



## **BRITISH ICE SKATING - SOLO ICE DANCE**

Requirements for Technical Rules with ongoing validity,

2022-2023 Solo Dance Season

Requirements for Technical Rules

1. Calling specifications and Levels of Difficulty for Required Elements
2. Marking guide for Grades of Execution of Required Elements
3. Deduction Chart – Who is Responsible – Rhythm Dance and Free Dance
  4. Explanation of Symbols on the Judges Details Per Skater
  5. Program Components for Rhythm Dance and Free Dance

## 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.

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

1. The Technical Panel shall identify what is performed despite what is listed on the Program Content Sheet.
2. The Levels shall be determined according to the Basic and Additional Principles of Calling and Characteristics of Levels fulfilled. They shall not result in giving No Level to a Required Element as long as the requirements for Basic Level are met.
3. To be given any Level, a Required Element must meet all the requirements for Basic Level.
4. If a Fall or interruption occurs at the attempt of any Required Element, refer to the Additional Principles of Calling for each Required Element.
5. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) 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 Turns Sequence. This Basic Principle does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Turns Sequence) - Refer to the Additional Principles of Calling for these elements.
6. If a program concludes with the 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.
7. If a Spin (FD) or a Dance Edge Element (RD and FD) is performed in a Step Sequence **when not permitted, (including Choreographic Step Sequence/Choreographic Rhythm Sequence)**, such element will receive the abbreviation +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., DSP+ExEl)
8. If a Dance Spin is performed in a Step Sequence in Rhythm Dance, the Dance Spin is not identified (Dance Spin is not a required element and there is no provision to identify it as an extra element)
9. The Technical Panel shall decide whether any feature to fulfil the Characteristics of Levels is given credit unless this feature is expressly designated as not eligible for Level in the present Communication or in the Q&A for Technical Panels.
10. The definition of “intricate” when referring to technical elements does not necessarily mean difficult.
11. If there is an illegal element(s)/movement(s) 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 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.

## PATTERN DANCE ELEMENTS

### 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 1/2 beat of the step is permitted to prepare the push/transition to the next step. (unless otherwise prescribed)

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

### Junior and Senior

1. Level 4 shall be considered only when the Pattern Dance Element is not interrupted at all, either through Stumbles, Falls or any other reason
2. 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.
3. 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.
4. If the Pattern Dance is interrupted more than 25% but 50% of the steps are completed by the skater, the key points are called as identified and the level will be reduced to “Basic Level” adding “<<”. It is reported on the Judges Details per Skater chart as: “<<<” to indicate an interruption between 25% to 50%. Example: Yes, Yes, – Level 3 becomes Basic Level
5. If a skater completes less than 50% of the steps, the Technical Specialist calls the Key Points as performed, identifies with the Pattern Dance Name and **“NO Level”** adding **“attention”**. It is reported on the Judges Details per Skater chart as: “!” to indicate that less than 50% of the Pattern Dance has been completed. Example: Yes, Yes, – Level 3 becomes No Level

## Beginner, Juvenile and Novice Categories

1. Level 3 For Advanced Novice and Level 2 for Intermediate Novice shall only be considered when the Pattern Dance is not interrupted at all, either through Stumbles, Falls or any other reason
2. If the Pattern Dance is interrupted less than 25% (through stumble, falls, etc), the key points are called as identified and the level will be reduced by 1, adding “downgraded <”. It is reported on the Judges Details per Skater chart as: “<” to indicate an interruption of less than 25%.  
Example for Advanced Novice: Yes, Yes – Level 3 becomes Level 2. Example for Intermediate Novice: Yes – Level 2 becomes Level 1
3. If the Pattern Dance is interrupted more than 25% but 50% of the steps are completed by the skater, the key points are called as identified and the level will be reduced to “Basic Level” adding “<<”. It is reported on the Judges Details per Skater chart as: “<<” to indicate an interruption between 25% to 50%. Example: Yes, Yes, – Level 3 becomes Basic Level
4. If a skater completes less than 50% of the steps, the Technical Specialist calls the Key Points as performed, identifies with the Pattern Dance Name and “**NO Level**” adding “**attention**”. It is reported on the Judges Details per Skater chart as: “!” to indicate that less than 50% of the Pattern Dance has been completed. Example: Yes, Yes, – Level 3 becomes No Level
5. All Pattern Dances will be skated in the order listed and must be performed with the first sequence executed in front of the judges’ stand. If not, the Referee will stop the skater and instruct them to restart on the correct side without deduction. The first Step of the dance must be on beat 1 of a measure.

