4
<p><b>Lifted partner</b> is held off the ice through at least <u>3</u> rotations</p> <p>AND</p> <p><b>Lifting partner</b> moves through at least <u>3</u> rotations</p>	<p><b>OPTION 1</b></p> <p><b>Lifted partner</b> sustains a <b>Difficult Pose</b></p> <ul style="list-style-type: none"> <li>- through at least <b>3 rotations</b></li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>- moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p><b>Lifting partner</b> moves through at least <b>3 rotations</b></p> <p><b>OPTION 2</b></p> <p><b>Lifting partner</b> moves through at least <b>4 rotations</b></p>	<p><b>OPTION 1</b></p> <p><b>Lifted partner</b> sustains a <b>Difficult Pose</b></p> <ul style="list-style-type: none"> <li>- through at least <b>4 rotations</b></li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>- moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p><b>Lifting partner</b> moves through at least <b>4 rotations</b></p> <p><b>OPTION 2</b></p> <p><b>Lifting partner</b> moves through at least <b>5 rotations</b></p>	<p><b>OPTION 1</b></p> <p><b>Lifted partner</b> sustains a <b>Difficult Pose</b></p> <ul style="list-style-type: none"> <li>- through at least <b>5 rotations</b></li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>- moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p>Lifting partner moves through at least <b>5 rotations</b></p> <p><b>OPTION 2</b></p> <p><b>Lifting partner</b> moves through at least <b>6 rotations</b></p> <p>AND</p> <p><b>ONE of the following:</b></p> <ul style="list-style-type: none"> <li>- Entry Feature</li> <li>- Exit Feature</li> <li>- Rotational Lift Extra Feature</li> </ul>	<p><b>OPTION 1</b></p> <p><b>Lifted partner</b> sustains a <b>Difficult Pose</b></p> <ul style="list-style-type: none"> <li>- through at least <b>5 rotations</b></li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>- moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p><u>Lifting partner</u> moves through at least <b>6 rotations</b></p> <p>AND</p> <p><b>One of the following:</b></p> <ul style="list-style-type: none"> <li>- Entry Feature</li> <li>- Exit Feature</li> <li>- Rotational Lift Extra Feature</li> </ul> <p><b>OPTION 2</b></p> <p><b>Lifting partner</b> moves through at least <b>6 rotations</b></p> <p>AND</p> <p><b>TWO of the following:</b></p> <ul style="list-style-type: none"> <li>- Entry Feature(s)</li> <li>- Exit Feature</li> <li>- Rotational Lift Extra Feature</li> </ul>

<b>Rotational Lift – One Hand/Arm Lift</b>				
<b>Basic Level</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>
<b>Lifting partner in One Hand/Arm Lift at least 3 rotations (to hold)</b>	<b>At least 3 rotations in total (to lift AND either hold OR set down)</b>	<b>At least 3 rotations in total (to lift, hold and set down)</b>	<b>At least 3 rotations in total (to lift, hold and set down)</b>  AND <b>One Hand/Arm Rotational Lift Extra Feature</b>	<b>At least 3 rotations in total (to lift, hold and set down)</b>  AND <b>One Hand/Arm Rotational Lift Extra Feature</b>  AND <u><b>Entry or Exit Feature</b></u>  <u><b>OR</b></u> <u><b>At least 4 rotations in total (to lift, hold and set down)</b></u>  AND <u><b>One Hand/Arm Rotational Lift Extra Feature</b></u>

## 1.5. SETS OF TWIZZLES

### 1.5.1. ADDITIONAL PRINCIPLES OF CALLING

1. A Set of Twizzles is evaluated as one unit with a Level given for each partner.
2. The first performed Set of Twizzles shall be identified as the required Set of Twizzles.
3. If a loss of control with additional support by one or both partners occurs within a Set of Twizzles, the following will apply:
  - Any loss of control resulting in an error of up to one uncontrolled step is a stumble/touchdown - reduce one level;
  - More than one uncontrolled step is an interruption and any features/rotations from this point are not considered for the level.
4. If a Fall or interruption occurs during the Set of Twizzles and fulfills the requirement for Basic Level, the Set of Twizzles shall be identified and given a level according to the requirements met before the Fall or interruption.
5. If a Fall or interruption occurs by one partner during any part of the first Twizzle, the element is given No Level for the partner who performed the error. The Level of the other partner is evaluated based on what was executed.
6. If a Fall or interruption occurs by both partners during any part before the requirements for Basic Level is achieved, the element is ignored.
7. If any part of first two Twizzles becomes a Pirouette or checked Three Turns, its Level shall be reduced:
  - By one Level if one of the two Twizzles become Pirouettes or checked Three Turns (considered separately for each partner);
  - By two Levels if both Twizzles become Pirouettes or checked Three Turns (considered separately for each partner).
8. Entry edge to either Twizzle cannot be from a stand-still, otherwise the Level will be reduced by one Level per stop (considered separately for each partner).
9. If there is more than the maximum or less than the minimum permitted number of steps between the required Set of Twizzles, the Level shall be reduced by 1 Level (considered separately for each partner).
10. If partners touch at any point during the Set of Twizzles when not permitted, the Level shall be reduced by 1 Level per each partner.

