SOLO ICE DANCE

**Requirements for Technical Rules with ongoing validity,
effective July 1st, 2022 (updated Sept. 27th, 2022)**

I.   Requirements for Technical Rules with ongoing validity, effective July 1st, 2022

1. **Calling specifications and Levels of Difficulty for Required Elements** (Novice, Junior, Senior)
2. **Marking guide for Grades of Execution of Required Elements** (Novice, Junior, Senior)
3. **Marking guide for Components for Rhythm Dance** (Junior, Senior) **and Free Dance** (Novice, Junior, Senior)
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I. REQUIREMENTS FOR TECHNICAL RULES WITH ONGOING VALIDITY, EFFECTIVE JULY 1st, 2022

1. CALLING SPECIFICATIONS AND LEVELS OF DIFFICULTY OF REQUIRED ELEMENTS

The information is presented in the following order:
- Basic principles of calling applicable to all Required Elements.
- For each Required Element:
  - Additional principals of calling,
  - Additional definitions, specifications to definitions and notes, applicable to additional principals of calling and Levels of Difficulty,
  - Levels of Difficulty including Characteristics of Levels and Adjustments to Levels.

1.1. BASIC PRINCIPLES OF CALLING APPLICABLE TO ALL REQUIRED ELEMENTS

1. The Technical Panel shall identify what is performed despite what is listed on the Program Content Sheet.
2. The Levels shall be determined according to the Basic and Additional Principles of Calling and Characteristics of Levels fulfilled. They shall not result in giving No Level to a Required Element as long as the requirements for Basic Level are met.
3. To be given any Level, a Required Element must meet all the requirements for Basic Level.
4. If a Fall or interruption occurs at the attempt of any Required Element, refer to the Additional Principles of Calling for each Required Element.
5. If a 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 skater tries to continue the same element as a 2nd 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)) 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 Pose, 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 skater 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 is performed in a Step Sequence, such element will receive the abbreviation +ExEl. 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. Sp+ExEl).

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)/pose(s) during the execution of any element (excluding Choreographic Elements), the deduction for an illegal element(s)/movement(s)/pose(s) will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled and No Level if the minimum requirement for Basic Level are not fulfilled.

1.2. PATTERN DANCE ELEMENTS

1.2.1. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINATIONS 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 Communication.

1.2.2. LEVELS OF DIFFICULTY

Characteristics of Levels for Pattern Dance Element:

Category	Basic Level	Level 1	Level 2	Level 3	Level 4
Solo Beginner	**50%** of Pattern Dance Element is completed by skater.	**75%** of Pattern Dance is completed by skater.			
Solo Basic Novice	**50%** of Pattern Dance Element is completed by skater.	**75%** of Pattern Dance is completed by skater.			
Solo Intermediate Novice	**50%** of Pattern Dance Element is completed by skater.	**75%** of Pattern Dance is completed by skater.	**1 Key Point** is correctly executed		
Solo Advanced Novice	**50%** of Pattern Dance Element is completed by skater.	**75%** of Pattern Dance is completed by skater.	**1 Key Point** is correctly executed	**2 Key Points** are correctly executed	
Solo Junior	**75%** of Pattern Dance Element is completed by skater.	**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

1. 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 required number of beats", or
   - "Timing": meaning, "all Key Pont 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.

2. Evaluating the percentage of steps for Pattern Dances is based on the total number of steps completed.

3. 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.

4. Level 4 shall be considered only when the Pattern Dance Element is not interrupted at all, either through Stumbles, Falls or any other reason.

5. 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.

6. If the Pattern Dance Element is interrupted more than 4 beats but 75% of the steps are completed by the skater, 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.

