

# Communication No. 2704

## **ICE DANCE Requirements for Technical Rules season 2025/26**

It is a requirement for certain Technical Rules to be announced annually by the Ice Dance Technical Committee **and all other rules are published in Special Regulations & Technical Rules:**

Requirements defined in the Technical Rules to be announced annually:

1. Requirements for Rhythm Dance - Rhythms/theme, Required Elements (including Key Points and Key Point Features for Pattern Dance Elements) and guidelines for Rhythm Dance – Junior/Senior
2. Required Elements for Free Dance – Junior/Senior
3. Marking guide for Grades of Execution of Required Elements (Novice, Junior, Senior)
4. Deduction Chart – Who is Responsible – Rhythm Dance and Free Dance (Junior, Senior)
5. Explanation of Symbols on the Judges Details Per Skater (Junior, Senior)
6. Program Components for Rhythm Dance and Free Dance

All requirements related to Novice categories for the season 2025/26 are published in ISU Communication 2700 Ice Dance – Guidelines for International Novice Competitions.

Any updates to the current ongoing technical requirements and Scale of Values, valid as of July 1<sup>st</sup>, 2025, will be republished in a subsequent Communication.

May 6, 2025

Jae Youl Kim, President

Colin Smith, Director General

## 1. REQUIREMENTS FOR RHYTHM DANCE SEASON 2025/26

### 1.1. Rhythm/Theme

Rule 709, paragraph 1. a) provides that rhythm(s) and/or theme(s) are selected by the Ice Dance Technical Committee annually for the season. For the season 2025/26, the following has been determined:

The theme and music selected for the Rhythm Dances for both Junior and Senior for the season 2025/26 is **“The Music, Dance Styles and Feeling of the 1990s”**. The Rhythm Dance for the 2025/2026 season takes inspiration from the high energy and entertaining dance styles from this decade. Any music is possible as long as it was released, either originally or as a cover version in the 1990s and fulfills the Rhythm/Theme mentioned above as well as the Required Characteristics mentioned below.

**Music Examples (but not limited to): Pop/Street Latin, House/Techno, Hip-Hop, Grunge Rock**

**Required characteristics:** High energy and crowd pleasing, demonstrating the essence of the 1990s

**What this season's RD is not:** Dance styles including Classical, Contemporary, Traditional Folk and Competition Ballroom.

**Note:**

- Remixed and/or remastered music, including cover versions, is permitted. Music created via AI in the “Style of 1990’s” is also permitted.
- The couple should demonstrate through dance movements/dance holds the feeling/essence and dance style(s) from this decade.
- **The Rhythm Dance should NOT be skated in the style of a Free Dance.**
- To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics.