### 1.5.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

#### Additional Features (Groups of examples)

##### Group A (upper body and hands including wrists)

- Elbow(s) at least at level with or higher than the level of the shoulders. Elbow(s) could be above the head, same level as the head, or lower than the head. Hand(s) not touching any part of the arms;
- Significant continuous motion of arm(s);
- Hands touching behind back and extended away from the body;
- Hands touching in front, extended away from the body, with arms straight;
- Core of body is shifted off vertical axis.

##### Group B (skating leg and free leg):

- Coupé in front, side or behind with free foot in contact with the skating leg in at least 45 degrees open hip position;
- Holding the blade or boot of the free foot;
- Free foot crossed behind the skating foot and close to the ice;
- Free leg extended or bent with more than 45 degrees from the inner thigh to the vertical axis;
- Sit position (at least 90 degrees between the thigh and shin of the skating leg);
- Changing the level of the skating leg (knee) with a continuous wave (up/down) motion.

##### Group C (pattern, entry, exit):

- Third twizzle of at least 3 rotations, performed correctly, started with different entry edge from the first two Twizzles, and preceded by a maximum of one step for Set of Sequential Twizzles and for Set of Synchronized Twizzles;
- Entry to the first or second Twizzle from a Dance Jump (the entry edge for the Twizzle will be determined by the landing edge of the Dance Jump);
- Two Twizzles performed on one foot without change of foot, with no limit on turns or movements performed on one foot between required Twizzles in Rhythm Dance and between the second and third twizzle in Rhythm Dance and Free Dance;
- Set of Twizzles immediately performed directly after entry movements/steps which are at least one of the following: creative, difficult, complex, unexpected. (May be different per partner.)

**Notes for Additional Features:**

- A chosen Additional Feature from Groups A and B shall be considered for a Level if it is fully achieved and established:
  - Within the first half rotation of the Twizzle, and
  - held until the number of rotations needed for that Level is fully completed (2 rotations for Level 2, 3 rotations for Level 3, 4 rotations for Level 4).
- There is no limit on turns or movements performed on one foot on the change of foot or the steps between required Twizzles. Any number of connecting turns after the Twizzle rotations considered for level, including additional single Twizzle(s), are permitted.
- The same chosen Additional Feature shall be considered for Level for each partner when it is executed simultaneously by both partners. Any errors are evaluated per partner.
- If there is more than one step performed between the 2<sup>nd</sup> and 3<sup>rd</sup> Twizzle in a Set of Twizzles, the 3<sup>rd</sup> Twizzle is no longer considered for Level as a Group C feature.
- In a Set of Twizzles to achieve the “C” Feature of ‘Two twizzles performed on one foot without change of foot, with no limits on turns or movements, performed on one foot between Twizzles.

The requirement for this feature to be considered is that there are three completed rotations during the Twizzle immediately following this "C" feature.

This same requirement applies if this “C” feature is performed between the 1<sup>st</sup> and 2<sup>nd</sup> Twizzles as well as between the 2<sup>nd</sup> and the 3<sup>rd</sup> Twizzles.

If, in addition, the 3<sup>rd</sup> twizzle is performed with at least three rotations AND is executed correctly, then the Technical Panel should consider this as another “C” feature for Level. In this case, the couple will receive two “C” features for Level.

**1.5.3. LEVELS OF DIFFICULTY**

**Characteristics of Levels:** (evaluated as one unit with separate Levels for each partner)

Basic Level	Level 1	Level 2	Level 3	Level 4
At least <b>one rotation</b> in each of the two Twizzles	At least <b>2 rotations</b> in each of the two Twizzles  AND At least <b>1 Additional Features</b>	Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles  AND At least <b>2 rotations</b> in each of the two Twizzles  AND At least <b>2 different Additional Features</b>	Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles  AND At least <b>3 rotations</b> in each of the two Twizzles  AND At least <b>3 different Additional Features</b> from <b>2 different Groups</b>  OR <b>At least 3</b> different Additional Features from <b>3</b> different Groups	Different <b>entry edge</b> and different <b>direction of rotation</b> of the two Twizzles  AND At least <b>4 rotations</b> in each of the two Twizzles  AND At least <b>4 different Additional Features</b> from <b>3 different Groups</b>



## 1.6. STEP SEQUENCES (including PATTERN DANCE TYPE STEP SEQUENCE)

### 1.6.1. ADDITIONAL PRINCIPLES OF CALLING

1. The first performed Step Sequence of a required Group shall be identified as the required Step Sequence of that Group and given a Level, or ignored if the requirements for Basic Level are not met. Subsequent Step Sequences of that Group and Step Sequences of a Group not according to the Required Elements for Rhythm Dance or the Well Balanced Free Dance Program shall not be identified. In case there is an incorrect element performed as “not according to the requirements”(e.g. Circular Step Sequence instead of e.g. a required MiSt/DiSt) the element will be called, it will fill a box and will receive NO value but will NOT receive a deduction. E.g. CiSt\*
2. If a Spin(s) and/or Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) and/or Lifts will be identified as Extra Element(s) ExEI and receive a deduction, e.g. ChSt1+ExEI.
3. If a Fall or interruption occurs at the attempt to or during a Step Sequence and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or ignored if the requirements for Basic Level are not met.
4. The percentage of steps for a Step Sequence is evaluated on the overall pattern completed per the prescribed shape, i.e. straight line, circle/s-shape, diagonal, etc.
5. A Step Sequence (Style B) is evaluated as one unit by adding the Base Values of the Woman Step Sequence Level and the Man Step Sequence Level and then applying the GOE.
6. A Pattern Dance Type Step Sequence (PSt) (Style D) is evaluated as one unit with a combined Level for both partners.
7. In Pattern Dance Type Step Sequence (PSt) (Style D), if partners do not remain in hold/contact/touch at all times, even during changes of Hold and allowed stops (except when performing Twizzles as connecting Choreography), the Level shall be reduced by one Level per element. This provision does not apply to loss of contact due to a Fall.
8. Pattern Dance Type Step Sequence (PSt) (Style D) – Two different difficult turns per partner must be performed from the following: Back Entry Rocker, Counter, Bracket, Forward Outside Mohawk. Only the first two attempted Different Difficult Turns per partner selected from those above are considered for level. Additional attempts of the same Difficult Turn are ignored. Two of the Different Difficult Turns from those above may be performed at the same time. If the other two Different Difficult Turns are performed at the same time by both Partners, these turns are not considered for level for either partner.
9. A Hold to be considered for the Level must be established.