7. If a skater 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.

8. For Pattern Dance Elements, an interruption may be but is not limited to Fall(s), missing step(s), touchdown(s), etc.

1.3. DANCE SPINS

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 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. If a Fall or Interruption occurs at the attempt of a Dance Spin before the requirements for Basic Level have been fulfilled and the Dance Spin is resumed, the Dance Spin shall be identified and given a Level according to what is executed after resumption.
4. If a Fall or Interruption occurs during a Dance Spin, the Dance Spin shall be identified and given a Level according to the requirements met before the Fall or Interruption or ignored if the requirements for Basic Level are not met.
5. If at the change of foot in the Combination spin the spinning action has been started and the skater is still on two feet after half a rotation, the Level shall be reduced by one Level.
6. If during the Dance Spin a loss of control occurs resulting in the skater needing additional support (touchdown by free leg/foot and/or hand(s)) for up to half a rotation the level shall be reduced by 1 Level per occurrence. But if the mistake lasts for more than half a rotation, this shall be considered as an interruption and additional principles of calling shall apply.
7. A push without a Change of Foot is considered as a Touchdown (intentional or unintentional) and the level will be reduced by 1 per each touchdown.
8. Any transitional movements within a Dance Spin can be performed on two feet for up to half a rotation. More than half a rotation will be considered as a touchdown.

1.3.2. ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

Basic Positions in Dance Spins:

1. Upright Position: Performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position.

2. Sit Position: Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back. If the angle between the thigh and shin of the skating leg is more than approximately 120 degrees, the position shall be considered as in Upright or Camel Position depending on other criteria that characterize these positions.

3. Camel Position: Performed on one foot with skating leg straight or slightly bent and body bent forwards and free leg extended or bent upward on a horizontal line or higher. If the waistline 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 Variations of Basic Positions (examples):
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;
   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);

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.

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 free leg on horizontal line or higher.

   Notes:
   - Simple camel spin by the woman shall not be considered as a Difficult Variation of Camel Position.
   - Examples d) for Upright Position (doughnut/ring) and b) for Camel Position (doughnut/ring) 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.
   - Rotations shall be considered for total number of rotations when performed fully, continuously and on one foot.
   - Rotations in Difficult Variations shall be considered for Level when performed continuously in a fully established position.

Different Direction if spinning rotation:
- At least 3 rotations in each direction of rotation

Entry/Exit Feature:
   a) Unexpected entry/exit 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 or after the Dance Spin.

Note: The definition of "intricate" when referring to technical elements does not necessarily mean difficult. It can also be creative, interesting, unique.

1.3.3. LEVELS OF DIFFICULTY

- A Difficult Variation shall be considered for Level when held for at least 3 rotations in a Spin or 3 rotations in a Combination Spin.
- 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 DSp – 3 rotations	Level 1 DSp – 3 rotations	Level 2 DSp – 3 rotations	Level 3 DSp – 3 rotations	Level 4 DSp – 3 rotations
Dance Spin: at least 3 rotations continuously on one foot	1 Difficult Variation from any Basic Position OR Different direction of spinning rotation	2 different Difficult Variations from 2 different Basic Positions OR 1 Difficult Variation from any Basic Position AND Different direction of spinning rotation	3 different Difficult Variations from 3 different Basic Positions OR 2 different Difficult Variations from 2 different Basic Positions AND Different direction of spinning rotation	3 different Difficult Variations from 3 different Basic Positions AND Entry feature or Exit Feature OR 2 different Difficult Variations from 2 different Basic Positions AND Different direction of spinning rotation AND Entry feature or Exit Feature

1.4. DANCE POSES

1.4.1 ADDITIONAL PRINCIPLES OF CALLING

Applicable to all Types of Pose:

1. The first performed Pose(s) shall be identified as the required Pose(s) and given a Level, or No Level if the requirements for Level Basic are not met. Subsequent Poses shall be identified as a Pose and classified as an Additional Element with no value and the deduction -1 is applied.
2. Any Pose or part of Combination Pose of a repeated Type shall be classified as an "Additional Element" and will receive the abbreviation "*" (e.g. SPo*). It indicates that the element receives No Value, the deduction -1 is applied, it occupies a box and it will count as a Pose (does not apply to the second part or a Combination Pose composed of Two Poses on two curves forming a serpentine pattern).
3. To be considered a different Type, Poses of a similar Category must be skated on different edges.
4. Any Pose of a Type not according to the Required Elements for Short Dance or the Well Balanced Free Dance Program shall be classified as an Extra Element with no value.
5. A brief movement, less than 3 seconds, in which a pose position is attained but is not sustained shall not be considered as a Pose.
6. If a Fall or interruption occurs at the entrance to or during a Pose, the 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.

