

## **Communication No. 2315**

### **ICE DANCE**

**Requirements for Technical Rules with ongoing validity,  
effective July 1<sup>st</sup>, 2020**

- I. Requirements for Technical Rules with ongoing validity, effective July 1<sup>st</sup>, 2020**
  - 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. Marking guide for Components for Rhythm Dance (Junior, Senior) and Free Dance (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. Pattern Dance and Pattern Dance Element information for season 2020/21**  
Includes the Percentage of steps for Pattern Dance and Pattern Dance Elements

**Scales of Values for the Required Elements are published in Communication 2256 and are valid for season 2020/21**

Tubbergen,  
April 21, 2020  
Lausanne,

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# I. REQUIREMENTS FOR TECHNICAL RULES WITH ONGOING VALIDITY, EFFECTIVE JULY 1<sup>st</sup>, 2020

## 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 (excluding during an Entry Feature), refer to the Additional Principles of Calling for each Required Element.
5. If a Fall or interruption occurs during a Required Element, the Required Element shall be identified and given a Level according to the requirements met before the Fall or interruption, or No Level if the requirements for Basic Level are not met. This does not apply to Pattern Dance, Pattern Dance Element or Step Sequence.
6. If a Fall or Interruption occurs at any part of the Required Element and the couple tries to continue the same element as a 2<sup>nd</sup> attempt to fill the time, this part is not identified as an Element. This does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Step Sequence).
7. 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 Step Sequence. This Basic Principle does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Step Sequence) - Refer to the Additional Principles of Calling for these elements.
8. 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.
9. If a Dance Spin (FD) or a Dance Lift (RD and FD) is performed in a Step 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, Sp+ExEI)
10. 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)
11. 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.
12. The definition of "intricate" when referring to technical elements does not necessarily mean difficult.
13. If there is an illegal element(s)/movement(s) during the execution of any element (excluding Choreographic Elements), the deduction for an illegal element(s)/movement(s) will apply and the element will receive Level 1 if the requirements for at least Level 1 are fulfilled. Otherwise the element will be called Basic Level if the element fulfills the requirements for Basic Level, or 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.
- In Pattern Dance Elements Tea-Time Foxtrot, if partners do not remain in hold/contact/touch at all times, the Level shall be reduced by one Level (per each break in hold/contact/touch). This provision does not apply to loss of contact due to a Fall.

### 1.3. DANCE SPINS

#### 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 (at the entry edge of the spinning action), the Dance Spin shall be identified and given no Level. It will occupy a box and will count as the required Dance Spin,
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 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 (except to change Holds);
  - touch down/loss of control with additional support by free leg/foot and/or hands – per touch down. A push without changing a foot is considered as a "touch down"
  - one partner off the ice

If the separation/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.

#### 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;
- 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 lady 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**.

**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**.

**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 rotations in a Dance Spin
- Level 3 or 4 shall be considered only when each partner performs at least one of the Difficult Variations given credit for Level.
- In a Combination Spin, Level 3 or 4 shall be considered only when each part of the Combination Spin includes at least one of the Different Difficult Variations given credit for Level.

**Characteristics of Levels:**

| Basic Level<br>Sp - 3 rotations<br>CoSp - 3 + more than 1  | Level 1<br>Sp - 3 rotations<br>CoSp - 3 + more than 1  | Level 2<br>Sp - 3_rotations<br>CoSp - 3 + 3 rotations   | Level 3<br>Sp - 3_rotations<br>CoSp - 3 + 3 rotations  | Level 4<br>Sp - 3 rotations<br>CoSp - 3 + 3 rotations   |
|--|--|---|--|---|
| <b>Spin:</b> at least <b>3 rotations</b><br><br><b>Combination Spin:</b> at least <b>3 rotations</b> in either part and more than 1 rotation on the other part | <b>1 Difficult Variation</b> from any Basic Positions<br><br><b>OR</b><br>Different direction of spinning rotation | <b>2 different Difficult Variations</b> from 2 different Basic Positions<br><br><b>OR</b><br><b>1 Difficult Variation</b> from the same Basic Position<br><b>AND</b><br><b>Different direction</b> of spinning rotation | <b>3 different Difficult Variations</b> from 3 different Basic Positions<br><br><b>OR</b><br><b>2 different Difficult Variations</b> from 2 different Basic Positions<br><b>AND</b><br><b>Different direction</b> 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)<br><b>AND</b><br><b>Entry</b> feature or <b>Exit</b> Feature<br><br><b>OR</b><br><b>3 different Difficult Variations</b> from 3 different Basic Positions<br><b>AND</b><br><b>Different direction</b> of spinning rotation<br><b>AND</b><br><b>Entry</b> feature or <b>Exit</b> Feature |

## 1.4. DANCE LIFTS

### 1.4.1. ADDITIONAL PRINCIPLES OF CALLING

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

1. The first performed Dance Lift(s) shall be identified as the required Dance Lift(s) and given a Level, or No Level 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) 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.
2. 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.
3. 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).
4. Any Dance Lift of a Type not according to the Required Elements for Rhythm Dance or the Well Balanced Free Dance Program 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).
5. 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.
6. If a Fall or interruption occurs at the attempt of a Dance Lift (during the beginning of the elevating movement) the Dance Lift shall be identified and given no Level. It will occupy a box and will count as one of the required Dance Lifts,
7. 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).
8. 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).
9. 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 as an Entry and/or Exit Feature (such as a Jump of more than one revolution): the deduction for Illegal Element/Movement will apply and the first and/or second part of the Combination Lift will receive Level 1 providing the requirements for

Level 1 are met. The other part of the Lift will receive a Level according to the requirements met. Otherwise the element will be called Basic Level if the element fulfills the requirements for Basic Level, or No Level if the minimum requirement for Basic Level are not fulfilled.

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. Any Difficult entry feature(s) connected with the 1<sup>st</sup> Lift and considered for Level for the chosen Type of Lift will also upgrade the 2<sup>nd</sup> Lift.
6. Any Difficult exit feature(s) connected with the 2<sup>nd</sup> Lift and considered for Level for the chosen Type of Lift will also upgrade the 1<sup>st</sup> Lift.

#### **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 (eg. 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 characteristics:

- 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;
- 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 2nd 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 per Element.****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.
- can be combined with Entry Feature Group 4), any of the subgroups (a-c), and performed by the other partner. If both Entry Features count for the Level, these are two Entry Features.

**Group 2) 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 Lift **executed by both Partners**;

**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;
- can be combined with Entry Feature Group 3). If both Entry Features count for the Level, these are two Entry Features.

**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.
- can be combined with Entry Feature Group 2) or 4), any of the subgroups (a-c), and performed by the other partner. If both Entry Features count for the Level, these are two Entry Features.

**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 2nd attempt of this Entry Feature from the same subgroup will not be considered for the Level
- each subgroup a),b), c) can be combined with the Entry Feature Group 1) or Entry Feature Group 3.

**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 per Element.**

**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;**

**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
- can be combined with Exit Feature Group 2). If both Exit Features count for the Level, these are two Exit Features

**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.
- can be **combined with Exit Feature Group 1) or any of the subgroups 3) a), b), c);** and performed by the other partner. If both Exit Features count for the Level, these are two Exit Features.