### 1.6.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

**Types of Difficult Turns:** Bracket, Rocker, Counter, Choctaw, Forward Outside Mohawk, Twizzle (Twizzle with one rotation – “Single Twizzle” for Level 1 and 2 or Twizzle with two rotations – “Double Twizzle” for Levels 1 – 4), skated on distinct and recognizable edges and in accordance with the description of Twizzle in Rule 704.

**Dance Holds (or variations) considered for Level:** Kilian, Waltz (or Tango) and Foxtrot.

**Change of Hold:** to be considered for Level, a Change of Hold must be distinct (e.g. from Waltz to Foxtrot or from Waltz to Kilian or from Foxtrot to Tango, but not from Waltz to Tango or from Waltz to Hand-in-Hand facing each other) and each Hold must be established.

**Interruption:** Step Sequence is not interrupted more than a percentage of the pattern in total, either through Stumbles, Falls or any other reason.

### 1.6.3. Levels of Difficulty

**Style of Step Sequences:** the Level of Difficulty of the Step Sequences shall be determined as per the following Characteristics of Levels:

- Junior Rhythm Dance One (1) Step Sequence Not Touching Style B;
- Senior Rhythm Dance One (1) Step Sequence Not Touching Style B;
- Senior Rhythm Dance One (1) Pattern Dance Type Step Sequence (PSt): Style D;
- Advanced Novice, Junior and Senior Free Dance: Style B.

## STEP SEQUENCE

**Characteristics of Levels Style B:** (evaluated as one unit with separate Levels for each partner)

**Footwork for Step Sequence Style B:** Footwork for each partner, includes different Types of Difficult Turns (Only the first attempt of the Difficult Turn is considered for level).

- For level 3 and 4 if Twizzle is included it must be done with at least two rotations – “Double Twizzle”

Requirements	Basic Level	Level 1	Level 2	Level 3	Level 4
<b>Interruption</b>	No more than 50% of the pattern in total	No more than 50% of the pattern in total	No more than 25% of the pattern in total	No more than 10% of the pattern in total	No interruptions
<b>Footwork</b>		at least 1 Type of Difficult Turn	at least 3 Type of Difficult Turns	at least 4 Types of Difficult Turns	at least 5 Types of Difficult Turns
<b>Dance Holds (FD only)</b>		At least 1 Dance Hold	At least 2 Dance Holds	At least 3 Dance Holds	At least 3 Dance Holds
<b>Multidirectional</b>				Turns Multidirectional	Turns Multidirectional
<b>Steps/Turns</b>					All Steps/Turns are 100% clean

## PATTERN DANCE TYPE STEP SEQUENCE

**Characteristics of Levels Style D:** (evaluated as one unit with a combined Level for both partners)

**Footwork for Pattern Dance Type Step Sequence:** Footwork, includes 4 different Difficult Turns in total – with 2 different Difficult Turns per one partner and 2 different Difficult Turns per the other partner from the following: **Back Entry Rocker, Counter, Bracket, Forward Outside Mohawk** (Only the first two attempted Different Difficult Turns selected from those above per partner are considered for level). Two of the Different Difficult Turns from those above may be performed at the same time.

Requirements	Basic Level	Level 1	Level 2	Level 3	Level 4
<b>Interruption</b>	No more than 50% of the pattern in total	No more than 50% of the pattern in total	No more than 25% of the pattern in total	No more than 10% of the pattern in total	No interruptions
<b>Footwork</b>		includes 1 Difficult Turn in total	Includes 2 Difficult Turn in total	includes 3 Difficult Turn in total	includes 4 Difficult Turn in total
<b>Dance Holds</b>		At least 1 Dance Hold must be established	At least 1 Dance Hold are included	At least 2 Dance Holds are included	At least 3 Dance Holds are included
<b>Steps/Turns</b>					All Steps/Turns are 100% clean

## 1.7 ONE FOOT TURNS SEQUENCE

### 1.7.1. ADDITIONAL PRINCIPLES OF CALLING

1. One Foot Turns Sequence is evaluated as one unit with a Level for each partner.
2. One Foot Turns Sequence consists of Difficult Turns performed on one foot by each partner, **not in hold/touch/contact** and must be started with the first Difficult Turn at the same time. The additional Difficult Turns do not have to be performed at the same time. If the first Difficult Turn is not performed at the same time by both partners on One Foot Turns Sequence, its Level shall be reduced by one Level per partner.
3. If a loss of control with additional support occurs during the One Foot Turns Sequence and continues without interruption, its Level shall be reduced by one Level per error for that partner.
4. If a Fall or interruption occurs at the entry edge to the first difficult turn of the One Foot Turns Sequence by either partner, the element is given No Level for the partner who performed the error. The Level of the other partner is evaluated based on what was executed.
5. If a Fall or interruption by one partner occurs during a One Foot Turns Sequence and the element is immediately resumed, the element shall be identified and given a Level for the partner who performed the error according to the requirements met before the fall or interruption, or No Level if the requirements for Basic Level are not met. The Level of the other partner is evaluated based on what was executed.
6. If a Fall or interruption occurs by both partners during any part before the requirements for Basic Level is achieved, the element is ignored.
7. If partners touch in One Foot Turns Sequence the Level shall be reduced by 1 Level per each partner.

