

## Communication No. 2484

### ICE DANCE

Requirements for Technical Rules with ongoing validity,  
effective July 1<sup>st</sup>, 2022 **(Updated September 1, 2022)**

- I. Requirements for Technical Rules with ongoing validity, effective July 1<sup>st</sup>, 2022
  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 2022/23  
Includes the Percentage of steps for Pattern Dance and Pattern Dance Elements
  6. **Program Components for Rhythm Dance and Free Dance**

**This communication is updated following the Congress in June 2022 and the Seminar in Frankfurt in July, including the marking guide for Components.**

Tubbergen,  
May 31, 2022  
Lausanne,

**Jan Dijkema**, President

**Fredi Schmid**, Director General

## I. REQUIREMENTS FOR TECHNICAL RULES WITH ONGOING VALIDITY, EFFECTIVE JULY 1<sup>st</sup>, 2022

### 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.
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), such element will receive the abbreviation +ExEI. It indicates that the element receives No Value, the deduction -1 is applied and it will occupy a separate box, and NOT count as a Required Element (i.e. RoLi+ExEI, DSp+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 or in the Q&A for Technical Panels.
10. The definition of "intricate" when referring to technical elements does not necessarily mean difficult.
11. 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 at least Basic Level are fulfilled and No Level if the minimum requirement for Basic Level are not fulfilled.

## 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
75% of Pattern Dance Element is completed by both partners	1 Key Point is correctly executed	2 Key Points are correctly executed	3 Key Points are correctly executed	4 Key Points 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 to 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 No Level if the requirements for Basic Level are not met.
- Level 4 shall be considered only when the Pattern Dance Element is not interrupted at all, either through Stumbles, Falls or any other reason
- 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. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 3.
- 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. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 2.
- If a couple completes less than 75% of the Pattern Dance Element, the Technical Specialist calls the Key Points as performed (Yes, No, Timing, Yes), identifies with the Pattern Dance Element Name and “**NO Level**” adding “**Attention**”. It is reported on the Judges Details per Skater chart as: “!” to indicate that less than 75% of the Pattern Dance Element has been completed.
- 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 No Level 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 **No Level 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 for up to half a rotation due to an error/loss of control
  - touch down/loss of control with additional support by free leg/foot and/or hands – per touch down.
  - 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. A push without a change of foot is considered as a touchdown (intentional or unintentional) and the level will be reduced by 1 per each touch down.
8. 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 touchdown.

#### 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 may 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;
- 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 different creative and/or difficult and/or intricate steps or movements or a continuous combination of both creative and/or difficult and/or intricate step(s) with movement(s) **immediately before** the Dance Spin **executed by both partners. Movements/steps performed without intricate interaction between partners are not considered for level.**

**Note:** If only one of the partners performs Entry Feature C. subparagraph b), it is not considered as an Entry Feature.

**D. Exit Feature:**

- a) **Continuous combination** of different creative and/or difficult and/or intricate steps or movements or a continuous combination of both creative and/or difficult and/or intricate step(s) with movement(s) **immediately after** the Dance Spin **executed by both partners. Movements/steps performed without intricate interaction between partners are not considered for level.**

**Note:** If only one of the partners performs Exit Feature D. subparagraph a), it is not considered as an Exit 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:

Basic Level <u>DSp</u> - 3 rotations	Level 1 <u>DSp</u> - 3 rotations	Level 2 <u>DSp</u> - 3 rotations	Level 3 <u>DSp</u> - 3 rotations	Level 4 <u>DSp</u> - 3 rotations
<b><u>Dance Spin: at least 3 rotations continuously on one foot by both partners simultaneously in any part of the Spin</u></b>	<b>1 Difficult Variation</b> from any Basic Positions  <b>OR</b> Different direction of spinning rotation	<b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>OR</b> <b>1 Difficult Variation</b> from the same Basic Position AND <b>Different direction of spinning rotation</b>	<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	<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  <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 <u>2<sup>nd</sup> Different Direction of Rotation</u>