**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.
- **each subgroup a), b), c) can be combined with the Exit Feature Group 2).**

**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 in front with significant 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 in front with a significant distance between partners through at least three rotations.

### 1.4.3. LEVELS OF DIFFICULTY

#### Characteristics of Levels:

| Stationary Lift, Straight Line Lift, Curve Lift                                |   |   |  |  |
|--|---|---|--|--|
| Basic Level  | Level 1   | Level 2   | Level 3  | Level 4  |
| <p><b>Lifted partner</b> is held off the ice for at least <b>3 seconds</b></p> | <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><br/>a) and/or b) Features must be included.</p> | <p><b>3 Features out of a), b), c), d):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Entry Feature(s)</b></p> <p>d) <b>Exit Feature(s)</b></p> <p><b>Note:</b><br/>a) and/or b) Features must be included.</p> | <p><b>4 Features out of a), b), c), d):</b></p> <p>a) <b>Lifted partner</b> sustains a <b>Difficult Pose</b> for at least 3 sec</p> <p>OR</p> <p><b>Lifted partner</b> moves through a <b>Change of Pose</b></p> <p>b) <b>Lifting partner</b> sustains a <b>Difficult Position</b> for at least 3 sec</p> <p>c) <b>Entry Feature(s)</b></p> <p>d) <b>Exit Feature(s)</b></p> <p><b>Note:</b><br/>a) and/or b) Features must be included.</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><b>OPTION 1</b></p> <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 Rhythm Dance and Set of Synchronized Twizzles in 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 at the entry edge to the first Twizzle by either partner, the element is given No Level for the partner who performed the error. Level of the other partner is evaluated based on what was executed.
5. 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.
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. If there is a full stop before the first or the second Twizzle, the Level of the Set of Twizzles shall 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):

- 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 clasped or touching any part of the arms;
- significant continuous motion of arm(s);
- hands clasped or touching behind back and extended away from the body.
- hands clasped or touching in front, extended away from the body, with arms straight.
- core of body is shifted off vertical axis.

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

- Coupé in front 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 (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):**

- both partners perform a 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 Twizzles (*option possible in Rhythm Dance between all Twizzles and in the Free Dance only between 2<sup>nd</sup> and 3<sup>rd</sup> Twizzles*)
- 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 Twizzles
- 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 (for RD between all Twizzles and in Free Dance only between the 2<sup>nd</sup> and 3<sup>rd</sup> Twizzle)  
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<br>AND<br>At least <b>1 Additional Features</b> | Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles<br>AND<br>At least <b>2 rotations</b> in each of the two Twizzles<br>AND<br>At least <b>2 different Additional Features</b> | Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles<br>AND<br>At least <b>3 rotations</b> in each of the two Twizzles<br>AND<br>At least <b>3 different Additional Features</b> from <b>2 different Groups</b><br>OR<br><b>At least 3</b> different Additional Features from <b>3</b> different Groups | Different <b>entry edge</b> and different <b>direction of rotation</b> of the two Twizzles<br>AND<br>At least <b>4 rotations</b> in each of the two Twizzles<br>AND<br>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 2020/21 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) that deserves different Levels for the two partners shall be given the lowest of the two Levels, or No Level if the requirements for Basic Level for one (or both) of the partners are not met.
5. A Pattern Dance Type Step Sequence (PSt) is evaluated as one unit with a Level for each partner.
6. In Pattern Dance Type Step Sequence, if partners do not remain in hold/contact/touch at all times, even during changes of Hold and allowed stops, the Level shall be reduced by one Level (per each partner per each break in hold/contact/touch). This provision does not apply to loss of contact due to a Fall.
7. A Hold to be considered for the Level must be established.
8. For the 2020/21 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, 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:** Kilian (or Kilian variation), Waltz (or Tango) and Foxtrot. To be considered for Level, a Dance Hold 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.

### 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:

- Novice (Basic, Intermediate and Advanced) Free Dance (Straight Line or Curved Step Sequence in Hold): Style B
- 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 C
- Junior and Senior Free Dance: Style B

## STEP SEQUENCE

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

| Basic Level  | Level 1   | Level 2   | Level 3   | Level 4  |
|--|---|---|---|--|
| <p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p> | <p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork <u>for each partner</u> includes at least 1 Type of <b>Difficult Turn</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>At least 1 <b>Dance Hold</b> must be established (FD only)</p> | <p><b>Step Sequence</b> is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork, <u>for each partner</u>, includes at least 3 different <b>Types of Difficult Turns</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>At least 2 different <b>Dance Holds</b> are included (FD only)</p> | <p><b>Step Sequence</b> is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork <u>for each partner</u> includes at least 4 different <b>Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – “Double Twizzle”)</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p> <p>AND</p> <p>At least 3 different <b>Dance Holds</b> are included (FD only)</p> | <p><b>Step Sequence</b> is not interrupted at all, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork <u>for each partner</u> includes at least 5 different <b>Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – “Double Twizzle”)</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p> <p>AND</p> <p><b>All Steps/Turns are 100% clean</b></p> <p>AND</p> <p>At least 3 different <b>Dance Holds</b> are included (FD only)</p> |

**PATTERN DANCE TYPE STEP SEQUENCE**

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

| Basic Level  | Level 1  | Level 2   | Level 3   | Level 4  |
|--|--|---|---|--|
| <p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p> | <p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork includes at least <b>1</b> <b>Type of Difficult Turn</b> (Only the first four attempted Different Difficult Turns are considered for level)</p> <p>AND</p> <p>At least <b>1 Dance Hold</b> must be established</p> | <p><b>Step Sequence</b> is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork, for each partner, includes at least <b>2</b> different <b>Types of Difficult Turns (one of which may be a Single or Double Twizzle)</b> (Only the first four attempted Different Difficult Turns are considered for level)</p> <p>AND</p> <p>At least <b>2</b> different <b>Dance Holds</b> are included</p> | <p><b>Step Sequence</b> is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork, for each partner, includes at least <b>3</b> different <b>Types of Difficult Turns (one of which may be a “Double Twizzle”)</b> (Only the first four attempted Different Difficult Turns are considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p> <p>AND</p> <p>At least <b>3</b> different <b>Dance Holds</b> are included</p> | <p><b>Step Sequence</b> is not interrupted at all, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork, for each partner, includes at least <b>4</b> different <b>Types of Difficult Turns (one of which may be a “Double Twizzle”)</b> (Only the first four attempted Different Difficult Turns are considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p> <p>AND</p> <p><b>All Steps/Turns are 100% clean</b></p> <p>AND</p> <p>At least <b>3</b> different <b>Dance Holds</b> are included</p> |