### 1.7.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

**Types of One Foot Turns Sequence Difficult Turns:** Bracket, Rocker, Counter, Twizzle (Twizzle with one rotation – “Single Twizzle” for Level 1 and 2 or Twizzle with two rotations – “Double Twizzle” for Levels 1 – 4), skated on distinct and recognizable edges and in accordance with the description of Twizzle in Rule 704.

**Note:** An error in any part of a turn will result in the turn not being considered for the Level. This also applies to an error in any part of a Twizzle or “Double Twizzle”, the entire Twizzle is not considered towards the Level. As an example – If the couple includes a “Double Twizzle” as a Difficult Turn and there is a mistake in the execution within any part of the Turn, it is not considered even as a “Single Twizzle”.

**CHARACTERISTICS OF LEVELS OF ONE FOOT TURNS SEQUENCE** (evaluated as one unit with a separate Level for each partner):

- Only the first attempt of a Difficult Turn is considered for Level.
- For Level 3 and 4, Twizzle must be done with at least two rotations – “Double Twizzle”

Basic Level (for each partner)	Level 1 (for each partner)	Level 2 (for each partner)	Level 3 (for each partner)	Level 4 (for each partner)
At least 1 Type of One Foot Turn is executed	1 Type of One Foot Turns correctly executed	1 different Types of One Foot Turns correctly executed	1 different Types of One Foot Turns correctly executed	ALL 4 different Types of One Foot Turns correctly executed AND <u>The entire sequence is 100% clean</u>

## 1.8. CHOREOGRAPHIC ELEMENTS

### 1.8.1. ADDITIONAL PRINCIPLES OF CALLING

- Any Choreographic Element/Movement combined with another Required Element as an 'Entry' or 'Exit' feature will not be considered by the Technical Panel as a required Choreographic Element/Movement. It will only be considered by the Technical Panel as an 'entry' and/or 'exit' feature.
- Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.
- If there is an illegal element(s)/movement(s)/pose(s) during the execution of any Choreographic Element, the deduction for an illegal element(s) /movement(s) / pose(s) will apply and the element will receive the "!" symbol providing the Choreographic Element meets the minimum requirement to be identified.

### 1.8.2. HOW TO CONFIRM CHOREOGRAPHIC ELEMENTS

A Choreographic element is confirmed when the minimum requirement(s) for the element are reached (see chart below)

- Should the minimum requirement not be reached, the element will be ignored and will not block a box;
- Should the element be confirmed but does not meet all requirements, it receives the "!" symbol which means the GOE is no higher than -1. (Refer to Symbols Chart).

Choreographic Element	<u>Minimum Requirement to be Confirmed</u>	<u>"!" applied when.... (and / or)</u>	<u>Additional Principles of Calling</u>
Choreographic Lift	Lifted partner is held off the ice for 3 seconds without interruption	...there is a brief touch down	- Must be performed after the required Dance Lifts; - Subsequent Dance Lifts shall be identified as an <u>Extra Element</u> ; - If the element is less than 3 seconds <u>but has three</u> or more rotations, it will be <u>considered as a Rotational Lift (RoLi+ExEI)</u> .
Choreographic Spinning Movement	At least 3 rotations are performed by both partners simultaneously around a common axis without interruption	N/A	- May be performed anywhere in the program; - Subsequent Spinning Movements shall not be identified.
Choreographic Assisted Jump Movement	At least 3 assisted jump movements are performed continuously in a row	<u>...more than 3 steps are performed between any Assisted Jump</u> <u>...more than 1 rotation is performed in any assisted jump movement by the assisting partner</u>	- May be performed anywhere in the program; - Subsequent Choreographic Assisted Jump Movement(s) shall not be identified; - <u>If any of the Assisted Jumps are more than 3 seconds held off the ice, it is identified as a Lift or Choreographic Lift and the Additional Principles of Calling apply.</u>
Choreographic Twizzling Movements	Both partners perform at least 2 continuous travelling rotations simultaneously in the first part, and at least one of the partners performs at least 2 continuous rotations in the second part	<u>...more than 3 steps are performed between twizzling movements</u>	- Must be performed after the required Set of Twizzles; - Subsequent Twizzling Movements shall not be identified,
Choreographic Sliding Movement	<u>Both partners execute sliding movements on the ice at the same time for at least 2 seconds</u>	<u>...there is a loss of control which is not considered as a Fall</u>	- May be performed anywhere in the program; - Subsequent sliding movements, which are identified as Illegal Element /Movement and/or a Fall shall be called as such but not considered as an <u>Extra Element</u> (Choreographic Sliding Movement);