## 1.2 RHYTHM DANCE – Required Elements 2025/26 – Junior/Senior

<p><b>Junior Rhythm Dance</b> <b>Pattern Dance</b> <b>Elements</b></p>	<p><b>One (1) Sequence of the Rhumba immediately followed by one (1) Sequence of the Quickstep:</b> skated/performed to any dance music/dance style(s) of the 1990s with the range of tempo: <b>minimum 120 beats per minute, in 2/2, 2/4 or 4/4 time</b>  <b>Duration:</b> any exact number of musical phrases  The first step of the dance must be skated on beat one of a musical phrase.</p> <p><b>1RH (Steps #1 – 16) and 1QS (Steps #1 – 18)</b>  <b>Step #1 of 1RH skated at the Judges left side until Step #16. Immediately followed by Step #1 of the 1QS skated on the Judges right side.</b>  <b>Variation of Holds throughout, except Hand in Hand, are permitted. Tracking between partners is optional except during Key Points</b></p> <p>- 1RH must be skated in accordance with the beats per steps outlined in section 1.3 of this Communication.  - 1QS must be skated in accordance with the beats per steps described on the ISU Handbook 2003</p> <p>Note: If the two Pattern Dance sequences are NOT skated/performed in the required order both the Rhumba sequence and the Quickstep sequence will become elements NOT according to requirements, will receive an asterisk (*) and consequently NO value.</p>
<p><b>Senior Rhythm Dance</b> <b>Pattern Dance Type</b> <b>Step Sequence (PSt)</b></p>	<p><b>One (1) Pattern Dance Type Step Sequence (PSt), (Style D):</b>  <b>Rhythm:</b> skated to any dance style chosen from the 90s – <b>minimum 120 beats per minute, in 2/2, 2/4 or 4/4 time</b>  <b>Duration:</b> any exact number of musical phrases  <b>Pattern:</b> Circular shape</p> <ol style="list-style-type: none"> <li>1. Starting with a walk around three turns movement around a common axis of at least two rotations by both partners on the Judges' side and crossing the short axis during any of these movements. The first rotation must be performed face to face, any partner may skate forward or backward. There is no restriction of holds / position for the second rotation.</li> <li>2. Continuing the PSt including the four different difficult turns (listed below).</li> <li>3. Concluding the PSt when the couple closing the circular shape in front of the Referee at the short axis by performing a Helicopter type movement (refer to the definition below).</li> </ol> <p><b>Hold(s):</b> must remain in contact at all times even during changes of Holds (except when performing Twizzles as connecting Choreography).</p> <p><b>Technical Requirement(s):</b> <b>Must perform two different difficult turns per partner from the following: Back entry Rocker, Counter, Back entry Bracket and Forward Outside Mohawk.</b> Only the first 2 attempted Different Difficult Turns per partner selected from those above are considered for level. Additional attempts of the same Difficult Turn are ignored.</p> <p><b>Timing:</b>  All performed different difficult turns for level must be performed with no more than two beats for the entry edge and two beats for the exit edge.</p> <p><b>Not permitted:</b></p> <ul style="list-style-type: none"> <li>- Stop(s)</li> <li>- Separations (except during Twizzles)</li> <li>- Retrogression(s)</li> <li>- Hand in hand hold with established fully extended arms</li> <li>- Loop(s)</li> </ul> <p><b>Note:</b> The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the Step Sequence pattern should not be considered as a retrogression</p> <p><b>Helicopter type movement :</b>  A movement skated in any direction with both partners executing double three turns of at least one full revolution at the same time, with the free leg extended and elevated at 45 degrees or higher to the side, back, in front or any combination.  Partners may execute this movement in any position around a common axis, for example, face to face, back to back, side by side, etc.</p>

<p><b>Senior Rhythm Dance</b></p> <p><b>Choreographic Rhythm Sequence (ChRS)</b></p>	<p><b>Choreographic Rhythm Sequence – skated to any dance style from the 1990s</b></p> <p><b>Hold(s)</b> – In contact including Hand in Hand with fully extended arms with the exception of permitted Separation.</p> <p><b>Pattern</b> – Both partners perform steps/movements around the short axis and must proceed from barrier to barrier. The requirement for barrier to barrier is fulfilled when at least one of the partners is not more than 2 meters from each barrier.</p> <p><b>Separation</b> – 1 separation is permitted for no more than 2 arm lengths and no more than 5 seconds</p> <p><b>Stop</b> – Only 1 at the beginning, during or end of the element for no more than 5 seconds (this will count as 1 of the permitted stops). A stop performed at the beginning or end of the ChRS will be considered as part of the element. Performing steps/movements around each partner during a Stop is not considered as a retrogression.</p> <p><b>Not Permitted:</b></p> <ul style="list-style-type: none"> <li>- Retrogression(s)</li> <li>- Loop(s)</li> </ul>
<p><b>Junior and Senior Dance Lift</b></p>	<p><b>1 Short Lift, up to 8 seconds</b></p>
<p><b>Junior and Senior Step Sequence</b></p>	<p><b>1 Step Sequence Not Touching (Style B)</b></p> <p><b>Specifications to Style B, Rhythm Dance:</b> skated to any <b>dance style of the prescribed decades</b></p> <ul style="list-style-type: none"> <li>- Chosen pattern may ONLY be Midline or Diagonal</li> <li>- Skated no more than 2 arm lengths apart</li> <li>- Touching the ice with any part of the body is allowed for no more than 5 secs</li> <li>- Stops – up to one (1) permitted for no more than 5 seconds (this will count as one of the permitted stops, must be performed Not Touching).</li> </ul> <p><b>Not permitted:</b></p> <ul style="list-style-type: none"> <li>- Loop(s)</li> <li>- Retrogression(s)</li> </ul> <p>Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.</p>
<p><b>Junior and Senior Sequential Twizzles</b></p>	<p><b>One (1) Set of Sequential Twizzles</b></p> <p>At least two Twizzles for each partner and must NOT be in contact between Twizzles</p> <p>Up to 1 step between Twizzles (Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step).</p> <p><b>The “C” feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for Level in the RD.</b></p>