## **DANCE SPINS**

Dance Spin - A spin performed on one foot with or without change(s) of foot by the skater

## **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 the skater is on one foot.
4. If a Fall or Interruption occurs at the attempt of a Dance Spin before the requirements for Basic Level have been fulfilled and the Dance Spin is resumed, the Dance Spin shall be identified and given a Level according to what is executed after resumption.
5. If a Fall or Interruption occurs during a Dance Spin, the Dance Spin shall be identified and given a Level according to the requirements met before the Fall or interruption, or **ignored** if the requirements for Basic Level are not met.
6. If during the Dance Spin a touch down/loss of control with additional support by free leg/foot and/or hands for up to half a rotation and the Dance Spin then continues without interruption, the level will be reduced by 1 per touch down. If the mistake lasts for more than half a rotation, this shall be considered as an interruption and any features/rotations from this point are not considered for the level.
7. A push without a change of foot is considered as a touchdown (intentional or unintentional) and the level will be reduced by 1 per each touch down.
8. Any transitional movements within a Dance Spin can be performed on two feet for up to half a rotation. More than half a rotation will be considered as a touchdown.

## 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 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 with the free leg on horizontal line or higher.**

**Note:**

- Simple camel spin will be considered as a Difficult Variation of Camel Position for all skaters
- 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 of spinning rotation:**

- At least 3 rotations in each direction of rotation

**Entry/Exit Feature:**

- Unexpected entry/exit without any evident preparation.
- 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.

**LEVELS OF DIFFICULTY**

**Characteristics of Levels:**

- A Difficult Variation shall be considered for Level when held for at least 3 rotations.

Basic Level	Level 1	Level 2	Level 3	Level 4
At least three rotations continuously on one foot	<b>1 Difficult Variation</b>  from any Basic Positions	<b>2 different Difficult Variations</b> from 2 different Basic Positions	<b>3 different Difficult Variations</b> from 3 different Basic Positions  <b>OR</b>  <b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>AND</b>  Different direction of spinning rotation	<b>4 different Difficult Variations</b> from 3 different Basic Positions  <b>OR</b>  <b>3 different Difficult Variations</b> from 3 different Basic Positions  <b>AND</b> Different direction of spinning rotation

- In a Dance Spin with a change of direction with at least three revolutions in each direction, Level 3 or 4 shall be considered only when each direction of the Dance Spin includes at least one of the Different Difficult Variations given credit for Level.

## DANCE EDGE ELEMENTS

### Applicable to all Types of Edge Elements:

1. The first performed Dance Edge Element(s) shall be identified as the required Dance Edge Element(s) and given a Level, or **ignored** if the requirements for Basic Level are not met. Subsequent Dance Edge Elements(s) which fulfill the minimum requirement for “Basic” Level shall be identified as a Dance Edge Element(s) classified as “Additional Element”, will receive the abbreviation\* (e.g. sSPo\*). It indicates that the element receives No Value, the deduction -1 is applied, it occupies a box and it will count as a Dance Edge Element(s). The number of required Dance Edge Element(s) is specified in the descriptions of Required Elements for Rhythm Dance and Well Balanced Free Dance Programs.
2. If a Fall or interruption occurs at the attempt of a Dance Edge Element and it did not fulfil the requirements for Basic Level, the 2nd attempt will be considered for Level.
3. Any Dance Edge Element or part of a Combination Edge Element of a repeated Type shall be classified as an “Additional Element” will receive the abbreviation\* (e.g., sSPo\*). It indicates that the element receives No Value, the deduction -1 is applied, it occupies a box, and it will count as an Edge Element (does not apply to the second part of a Combination Edge Element composed of two Edge Elements on two curves forming a serpentine pattern.
4. To be considered a different Type, Edge Elements of a similar Category must be skated on different edges.
5. Any Edge Element 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.
6. If a Fall or interruption occurs after a Dance Edge Element has been identified (i.e. it has fulfilled Basic Level or higher), the Edge Element will be given a Level based on what was executed prior to the Fall or interruption. If the skater continues the Pose after the Fall for the purpose of filling time, this will not be considered for Level or as an additional element.
7. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs after an Edge Element has commenced and the Edge Element continues after touchdown (without interruption), its Level shall be reduced by 1 Level per touchdown (in a Combination Edge Element only the Level of the Short Edge Element where the touchdown occurred shall be reduced by 1 Level).
8. A **brief movement**, less than 3 seconds, in which an Edge Element position is attained but is not sustained shall not be considered as an Edge Element.