## 1.7. ONE FOOT STEP SEQUENCE

### 1.7.1. ADDITIONAL PRINCIPLES OF CALLING

1. One Foot Step 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. 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 Step Sequence, its Level shall be reduced by one Level.
2. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs during the One Foot Step Sequence and continues without interruption, its Level shall be reduced by one Level per error for that partner.
3. An interruption is a touchdown with an obvious shift of weight from the skating foot to the other foot.
4. If a Fall or interruption occurs at the entry edge to the first difficult turn of the One Foot Step Sequence by either partner, the element is given No Level for the partner who performed the error. Level of the other partner is evaluated based on what was executed.
5. If a Fall or interruption occurs during a One Foot Step 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.
6. If partners make contact in One Foot Step 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 Step 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 STEP SEQUENCE** (evaluated as one unit with a separate Level for each partner):

| Basic Level<br>(for each partner)  | Level 1<br>(for each partner)  | Level 2<br>(for each partner)  | Level 3<br>(for each partner)  | Level 4<br>(for each partner)   |
|--|--|--|--|---|
| At least 2 different Types of One Foot Step Sequence Turns are attempted | 1 Type of One Foot Step Sequence Turn<br><br>Only the first attempt of the Difficult Turn is considered for Level. | 2 different Types of One Foot Step Sequence Turns<br><br>Only the first attempt of the Difficult Turn is considered for Level. | 3 different Types of One Foot Step Sequence Turns (Twizzle must be done with at least two rotations - “Double Twizzle”)<br><br>Only the first attempt of the Difficult Turn is considered for Level. | ALL 4 different Types of One Foot Step Sequence Turns (Twizzle must be done with at least two rotations - “Double Twizzle”)<br><br>AND<br>All Turns are 100% clean<br><br>Only the first attempt of the Difficult Turn is considered for Level. |

## 1.8. CHOREOGRAPHIC ELEMENTS

### 1.8.1. ADDITIONAL PRINCIPLES OF CALLING

1. If a Choreographic Element is required:
  - a) Choreographic Spinning Movement / Sliding Movement / Character Step Sequence can be performed anywhere in the program.
  - b) Choreographic Dance Lift shall be performed after the required Dance Lifts and Choreographic Twizzling Movements are to be performed after the required Set of Twizzles.
  - c) Subsequent Choreographic Spinning Movements, Choreographic Twizzling Movements and Choreographic Character Step Sequence shall not be identified.
  - d) Subsequent Dance Lifts shall be identified as an Additional Element (see additional principles of calling Dance Lifts).
  - e) Subsequent sliding movements, which are identified as Illegal Element/Movement and/or a Fall shall be called as Illegal Element/Movement and/or a Fall but not considered as an Additional Element (not considered as a Choreographic Sliding Movement).
2. A Choreographic Dance Lift shall be identified at the attempt to the element and confirmed if the lifted partner is held off ice for at least 3 seconds, it is performed after the required Dance Lifts and it is within the required number of Choreographic Elements. If a Fall or interruption occurs at the attempt of a Choreographic Lift, the Choreographic Lift shall be identified and given No Level. It will occupy a box and will count as one of the required Choreographic Elements,
3. A Choreographic Spinning Movement shall be identified at the attempt to the element and confirmed when two or more rotations are performed by both partners simultaneously.
4. A Choreographic Set of Twizzling Movements shall be identified at the attempt to the element and confirmed if in the first part both partners perform at least 2 continuous travelling rotations simultaneously and in the second part, at least one of the partners has to perform at least 2 continuous rotations and performed after the required Set of Twizzles.
5. Choreographic Sliding Movement shall be identified at the attempt to the element and confirmed when both partners execute sliding movements on the ice at the same time for at least 2 seconds. The start and ending of the Choreographic Sliding Movement does not have to be performed simultaneously. Basic lunges performed by both partners at the same time does not fulfil the minimum requirement and will be ignored. A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall.
6. Choreographic Character Step Sequence shall be identified at the attempt to the element and confirmed when both partners perform steps around the short axis must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when at least one of the partners is not more than 2 meters from each barrier.
7. 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.
8. Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.
9. If there is an illegal element(s)/movement(s) during the execution of any Choreographic Element, the deduction for an illegal element(s)/movements) will apply and the element will receive No Value.

2. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

| GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2020/21   |  |                                  |   |   |   |  |  |   |                              |  |   |   |
|---|--|----------------------------------|---|---|---|--|--|---|------------------------------|--|---|---|
|   | -5   | -4                               | -3  | -2  | -1  | 0  | +1   | +2  | +3                           | +4   | +5  |   |
| <b>FEATURES</b>   | More negative features/errors than positive features, LESS THAN 75% OF STEPS ACCORDING TO THE DESCRIPTION  |                                  |   |   |   | Basic execution –generally correct   | Plus 1 - 2 positive feature  | Plus 3 - 4 positive features  | Plus 5 - 6 positive features | Plus 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/ERRORS</b>   |  |                                  |   |   |   | <b>POSITIVE FEATURES:</b>  |  |   |                              |  |   |   |
| <b>EXECUTION</b>  |  |                                  |   |   |   | <b>EXECUTION</b>   |  |   |                              |  |   |   |
| 1. <b>Loss of Control</b> with additional support (e.g. <b>Stumble/Touchdown</b> ) (per each)   |  |                                  |   |   |   | 2  | 1. Good quality - correctness, cleanness and sureness of Edges/Steps/Turns   |   |                              |  |   | 2 |
| 2. <b>Loss of Control</b> without additional support (per each)   |  |                                  |   |   |   | 1  | 2. Edges deep.   |   |                              |  |   | 2 |
| 3. Wrong <b>Steps/Turns</b> (per each) Ex: Mohawk instead of Choctaw  |  |                                  |   |   |   | 1  | 3. Smooth and Effortless   |   |                              |  |   | 2 |
| 4. <b>Poor quality</b> and/or <b>Labored</b> and/or <b>Uncontrolled</b> (max of 3 negative features per Element). Ex: flat entry/exit from Choctaw  |  |                                  |   |   |   | 1 - 3  | 4. Unison and oneness throughout the element   |   |                              |  |   | 2 |
| 5. <b>Lack of unison</b>  |  |                                  |   |   |   | 1  | 5. Glide and flow maintained (movement across the ice)   |   |                              |  |   | 2 |
| 6. Lack of glide and flow (movement across the ice)   |  |                                  |   |   |   | 1  | 6. Holds and positions precise, consistent and close spacing between partners  |   |                              |  |   | 1 |
| 7. Holds and positions incorrect and/or uncontrolled and/or variable spacing in between partners: less than 50% of pattern = 1 negative feature, 50% or more of pattern = 2 negative features |  |                                  |   |   |   | 1 - 2  | 7. Body lines and carriage of both partners stylish according to the chosen Rhythm   |   |                              |  |   | 1 |
| 8. Pattern incorrect  |  |                                  |   |   |   | 1  | 8. Maximum utilization of the ice surface with the correct Pattern   |   |                              |  |   | 1 |
| <b>MUSIC</b>  |  |                                  |   |   |   | <b>MUSIC</b>   |  |   |                              |  |   |   |
| 9. Does not reflect character and style of the chosen rhythm  |  |                                  |   |   |   | 1  | 9. Nuances/accents reflects character and style of the chosen rhythm   |   |                              |  |   | 1 |
| 10. Not started on the prescribed beat (for each Section/Sequence)  |  |                                  |   |   |   | 1  | 10. Timing accurate 100%   |   |                              |  |   | 2 |
| <b>Set Criteria – No higher than</b>  |  |                                  |   |   |   |  |  |   |                              |  |   |   |
|   | -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 (by one/both partners)*<br>* # of Steps not held for required # of beats:<br><b>Senior:</b> 1FS: 10 and more<br><b>Junior:</b> 1TTF: 9 and more<br>2TTF: 7 and more<br><br>*A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners. |                                  |   |   |   | At least 75% of Steps/Edges held for required # of beats (for one/both partners)<br>* # of Steps not held for required # of beats:<br><b>Senior:</b> 1FS: 9 and less<br><b>Junior:</b> 1TTF: 8 and less<br>2TTF: 6 and less<br><br>*A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners. |  | At least 90% of Steps/Edges held for required # of beats for one/both partners<br><br>* # of Steps not held for required # of beats:<br><b>Senior:</b> 1FS: 3 and less<br><b>Junior:</b> 1TTF: 3 and less<br>2TTF: 2 and less |                              | 100% of Steps/Edges held for required # of beats (for both partners) |   |   |
|   | <b>FALLS/ LOSS OF CONTROL with OR without additional support</b>   | Fall by both with serious errors | Fall by both within the PD OR many errors | Fall by one at start of Element Or Fall by both at end of Element | Fall by one at end of Element Or brief fall by one (up/down) within element | Stumble/ Touchdown by both Or up to 25% element missed   | Loss of Control without additional support ( <b>no more than two</b> ) Or Loss of Control with additional support (e.g. <b>Stumble/Touchdown</b> ) by one ( <b>reduce according to the table</b> ) |   |                              | None   |   |   |