### 1.3 Key Points and Key Points Features for Junior Pattern Dance Elements Season 2025/26

Rhumba and Quickstep:

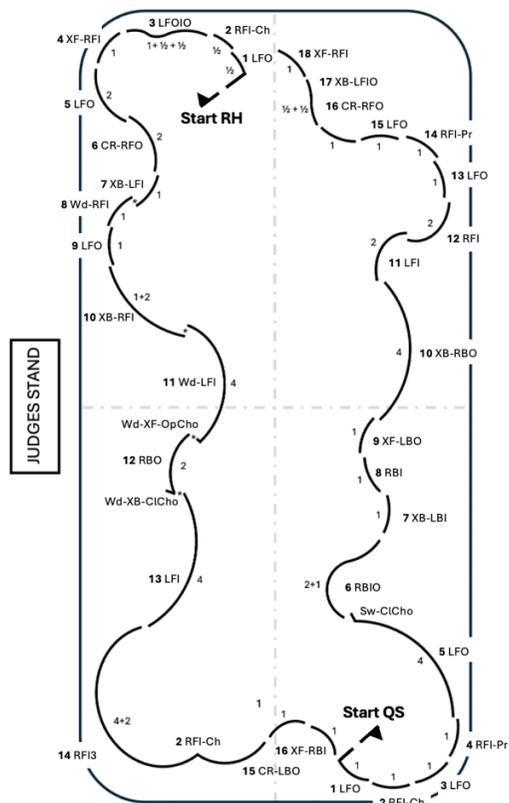
Pattern Dance Element (1RH) Steps # 1-16	<b>Key Point 1 (Woman)</b> Woman Steps 11,12,13 (Wd-LFI Wd-XF Op Cho, RBO Wd-XB-CI Cho, LFI)	<b>Key Point 2 (Man)</b> Man Steps 11, 12, 13 (Wd-LFI Wd-XF Op Cho, RBO Wd-XB-CI Cho, LFI)	<b>Key Point 3 (Woman)</b> Woman Step 14 (RFI3)	<b>Key Point 4 (Man)</b> Man Step 14 (RFI3)
Pattern Dance Element (1QS) Steps # 1-18	<b>Key Point 1 (Woman)</b> Woman Steps 5 & 6 (LFO Sw-CICho, RBIO)	<b>Key Point 2 (Man)</b> Man Steps 5 & 6 (LFO Sw-CICho, RBIO)	<b>Key Point 3 (Woman)</b> Woman Steps 11 & 12 (LFI,RFI)	<b>Key Point 4 (Man)</b> Man Steps 17 & 18 (XB-LFIO, XF-RFI)

**Key Point Features:** Must include correct turns, edges, foot placement and timing.

**Note:** For 1RH KPs 1 & 2 (Steps 11 & 12) correct foot placement means that the free foot must be at least 1 blade length distance from the skating foot when touching the ice.

#### Rhumba + Quickstep – Optional pattern.

Diagram is a general layout of the two pattern dances skated back to back and not indicating exact depth of edges.



#### Rhumba Steps Juniors 2025-2026

Step no.	Step (same for both)	Number of beats of music
1	LFO	1/2
2	RFI-Ch	1/2
3	LFOIO	1+1/2 + 1/2
4	XF-RFI	1
5	LFO	2
6	CR-RFO	2
7	XB-LFI	1
8	Wd-RFI	1
9	LFO	1
10	XB-RFI	1+2
11	Wd-LFI Wd-XF Op Cho	4
12	RBO Wd-XB-CI Cho	2
13	LFI	4
14	RFI3	4+2
15	CR-LBO	1
16	XF-RFI	1