## 1.4. DANCE LIFTS

### 1.4.1. ADDITIONAL PRINCIPLES OF CALLING

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

- The first performed Dance Lift(s) shall be identified as the required Dance Lift(s) and given a Level, or ~~No Level~~ **ignored** if the requirements for Basic Level are not met. 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 "Additional Element", will receive the abbreviation\* (e.g. CuLi\*). It indicates that the element receives No Value, the deduction -1 is applied, it occupies a box and it will count as a Dance Lift(s). The number of required Dance Lifts and Choreographic Lifts is specified in the descriptions of Required Elements for Rhythm Dance and Well Balanced Free Dance Programs.
- If the lifted partner is held off the ice for less than 3 seconds **and/or** moves through less than 2 rotations, this shall not be identified.
- 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.**
- Any Dance Lift or part of a Combination Lift of a repeated Type shall be classified as an „Additional Element” will receive the abbreviation\* (e.g. CuLi\*). It indicates that the element receives No Value, the deduction -1 is applied, 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).
- 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 "Additional Element" 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, the deduction -1 is applied, it occupies a box and it will count as a Dance Lift(s).
- 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.

7. 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 an additional element.
8. 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).
9. If the Lifting Partner creates a temporary deviation without establishing a new type of Lift (examples - pattern, stops rotating and resumes, stationary travels and then becomes stationary, etc.) during the established type of Lift the Technical Panel will reduce the Level by 1. (Excluding during the Entry/Exit features).
10. If a deviation within a Short Lift creates two types of established Lifts (examples: Straight Line Lift becomes Curve Lift, Rotational Lift becomes Stationary Lift, Stationary Lift becomes a Rotational Lift, etc.), the type of the Lift should be identified and Features considered for Level only during the first type of Lift which is executed (including any Entry feature which may be considered for level)

**Applicable to Rotational Lifts:**

1. A Rotational Lift shall be identified as such if the lifting partner moves through two rotations or more. Less than two rotations at the beginning or end of any Dance Lift or part of a Combination Lift which is not a Rotational Lift shall be ignored by the Technical Panel.

**Applicable to Combination Lifts:**

1. A Combination Lift shall be identified with the first two fully established Types of Short Lifts performed forming two approximately equal parts or it shall be identified as a Short Lift of the Type forming the larger part. 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 No Level if the requirements for Basic Level are not met and classified as "+Combo". The subsequent elements shall be identified as if both parts of the Combination Lift had been performed and identified.
3. In a Combination Lift, if a couple performs an Illegal Element/Movement/pose(s) as an Entry and/or Exit Feature (such as a Jump of more than one revolution): the deduction for Illegal Element/Movement/pose(s) will apply and the first and/or second part of the Combination Lift will receive Basic Level if the requirements for Basic Level are met and No Level if the minimum requirement for Basic Level are not fulfilled. The other part of the Lift will receive a Level according to the requirements met.
4. A One Hand/Arm Lift can only be used as a Combination Lift when both parts are One Hand/Arm Lifts. If for any reason only one of the parts of a Combination Lift is One Hand/Arm Lift, this part will be identified as Rotational Lift No Value and its Entry/Exit feature is not considered for the Level for the other Lift. The other part shall be identified with its Type and given a Level according to the requirements met, or No Level if the requirements for Basic Level are not met (e.g. RoLi+CuLi3).
5. 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.
6. 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.

## 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 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 Shoot the Duck (thigh at least parallel to the ice) or 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) 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 – 4 (Group 2 cannot be combined with Group 4).**

**Group 1)**

**Unexpected Entry without any evident preparation**

**Note:**

- considered as one Entry Feature
- considered for the Level only the first two times it is performed; each Unexpected Entry must be different. The repeated Unexpected Entry will not be considered for the level

**Group 2)**

**Continuous combination** of different creative and/or difficult and/or intricate steps or movements or a continuous combination of both creative and difficult and/or intricate step(s) with movement(s) **immediately before** the Lift **executed by both Partners**. **Movements/steps performed without intricate interaction between partners are not considered for level.**

**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 3)**

**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

**Group 4)**

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 Shoot the Duck (thigh at least parallel to the ice) or 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)
  - 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 5)

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

- considered as **one Entry Feature**
- considered for the Level only the **first time** it is performed
- can be **combined with Entry Feature Group 1 and 3** to be considered for the level. If both Entry Features count for the Level, these are two Entry Features

**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 different creative and/or difficult and/or intricate steps or movements or a continuous combination of both creative and/or difficult and/or intricate step(s) with movement(s) **immediately after** the Lift **executed by both Partners**. **Movements/steps performed without intricate interaction between partners are not considered for level.**