| GRADE OF EXECUTION of REQUIRED ELEMENTS (including CHOREOGRAPHIC ELEMENTS) 2020/21  |  |                             |  |   |  |  |  |  |                            |   |  |             |   |
|---|--|-----------------------------|--|---|--|--|--|--|----------------------------|---|--|-------------|---|
|   | -5   | -4                          | -3   | -2  | -1   | 0  | +1   | +2   | +3                         | +4  | +5   |             |   |
| <b>FEATURES</b>   | More negative features than positive features                  |                             |  |   |  | Basic execution – generally correct  | Plus 1-2 positive feature  | Plus 3-4 positive features                 | Plus 5-6 positive features | Plus 7-8 positive features (no negative features) | More than 8 positive features (no negative features) |             |   |
|   | More than 8 negative features                                  | 7 – 8 negative features     | 5 – 6 negative features  | 3 - 4 negative features   | 1 - 2 negative features  |  |  |  |                            |   |  |             |   |
| <b>NEGATIVE FEATURES/ERRORS</b>   |  |                             |  |   |  | <b>POSITIVE FEATURES:</b>  |  |  |                            |   |  |             |   |
| <b>EXECUTION</b>  |  |                             |  |   |  | <b>EXECUTION</b>   |  |  |                            |   |  |             |   |
| 1. <b>Loss of Control</b> with additional support (e.g. <b>Stumble/Touchdown</b> ) (per each)   |  |                             |  |   |  | 2  | 1. <b>Smooth</b> and/or <b>Effortless</b>  |  |                            |   |  | 2           |   |
| 2. <b>Loss of Control</b> without additional support (per each)   |  |                             |  |   |  | 1  | 2. <b>Unison</b> or <b>Oneness</b> throughout the element  |  |                            |   |  | 1           |   |
| 3. <b>Poor execution</b> and/or <b>Element labored</b> and/or <b>Uncontrolled</b>   |  |                             |  |   |  | 1-2  | 3. <b>Cleanness</b> and <b>sureness of steps and turns</b> (STw, Step Sequence, OFSt)                                |  |                            |   |  | 1           |   |
| 4. <b>Poor entry / Poor exit</b> (per each)   |  |                             |  |   |  | 1-2  | 4. <b>Body lines and pose of both partners aesthetically pleasing or in character</b>                                |  |                            |   |  | 1           |   |
| 5. <b>Distance</b> - more than two arms length apart (ChSt more than 4 arms length/4 meters apart)<br>- long separation before/after Required Elements in RD/FD<br>- variable spacing in between partners (Set of Tw and Step Sequence) |  |                             |  |   |  | 1-2  | 5. <b>Consistent and close spacing between partners</b> (STw, NTSt, OFSt)  |  |                            |   |  | 1           |   |
| 6. <b>Lack of glide</b> (movement across the ice)   |  |                             |  |   |  | 1  | 6. <b>Speed of rotations maintained or accelerated during the Element</b> (RoLi, STw, Sp/CoSp, Choreo Elements)      |  |                            |   |  | 1           |   |
| 7. <b>Lacking or reducing speed of rotation</b> (RoLi, Sp/CoSp, Choreo Elements, STw)   |  |                             |  |   |  | 1  | 7. <b>Speed across the ice maintained or accelerated during the Element</b>  |  |                            |   |  | 1           |   |
| 8. <b>Not on spot</b> – Sp/CoSp, StaLi.   |  |                             |  |   |  | 1  | <b>ADDED FEATURES</b>  |  |                            |   |  |             |   |
| 9. <b>Execution not simultaneous</b> and/or <b>Lack of unison</b> (STw, Step Sequence, OFSt, CoSp, Choreographic Elements)  |  |                             |  |   |  | 1  | 8. <b>Element is innovative</b> and / OR <b>creative</b>   |  |                            |   |  | 2           |   |
| 10. <b>Pattern/ Placement incorrect</b> (Step Sequences)  |  |                             |  |   |  | 1  | 9. <b>Exit of one of the first two Twizzles with smooth running edge performed by both partners at the same time</b> |  |                            |   |  | 1           |   |
| 11. <b>Poses or moves awkward or not aesthetically pleasing</b> (per partner)   |  |                             |  |   |  | 1  | 10. <b>Exit of the first two Twizzles with smooth running edge by both partners</b>                                  |  |                            |   |  | 2           |   |
| <b>RULE VIOLATION</b>   |  |                             |  |   |  | 11. <b>Entry is seamless or unexpected or creative.</b>  |  |  |                            |   |  | 1           |   |
| 12. <b>Inclusion of Not permitted element</b> * (Step Sequence, PSt) – per each   |  |                             |  |   |  | 1  | 12. <b>Exit is seamless or unexpected or creative.</b>   |  |                            |   |  | 1           |   |
| 13. <b>Ending Choreo Sliding Movement in a Stop on Two Knees, sitting or lying on the ice</b> – per partner   |  |                             |  |   |  | 1  | 13. <b>Variety of Holds</b> (Step Sequences, Dance Spins)  |  |                            |   |  |             | 1 |
| <b>MUSIC</b>  |  |                             |  |   |  | 14. <b>Element enhances the choreography and/or character of the chosen music and/or rhythm</b>  |  |  |                            |   |  | 1-2         |   |
| 14. Element does <b>not reflect choreography of the chosen music/rhythm</b>   |  |                             |  |   |  | 1-2  | 15. <b>Element reflects nuances in the music</b>   |  |                            |   |  |             | 1 |
| <b>SET CRITERIA – no higher than</b>  |  |                             |  |   |  |  |  |  |                            |   |  |             |   |
|   | -5   | -4                          | -3   | -2  | -1   | 0  | +1   | +2   | +3                         | +4  | +5   |             |   |
| <b>MUSICALITY</b>   | <b>Out of musical structure/rhythm pattern</b>                 |                             |  |   |  | <b>Generally</b>   |  | <b>In musical structure/rhythm pattern</b> |                            |   |  |             |   |
| <b>FALLS/ LOSS OF CONTROL with OR without additional support</b>  | Fall by both with serious errors.<br>OR<br>many serious errors | Fall by both OR many errors | Fall by one at start or within Element<br>OR<br>Fall by both at end of Element | Fall by one at end of Element OR brief fall by one (up/down) within element | <b>Stumble/ Touchdown</b> by both OR two stumbles by one partner | <b>Loss of Control</b> without additional support (no more than two)<br>Or<br><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>None</b> |   |