Choreographic Element	<u>Minimum Requirement to be Confirmed</u>	<u>“!” applied when.... (and / or)</u>	<b>Additional Principles of Calling</b>
			<ul style="list-style-type: none"> <li>- The start and end of the Choreographic Sliding Movement do not have to be performed simultaneously;</li> <li>- If the Choreographic Sliding Movement does not fulfill the requirements (and therefore not confirmed) and the skater(s) has performed “touching the ice with any part of the body” (as an example, on two knees), the Technical Panel will call a Fall per partner;</li> <li>- Basic lunges performed by both partners at the same time do not fulfil the minimum requirement and will be ignored.</li> </ul>
Choreographic Character Step Sequence	Both partners perform steps around the short axis and must proceed from barrier to barrier	<u>...both of the partners more than 2 meters from one of the barriers</u> <u>...a retrogression is performed</u> <u>...pattern is repeated as exactly the same as the Step Sequence, even if the ChSt is skated first</u>	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program;</li> <li>- Subsequent Character Step Sequence(s) shall not be identified.</li> <li>- If there is a repeated pattern for both the ChSt and the required Step Sequence, the ChSt (skated before or after the required Step Sequence) receives the “!” symbol on the Judges screen and the Judges will apply the appropriate GOE per the GOE chart. Note: Diagonal and Midline are NOT considered as a repeated pattern.</li> </ul>
<u>Choreographic Hydroblading Movement</u>	<u>Hydroblading movement by both partners at the same time for at least 2 seconds</u>	<u>...part of the body other than the boot of the free leg touches the ice by one partner</u>	<ul style="list-style-type: none"> <li>- <u>May be performed anywhere in the program;</u></li> <li><u>Subsequent Choreographic Hydroblading Movement(s) shall not be identified;</u></li> <li>- <u>If any other part of the body, (other than the allowable boot/foot drag of the free leg) touches the ice by both partners, it may be considered a Chorographic Sliding Movement;</u></li> <li>- <u>The start and end of the Choreographic Hydroblading Movement do not have to be performed simultaneously;</u></li> <li>- <u>May be in hold or not touching.</u></li> </ul>
<u>Choreographic Rhythm Sequence</u>	<u>Step 9 and/or 47 and/or 50% of the steps are executed between partners in total</u>	<u>...step 9 is not executed</u> <u>...step 47 is not executed</u> <u>...less than 75% of the consecutive steps are executed between partners in total</u>	<ul style="list-style-type: none"> <li>- <u>May be performed anywhere in the program;</u></li> <li>- <u>Subsequent Choreographic Rhythm Sequence (s) shall not be identified.</u></li> </ul>

2. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2023/24											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
<b>STEPS HELD FOR THE REQUIRED NUMBER OF BEATS</b>	1RF: 7 or more Steps not held for required # of beats 2RF: 7 or more Steps not held for required # of beats  <u>Out of Musical Structure</u>					1RF: 4 or less Steps not held for required # of beats  2RF: 4 or less Steps not held for required # of beats	1RF: 1 or less Steps not held for required # of beats  2RF: 1 Step not held for required # of beats	100% of Steps/Edges held for required # of beats (for both partners)			
Note: A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners.											
<b>FALLS/ ERRORS/ LOSS OF CONTROL</b>	<u>2 Falls AND/OR many serious errors</u>		<u>1 Fall or Serious errors</u>		<u>2 Stumbles or Serious errors</u>	<b>Stumble/ Touchdown</b> by both Or up to 25% element missed	<u>Touchdown/ Loss of Control</u>	<u>Slight Loss of Control/ 1 Touchdown (no break within the Element)</u>			None
<b>Features</b>	More negative features/errors than positive features					<b>Basic</b> execution – Generally correct	1 - 2 positive feature	3 - 4 positive features	5 - 6 positive features	7 - 8 positive features (no negative features/errors)	More than 8 positive features (no negative features/errors)
	More than 8 negative features	7 - 8 negative features	5 - 6 negative features	3 - 4 negative features	1 - 2 negative features						
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTION THROUGHOUT ELEMENT</b>											
<b>1. Poor execution and/or Element labored and/or <u>Loss of Control with or without additional support</u></b>					1 - 4	1. Good quality - correctness, cleanness, deepness and sureness of Edges/Steps/Turns					2 - 4
2. Incorrect Steps/Turns (per each) Eg: Choctaw instead of Mohawk					1	2. Smooth and Effortless					2
3. Lack of unison					1 - 2	3. Unison and oneness throughout the element					2
4. Lack of glide and flow (movement across the ice)					1 - 3	4. Glide and flow maintained (movement across the ice)					2
5. Does not reflect character and style of the chosen rhythm					1 - 2	5. Nuances/accents reflects character and style of the chosen rhythm					1 - 2
6. Not started on the prescribed beat (for each Section/Sequence)					2	6. Body lines and carriage of both partners stylish according to the chosen Rhythm					1
7. Holds and positions incorrect and/or uncontrolled and/or variable spacing in between partners: - less than 50% of pattern..... - 50% or more of pattern.....					....1 ....2	7. Holds and positions precise, consistent and close spacing between partners					1 - 2
8. Pattern incorrect, including crossing the long axis when not permitted					1 - 2	8. Timing accurate 100%					2
						9. Maximum utilization of the ice surface with the correct Pattern					2