#### 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 than one 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 Shoot the Duck (thigh at least parallel to the ice) or 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)
  - 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
- the lifting partner performs one rotation on one foot at the entry of the Lift
- 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 Extra Feature for Level 3 and 4:**

- the lifting partner is on one foot for at least one rotation during 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>Level 4</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) <b>Features must be included.</b></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) <b>Features must be included.</b></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) <b>Features must be included.</b></p>

<b>Rotational Lift</b>				
<b>Basic Level</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>
<p><b>Lifted partner</b> is held off the ice through at least <b>2 rotations</b></p> <p>AND</p> <p><b>Lifting partner</b> moves through at least <b>2 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>3 rotations</b></li> <li>- or 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> <li>- or moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p><b>Lifting partner</b> 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><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> <li>- or moves through a <b>Change of Pose</b></li> </ul> <p>AND</p> <p><b>Lifting partner</b> moves through at least <b>6 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>- <b>Entry Feature</b></li> <li>- <b>Exit Feature</b></li> <li>- <b>Rotational Lift Extra Feature</b></li> </ul>	<p>Requirements for <b>Level 3 Option 1</b></p> <p>AND</p> <p><b>One of the following:</b></p> <ul style="list-style-type: none"> <li>- <b>Entry Feature</b></li> <li>- <b>Exit Feature</b></li> <li>- <b>Rotational Lift Extra Feature</b></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>- <b>Entry Feature(s)</b></li> <li>- <b>Exit Feature</b></li> <li>- <b>Rotational Lift Extra Feature</b></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>
<p><b>Lifting partner</b> in <b>One Hand/Arm Lift</b> at least <b>2 rotations (to hold)</b></p>	<p>At least <b>2 rotations in total (to lift, hold)</b></p>	<p>At least <b>3 rotations in total (to lift, hold)</b></p> <p>or</p> <p>at least <b>2 rotations in total (to lift, hold and set down)</b></p>	<p>At least <b>3 rotations in total (to lift, hold)</b></p> <p>AND</p> <p><b>One Hand/Arm Rotational Lift Extra Feature</b></p>	<p>At least <b>3 rotations in total (to lift, hold and set down)</b></p> <p>AND</p> <p><b>One Hand/Arm Rotational Lift Extra Feature</b></p>

## 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 (Set of Sequential Twizzles in Junior / Senior Rhythm Dance and Novice Free Dance; Set of Synchronized Twizzles in Junior/Senior Free Dance ) and for each partner given a Level, or No Level if the requirements for Basic Level are not met. The first Set of Twizzling Movements performed after the required Set of Synchronized Twizzles shall be identified as Choreographic Twizzling Movement. Subsequent Sets of Twizzles shall not be identified.
3. If a loss of control with additional support (e.g. stumble/touchdown by free leg/foot and/or hand(s)) by one or both partners occurs within a Set of Twizzles and the Set of Twizzles continues without interruption, its Level shall be reduced by 1 Level per error for that partner. If more than two uncontrolled steps are performed during the Set of Twizzles, this mistake is considered an interruption for the partner who performed the error.
  - Any loss of control resulting in an error of up to two uncontrolled steps is a stumble/touchdown - reduce one level.
  - More than two uncontrolled steps is an interruption and any features/rotations from this point are not considered for the level.
4. If a Fall or interruption occurs during any part of the Set of Twizzles, 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 at the entry edge to the first Twizzle 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.
6. 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).
7. Entry edge to either Twizzle cannot be from a full stop stand still, otherwise the Level will be reduced by one Level per stop (considered separately for each partner).
8. If there is more than the maximum or less than the minimum permitted number of steps between required Set of Twizzles, the Level shall be reduced by 1 Level (considered separately for each partner.) Each push and/or transfer of weight while on two feet between Twizzles is considered as a step.
9. If partners are in hold/touch/contact at any point during the Sequential Twizzles the Level shall be reduced by 1 Level per each partner.
10. If partners are NOT in hold/touch/contact at any point during the connecting steps between the first and second Twizzles in Synchronized Twizzles 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):**