Applicable to Combination Poses:

1. A Combination Pose shall be identified with the first two fully established Types of Single Pose performed forming two approximately equal parts or it shall be identified as a Single Pose of the Type forming the larger part. The Level of each of the two Types of Pose shall be given separately.

2. If for any reason one of the parts of a Combination Pose cannot be identified, only the other part shall be identified, as a Single Pose; 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 Pose had been performed and identified.

3. If one of the Single Poses forming the Combination pose includes an Illegal Movement/Pose, the deduction for Illegal Element/Movement/Pose will apply once and the part of the Combination Pose including the Illegal Movement/Pose will receive Level 1 if the requirements for Level 1 are not met (example or call: "SPo1 Illegal Element+SPo4").

4. If both Single Poses forming the Combination Pose include an Illegal Movement/Pose (same of different), the deduction for Illegal Element/Movement/Pose will apply twice and both parts of the Combination Pose will receive Level 1 if the requirements for Level 1 are met (example of call: "SPo1 Illegal Element+SPo1 Illegal Element Combo").

5. In a Combination Pose, if a Skater performs an Illegal Element/Movement/Pose as an Entry and/or Exit Feature (such as a Jump of more than one revolution): the deduction for Illegal Element/Movement/Pose will apply and the first and/or second part of the Combination Pose will receive Level 1 if the requirements for Level 1 are met. The other part of the Combination Pose 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 requirements for Basic Level are not fulfilled.

6. Any Difficult entry feature(s) connected with the 1st Pose and considered for Level for the chosen Type of Pose will also upgrade the 2nd Pose in a Combination Pose.

7. Any Difficult exit feature(s) connect with the 2nd Pose and considered for Level for the chosen Type of Pose will also upgrade the 1st Pose in a Combination Pose.

1.4.2   ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

Difficult Pose (examples):
   a) An Attitude with a full split: when the legs of the skater are extended in one line with the angle between thighs about 180 degrees;
   b) A "Biellmann": body in any orientation (e.g. upright, horizontal, etc.) in relation to the vertical line of the body, with the heel of the boot pulled by the hand behind and above the level of the head;
   c) An Attitude comprising a full doughnut/ring: upper body arched back, with one foot almost touching the head in a full circle (maximum of half a blade length between head and blade)
   d) An Ina Bauer
   e) Hydroblade: the core of the body must be clearly positioned away from the vertical axis;
   f) Spread Eagle
   g) A Simple Camel Position with the free leg in a horizontal position of higher for Men only.

Notes:
- A chosen example of Difficult Pose and skated on the same edge shall be considered for Level only the first time it occurs;
- Examples b) (full "Biellmann") and c) (full doughnut/ring) shall be considered as the same.

Difficult Turn as a connecting step

A difficult turn as a connecting step between two Single Poses to form a Combination Pose is defined as either a Rocker, a Counter, or a Bracket or a Three-turn. No extra steps, pushes or touch downs are allowed.

Change of Edge between two Poses

The change of edge connecting two Poses should be a clean change of edge from one definite edge to a different definite edge with the second edge being clearly established within 2 seconds. When the Poses are Attitudes, the free leg must be held higher than the hip during the change of edge.

Entry Feature
a) Unexpected entry without any evident preparation;
b) Difficult/Transitional entry (Example: from twizzle or jump)
c) 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 Pose. Considered for the Level only the first time it is performed.

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 Pose. Considered for the Level only the first time it is performed.
b) Difficult/Transitional exit.

Arm Feature
a) Significant and continuous movement of the arm(s). Where one arm is being used to support the free leg in position the free arm should be used in a significant and continuous motion.

Note: Simple use of the hands and/or forearms only is not sufficient to be given credit for the feature

1.4.3 LEVELS OF DIFFICULTY

Characteristics of Levels:

Basic Level	Level 1	Level 2	Level 3	Level 4
A Pose position is established for at least 3 seconds	A simple Pose Position is established and held for at least 3 seconds on a definite clean edge	The Pose position is difficult and established for at least 3 seconds on a definite clean edge	2 Features out of a) to e): a) Ina Bauer on definite opposing edges established for at least 3 seconds and performed in a straight line or on a curve OR b) A Difficult Pose position which is established for at least 3 seconds on a definite clean edge AND c) Entry feature d) Exit feature e) Arm feature a) or b) features must be included.	3 Features out of a) to e): a) Ina Bauer on definite opposing edges established for at least 3 seconds and performed in a straight line or on a curve OR b) A Difficult Pose position which is established for at least 3 seconds on a definite clean edge AND c) Entry feature d) Exit feature e) Arm feature a) or b) features must be included.