GRADE OF EXECUTION of REQUIRED ELEMENTS (including CHOREOGRAPHIC ELEMENTS) 2023/24											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
MUSICALITY	Out of musical structure/rhythm pattern and/or not reflecting character					Mostly with Musical Structure	In musical structure/rhythm pattern and reflecting character				
FALLS/ ERRORS/ LOSS OF CONTROL	<u>Two falls</u> AND/OR many serious errors		<u>One fall</u> or serious errors	<u>Two (2) Stumbles</u> Or Serious errors	<u>One (1) Stumble / Touch Downs</u>	<u>One (1) Touchdown/ Loss of Control</u>	<u>Slight Loss of Control/ One (1) Touchdown (no break within the Element)</u>			NONE	
CHOREO-ELEMENTS	<b>No higher than -1 when a Choreo Element receives the "!" symbol</b>										
FEATURES	NEGATIVE – More negative features than positive features					Positives = Negatives	POSITIVE – More positive features than negative features			7 – 8 (no negative features)	More than 8 (ALL features attempted are positive)
	More than 8	7 – 8	5 – 6	3 – 4	1 – 2		1 – 2	3 – 4	5 – 6		
NEGATIVE FEATURES						POSITIVE FEATURES					
<b>EXECUTED THROUGHOUT ELEMENT</b>											
1. Poor execution and/or Element labored and/or <u>Loss of Control with or without additional support</u>					1 – 4	1. Smooth and/or Effortless					2
2. Element does not reflect choreography of the chosen Music/rhythm/character					1 – <u>3</u>	2. Element enhances the choreography and/or character of the chosen music and/or rhythm. Element reflects nuances in the music					1 – 3
3. Poor entry / Poor exit (per each)					1 – 2	3. Entry/Exit is seamless and/or unexpected and/or creative					1 – 2
4. Poses or moves awkward or not aesthetically pleasing (per partner)					1 – 2	4. Body lines and pose of both partners aesthetically pleasing or in character					1 – 2
5. Long separation before/after Required Elements in RD/FD					1 – 2	5. Element is innovative and / OR creative					1 - 2
6. Execution not simultaneous and/or Lack of unison <b>Step Seq, OFT, ChTw</b> <b>NOTE: STw: 2 negative features per each Twizzle</b>					1 - <u>2</u>	6. Unison or Oneness throughout the element					1
7. Distance within Element - more than 2 arms length apart - variable spacing in between partners					1 – 2	7. Consistent and close spacing between partners <b>STw, Step Seq, OFT, ChRS</b>					1 - 2
						8. Speed of rotations maintained or accelerated <b>RoLi, DSp, STw, Choreo EI</b>					1 – 2
8. Lacking or reducing speed of rotation <b>RoLi, DSp, STw, Choreo EI</b>					1 – 2	9. <b>Speed across the ice maintained or accelerated during the Element</b>					1 – 2
9. Not on spot <b>DSp, StaLi</b>					1 - <u>2</u>	10. Cleanness and sureness of steps and turns <b>STw, Step Seq, OFT</b>					2
10. Pattern/ Placement incorrect <b>RD: All elements. FD: Step Seq, ChSt</b>					1	11. Exit of Twizzles performed with smooth running edge by both partners on the same Twizzle, <b>1 per each Tw</b>					1 or 2
11. Inclusion of Not Permitted items within element* <b>Step Seq, PSt, ChRS, DSp</b>					<u>2</u> per each	12. Variety /creative use of Holds <b>Step Seq, DSp</b>					1 - <u>2</u>

\* RD: Hand in Hand (except ChRS), Loops (except one loop in PSt, and during ChRS), Retrogression. Stop(s) within PSt (except at start). Stop more than one and/or longer than 5 sec in Step Sequence Style B, Touching in the Non-Touch Step Style B

Note: The Technical Panel will evaluate a loss of contact/hold/touch during the PSt Senior (except Twizzles), no additional action required by the Judge unless it is the result of an error.

\* FD: Hand in Hand, Loops, Stops. Retrogression; Separation longer than 5 sec and/or distance between partners more than 2 arm lengths apart.

### 3. DEDUCTION CHART (Rhythm Dance and Free Dance) – Who is Responsible

Description	Penalty	Who is responsible
<b>Program time violation</b> – as per Rule 502	<b>-1.0 for every 5 sec. lacking or in excess</b>	<b>Referee</b>
<p><b>Illegal Elements / Movements / Poses</b> – as per Rule 704 para 21 The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication):</p> <p>a) sitting on the partner's head b) standing on the partner's shoulder c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees) d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arm(s) and the lifted partner holding only with feet around the lifting partner's neck f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head) g) Jumps of more than one (1) revolution except Jump Entry and/or Jump Exit. h) Lying on the ice</p> <p>A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.</p>	<b>-2.0 per violation</b>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands. If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled and No Level if the minimum requirement for Basic Level are not fulfilled.</p>
<p><b>Costume / prop violations</b> – as per Rule 501, para 1 Note: prop violation includes using part of the costume as a support in a Dance Lift. In this case, deduction by Referee and Judges applies, and Technical Panel gives the Level of the Dance Lift according to the Calling Specifications.</p>	<b>-1.0 per program</b>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>
<p><b>Part of the costume / decoration fall on the ice</b> – as per Rule 501, para 2</p> <p><b>Fall</b> - per fall by one partner - per fall by both partners</p> <ul style="list-style-type: none"> <li>• Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall (Rules 709 and 710, paras 1.k) unless otherwise specified in an ISU Communication.</li> <li>• A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e. g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1).</li> </ul>	<b>-1.0 per program</b>	<b>Referee</b>
<p><b>Late start</b> – as per Rule 350, para 2 – for start between 1 and 30 seconds late</p>	<b>-1.0</b>	<b>Referee</b>
<p><b>Interruption in performing the program</b> in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec.</p> <p>An interruption is defined as the time elapsed between the moment a Skater stops performing the program until the moment he resumes performing the program (Rule 503, para 2)</p>	<b>-1.0</b> <b>-2.0</b> <b>-3.0</b>	<b>Referee</b>
<p><b>Interruption in the program with allowance to resume from the point of interruption</b> – as per Rule 515, para 3.b)</p>	<b>-5.0</b>	<p><b>Referee</b> If one partner does not report to the Referee within 40 seconds after the interruption started, or if the Couple does not resume the program within the additional 3 minutes allowance, the Couple is withdrawn.</p>
<p><b>Violation of choreographic restrictions</b></p> <ul style="list-style-type: none"> <li>• <b>Rhythm Dance:</b> as per Rule 709, para 1.d) (pattern), g) (separations), h) (stops) and i) (touching the ice with hand(s))</li> <li>• <b>Free Dance:</b> as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication.</li> </ul>	<b>-1.0 per program</b>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>