#### 1.4 RHYTHM DANCE – Specifications/Restrictions 2025/26

	Specifications/Restrictions	Violations
<b>REFEREE Deductions</b>		
<b>Duration</b>	Senior/Junior: 2 minutes 50 seconds +/- 10 seconds	<b>Program time:</b> Referee deduction - 1.0 up to every 5 seconds lacking or in excess
<b>General Requirements Tempo</b>	Rule 709, para. 1. a)	Referee deduction -1.0 per program – violation of tempo specification
<b>REFEREE AND JUDGES Deductions</b>		
<b>Music</b>	Rule 709 para 1c as stated except for i), per Council decision for season 2025/26, Communication 2698: <i>Only dance music with a rhythmic beat may be used. The music may be without a rhythmic beat for up to 10 seconds at the beginning of the program;)</i>	<b>Music Requirements:</b> Referee + Judges deduction -2.0 per program
<b>Pattern</b>	<ul style="list-style-type: none"> <li>- For the current season, the pattern must proceed in a generally constant direction and must cross the Long Axis of the ice surface once at each end of the rink within no more than 30 meters of the barrier.</li> <li>- In addition, the couple may also cross the Long Axis at the entry to the Style B Step Sequence (Sr &amp; Jr), at the entry to the ChRS (Sr), and at the entry to Pattern Dance Elements (Jr).</li> <li>- Loops in any direction are permitted provided they do not cross the long axis</li> </ul>	<b>Choreography restrictions:</b> (Pattern/ Stops/ Separations/Touching ice with hands) Referee + Judges deduction - 1.0 per program  Note: When performed during a Required Element when not permitted, Judges evaluate as Negative feature(s) for the GOE
<b>Stops</b>	<ul style="list-style-type: none"> <li>- After the clock starts, the couple must not remain in one place for more than 10 seconds at the beginning and/or end of the program.</li> <li>- During program (excluding the 10 seconds at the beginning and/or end of the program): 2 full stops of up to 5 seconds or 1 full stop of up to 10 seconds when permitted</li> <li>- <del>A Dance Spin or Choreographic spinning movement that does not travel will be considered as a Stop</del></li> </ul>	
<b>Separations</b>	Rule 709, para. 1. g)	
<b>Touching ice with hands</b>	Rule 709, para. 1. j) (except during the Step Sequence Style B)	
<b>Costume and prop</b>	Rule 501 Skaters may wear trousers of any length	<b>Costume and prop:</b> Referee + Judges deduction -1.0 per program

## 2. FREE DANCE REQUIREMENTS

### 2.1 FREE DANCE – Required Elements 2025/26 for Junior/Senior

ELEMENTS	JUNIOR	SENIOR
Dance Lift - Not more than	<p align="center"><b>Two (2) Different Type Short Lift up to 8 seconds</b> Or <b>One (1) Combination Lift up to 13 seconds</b></p> <p>The lifted partner's Difficult Pose 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 or 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.</p>	<p align="center"><b>Three (3) Different Type Short Lift up to 8 seconds</b> Or <b>One (1) Short Lift and One (1) Combination Lift up to 13 seconds</b> (Short Lift must be a different type than in the Combination Lift)</p> <p>The lifted partner's Difficult Pose 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 Difficult Pose or 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.</p>
Dance Spin (DSp)	<p align="center"><b>One (1) Dance Spin</b></p> <p>Dance Spin (DSp) - 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</p>	
Step Sequence: Types: Straight line or Curve	<p align="center"><b>One (1) Step Sequence in Hold (Style B)</b></p> <p align="center"><b>Not permitted:</b> - Stops - Loops - Retrogression - Hand in hand hold with fully extended arms cannot be established - Separations of more than two arm lengths and/or exceeding 5 seconds</p> <p align="center"><b>The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern. It must also be a different shape than the pattern of the Choreographic Step if chosen as a Choreographic Element.</b></p> <p align="center">(Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.)</p>	
One (1) One Foot Turns Sequence (OFT)	<p align="center"><b>One (1) One Foot Turns Sequence FD Option, Not-Touching</b></p> <p>Difficult Turns performed on one foot by each partner 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.</p>	
Synchronized Twizzles	<p align="center"><b>One (1) Set of Synchronized Twizzles</b></p> <p>At least 2 Twizzles for each partner, with a minimum of 2 steps and up to 4 steps between 1<sup>st</sup> and 2<sup>nd</sup> Twizzles. Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step. Partners may be in contact between the 1<sup>st</sup> and 2<sup>nd</sup> Twizzles.</p> <p><b>The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for Level in the RD.</b></p>	
Choreographic Element	<p align="center"><b>Two (2) Different Choreographic Elements chosen from:</b></p> <p>Choreographic Assisted Jump/Lifting Movement Choreographic Character Step Sequence Choreographic Hydroblading Movement Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement</p>	<p align="center"><b>Three (3) Different Choreographic Elements chosen from:</b></p> <p>Choreographic Assisted Jump/Lifting Movement Choreographic Character Step Sequence Choreographic Hydroblading Movement Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement</p>