Adjustments to Level

1. If there is more than one connecting step between the two Poses in a Combination Pose the level of difficulty is reduced by one Level.
2. For a change of edge between Poses in a Combination Pose, if the change of edge is not established within 2 seconds the Level shall be reduced by 1.

1.5 SETS OF TWIZZLES

1.5.1 ADDITIONAL PRINCIPLES OF CALLING

1. 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 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.

2. If a loss of control with additional support (e.g. stumble/touchdown by free leg/foot and/or hand(s)) occurs within a Set of Twizzles and Set of Twizzles continues without interruption, its Level shall be reduced by 1 Level per error. If more than two uncontrolled steps are performed during the Set of Twizzles, this mistake is considered an interruption.
   - 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 feature/rotations from this point are not considered for the level.

3. If a Fall or interruption occurs at the entry edge to the first Twizzle, the element is given No Level.

4. If a Fall or interruption occurs during any part of the Set of Twizzles, the Set of Twizzles shall be identified and given a level according to the requirements met before the Fall or interruption.

5. If any part of the first two Twizzles becomes a Pirouette or checked Three Turns, its Level shall be reduced:
   - By one Level if one of the Twizzles becomes a Pirouettes or checked Three Turns;
   - By two Levels if both Twizzles become Pirouettes or checked Three Turns.

6. Entry Edge to either Twizzle cannot be from a standstill, otherwise the Level will be reduced by one Level per stop.

7. 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. Each push and/or transfer of weight while on two feet between Twizzles is considered as a step.

1.5.2 ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITONS 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 shifted off vertical axis.

Group B (skating leg and free leg):
- Free leg held out below the knee in front or behind not touching the skating leg in at least 45 degrees open hip position
- Coupé in front, side or behind with free foot in contact with the skating leg in at least 45 degrees open hip position;
- Holding the blade or boot of the free foot;
- Free foot crossed behind the skating foot and close to the ice;
- Free leg held out at least of the level of the knee (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical;
- 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):
- Skater performs 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 of the Twizzle will be determined by the landing edge of the Dance Jump)
- Two Twizzles performed on one foot without change of foot, with no limit on turns or movements performed on one foot between required Twizzles in Rhythm Dance and between the second and the third Twizzle in Rhythm Dance and Free Dance;
- Set of Twizzles performed directly from creative and/or difficult and/or intricate or unexpected entry.

Notes for Additional Features:
- A chosen Additional Feature from Groups A and B shall be considered for a Level if it is fully achieved and established:
  - within the first half rotation of the Twizzle, and
  - held until the number of rotations needed for that Level is fully completed (2 rotations for Level 2, 3 rotations for Level 3, 4 rotations for Level 4).
- There is no limit on turns or movements performed on one foot on the change of foot or the steps between required Twizzles. Any number of connecting turns after the Twizzle rotations considered for Level, including additional single Twizzle(s), are permitted.
- The definition of "intricate" when referring to technical elements does not necessarily mean difficult

- If there is more than one step performed between the 2nd and 3rd Twizzle in a Set of Twizzles, the 3rd 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 2nd and 3rd 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 1st and 2nd Twizzles as well as between the 2nd and 3rd Twizzles.
  If, in addition, the 3rd 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 skater will receive two 'C' features for Level.

1.5.3 LEVELS OF DIFFICULTY

Characteristics of Levels:

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

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. Where there is an incorrect element performed as not according to the requirements (such as a Circular Step Sequence instead of MiSt/DiSt for the 2021/22 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 or during the 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.

1.6.2 ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINTIONS AND NOTES

Types of Difficult Turns: Bracket, Rocker, Counter, Chocktaw, Outside Mohawk (except from backward entry edge), 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 recognizable edges and in accordance with the description of Twizzle in Rule 704.