### Applicable to Combination Edge Elements:

1. A Combination Edge Element shall be identified with the first two fully established Types of Single Edge Elements performed forming two approximately equal parts or it shall be identified as a Single Edge Element of the Type forming the larger part. The Level of each of the two Types of Edge Element shall be given separately.
2. If for any reason one of the parts of a Combination Edge Element cannot be identified, only the other part shall be identified, as a Single Edge Element, 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 Edge Element had been performed and identified
3. If one of the Single Edge Elements forming the Combination Edge Element includes an Illegal Element/Movement, the deduction for Illegal Element/Movement will apply once and the Part of the Combination Edge Element including the Illegal Element/Movement will receive Basic Level if the requirements for Basic Level are met.
4. If both Single Dance Edge Elements forming the Combination Edge Element include an Illegal Element/Movement (same or different), the deduction for Illegal Element/Movement will apply twice and both parts of the Combination Edge Element will receive Basic Level if the requirements for Basic Level are met.
5. In a Combination Edge Element, if a skater performs an Illegal Element/Movement as an Entry and/or Exit Feature (such as a Jump of more than half a revolution): the deduction for Illegal Element/Movement will apply and the first and/or second part of the Combination Edge Element will receive Basic Level if the requirements for Basic Level are met. The other part of the Edge Element will receive a Level according to the requirements met. Otherwise, the element will be called Basic Level if the element fulfils the requirements for Basic Level, or **ignored** if the minimum requirement for Basic Level are not fulfilled.

6. Any Difficult entry feature(s) connected with the 1<sup>st</sup> Edge Element and considered for Level for the chosen Type of Edge Element will also upgrade the 2<sup>nd</sup> Edge Element in a combination Edge Element
7. Any Difficult exit feature(s) connected with the 2<sup>nd</sup> Edge Element and considered for Level for the chosen Type of Edge Element will also upgrade the 1<sup>st</sup> Edge Element in a combination.
8. If more than two connecting steps are performed between the two Short Edge Elements in a Combination Edge Element the Edge elements will be called separately as two Short Edge Elements.

## ADDITIONAL DEFINITIONS, SPECIFICATIONS AND NOTES

### Difficult Edge Element (examples)

- a) A Spiral 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 Spiral 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);
- c) 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.
- d) A “Kerrigan”: a spiral where the leg is extended behind with the entire boot higher than the head and the free leg held by the hand around the knee.
- e) A “135”: when skating backwards and the leg is extended in front or slightly to the side and not held by the hands, and positioned at least 135 degrees between the thighs.
- f) An outside Ina Bauer.
- g) An outside Spread Eagle.
- h) Hydroblade. The core of the body must be clearly positioned away from the vertical axis. If any other part of the body, (other than the allowable boot/foot drag of the free leg) touches the ice it will be considered a Choreographic Sliding Movement when the Choreographic Sliding Movement is an option as one of the elements to be skated or penalized if the movement violates any other rules.

### Note:

- A chosen example of a Difficult Edge Element shall be considered for Level only the first time it occurs.
- Examples b) (full doughnut/ring) and c) (full “Biellmann”) shall be considered as the same example of difficult Edge Element
- Examples a) (Split) and d) (Kerrigan) shall be considered as the same example of difficult Edge Element.

### Entry Feature

- a) unexpected entry without any evident preparation.
- b) difficult/transitional entry (Example; from a twizzle or jump), considered for level only the **first time** it is used.
- 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 before** the Pose. Considered for the Level only the first time it is performed.
- b) Difficult/transitional exit, considered for level only the **first time** it is used.



## Arm/Upper Body Feature

- 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. Simple use of the hands and/or forearms only is not sufficient to be given credit for the feature.
- Additional feature for spirals, 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 and no additional support of the free leg.
- Additional feature for Ina Bauer, back arched back with head bent back, tilted towards the ice.

## Combination Edge Element Additional Feature

- A difficult turn is performed as a connecting step between two Short Edge Elements comprising a Combination Edge Element. A difficult turn is defined as either Rocker, Counter, Twizzle (any number of rotations permitted) or Bracket. The turn must be identifiable to be considered for Level. Only one additional step, push or touch down is permitted before the start of the second part of a Combination Edge Element. The step may be before or after the difficult turn.
- A Change of edge is performed connecting two Edge Elements to become a Combination Edge Element. To be considered for level, a clean change of edge from one definite edge to a different definite edge with the second edge being clearly established. If the second edge is established after 2 seconds the feature will **not** be considered.