## 2.2 FREE DANCE – Specifications/Restrictions 2025/26

	Specifications/Restrictions	Violations
<b>REFEREE Deductions</b>		
<b>Duration</b>	Senior: 4 minutes +/- 10 seconds Junior: 3 ½ minutes +/- 10 seconds	<b>Program time:</b> Referee deduction -1.0 up to every 5 seconds lacking or in excess
<b>REFEREE + JUDGES Deductions</b>		
<b>Music</b>	Rule 710 para 1c, per Council decision for season 2025-26, Communication 2698: <i>i) The music must have a rhythmic beat and melody, or rhythmic beat alone, and may be vocal. The music may be without a rhythmic beat for up to 10 seconds at the beginning or at the end of the program and up to 10 seconds during the program.</i> <i>ii) The music must have at least one change of tempo/rhythm and expression. These changes may be gradual or immediate.</i> <i>iii) All music must create an interesting, colorful, entertaining dance program with different dance moods or a building effect.</i>	<b>Music Requirements:</b> Referee + Judges deduction -2.0 per program
<b>Stops</b>	- After clock started, couple must not remain on one place for more than 10 seconds - During program (excluding the 10 seconds at the beginning and/or end of the program): unlimited full stops of 5 seconds max. are allowed	<b>Choreography restrictions:</b>
<b>Separations</b>	Rule 710, para 1f	(Stops/ Separations/Touching ice with hands) Referee + Judges deduction 1.0 per program
<b>Touching ice with hands</b>	Touching the ice with the hand(s) is not permitted (except Choreographic Sliding Movement, Choreographic Character Step Sequence)	Note: When performed during a Required Element when not permitted, Judges evaluate as Negative feature(s) for the GOE
<b>Costume and prop</b>	Rule 501, para 1 Skaters may wear trousers of any length	<b>Costume and prop:</b> Referee + Judges deduction -1.0 per program

### 3. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2025/26											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
<b>STEPS HELD FOR THE REQUIRED NUMBER OF BEATS</b>	Less than 75% of Steps held for required # of beats Out of Musical Structure					75% or more of Steps held for required # of beats		90% or more of Steps 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>	Two (2) Falls AND/OR many serious errors		<b>One (1) Fall or Serious errors</b>	<b>Two (2) Stumbles or Serious errors</b>	<b>Stumble/ Touchdown by both</b> Or up to 25% element missed	One (1) Touchdown/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			<b>None</b>	
<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>											
1. Poor execution and/or labored and/or Loss of Control with or without additional support					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	7. Holds and positions correct and/or creative, consistent and appropriate for the rhythm selected and/or with close spacing between partners					1 - 2
					....2	8. Timing accurate 100%					2
8. Pattern incorrect, including crossing the long axis when not permitted					1 - 2	9. Maximum utilization of the ice surface with the correct Pattern					2