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:

- Advanced Novice One (1) Step Sequence: Style B
- Junior Rhythm Dance One (1) Step Sequence: Style B
- Senior Rhythm Dance One (1) Step Sequence: 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:

Basic Level	Level 1	Level 2	Level 3	Level 4
Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason	Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 1 Type of Difficult Turn (Only the first attempt of the Difficult Turn is considered for level)	Step Sequence is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 3 different Types of Difficult Turns (Only the first attempt of the Difficult Turn is considered for level)	Step Sequence is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 4 different Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – "Double Twizzle")(Only the first attempt of the Difficult Turn is considered for level) AND Turns are multidirectional	Step Sequence is not interrupted at all, either through Stumbles, Falls or any other reason AND Footwork includes at least 5 different Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – "Double Twizzle")(Only the first attempt of the Difficult Turn is considered for level) AND Turns are multidirectional AND All Steps/Turns are 100% clean

PATTERN DANCE TYPE STEP SEQUENCE

Characteristics of Levels Style C:

Basic Level	Level 1	Level 2	Level 3	Level 4
Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason	Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 1 Type of Difficult Turn (Twizzles are not considered for level) (Only the first four attempted Different Difficult Turns are considered for level)	Step Sequence is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 2 different Types of Difficult Turns (Twizzles are not considered for level) (Only the first four attempted Different Difficult Turns are considered for level)	Step Sequence is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 3 different Types of Difficult Turns (Twizzles are not considered for level) (Only the first four attempted Different Difficult Turns are considered for level) AND Turns are multidirectional	Step Sequence is not interrupted at all, either through Stumbles, Falls or any other reason AND Footwork includes at least 4 different Types of Difficult Turns (Twizzles are not considered for level) (Only the first four attempted Different Difficult Turns are considered for level) AND Turns are multidirectional AND All Steps/Turns are 100% clean

1.7 ONE FOOT TURNS SEQUENCE

1.7.1 ADDITIONAL PRINCIPLES OF CALLING

1. One Foot Turns Sequence consists of Difficult Turns performed on one foot by the skater.
2. If a loss of control with additional support (touchdown by free leg/foot and/or arm/hand(s)) occurs during the One Foot Turns Sequence and the element continues without interruption its Level shall be reduced by one Level per error.
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 Turns Sequence, the element is given No Level.
5. If a Fall or interruption occurs during a One Foot Turns Sequence and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before the fall or interruption, or No Level if the requirements for Basic Level are not met.

1.7.2 ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

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

Note: An error in any part of the 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 skater 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 even considered as a "Single Twizzle".

1.7.3 LEVELS OF DIFFICULTY

Characteristics or Levels for One Foot Turns Sequence

Basic Level	Level 1	Level 2	Level 3	Level 4
At least 2 different Types of One Foot Turns Sequence Turns are attempted	1 Type of One Foot Turns Sequence Turn	2 different Types of One Foot Turns Sequence Turns	3 different Types of One Foot Turns Sequence Turns (Twizzle must be done with at least two rotations – "Double Twizzle")	ALL 4 different Types of One Foot Turns Sequence Turns (Twizzle must be done with at least two rotations – "Double Twizzle") AND All turns are 100% clean
	Only the first attempt of the Difficult Turn is considered for Level.	Only the first attempt of the Difficult Turn is considered for Level.	Only the first attempt of the Difficult Turn is considered for Level.	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 Sliding Movement / Character Step Sequence can be performed anywhere in the program.
   b)   Choreographic Twizzling Movements are to be performed after the required Set of Twizzles.
   c)   Subsequent Choreographic Twizzling Movements and Character Step Sequence shall not be identified.
   d)   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 Set of Twizzling Movements shall be identified at the attempt to the element and confirmed if in the first part the skater performs at least 2 continuous travelling rotations and in the second part the skater performs at least 2 continuous rotations (performed after the required Set of Twizzles).

3.   A Choreographic Sliding Movement shall be identified at the attempt to the element and confirmed when the skater executes sliding movements on the ice for at least 2 seconds. Basic Lunges performed by the skater do not fulfill the minimum requirement and will be ignored. A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall.

4.   A Choreographic Character Step Sequence shall be identified at the attempt to the element and confirmed when the skater performs steps around the short axis – must be barrier to barrier. The requirement from barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier.

5.   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.

6.   Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.

7.   If there is an Illegal Element(s)/Movement(s)/Pose(s) during the execution of any Choreographic Element, the deduction for an Illegal Element(s)/Movement(s)/Pose(s) will apply and the element will receive No Value.