\* RD: Hand in Hand, Loops, Retrogression. Additional Stop(s) within PSt (exception after step 33 of the Finnstep). 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, 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 arms length apart

### 3. COMPONENTS: Rule 504

#### Marking Guide for Program Components – Rhythm Dance and Free Dance

| RANGE OF MARKS   | CHARACTERISTICS OF SKATING SKILLS  | CHARACTERISTICS OF TRANSITIONS   | CHARACTERISTICS OF PERFORMANCE   | CHARACTERISTICS OF COMPOSITION  | CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING  |
|--|--|--|--|---|--|
| <p><b>10.0</b></p> <p><b>OUTSTANDING</b></p> <p>With a fall or serious error, 10 cannot be awarded</p>     | <ul style="list-style-type: none"> <li>▪ deep, quiet, sure, seemingly effortless edges</li> <li>▪ deep/fluid knee action</li> <li>▪ excellent precision of foot placement in steps/turns</li> <li>▪ seamless use of all directions</li> <li>▪ effortless acceleration</li> <li>▪ extensive skill range for both</li> </ul> | <ul style="list-style-type: none"> <li>▪ difficult, intriguing, varied network of edges, steps, turns, holds for both with a great predominance of face to face positions</li> <li>▪ movements flow seamlessly into the next without any pause or gaps</li> <li>▪ there is no pause to prepare for or following the exit of elements</li> <li>▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ move as one, superb matching</li> <li>▪ skate very close to each other most of the time with superb ease when changing</li> <li>▪ elegant /sophisticated style</li> <li>▪ refined line of body and limbs</li> <li>▪ precise execution of body movements along different planes</li> <li>▪ both spellbinding/captivating</li> <li>▪ projection exceptional (to audience or inwards if music requires)</li> </ul> | <ul style="list-style-type: none"> <li>▪ wide range of steps, moves, positions, and design of required elements superbly motivated by music</li> <li>▪ ingenious use of music, space, symmetry</li> <li>▪ memorable highlights distributed evenly throughout the program</li> <li>▪ all movements purposefully created and following the musical phrase</li> <li>▪ change of pace/tempo incorporated seamlessly</li> <li>▪ total utilization of personal and public space</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 100%</li> </ul> | <ul style="list-style-type: none"> <li>▪ Skaters embody the music as one</li> <li>▪ genuine motivation from “heart” by both</li> <li>▪ wide range of inspired movements linked with personal gestures</li> <li>▪ Skaters convincingly stay “in character” for the entire program.</li> <li>▪ exceptional ability to relate as one and to reflect character and rhythm of the music</li> <li>▪ superb embodiment of the music’s style and character</li> <li>▪ timing: 100% correct</li> <li>▪ expression of Rhythms (RD): 100% correct</li> <li>▪ dance mood (FD): 100%</li> </ul> |
| <p><b>9.75 – 9.00</b></p> <p><b>EXCELLENT</b></p> <p>With falls or serious errors, 9 cannot be awarded</p> | <ul style="list-style-type: none"> <li>▪ deep, quiet, sure, seemingly effortless edges</li> <li>▪ deep/fluid knee action</li> <li>▪ excellent precision of foot placement in steps/turns</li> <li>▪ seamless use of all directions</li> <li>▪ effortless acceleration</li> <li>▪ extensive skill range for both</li> </ul> | <ul style="list-style-type: none"> <li>▪ difficult, intriguing, varied network of edges, steps, turns, holds for both with a great predominance of face to face positions</li> <li>▪ movements flow seamlessly into the next without any pause or gaps</li> <li>▪ there is no pause to prepare for or following the exit of elements</li> <li>▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ move as one, superb matching</li> <li>▪ skate very close to each other most of the time with superb ease when changing</li> <li>▪ elegant /sophisticated style</li> <li>▪ refined line of body and limbs</li> <li>▪ precise execution of body movements along different planes</li> <li>▪ both spellbinding/captivating</li> <li>▪ projection exceptional (to audience or inwards if music requires)</li> </ul> | <ul style="list-style-type: none"> <li>▪ wide range of steps, moves, positions, and design of required elements superbly motivated by music</li> <li>▪ ingenious use of music, space, symmetry</li> <li>▪ memorable highlights distributed evenly throughout the program</li> <li>▪ all movements purposefully created and following the musical phrase</li> <li>▪ change of pace/tempo incorporated seamlessly</li> <li>▪ total utilization of personal and public space</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 90%</li> </ul>  | <ul style="list-style-type: none"> <li>▪ Skaters embody the music as one</li> <li>▪ genuine motivation from “heart” by both</li> <li>▪ wide range of inspired movements linked with personal gestures</li> <li>▪ Skaters convincingly stay “in character” for the entire program.</li> <li>▪ exceptional ability to relate as one and to reflect character and rhythm of the music</li> <li>▪ superb embodiment of the music’s style and character</li> <li>▪ timing: 100% correct</li> <li>▪ expression of Rhythms (RD): 90% correct</li> <li>▪ dance mood (FD): 90%</li> </ul>   |
| <p><b>8.75 – 8.00</b></p> <p><b>VERY GOOD</b></p>  | <ul style="list-style-type: none"> <li>▪ strong, sure, fluid edges</li> <li>▪ supple knee action</li> <li>▪ precision of foot placement, neat steps/turns</li> <li>▪ ease in accelerating even during difficult steps</li> <li>▪ always multidirectional broad skill range for both</li> </ul>                             | <ul style="list-style-type: none"> <li>▪ difficult, varied, sequences of edges/steps/turns/holds for both throughout with a great predominance of face to face positions</li> <li>▪ movements flow easily into the next</li> <li>▪ most elements are executed without visible preparation or conclusion</li> <li>▪ creative linking of Pattern Dance Elements and rest of the dance (RD)</li> </ul>                                | <ul style="list-style-type: none"> <li>▪ coordinated movements, very good matching</li> <li>▪ skate close to each other most the time with extreme ease when changing positions / holds</li> <li>▪ very good carriage and placement of the body</li> <li>▪ very good control of the body along different planes</li> <li>▪ project strongly and together convincing</li> </ul>   | <ul style="list-style-type: none"> <li>▪ variety of innovative and purposeful moves that develop a theme</li> <li>▪ very good choreography, clearly understandable and motivated by the music</li> <li>▪ change of pace/tempo incorporated with ease</li> <li>▪ very good use of musical phrasing/space/symmetry</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 80%</li> </ul>   | <ul style="list-style-type: none"> <li>▪ Skaters and music meld together</li> <li>▪ internal motivation clearly seen by both</li> <li>▪ use of interesting and personal gestures to express the music</li> <li>▪ very good ability to relate as one to reflect the character and rhythm of the music</li> <li>▪ very good embodiment of the music’s style and character</li> <li>▪ timing at least: 80% correct</li> <li>▪ expression of Rhythms (RD): at least 80% correct</li> <li>▪ dance mood (FD): at least 80%</li> </ul>  |