GRADE OF EXECUTION of REQUIRED ELEMENTS (including CHOREOGRAPHIC ELEMENTS) 2025/26											
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/style, nuances, theme (including Choreo Elements)					Mostly with Musical Structure	In musical structure/rhythm pattern and reflecting character				
FALLS/ ERRORS/ LOSS OF CONTROL	Two (2) falls AND/OR many serious errors		One (1) fall or serious errors	Two (2) Stumbles Or One (1) Serious error	One (1) Stumble / Touch Downs	One (1) Touchdown/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			NONE	
CHOREO-ELEMENTS	Choreo Element receives the "!" symbol - Reduce GOE by 2 grades (no higher than +3)										
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) 3 – 4
	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 Loss of Control with or without additional support					1 – 4	1. Smooth and/or Effortless					2
2. Element does not reflect choreography of the chosen Music/rhythm/character/theme					1 – 3	2. Element enhances the choreography and/or character of the chosen music/rhythm/character/theme. Element reflects nuances in the music.					1 – 3
3. Poor entry / Poor exit (per each)					1	3. Entry/Exit is seamless and/or unexpected and/or creative (per each)					1
4. Poses or moves awkward or not aesthetically pleasing (per partner)					1 – 2	4. Body lines and pose of both partners aesthetically pleasing (per partner)					1 – 2
5. Separation longer than permitted immediately before/after Required Elements - RD: no more than 1 measure of music - FD: not to exceed 5 sec					2	5. Element is innovative and / OR creative and / OR Includes variety of holds					1 - 3
6. Execution not simultaneous and/or Lack of unison Step Seq, OFT, ChTw NOTE: STw: 1 Tw: 1 - 2 negative features, Both Tw: 2 – 4 negative features					1 - 2	6. Unison or Oneness throughout the element					1 - 2
7. Distance within Element - more than 2 arms lengths apart - variable spacing in between partners					1 – 2	7. Consistent and close spacing between partners STw, Step Seq, OFT, ChRS		1 - 2			1 - 2
						8. Speed of rotations maintained or accelerated RoLi, DSp, STw, Choreo EI		1 – 2			1 – 2
8. Lacking or reducing speed of rotation and/or speed across the ice					1 – 2	9. Speed across the ice maintained or accelerated during the Element					1 – 2
9. Not on spot DSpl, StaLi					1 - 2	10. Cleanness and sureness of steps and turns STw, Step Seq, OFT					2
10. Pattern/ Placement incorrect RD: All elements. FD: Step Seq, ChSt					1 per each error	11. Exit of Twizzles performed with smooth running edge by both partners on the same Twizzle. One Twizzle: 1 Both Twizzles: 2					1 or 2
11. Not Permitted items within element* Step Seq, PSt, ChRS, ChSt, DSp					2 per each						
12. Stop longer than permitted in Element Step Seq, PSt, ChRS, ChSt					2 per each long stop						

\* RD: Hand in Hand, Loops, Retrogression, Stop more than one, Touching in the Non-Touch Step Style B

\* FD: Hand in Hand, Loops, Stops, Retrogression, Separation longer than 5 sec

#### 4. DEDUCTION CHART (Rhythm Dance and Free Dance) – Who is Responsible (Junior and Senior)

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>
<b>Tempo specifications – Rhythm Dance:</b> as per Rule 709 para 1.c) (iii)	<b>-1.0 per program</b>	<b>Referee</b>
<b>Interruption in performing the program in excess of 10 seconds</b> <ul style="list-style-type: none"> <li>- more than 10 sec. and up to 20 sec.</li> <li>- more than 20 sec. and up to 30 sec.</li> <li>- more than 30 sec. and up to 40 sec.</li> </ul> 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)	<b>-1.0</b> <b>-2.0</b> <b>-3.0</b>	<b>Referee</b> If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the couple resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353 1n
<b>Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption</b> (Rule 515, para 3.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) and 843, paragraph 1.n), the Referee must give specific instructions to the system operator and check the correct input in each instance.	<b>-5.0</b>	<b>Referee</b> If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0 points as per Rules 353 Para 1n This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
<b>Late start</b> – as per Rule 350, para 2 – for start between 1 and 30 seconds late	<b>-1.0</b>	<b>Referee</b>
<b>Part of the costume / decoration fall on the ice</b> – as per Rule 501, para 2	<b>-1.0 per program</b>	<b>Referee</b>
<b>Lift exceeding permitted duration</b> – per lift exceeding 8 sec. (Short Lift), 10 sec. (Choreo. Lift) or 13 sec. (Combination Lift)	<b>-1.0 per Lift</b>	<b>Referee</b>
<b>Music requirements Rhythm Dance:</b> as per Rule 709 para 1.c) (i) and (ii) – See exceptions on Page 6 <b>Free Dance:</b> as per Rule 710 para 1.c) – See exceptions on Page 8	<b>-2.0 per program</b>	<b>Majority deduction Referee + Judges</b>
<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.	<b>-1.0 per program</b>	<b>Majority deduction Referee + Judges</b>
<b>Violation of choreographic restrictions</b> <b>Rhythm Dance:</b> as per Rule 709, para 1.d) (pattern), g) (separations), h) (stops) and i) (touching the ice with hand(s)) <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.	<b>-1.0 per program</b>	<b>Majority deduction Referee + Judges</b>