1.8.2   Definition of Choreographic Elements

Choreographic Spinning Movement: spinning movement performed anywhere in the program, during which the skater performs at least 3 continuous rotations.
The following requirements apply:
- On one foot or two feet or a combination of both
- Must not resemble a Dance Spin
- Performed after the Dance Spin

Choreographic Jump Sequence: at least 3 jumps performed in a row, performed anywhere in the program
The following requirements apply:
- At least three in a row (same or different)
- Cannot rotate more than 1 ½ rotation in each jump
- No more than three (3) steps in between each jump

Choreographic Twizzling Movement: twizzling movement performed after the required Set of Twizzles, composed of 2 parts.
The following requirements apply:
- On one foot or on two feet or a combination of both
- For the first part at least 2 continuous rotations performed while traveling (cannot be on the spot)
- For the second part at least 2 continuous rotations on the spot or travelling or a combination of both

Choreographic Sliding Movement: performed anywhere in the program, during the skater performs sliding movements on the ice.
The following requirements apply:
- On any part of the body for at least two (2) seconds
- Controlled Sliding on 2 knees or any part of the body will not be considered as a Fall/Illegal Element by the Technical Panel during this element
- Sliding Movement which finishes as a stop on 2 knees or sitting on the ice is identified as a Choreographic Sliding Movement and a deduction for Fall/Illegal Element is applied
- Performing basic lunge movement will not be considered as a Choreographic Sliding Movement

Choreographic Character Step Sequence
 The following requirements apply:
- Performed anywhere in the program
- Must be placed around the short axis (within 10 meters on either side of the Short Axis) and must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier.
- Touching the ice with any part of the body with controlled movements is allowed

Choreographic Rhythm Sequence (Senior RD):
The following requirements apply:
- Skated to any of the designated Latin Rhythm(s)/Style(s) and performed in the "style" of the chosen Rhythm
- Must be placed around the short axis (within 10 meters on either side of the Short Axis) and must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier.
- Retrogression – permitted
- Loops – permitted
- Stop(s) for up to 5 seconds (this will not count as one of the permitted stops and there is no limitation on number of stops as long as each stop is no more than 5 secs)
- Touching the ice with any part of the body in not permitted

2. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2022/23											
SET CRITERIA **STEPS HELD FOR THE REQUIRED NUMBER OF BEATS**	1AT: 5 or more Steps not held for required # of beats 2AT: 4 or more Steps not held for required # of beats					1AT: 4 or less Steps not held for required # of beats 2AT: 3 or less Steps not held for required # of beats		1AT: 2 or less Steps not held for required # of beats 2AT: 1 Step not held for required # of beats		100% of Steps/Edges held for required # of beats	
SET CRITERIA **FALLS/LOSS OF CONTROL with OR without additional support**	Fall with serious errors	Fall within the PD or many errors	Fall at start or end of Element	Brief Fall (up/down) within Element	Stumble/Touchdown Or Up to 25% element missed	Loss of Control without additional support (no more than two) Or Loss of Control with additional support (Stumble/Touchdown)				None	
FEATURES	More negative features/errors than positive features									**7 – 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	**Basic execution** Generally correct	1 – 2 Positive Features	3 – 4 Positive Features	5 – 6 Positive Features		**More than 8 positive** features (no negative features/errors)

NEGATIVE FEATURES		POSITIVE FEATURES	
EXECUTION THROUGHOUT ELEMENT			
1. Poor execution and/or Element labored and/or Uncontrolled	1 – 4	1. Good quality – correctness, cleanness, deepness and sureness of Edges/Steps/Turns	2 – 4
2. Incorrect Steps/Turns (Ex: Mohawk instead of Choctaw)	1	2. Smooth and Effortless	2
3.	1	3.	2
4. Lack of glide and flow (movement across the ice)	1 – 3	4. Glide and flow maintained (movement across the ice)	2
5. Does not reflect the character and Style of the chosen rhythm	1	5. Nuances/accents reflects character and style of the chosen Rhythm	1 – 2
6. Not started on the prescribed beat (for each Section/Sequence)	1	6. Body lines and carriage stylish according to the chosen Rhythm	1
7.		7.	1 – 2
8. Pattern incorrect, including crossing the long axis when not permitted	1 – 2	8. Timing accurate 100%	2
		9. Maximum utilization of the ice surface with the correct Pattern	2