| RANGE OF MARKS                                 | CHARACTERISTICS OF SKATING SKILLS   | CHARACTERISTICS OF TRANSITIONS  | CHARACTERISTICS OF PERFORMANCE  | CHARACTERISTICS OF COMPOSITION   | CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING   |
|--|---|---|---|--|---|
| <b>7.75 – 7.00</b><br><br><b>GOOD</b>          | <ul style="list-style-type: none"> <li>▪ strong, sure, confident edges</li> <li>▪ strong, flexible knee action</li> <li>▪ polished &amp; clean foot placement in steps/turns</li> <li>▪ good use of multi directional skating</li> <li>▪ ability to accelerate easily</li> <li>▪ good skill range 70% of time for both</li> </ul>   | <ul style="list-style-type: none"> <li>▪ varied and connected edges/steps/turns/positions for both</li> <li>▪ varied use of holds with a predominance of face to face positions</li> <li>▪ minimal use of cross cuts or running</li> <li>▪ fluid and intentional movements throughout</li> <li>▪ creative linking of Pattern Dance Elements and rest of the dance (RD)</li> </ul>     | <ul style="list-style-type: none"> <li>▪ move as couple, matched with ease</li> <li>▪ skate close to each other at least 70% of time</li> <li>▪ easy use of change of all holds and positions</li> <li>▪ good carriage/lines</li> <li>▪ good demonstration of control of the body along different planes.</li> <li>▪ both project most of time</li> </ul> | <ul style="list-style-type: none"> <li>▪ use of known and innovative / creative moves that are motivated by the music</li> <li>▪ obvious relationship between moves and musical selection.</li> <li>▪ good use of musical phrasing/space/symmetry</li> <li>▪ both Skaters demonstrate commitment to the composition purpose</li> <li>▪ directed to all sides of the rink</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 70%</li> </ul>  | <ul style="list-style-type: none"> <li>▪ skating/music integrated</li> <li>▪ good internal motivation and feeling for the music by both</li> <li>▪ Skaters stay “in character” at least 70% of program</li> <li>▪ good partner relationship with both communicating the details of the music through movement</li> <li>▪ good expression of the music’s style and character</li> <li>▪ timing: at least 70% correct</li> <li>▪ expression of Rhythms (RD): at least 70% correct</li> <li>▪ dance mood (FD): at least 70%</li> </ul>   |
| <b>6.75 – 6.00</b><br><br><b>Above average</b> | <ul style="list-style-type: none"> <li>▪ reasonable, sure edges</li> <li>▪ above average knee action</li> <li>▪ above average cleanliness in foot placement in steps/turns demonstrated in all directions with ease at least 60% of the time</li> <li>▪ steps/turns, all directions with ease 60% of the time</li> <li>▪ gain and maintain speed and flow easily</li> <li>▪ above average skill range for both</li> </ul> | <ul style="list-style-type: none"> <li>▪ difficult and varied of edges/steps/turns/positions for both for 60 % of time</li> <li>▪ varied use of holds with a frequent use of face to face positions</li> <li>▪ seldom use of cross cuts or running</li> <li>▪ some breaks in continuity</li> <li>▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ above average unison, move as couple 60% of time</li> <li>▪ skate close to each other 60% of time</li> <li>▪ above average control of body and limbs along different planes</li> <li>▪ above average carriage / lines</li> <li>▪ both are able to project 60% of time</li> </ul>                                 | <ul style="list-style-type: none"> <li>▪ interesting moves derived from the concept</li> <li>▪ most moves/pattern/utilization of space are related to the purpose.</li> <li>▪ above average distribution of highlights and placement to match musical phrase and form</li> <li>▪ use of creative set-ups for required elements</li> <li>▪ above average use of ice pattern</li> <li>▪ choreography gives the feeling of a completely unified dance (RD):60%</li> </ul> | <ul style="list-style-type: none"> <li>▪ skating fits music well</li> <li>▪ solid internal motivation and feeling for the music by both</li> <li>▪ Skaters stay “in character” at least 60% of time</li> <li>▪ Skaters are both able to play with the music and communicate the details of the music through movement</li> <li>▪ partner relationship to reflect the character and rhythm of the music at least 60% of time</li> <li>▪ above average expression of the music’s style and character</li> <li>▪ timing: at least 60% correct</li> <li>▪ expression of Rhythms (RD):at least 60% correct</li> <li>▪ dance mood (FD): at least 60%</li> </ul> |
| <b>5.75 – 5.00</b><br><br><b>average</b>       | <ul style="list-style-type: none"> <li>▪ moderately sure edges</li> <li>▪ some variety of knee action/steps/turns</li> <li>▪ even speed and flow throughout</li> <li>▪ average skill range for both</li> </ul>  | <ul style="list-style-type: none"> <li>▪ series of variable edges/steps/turns/positions for both</li> <li>▪ average use of holds with many face to face positions</li> <li>▪ limited use of cross cuts or running</li> <li>▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul>   | <ul style="list-style-type: none"> <li>▪ unison broken occasionally</li> <li>▪ skate close to each other at least 50% of time</li> <li>▪ average control of body and limbs along different planes</li> <li>▪ pleasing carriage/lines with some breaks</li> <li>▪ projection skills variable but both are able to project</li> </ul>                       | <ul style="list-style-type: none"> <li>▪ variable moves often related to purpose and music</li> <li>▪ moves and highlights match the musical phrasing most of the time.</li> <li>▪ highlights generally well distributed but focused occasionally to one side</li> <li>▪ average use of change of pace</li> <li>▪ average design of movements and pattern / ice coverage</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 50%</li> </ul>  | <ul style="list-style-type: none"> <li>▪ slight difference in Skater motivation/feeling for the music</li> <li>▪ Skaters stay “in character” at least 50% of the time</li> <li>▪ average use of movement linked to musical accents/details</li> <li>▪ average expression of music’s style and character.</li> <li>▪ reasonable partner relationship to reflect the character and rhythm of the music</li> <li>▪ timing: at least 50% correct</li> <li>▪ expression of Rhythms (RD): at least 50% correct</li> <li>▪ dance mood (FD):at least 50%)</li> </ul>  |