- Free leg held out below the knee in front or behind not touching the skating leg in at least 45 degrees open hip position
- 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 held out at least of the level of the knee (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those)
- free leg held out (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical;
- 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 performed directly from creative and/or difficult and/or intricate or unexpected entry. (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 definition of “intricate” when referring to technical elements does not necessarily mean difficult
- 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 At least <b>3 different Additional Features</b> from <b>3 different Groups</b>	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 No Level 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. When there is an incorrect element performed as not according to the requirements (such as a Circular Step Sequence instead of MiSt/DiSt for the 2022/23 RD), the Technical Panel will call what they see as CiSt, add a \* Additional Element No Level, and -1.0 deduction.
2. 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 No Level if the requirements for Basic Level are not met.
3. 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.
4. 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
5. A Pattern Dance Type Step Sequence (PSt) (Style D) is evaluated as one unit with a combined Level for both partners.
6. 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.
7. Pattern Dance Type Step Sequence (PSt) (Style D) - Two different difficult turns per partner must be performed from the following: Rocker, Counter, Choctaw, 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. The Difficult Turns from those above must not be performed at the same time by both Partners. If the Difficult Turns are performed at the same time by both Partners, both Difficult Turns are not considered for level for either partner and may not be attempted again separately or considered for level.
8. A Hold to be considered for the Level must be established.
9. For the 2022/23 season, Holds are not considered for Level for the Rhythm Dance Step Sequence (Style B).

### 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):** Kilian, Waltz (or Tango) and Foxtrot. To be considered for Level, a Dance Hold, or its variation, must be established.

**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 in Hold or Not Touching or Combination of both: Style B
- Senior Rhythm Dance One (1) Step Sequence in Hold or Not Touching or Combination of both: 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 Established (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: **Rocker, Counter, Choctaw, Forward Outside Mohawk** (Only the first two attempted Different Difficult Turns selected from those above per partner are considered for level)

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 <b>1 Difficult Turn in total</b>	Includes <b>2 Difficult Turn in total</b>	includes <b>3 Difficult Turn in total</b>	includes <b>4 Difficult Turn in total</b>
<b>Dance Holds Established</b>		At least <b>1 Dance Hold</b> must be established	At least <b>1 Dance Hold</b> are included	At least <b>2 Dance Holds</b> are included	At least <b>3 Dance Holds</b> are included
<b>Steps/Turns</b>					<b>All Steps/Turns are 100% clean</b>

## 1.7 ONE FOOT TURNS SEQUENCE

### 1.7.1. ADDITIONAL PRINCIPLES OF CALLING

- 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. It is evaluated as one unit with a Level for each partner. 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.
- If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs during the One Foot Turns Sequence and continues without interruption, its Level shall be reduced by one Level per error for that partner.
- An interruption is a touchdown with an obvious shift of weight from the skating foot to the other foot.
- 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.
- If a Fall or interruption 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(s) 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. Level of the other partner is evaluated based on what was executed.
- If partners make contact 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)
<u>At least 1 Type of One Foot Turn is executed</u>	<u>1 Type of One Foot Turns correctly executed</u>	<u>2 different Types of One Foot Turns correctly executed</u>	<u>3 different Types of One Foot Turns correctly executed</u>	<u>ALL 4 different Types of One Foot Turns correctly executed</u>  AND All Turns are 100% clean

## 1.8. CHOREOGRAPHIC ELEMENTS

### 1.8.1. ADDITIONAL PRINCIPLES OF CALLING

1. 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.
2. Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.
3. 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 No Value.

### 1.8.2. HOW TO IDENTIFY AND CONFIRM CHOREOGRAPHIC ELEMENTS

A minimum requirement has been determined for each Choreographic Element. A Choreographic Element shall be **identified** as soon as this minimum requirement is reached. A Choreographic element is confirmed as soon as the (other) requirement(s) for the element is/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 identified and not be confirmed it will receive no value and will block a box.