Description	Penalty	Who is responsible
<p><b>Extra Element (ExEI)</b>  <u>If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element ExEI will be added and the element receives a deduction.</u></p> <p>For example:  <u>If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g. ChSt1+ExEI</u></p> <p><u>If a Lift(s) occurs within a Step Sequence (including ChSt/ChRS) when not permitted or an extra lift in addition to allowed number of lifts is performed, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g. ChSt+ExEI, Li+ExEI.</u></p>	-1.0 deduction	<p><u>Technical Panel identifies the element in accordance with calling specifications.</u></p> <p><u>The Technical Controller advises the Data Operator to add to the respective element ExEI and input the respective deduction.</u></p>
<p><b>Element not according to the well-balanced program requirements (*)</b>  <u>In case there is an incorrect element performed as not according to the requirements (E.g..Circular Step Sequence instead of E.g..a required MiSt/DiSt) or the repetition rule for Lifts is violated the element will receive NO value but will NOT receive a deduction.</u></p>	Element gets NO value but will NOT receive a deduction	<p><u>The computer verification identifies elements not according to requirements and applies the asterisk (*)</u>  <u>The Technical Controller verifies and authorizes the call.</u></p>
<p><b>Music requirements</b></p> <ul style="list-style-type: none"> <li>• <b>Rhythm Dance:</b> as per Rule 709 para 1.c) (i) and (ii)</li> <li>• <b>Free Dance:</b> as per Rule 710 para 1.c)</li> </ul>	-2.0 per program	<b>Referee + Judges.</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above mentioned deductions.
<b>Tempo specifications – Rhythm Dance:</b> as per Rule 709 para 1.c) (iii)	-1.0 per program	<b>Referee</b>
<b>Lifts exceeding permitted duration</b> – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift) or 12 sec (Combination Lift)	-1.0 per Lift	<b>Referee</b>

#### 4. EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER (Junior and Senior)

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of <u>1 measure</u> or less in PDE.	If the PDE is interrupted 4 beats or less, the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "<" to indicate an interruption of 4 beats or less.
<<	= reduce by 2 Levels, interruption of more than <u>1 measure</u> in PDE	If the PDE is interrupted more than 4 beats, the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "<<" to indicate an interruption of more than 4 beats.
>	= -1.0 point deduction for extended Dance Lift	If the duration of the Dance Lift is longer than permitted time, the Referee applies the deduction of -0.5 point. The duration of the Lift is confirmed by the Referee electronically
ExEI	-1.0 deduction	<p><b>Extra Element (ExEI)</b>  <u>If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element ExEI will be added and the element receives a deduction.</u></p> <p>For example:  <u>If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted such Spin(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., ChSt+ExEI</u></p> <p><u>If a Lift(s) occurs within a Step Sequence (including ChSt/ChRS) when not permitted or an extra lift in addition to allowed number of lifts is performed, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., ChSt+ExEI, Li+ExEI.</u></p>

Symbol	Action	Explanation
*	<u>Element gets NO Value but will NOT receive a deduction.</u>	<b><u>Element not according to the well-balanced program requirements (*)</u></b> <u>If an incorrect element is performed not according to the requirements (E.g., Circular Step Sequence instead of E.g., a required MiSt/DiSt) or the repetition rule for Lifts is violated the element will receive NO value but will NOT receive a deduction.</u>
F	= Fall in Element, -1.0 per Fall per Partner	If there is a Fall(s) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
S	= reduced by 1 Level, if in hold/contact/touch or NOT in hold/contact/touch.	<u>If partners are in Hold/contact/touch when not permitted or do not stay in Hold/contact/touch when required, the Level shall be reduced by 1 Level (and 1 Level per each partner) when applicable</u>
!	<u>= Choreo Element is identified and does not fulfill all requirements.</u>	- If a Choreographic Element is identified and does not fulfill all the requirements, it receives the "!" symbol on the Judges screen and the Judges will apply the appropriate GOE per the GOE chart. - If the pattern of both the Step Sequence and the ChSt are exactly the same (e.g. Diagonal Step Sequence and Diagonal ChSt) – Jr/Sr