| RANGE OF MARKS               | CHARACTERISTICS OF SKATING SKILLS   | CHARACTERISTICS OF TRANSITIONS   | CHARACTERISTICS OF PERFORMANCE  | CHARACTERISTICS OF COMPOSITION   | CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING  |
|------------------------------|---|--|---|--|--|
| 4.75 – 4.00<br><br>Fair      | <ul style="list-style-type: none"> <li>▪ shallow edges with variable edge quality and knee action</li> <li>▪ fair range of steps/turns, multidirectional at least 40% of time</li> <li>▪ variable skills for both, variable abilities</li> <li>▪ consistent speed and flow at least 40% of time</li> </ul>  | <ul style="list-style-type: none"> <li>▪ an equal amount of simple and difficult edges/steps/turns/positions</li> <li>▪ one partner has some sections with simple workload</li> <li>▪ varied use of holds with some face to face positions</li> <li>▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul>   | <ul style="list-style-type: none"> <li>▪ unison sometimes broken</li> <li>▪ skate close to each other at least 40% of time</li> <li>▪ variable control of body and limbs</li> <li>▪ carriage /lines variable, mostly pleasing posture</li> <li>▪ only one projects or both only 40% of time</li> </ul>  | <ul style="list-style-type: none"> <li>▪ movement design corresponds sometimes with music</li> <li>▪ moves and highlights sometimes match the musical phrasing</li> <li>▪ elements generally well distributed but sometimes too much emphasis to one side of the rink</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): at least 40%</li> </ul>  | <ul style="list-style-type: none"> <li>▪ skating fits music with minor exceptions</li> <li>▪ some motivated moves but balanced feeling for music missing</li> <li>▪ moderate use of movement linked to musical accents and nuances</li> <li>▪ correct but not personal expression of the music's style and character</li> <li>▪ partner relationship to reflect the character and rhythm of the music at least 40% of time</li> <li>▪ timing: at least 40% correct</li> <li>▪ expression of Rhythms (RD): at least 40% correct</li> <li>▪ dance mood (FD): at least 40%</li> </ul> |
| 3.75 – 3.00<br><br>Weak      | <ul style="list-style-type: none"> <li>▪ some flat edges</li> <li>▪ limited knee action, stiff at times</li> <li>▪ few steps/turns, able to skate in all directions on simple turns and for some difficult turns;</li> <li>▪ variable skills for both and occasionally differing ability</li> <li>▪ lack of flow, some change in speed</li> </ul> | <ul style="list-style-type: none"> <li>▪ some basic edges/steps</li> <li>▪ some simple turns/positions/holds</li> <li>▪ one partner performs difficulty and other on 2 feet in some sections</li> <li>▪ little use of partner facing hold</li> <li>▪ poor linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul>  | <ul style="list-style-type: none"> <li>▪ variable unison</li> <li>▪ skate close to each other at least 30% of time</li> <li>▪ weak control of body and limbs</li> <li>▪ little demonstration of use of the body in different planes</li> <li>▪ variable extensions</li> <li>▪ holds relatively stable</li> <li>▪ only one projects 30% of time or both only occasionally project</li> </ul> | <ul style="list-style-type: none"> <li>▪ some isolated groups of moves that are motivated by the music and fit the purpose.</li> <li>▪ movements generally do not follow the musical phrasing.</li> <li>▪ often moves and highlights directed to the Judge's side</li> <li>▪ reasonable placement of elements on ice surface</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 30%</li> </ul>  | <ul style="list-style-type: none"> <li>▪ some motivated moves, but often seem meaningless to Skaters</li> <li>▪ music is background for Required elements</li> <li>▪ appropriate use of music but personal feeling is inconsistent with the Skaters weaving in and out of character</li> <li>▪ some partner relationship to reflect the character and rhythm of the music</li> <li>▪ timing: at least 30% correct</li> <li>▪ expression of Rhythms (RD): at least 30% correct</li> <li>▪ dance mood (FD): at least 30%</li> </ul>  |
| 2.75 – 2.00<br><br>Poor      | <ul style="list-style-type: none"> <li>▪ short and poor steps/ flat edges</li> <li>▪ little power, toe pushing or wide stepping</li> <li>▪ few steps/turns, able to skate in both directions on simple turns only</li> <li>▪ variable skills with one weaker in sections</li> </ul>   | <ul style="list-style-type: none"> <li>▪ many parts have basic edges/steps</li> <li>▪ simple turns/positions/holds</li> <li>▪ many sections in hand-in-hand or side by side hold, minimal use of partner facing holds</li> <li>▪ one partner performs difficult moves and other on two feet most of time</li> <li>▪ simple linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ inconsistent stability of holds and some unison breaks</li> <li>▪ do not skate close to each other most of the time</li> <li>▪ poor control of the body and limbs</li> <li>▪ poor carriage/extensions</li> <li>▪ limited projection skills, both cautious</li> </ul>   | <ul style="list-style-type: none"> <li>▪ many moves do not appear to be motivated by the musical selection the purpose of the composition is poorly developed or communicated through movement.</li> <li>▪ movements do not follow the musical phrase.</li> <li>▪ moves and highlights directed to Judges' side</li> <li>▪ choreography gives the feeling of a completely unified dance (RD): 30%</li> </ul>   | <ul style="list-style-type: none"> <li>▪ no relationship or feeling for music demonstrated by Skaters</li> <li>▪ poor use of movement linked to musical accents and details</li> <li>▪ occasional partner relationship to reflect the character and rhythm of the music</li> <li>▪ unmotivated/non-authentic movement</li> <li>▪ timing: less than 30% correct</li> <li>▪ expression of Rhythms (RD): Less than 30% correct</li> <li>▪ dance mood (FD) : Less than 30%</li> </ul>  |
| 1.75 – 1.00<br><br>Very poor | <ul style="list-style-type: none"> <li>▪ short and very poor steps/edges</li> <li>▪ slow, little flow, toe pushing</li> <li>▪ few steps/turns, mainly in one direction</li> <li>▪ minimal variation in speed</li> <li>▪ very poor basic skills with one being "carried" in sections</li> </ul>  | <ul style="list-style-type: none"> <li>▪ predominance of stroking/simple turns/poses</li> <li>▪ many large sections in hand-in-hand or side by side hold only</li> <li>▪ very poor linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul>   | <ul style="list-style-type: none"> <li>▪ struggle in holds and unison</li> <li>▪ out of unison</li> <li>▪ skate close to each other most of the time</li> <li>▪ very poor matching of body position/extensions</li> <li>▪ very poor carriage/extensions</li> <li>▪ very limited projection skills</li> </ul>  | <ul style="list-style-type: none"> <li>▪ most moves do not appear to be motivated by the musical selection the composition lacks a clearly defined / developed purpose.</li> <li>▪ movements are mainly directed to Judge's side</li> <li>▪ placement of moves lacks balance with little relationship to musical phrase.</li> <li>▪ composition is repetitive or monotonous</li> <li>▪ choreography gives little feeling of a completely unified dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ lacking or inappropriate Skater dynamics in relation to the music</li> <li>▪ moves seem unrelated to the music's character and / or rhythm</li> <li>▪ little or no partner relationship to reflect the character and rhythm of the music</li> <li>▪ timing: less than 30% correct</li> <li>▪ expression of Rhythms (RD): less than 30% correct</li> <li>▪ dance mood (FD): less than 30%</li> </ul>   |