## NEW Chart – How to call Choreographic Elements

<b>Choreographic Element</b>	<b>Identification if ...</b>	<b>Confirmation if ...</b>	<b>Additional Principals of Calling</b>
Choreographic Lift	Lifted partner is held off the ice for 3 seconds.	Lifted partner is held off the ice for at least 3 seconds without interruption.	<ul style="list-style-type: none"> <li>- Must be performed after the required Dance Lifts.</li> <li>- Subsequent Dance Lifts shall be identified as an Additional Element. .</li> <li>- If the element is less than 3 seconds and two or more rotations, it will be called a Rotational Lift.</li> </ul>
Choreographic Spinning Movement	Up to Two rotations are performed by both partners simultaneously around a common axis	Two rotations or more are performed by both partners simultaneously around a common axis without interruption.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Spinning Movements shall not be identified.</li> </ul>
Choreographic Character Step Sequence / Choreographic Rhythm Sequence	Both partners perform steps around the short axis and must proceed from barrier to barrier	At least one of the partners is not more than 2 meters from each barrier.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Character Step Sequence(s) and Choreographic Rhythm Sequence (s) shall not be identified.</li> </ul>
Choreographic Sliding Movement	Both partners execute sliding movements on the ice at the same time for at least 2 seconds.  - Basic lunges performed by both partners at the same time do not fulfil the minimum requirement and will be ignored.	Both partners execute sliding movements on the ice at the same time for 2 seconds or more.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall as long as no additional support is involved.</li> <li>- Subsequent sliding movements, which are identified as Illegal Element /Movement and/or a Fall shall be called as such but not considered as an Additional Element (Choreographic Sliding Movement).</li> <li>- The start and ending of the Choreographic Sliding Movement does not have to be performed simultaneously.</li> <li>- If the Choreographic Sliding Movement does not fulfill the requirements (and therefore not identified) and the skater(s) has performed "touching the ice with any part of the body" (as an example, on two knees), the Tech Panel will call a Fall per partner.</li> </ul>
Choreographic Twizzling Movements	Both partners perform at least 2 continuous travelling rotations simultaneously in the first part and in the second part, at least one of the partners performs at least 2 continuous rotations.	Performed with no more than 3 steps in between twizzling movement.	<ul style="list-style-type: none"> <li>- Must be performed after the required Set of Twizzles.</li> <li>- Subsequent Twizzling Movements shall not be identified.</li> </ul>
Choreographic Assisted Jump Movement	At least three assisted jump movements are performed continuously in a row.	<ul style="list-style-type: none"> <li>- Performed with no more than three steps between each Assisted Jump.</li> <li>- Performed with no more than <u>one (1) rotation in each assisted jump movement by the assisting partner</u></li> </ul>	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Choreographic Assisted Jump Movement(s) shall not be identified.</li> <li>- <u>If the element does not fulfil the requirements for any reason, for example one or more of the Assisted Jump(s) is too long or there are more steps in between the Assisted Jumps than permitted, the element will be identified and will fill a box but the element will be given no value</u></li> </ul>

**MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS**

<b>GRADE OF EXECUTION of Pattern Dance Elements &amp; Pattern Dances 2022/23</b>											
	<b>-5</b>	<b>-4</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>0</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>	<b>+4</b>	<b>+5</b>
<b>SET CRITERIA STEPS HELD FOR THE REQUIRED NUMBER OF BEATS</b>	1AT: 5 or more Steps not held for required # of beats 2AT: 4 or more Steps not held for required # of beats					1AT: 4 or less Steps not held for required # of beats 2AT: 3 or less Steps not held for required # of beats		1AT: 2 or less Steps not held for required # of beats 2AT: 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>SET CRITERIA FALLS/ LOSS OF CONTROL with OR without additional support</b>	<b>Fall by both</b> with serious errors	<b>Fall by both</b> within the PD OR many errors	<b>Fall by one</b> at start of Element Or Fall by both at end of Element	<b>Fall by one</b> at end of Element Or brief fall by one (up/down) within element	<b>Stumble/ Touchdown</b> by both Or up to 25% element missed	<b>Loss of Control</b> without additional support (no more than two) Or <b>Loss of Control</b> with additional support (e.g. <b>Stumble/Touchdown</b> ) by one (reduce according to the table)				<b>None</b>	
<b>FEATURES</b>	More negative features/errors than positive features					<b>Basic</b> execution – Generally correct	<b>1 – 2</b> positive feature	<b>3 – 4</b> positive features	<b>5 – 6</b> positive features	<b>7 – 8</b> positive features (no negative features/errors)	More than <b>8</b> positive features (no negative features/errors)
	More than <b>8</b> negative features	<b>7 – 8</b> negative features	<b>5 – 6</b> negative features	<b>3 – 4</b> negative features	<b>1 – 2</b> negative features						
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTION THROUGHOUT ELEMENT</b>											
1. Poor execution and/or Element labored and/or Uncontrolled					1 – 4	1. Good quality – correctness, cleanness, deepness and sureness of Edges/Steps/Turns					2 – 4
2. Incorrect Steps/Turns (per each) Ex: Mohawk instead of Choctaw					1	2. Smooth and Effortless					2
3. Lack of unison					1	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	5. Nuances/accents reflects character and style of the chosen rhythm					1 – 2
6. Not started on the prescribed beat (for each Section/Sequence)					1	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) 2022/23											
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
SET CRITERIA	<b>Out of musical structure/rhythm pattern</b>					Generally	<b>In musical structure/rhythm pattern</b>				
MUSICALITY	<b>Choreographic elements not reflecting chosen music, rhythm or character</b>										
SET CRITERIA	Fall by both with serious errors	Fall by both	Fall by one at start	Fall/serious error within element by one	Two (2) Stumbles/ Touch downs	Loss of Control without additional support (no more than two)			NONE	NONE	
FALLS/ ERRORS/ LOSS OF CONTROL	OR many serious errors	OR many errors	OR Fall by both at end of Element			Or Loss of Control with additional support (e.g. Stumble/Touchdown) by one					
FEATURES	<b>NEGATIVE – More negative features than positive features</b>					Generally correct	<b>POSITIVE – More positive features than negative features</b>			7 – 8 (no negative features)	More than 8 (no negative features)
	More than 8	7 – 8	5 – 6	3 – 4	1 – 2		1 – 2	3 – 4	5 – 6		
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTED THROUGHOUT ELEMENT</b>											
1. Poor execution and/or Element labored and/or Uncontrolled					1 – 4	1. Smooth and/or Effortless					2
2. Element does not reflect choreography of the chosen music/rhythm/character					1 – 2	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. Speed across the ice maintained or accelerated during the Element					1
6. Execution not simultaneous and/or Lack of unison Step Seq, STw, OFT, ChTw					1	6. Element is innovative and / OR creative					1 – 2
7. Distance within Element - more than 2 arms length apart - Step Seq, STw, OFT, ChRS - more than 4 arms length/4 meters apart - ChSt - variable spacing in between partners - Step Seq, STw, OFT					1 – 2	7. Unison or Oneness throughout the element					1
8. Lacking or reducing speed of rotation RoLi, DSp, STw Choreo EI					1 – 2	8. Consistent and close spacing between partners STw, Step Seq, OFT, ChRS					1 – 2
9. Not on spot DSp, StaLi					1	9. Speed of rotations maintained or accelerated RoLi, DSp, STw, Choreo EI					1 – 2
10. Lack of glide (movement across the ice) ALL except DSp, StaLi					1	10. Cleanness and sureness of steps and turns STw, Step Seq, OFT					2
11. Pattern/ Placement incorrect Step Seq, ChSt, ChRS					1	11. Exit of one of Twizzles (1) Exit of both Twizzles (2) with smooth running edge performed by both partners on same Twizzle					1 2
12. Inclusion of Not Permitted items within element* Step Seq, PSt, ChRS					1 per each	12. Variety of Holds Step Seq, DSp					1
13. Ending in a Stop on Two Knees, sitting or lying on the ice ChSI					1 per partner						

\* 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.

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 more than one and/or longer than 2 measures; Separation longer than 5 sec and/or distance between partners more than 2 arm lengths apart.

## 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 <u>holding</u> 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>	<b>-1.0 per program</b>	<b>Referee</b>
<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> </ul> <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</b> <b>-2.0</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.</p>
<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</p> <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> <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>
<p><b>Extra Elements</b></p> <ul style="list-style-type: none"> <li>• Extra Element – for each Lift or Spin within a Step Sequence (<u>including ChSt/ChRS</u>) when not permitted (e.g. RoLi+ExEI, Sp+ExEI)</li> <li>• Additional Element – by computer verification, for elements not according to requirements for Rhythm Dance or not according to the “Well-Balanced Free Dance Program (e.g. CuLi*)</li> </ul>	<b>-1.0 per element</b> <b>Element receives no value</b>	<p><b>Computer</b> applies deduction. <b>Technical Controller</b> authorizes or corrects the Call and confirms the deduction applied.</p>