GRADE OF EXECUTION of REQUIRED ELEMENTS (including CHOREOGRAPHIC ELEMENTS) 2022/23

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
SET CRITERIA **MUSICALITY**	Out of musical structure/rhythm pattern Choreographic elements not reflecting chosen music, rhythm or character					Generally	In musical structure/rhythm pattern				
SET CRITERIA FALLS/ ERRORS/ LOSS OF CONTROL	Fall with serious errors OR many serious errors	Fall OR many errors	Fall at start	Fall	Two (2) Stumbles/ Touchdowns	Loss of Control without additional support (no more than two) OR Loss of Control with additional support				NONE	NONE
FEATURES	*More negative features than positive features*					**Basic execution** – generally correct	*More Positive features than negative*			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		1 – 2 positive features	3 – 4 positive features	5 – 6 positive features		

NEGATIVE FEATURES/ERRORS		POSITIVE FEATURES:	
EXECUTION THROUGHOUT ELEMENT			
1. Poor execution and/or Element labored and/or Uncontrolled	1 – 4	1. Smooth and/or Effortless	2
2. Element does not reflect choreography of the chosen music/rhythm/character	1 – 2	2. Element enhances the choreography and/or character of the chosen music and/or rhythm. Element reflects nuances in the music	1 – 3
3. Poor entry/exit	1 – 2	3. Entry/Exit is seamless and/or unexpected and/or creative	1 – 2
4. Moves awkward or not aesthetically pleasing	1 – 2	4. Body lines and moves aesthetically pleasing and/or in character	1 – 2
5.	1 – 2	5. Speed across the ice maintained or accelerated during Element	1
6.	1	6. Element is innovative and / OR creative	1 – 2
7.	1 – 2	7.	1
8. Lacking or reducing speed of motion: DSp, STw, Choreo El	1 – 2	8.	1 – 2
9. Not on spot: DSp	1	9. Speed of rotations maintained or accelerated: DSp, STw, Choreo El	1 – 2
10. Lack of glide: All except DSp	1	10. Cleanness and sureness of steps and turns: STw, Step Seq, OFT	2
11. Pattern / Placement incorrect: Step Seq, ChSt, ChRS	1	11. Exit of one Twizzle (1) Exit of both Twizzles (2) With smooth running edge	1 2
12. Inclusion of Not Permitted items within element*	1	12.	1
13. Ending in a Stop on Two Knees, sitting or lying on the ice: ChSl	1		

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

*FD: Loops, Stops, Retrogression more than one and/or longer than 2 measures.

3. PROGRAM COMPONENTS – Single & Pairs, Ice Dance and Synchronized Skating and Solo Ice Dance (to be used for Rhythm Dance and Free Dance)

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

Serious Error(s)

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

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

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

Description	Penalty	Who is responsible
Program time violation – as per Rule 502	-1.0 for every 5 sec. lacking or in excess	Referee

Illegal Element / Movements / Poses – as per Rule 704 para 21 (pending the Members mail vote approval)
The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances, including the introductory and concluding steps (unless otherwise stated in an ISU Communication):
    a)   Jumps of more than one (1) revolution
    b)   Lying on the ice
	-2.0 per violation	Technical Panel
		Technical Specialist identifies, Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands. If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled and No Level if the minimum requirement for Basic Level are not fulfilled. (pending the Members mail vote approval)

Costume / prop violations – as per Rule 501, para 1 Note: prop violation includes using part of the costume as an accessory. In this case, deduction by Referee and Judges applies, and Technical Panel gives the Level of the Required Element according to the Calling Specifications.	-1.0 per program	Referee + Judges 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 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.
Part of the costume / decoration fall on the ice – as per Rule 501, para 2	-1.0 per program	Referee

Fall
  • 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.
  • A Fall is defined by a skater with the result that the majority of his/her/their 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).
	-1.0	Technical Panel
		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.

Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-1.0	Referee
Interruption in performing the program in excess of 10 seconds -more than 10 sec. and up to 20 sec. -more than 20 sec. and up to 30 sec. -more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program until the moment he/she/they resumes performing the program (Rule 503, para 2)	 -1.0 -2.0 -3.0	Referee If an interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the Skater is withdrawn.
Interruption in the program with allowance to resume from the point of interruption – as per Rule 515, para 3.b)	-5.0	Referee If the Skater does not report to the Referee within 40 seconds after the interruption started, or if the Skater does not resume the program within the additional 3 minutes allowance, the Skater is withdrawn.

Violation of choreographic restrictions
  • Rhythm Dance: as per Rule 709, para 1.d) (patter), h) (stops) and i) (touching the ice with (hand(s))
  • Free Dance: as per Rule 710, para 1.h) (stops), and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication.
	-1.0 per program	Referee + Judges
		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.

Extra Elements
  • Extra Element – for each Spin within a Step Sequence (including ChSt/ChRS) when not permitted) (e.g. Sp+ExEl)
  • 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. MiSt*)
	-1.0 per element
	Element receives no value
		Computer applies deduction.
		Technical Controller authorizes or corrects the Call and confirms the deduction applied.

Music requirements
  • Rhythm Dance: as per Rule 709 para 1.c) (i) and (ii)
  • Free Dance: as per Rule 710 para 1.c)
	-2.0 per program	Referee + Judges
		The deduction is applied according to the opinion of the majority of the Panel which includes all Judges and the Referee. No deduction in case of 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.

Tempo specifications – Rhythm Dance: as per Rule 709 para 1.c) (iii)	-1.0 per program	Referee
Spirals / Poses exceeding 7 sec (short Pose), 12 sec (Combo)	-1.0 per Spiral/Pose	Referee

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

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 4 beats of less in PDE	If the Pattern Dance Element is interrupted 4 beats of less – the key points are called as identified and the level will be reduced by 1. It is reported of the Judges Details per Skater chart as: "<" to indicate an interruption of 4 beats of 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 the Skater, the key points are called as identified and the level will be reduced by 2. It is reported of 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 Skater completes less than 75% of the Pattern Dance Element, the Technical Specialist calls the Key Points as performed (Yes, No, Timing), identifies with the Pattern Dance Element Name and "No Level" adding "attention".
S		
>	= 1 point deduction for extended Spiral	If the duration of the Dance Spiral is longer than the permitted time, the Referee applies the deduction of 1 point – the duration of the Dance Spiral is confirmed by the Referee electronically.
ExEl	= 1 point deduction for "Extra Element"	If a Spin(s) occurs within a Step Sequence (including ChSt/ChRS) when not permitted) (e.g. Sp+ExEl) 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 of 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 2022/23

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

PATTERN DANCE AND PATTERN DANCE ELEMENT PERCENTAGE OF STEPS INFORMATION (SEASON 2022/23)						No of Steps				
CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE / SECTION	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	10%	25%	50%	75%	90%
Beginner	Dutch Waltz	132-138 bpm	20.4 – 21,3	2 Sequence	16	2	4	8	12	14
	Tango Canasta	106-110 bpm	Approx. 11.7	4 Sequences	14	1	4	7	11	13
Basic Novice	Swing Dance	98-102 bpm	37.6 – 39.2	2 Sequences	30	3	8	15	23	27
	Willow Waltz	132-138 bpm	23.4 – 24.6	2 Sequences	22	2	6	11	17	20
	Tango Fiesta	106-110 bpm	17.5 – 18.1	3 Sequences	16	2	4	8	12	14
Intermediate Novice	Rocker Foxtrot	102-106 bpm	15.8 – 16.5	4 Sequences	14	1	4	7	11	13
	American Waltz	195-201 bpm	28.8 – 29.4	2 Sequences	16	2	4	8	12	14
	Fourteenstep	110-114 bpm	10.5 – 10.9	4 Sequences	14	1	4	7	11	13
	Tango	106-110 bpm	28.4 – 29.5	2 Sequences	22	2	6	11	17	20
Advanced Novice	Westminster Waltz	159-165 bpm	28.4 – 29.5	2 Sequences	22	2	6	11	17	20
	Argentine Tango	94-98 bpm	34.3 – 35.7	2 Sequences	31	3	8	16	23	28
Junior	Argentine Tango	94-98 bpm	34.3 – 35.7	1AT	31	3	8	16	23	28