Description	Penalty	Who is responsible
<p><b>Fall</b></p> <ul style="list-style-type: none"> <li>- per fall by one partner</li> <li>- per fall by both partners</li> <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>	<p><b>-1.0</b> <b>-2.0</b></p>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts.</p>
<p><b>Illegal Elements / Movements / Poses</b> – as per Rule 704 para 21 The following movements and/or poses are illegal for the season 2024/25 in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps:</p> <ul style="list-style-type: none"> <li>a) sitting on the partner’s head</li> <li>b) standing on the partner’s shoulder</li> <li><del>c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees)</del></li> <li>d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s)</li> <li>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</li> <li>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)</li> <li>g) Jumps of more than one (1) revolution except Jump Entry and/or Jump Exit.</li> <li>h) Lying on the ice</li> </ul> <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>	<p><b>-2.0 per violation</b></p>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal element/movement/pose during the execution of any element, the deduction for an illegal movement will apply and the element will receive a Level per the requirements performed or ignored if the minimum requirement for Basic Level are not fulfilled.</p>
<p><b>Extra Element (ExEI)</b></p> <ul style="list-style-type: none"> <li>- If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction.</li> <li>- If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI.</li> </ul> <p>Examples:</p> <p>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., ChSt1t+ExEI</p> <p>If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>	<p><b>-1.0</b> deduction</p>	<p><b>Technical Panel</b> identifies the element in accordance with calling specifications.</p> <p>Technical Controller advises the Data Operator to add to the respective element ExEI and input the respective deduction.</p>
<p><b>Element not according to the well-balanced program requirements receives (*) symbol</b></p> <p>If there is an incorrect element performed as not according to the requirement (e.g. CiSt instead of a required MiSt/DiSt) or the repetition rule for Lifts is violated, the element will receive NO value but will NOT receive a deduction.</p>	<p>Element gets NO value but will NOT receive a deduction</p>	<p><b>Technical Controller</b> verifies and authorizes the call. The computer verification identifies elements not according to requirements and applies the asterisk (*)</p>

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

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 1 measure or less in PDE.	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), 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 one (1) measure or less.
<<	= reduce by 2 Levels, interruption of more than 1 measure in PDE	If the PDE is interrupted more than one (1) measure (4 or 6 beats based on the PDE), 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 one (1) measure
>	= -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 -1.0 point. The duration of the Lift is confirmed by the Referee electronically
ExEI	-1.0 deduction	<p><b>Extra Element (ExEI)</b></p> <ul style="list-style-type: none"> <li>- If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction.</li> <li>- If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI.</li> </ul> <p>Examples:</p> <p>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., ChSt1t+ExEI</p> <p>If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>
*	Element gets NO Value but will NOT receive a deduction.	<b>Element not according to the well-balanced program requirements (*)</b> 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.
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".
Fx	= multiple Falls in Element, -1.0 per Fall per Partner	If there are multiple Falls (Fx) 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.	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
!	= Choreo Element is identified and does not fulfill all requirements.	<ul style="list-style-type: none"> <li>- 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.</li> <li>- 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</li> </ul>

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

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.
Multidimensional movements and use of space	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.
Choreography reflecting musical phrase and form	Musical sensitivity and timing	Balance and glide
Pattern and ice coverage	Oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating)	Flow
Unity		Power and speed
		Unison

### 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
Platinum	10	Outstanding	No errors
Diamond	9.75	Excellent	No serious errors
	9.00 – 9.50*		Only 1 serious error
Gold	8.00 – 8.75**	Very good	2 or more serious errors
	7.00 – 7.75	Good	
Green	6.00 – 6.75	Above average	<p>For all Components:</p> <p>*When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above.</p> <p>Note: For the above to apply, the program as a whole is still deemed to be "Excellent".</p> <p>**When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.</p>
	5.00 – 5.75	Average	
Orange	4.00 – 4.75	Below Average	
	3.00 – 3.75	Weak	
Red	2.00 – 2.75	Poor	
	1.00 – 1.75	Very poor	
	0.25 – 0.75	Extremely poor	

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