## 5. PATTERN DANCE AND PATTERN DANCE ELEMENT INFORMATION FOR SEASON 2023/24

Includes the Percentage of steps for Pattern Dance and Pattern Dance Elements

CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	No of Steps				
						10%	25%	50%	75%	90%
Basic Novice	Fourteenstep	110-114 bpm	10.5-10.9	4 Sequences	14	1	4	7	11	13
	Willow Waltz	132-138 bpm	23.4-24.6	2 Sequences	22	2	6	11	17	20
	Tango Canasta	102-106 bpm	15.8-16.5	3 Sequences	14	1	4	7	11	13
Intermediate Novice	Fourteenstep	110-114 bpm	10.5-10.9	4 Sequences	14	1	4	7	11	13
	Tango	106-110 bpm	28.4-29.4	2 Sequences	22	2	6	11	17	20
	Foxtrot	98-102 bpm	16.5-17.1	4 Sequences	14	1	4	7	11	13
	European Waltz	132-138 bpm	23.6-24.4	2 Sequences	18	2	5	9	14	16
Advanced Novice	Rocker Foxtrot	102-106 bpm	17.1-17.7	4 Sequences	14	1	4	7	11	13
	Starlight Waltz	171-177 bpm	34.8-35.6	2 Sequences/4 Sections Section One: Steps 1-17 Section Two: Steps 18-32	17 15	2 2	4 4	9 8	13 11	15 14
Junior	Rocker Foxtrot	102-106 bpm	15.8-16.5	2 Sequences	14	1	4	7	11	13

## 6. Program Components – Single & Pairs, Ice Dance and Synchronized Skating (to be used for Rhythm Dance and Free Dance)

**Note: an error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors. Note: this basic principle applies equally when the errors occur within an element and/or outside an element**

Composition	Presentation	Skating Skills
The intentional, developed and / or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.	The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.
Unity	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connections between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns, movements and body control
Pattern and ice coverage	Musical sensitivity and timing	Balance and glide
Multidimensional movements and use of space	Unison, oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating)	Flow
Choreography reflecting musical phrase and form		Power and speed

### Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

Category	Mark range	Definition	Errors	Maximum score per program component
Platinum	10	Outstanding	1 serious error	9.50*
Diamond	9.00 – 9.75	Excellent	2 or more serious errors	8.75**
Gold	8.00 – 8.75	Very good	<b>For all Components:</b> *When there is <b>only one error and this error minimally impacts the program</b> , the maximum score of 9.50 is possible as noted above. <b>Note:</b> For the above to apply, the program as a whole is still deemed to be “Excellent”.  **When there are 2 or more errors and these errors <b>only minimally impact the program</b> , the maximum score of 8.75 is possible.	
	7.00 – 7.75	Good		
Green	6.00 – 6.75	Above average		
	5.00 – 5.75	Average		
Orange	4.00 – 4.75	Fair		
	3.00 – 3.75	Weak		
Red	2.00 – 2.75	Poor		
	1.00 – 1.75	Very poor		
	0.25 – 0.75	Extremely poor		

## 7. Key Points and Key Points Features for Junior Pattern Dance Elements Season 2023/24 – Adjustments from Communication 2560

### Rocker Foxtrot: Key Points

<b>Pattern Dance Element (1RF) Steps # 1-14</b>	<b>Key Point 1</b> <b>Woman Step 5 (LFO-SwRk)</b> <b>SKATED BY THE WOMAN</b>	<b>Key Point 2</b> <b>Man Steps 5a 5b – 7a (LFO, RFO, LFO3, RBO)</b> <b>SKATED BY THE MAN</b>	<b>Key Point 3</b> <b>Woman Steps 11-13 (LFO – CIMo, RBO, XF-LBI)</b> <b>SKATED BY THE WOMAN</b>	<b>Key Point 4</b> <b>Man Steps 11-13 (LFO – CIMo, RBO, XF-LBI)</b> <b>SKATED BY THE MAN</b>
<b>Key Point Features</b> Must include correct edges and holds	1. Correct Turn 2. Correct Swing movement	1. Correct Turn	1. Correct Foot placement 2. Correct Cross in front	1. Correct Foot placement 2. Correct Cross in front
<b>Pattern Dance Element (2RF) Steps # 1-14</b>	<b>Key Point 1</b> <b>Man Steps 5a 5b - 7a (LFO, RFO, LFO3, RBO)</b> <b>SKATED BY THE WOMAN</b>	<b>Key Point 2</b> <b>Woman Step 5 (LFO-SwRk)</b> <b>SKATED BY THE MAN</b>	<b>Key Point 3</b> <b>Man Steps 11-13 (LFO – CIMo, RBO, XF-LBI)</b> <b>SKATED BY THE WOMAN</b>	<b>Key Point 4</b> <b>Woman Steps 11-13 (LFO – CIMo, RBO, XF-LBI)</b> <b>SKATED BY THE MAN</b>
<b>Key Point Features</b> Must include correct edges and holds	1. Correct Turn	1. Correct Turn 2. Correct Swing movement	1. Correct Foot placement 2. Correct Cross in front	1. Correct Foot placement 2. Correct Cross in front

**Note:**

- Push/Transition to the next step: A change of edge within the last 1/2 a beat of the step is permitted to prepare the push/transition to the next step

- 2RF: Correct Hold for 2RF during the Key Points is any recognizable Dance Hold excluding Hand in Hand. Variation of Hold is permitted during the steps which are not Key Points.