Description	Penalty	Who is responsible
<b>Music requirements</b> <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>	<b>-2.0 per program</b>	<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)	<b>-1.0 per program</b>	<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)	<b>-1.0 per Lift</b>	<b>Referee</b>

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

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 4 beats or less in PDE.	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. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 3.
<<	= reduce by 2 Levels, interruption of more than 4 beats but 75% of steps completed in PDE.	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. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 2.
!	= NO Level, interruption of more than 25% of the PDE	If a couple completes less than 75% of the Pattern Dance Element, the Technical Specialist calls the Key Points as performed (Yes, No, Yes, Timing), identifies with the Pattern Dance Element Name and "NO Level" adding "attention".
S	= reduced by 1 Level, separation of hold/contact/touch during the PSt, SyTw = reduced by 1 Level, being in Hold/contact/touch during SqTw, OFT.	If partners are NOT in Hold/contact/touch during the Pattern Dance Type Step Sequence ( <u>except when performing Twizzles as connecting Choreography</u> ), Synchronized Twizzles (Jr/Sr FD) or if partners are in hold/touch/contact during the Sequential Twizzles (Novice FD, Jr/Sr RD), One Foot <u>Turns</u> Sequence, the Level shall be reduced by 1 Level (per each partner for SyTw, SqTw, <u>OFT</u> and <u>for PSt per element</u> )
>	= 1 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 point – the duration of the Lift is confirmed by the Referee electronically
ExEI	= 1 point deduction for "Extra Element"	If a Lift(s) or Spin(s) occurs within a Step Sequence ( <u>including ChSt/ChRS when not permitted</u> ) (e.g. RoLi+ExEI, Sp+ExEI) a Deduction of -1.0 will apply.
*	= 1 point deduction for "Additional Element" not according to requirements	If an Additional Element(s) occurs which is not according to requirements for Rhythm Dance or not according to the "Well-Balanced Free Dance Program a deduction of 1.0 will apply.
F	= Fall in Element	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" and a deduction of -1.0 will apply per each Fall.

**PATTERN DANCE AND PATTERN DANCE ELEMENT INFORMATION FOR SEASON 2022/23**

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

PATTERN DANCE AND PATTERN DANCE ELEMENT PERCENTAGE OF STEPS INFORMATION (SEASON 2022/23)										
CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE / SECTION	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	No of Steps				
						10%	25%	50%	75%	90%
Basic Novice	Swing Dance	98 -102 bpm	<u>37.6 – 39.2</u>	2 Sequences	30	3	8	15	23	27
	Willow Waltz	132-138 bpm	23.4 – 24.6	2 Sequences	22	2	6	11	17	20
	Tango Fiesta	106-110 bpm	17.5 – 18.1	3 Sequences	16	2	4	8	12	14
Intermediate Novice	Rocker Foxtrot	102-106 bpm	15.8 – 16.5	4 Sequences	14	1	4	7	11	13
	American Waltz	195-201 bpm	28.8 – 29.4	2 Sequences	16	2	4	8	12	14
	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
Advanced Novice	Westminster Waltz	159 - 165 bpm	28.4 – 29.5	2 Sequences/4 Sections Section One: Steps 1-10 Section Two: Steps 11 - 22	$\frac{10}{12}$	$\frac{1}{1}$	$\frac{3}{3}$	$\frac{5}{6}$	$\frac{8}{9}$	$\frac{9}{11}$
	Argentine Tango	94 - 98 bpm	<u>34.3 - 35.7</u>	2 Sequences	31	3	8	16	23	28
Junior	Argentine Tango	94 - 98 bpm	<u>17.1-17.9</u>	1AT: Steps 1-18 2AT: Steps 19-31	18	2	4	9	13	16
			<u>17.1-17.9</u>		<u>13</u>	1	3	6	<u>10</u>	<u>12</u>

**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.
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

<p align="center"><b>Serious Error(s)</b></p> <p>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.</p>				
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	<p><b>For all Components:</b>                      *When there is <u>only one error and this error minimally impacts the program</u>, 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 <u>only minimally impact the program</u>, the maximum score of 8.75 is possible.</p>	
	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		