| RANGE OF MARKS                    | CHARACTERISTICS OF SKATING SKILLS  | CHARACTERISTICS OF TRANSITIONS  | CHARACTERISTICS OF PERFORMANCE  | CHARACTERISTICS OF COMPOSITION   | CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING  |
|-----------------------------------|--|---|---|--|--|
| 0.75 – 0.25<br><br>Extremely poor | <ul style="list-style-type: none"> <li>▪ extremely poor steps and shaky edges</li> <li>▪ mostly on two feet for both</li> <li>▪ uncontrolled movements</li> <li>▪ struggle with steps/turns: always in one direction</li> <li>▪ extremely poor basic skills for both</li> <li>▪ cannot gain speed</li> </ul> | <ul style="list-style-type: none"> <li>▪ basic stroking and extremely poor posing throughout</li> <li>▪ few sustained edges, and pattern consists of straight lines</li> <li>▪ mostly use of hand in hand or side by side hold</li> <li>▪ very poor linking of Pattern Dance Element(s) and rest of the dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ unstable holds, uncontrolled matching and unison</li> <li>▪ do not skate close to each other most of the time</li> <li>▪ extremely poor line of body and limbs/carriage/extensions</li> <li>▪ projection skills lacking, both labored</li> </ul> | <ul style="list-style-type: none"> <li>▪ moves do not appear to be motivated by the musical selection.</li> <li>▪ entire program directed to Judge's side</li> <li>▪ placement of moves appears random, not linked to musical phrase</li> <li>▪ movement and element placement lacks balance.</li> <li>▪ some areas of ice untouched and often use of straight lines or barrier skating</li> <li>▪ choreography does not give any feeling of a unified dance (RD)</li> </ul> | <ul style="list-style-type: none"> <li>▪ lacks any Skater(s) dynamics to the music</li> <li>▪ isolated and apparently random non personal gestures independent of the music's character</li> <li>▪ Little use of movement linked to musical accents / details.</li> <li>▪ no partner relationship to reflect the character and rhythm of the music, two "solos"</li> <li>▪ timing: less than 30% correct</li> <li>▪ expression of Rhythms (RD): less than 30% correct</li> <li>▪ dance mood (FD): less than 30%</li> </ul> |

**Notes:**

- Under Interpretation of the Music/Timing, the characteristic "timing" means:
  - skating primarily to rhythmic beat,
- If a Fall or Interruption affects the rest of the program or part of the program, certain characteristics of one or several Program Components may be impacted.
- With a fall or serious error, 10 cannot be awarded for any Component
- With falls or serious errors, marks in 9's cannot be awarded for any Component.

| Adjustments to Program Components |   |
|-----------------------------------|---|
| Under Skating Skills              | Loss of Control or Stumble/Touchdown outside of Required Elements: <ul style="list-style-type: none"> <li>▪ by one partner - 0.5 per each</li> <li>▪ by both partners - 1.0 per each</li> </ul> |

#### 4. 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>   |
| <b>Illegal Elements / Movements</b> – as per Rules 709 para 3 and 710 para 3<br>a) sitting on the partner's head;<br>b) standing on the partner's shoulder;<br>c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees);<br>d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) or without the assistance of hand(s)/arm(s);<br>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);<br>g) Jumps (or throw jumps) of more than one (1) revolution or jumps of one (1) revolution skated at the same time by both partners;<br>h) Lying on the ice;<br><br>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. | <b>-2.0 per violation</b>                         | <b>Technical Panel</b><br>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 Level 1 if the requirements for at least Level 1 are fulfilled. Otherwise the element will be called Basic Level if the requirements of Basic Level are fulfilled or No Level. |
| <b>Costume / prop violations</b> – as per Rule 501, para 1<br>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>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>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>Fall</b><br>- per fall by one partner<br>- per fall by both partners<br><br><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><br><b>-2.0</b>                        | <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.  |
| <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>Interruption in performing the program</b> in excess of 10 seconds<br>- more than 10 sec. and up to 20 sec.<br>- more than 20 sec. and up to 30 sec.<br>- more than 30 sec. and up to 40 sec.<br><br>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><br><b>-2.0</b><br><b>-3.0</b>         | <b>Referee</b><br><br>If an Interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the Couple is withdrawn.  |
| <b>Interruption in the program with allowance to resume from the point of interruption</b> – as per Rule 515, para 3.b)  | <b>-5.0</b>                                       | <b>Referee</b><br>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.   |
| <b>Violation of choreographic restrictions</b><br><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>                           | <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.  |

| Description   | Penalty   | Who is responsible  |
|---|---|---|
| <b>Extra Elements</b> <ul style="list-style-type: none"> <li>Extra Element – for each Lift or Spin within a Step Sequence (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<br/>Element receives no value</b> | <b>Computer</b> applies deduction.<br><b>Technical Controller</b> authorizes or corrects the Call and confirms the deduction applied.   |
| <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>  |

## 5. 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, TTF, SyTw.= reduced by 1 Level, being in Hold/contact/touch during SqTw, OFSt. | If partners are NOT in Hold/contact/touch during the Pattern Dance Type Step Sequence, Pattern Dance Element Tea-Time Foxtrot, Synchronized Twizzles (FD) or if partners are in hold/touch/contact during the Sequential Twizzles, One Foot Step Sequence, the Level shall be reduced by 1 Level (per each partner for PSt, SyTw, SqTw, OFSt, PDE TTF)                 |
| >      | = 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 (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”.   |

## 6. PATTERN DANCE AND PATTERN DANCE ELEMENT INFORMATION FOR SEASON 2020/21

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

| PATTERN DANCE AND PATTERN DANCE ELEMENT PERCENTAGE OF STEPS INFORMATION (SEASON 2020/21) |                     |                      |  |   |   |             |        |          |          |          |
|--|---------------------|----------------------|--|---|---|-------------|--------|----------|----------|----------|
| CATEGORY   | DANCE               |                      | DURATION<br>IN SECS<br>PER<br>SEQUENCE<br>/<br>SECTION | REQUIRED SECTION or<br>SEQUENCES  | No OF STEPS<br>PER SECTION OR<br>SEQUENCE | No of Steps |        |          |          |          |
|  |                     |                      |  |   |   | 10%         | 25%    | 50%      | 75%      | 90%      |
| Basic<br>Novice  | Fourteenstep        | 110-114 bpm          | 10.5 – 10.9  | 4 Sequences   | 14  | 1           | 4      | 7        | 11       | 13       |
|  | Willow Waltz        | 132-138 bpm          | 22.9 – 24.0  | 2 Sequences   | 22  | 2           | 6      | 11       | 17       | 20       |
|  | Tango<br>Canasta    | 106-110 bpm          | 15.8 – 16.5  | 3 Sequences   | 14  | 1           | 4      | 7        | 11       | 13       |
| Intermediate<br>Novice   | Foxtrot             | 98-102 bpm           | 16.5 – 17.1  | 4 Sequences   | 14  | 1           | 4      | 7        | 11       | 13       |
|  | European<br>Waltz   | 132-138 bpm          | 23.6 – 24.4  | 2 Sequences   | 18  | 2           | 5      | 9        | 14       | 16       |
|  | 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<br>Novice   | Starlight<br>Waltz  | 171-177 bpm          | 34.8 – 35.6  | 2 Sequences/4 Sections<br>Section One: Steps 1-17<br>Section Two: Steps 18 - 32             | 17<br>15                                  | 2<br>2      | 4<br>4 | 9<br>8   | 13<br>11 | 15<br>14 |
|  | Quickstep           | 110-114 bpm          | 14.7 – 15.3  | 4 Sequences   | 18  | 2           | 5      | 9        | 14       | 16       |
| Junior   | Tea-Time<br>Foxtrot | 108 bpm<br>± 2 beats | 56.7 – 58.9  | Section One (1TTF):<br>Steps 1-31<br>Section Two (2TTF):<br>Steps 32-54 Lady;<br>32-54a Man | 31/35 = average 33<br>23/25 = average 24  | 3<br>2      | 8<br>6 | 16<br>12 | 25<br>18 | 30<br>22 |
| Senior   | Finnstep            | 104 bpm<br>± 2 beats | 20.3 – 21.2  | Section One (1FS):<br>Steps 1-33  | 33/37 = average 35                        | 3           | 9      | 17       | 26       | 31       |