## LEVELS OF DIFFICULTY Characteristics of Levels:

Basic Level	Level 1	Level 2	Level 3	Level 4
established in position on a curve for at least 3 seconds.	<p>established in position on a curve for at least 3 seconds</p> <p>- with <b>one</b> from the following:</p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p>Each part of a Combination Edge Element may be upgraded with an Entry or Exit Feature</p> <p>Or</p> <p>A Combination Edge Element Additional Feature may upgrade either one of the two parts.</p>	<p>established in position on a curve for at least 3 seconds</p> <p>- with <b>two</b> from the following:</p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p>Each part of a Combination Edge Element may be upgraded with an Entry or Exit Feature</p> <p>Or</p> <p>A Combination Edge Element Additional Feature may upgrade either one of the two parts.</p>	<p>established in position on a curve for at least 3 seconds with;</p> <p><b>a) A difficult position</b></p> <p>AND</p> <p>- <b>1 additional feature from</b></p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p>Each part of a Combination Edge Element may be upgraded with an Entry or Exit Feature</p> <p>Or</p> <p>b) A Combination Edge Element Additional Feature may upgrade either one of the two parts.</p>	<p>established in position on a curve for at least 3 seconds with;</p> <p>- <b>A difficult position</b></p> <p>AND</p> <p>- <b>2 additional features from</b></p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p>Each part of a Combination Edge Element may be upgraded with an Entry or Exit Feature</p> <p>Or</p> <p>a) A Combination Edge Element Additional Feature may upgrade either of the two parts.</p>

**Adjustments to level** – During an Edge Element, a significant deviation from the edge to a flat will reduce the level by one. The element can still receive a Basic Level if the requirements for Basic Level are met.

## TWIZZLES

### ADDITIONAL PRINCIPLES OF CALLING

1. The first performed Set of Twizzles shall be identified as the required Set of Twizzles and given a Level, or No Level if the requirements for Basic Level are not met. The first Twizzling Movements performed after the required Set of Twizzles (FD variation) 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/touch down by free leg/foot and/or hand(s)) occurs within a set of Twizzles and the set of Twizzles continues without interruption, it's level shall be reduced by 1 per error. If more than two uncontrolled steps are performed during the set of twizzles, this mistake is considered as 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 features/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 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
  - by two Levels if both Twizzles become Pirouettes or checked Three Turns
6. Entry edge to either Twizzle cannot be from a **stand still**, 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.

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

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

- Free leg held out below the knee in front or behind not touching the skating leg in at least 45 degrees open hip position
- Coupé in front, **side** or behind with free foot in contact with the skating leg in at least 45 degrees open hip position
- holding the blade or boot of the free foot
- free foot crossed behind the skating foot and close to the ice
- free leg held out at least of the level of the knee (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those)

- free leg held out (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical;
- sit position (at least 90 degrees between the thigh and shin of the skating leg)
- changing the level of the skating leg (knee) with a continuous wave (up/down) motion

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

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

**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 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 skater will receive two ‘C’ features for Level.

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

**STEP SEQUENCES (including PATTERN DANCE TYPE STEP SEQUENCE)**

**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.
- 2) If a Fall or interruption occurs at the attempt to or during a Step Sequence (excluding One Foot 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. (This does not apply to the One Foot Step Sequence).
- 4) **Pattern Dance Type Step Sequence (PSt) (Style D)** – Four different difficult turns must be performed from the following: Rocker, Counter, Choctaw, Forward Outside Mohawk. Only the first attempt at each Different Difficult Turns are considered for level. Additional attempts of the same Difficult Turn are ignored.

**ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES**

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

**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 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 considered even as a “Single Twizzle”.

**Characteristics of Level Style B**

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 Type of Difficult Turn</b> (Only the first attempt of the Difficult Turn is considered for level)</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 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><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 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><b>Step Sequence</b> is not interrupted at all, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork 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>

## PATTERN DANCE TYPE STEP SEQUENCE

**Characteristics of Levels Style D:** Footwork for Pattern Dance Type Step Sequence: Footwork, includes 4 different Difficult Turns in total from the following: Rocker, Counter, Choctaw, Forward Outside Mohawk (Only the first attempt at each Different Difficult Turns are considered for level)

Requirements	Basic Level	Level 1	Level 2	Level 3	Level 4
<b>Pattern Completion</b>	At least 50%	At least 50%	At least 75%	At least 90%	100 % with no interruptions
<b>Difficult Turn Correctly Executed</b>		includes <b>1 Difficult Turn</b>	Includes <b>2 Difficult Turns</b>	includes <b>3 Difficult Turns</b>	includes <b>4 Difficult Turns in total</b>
<b>Multidirectional Steps/Turns</b>				<b>Turns Multidirectional</b>	<b>Turns Multidirectional</b>
					<b>All Steps/Turns are 100% clean</b>

## ONE FOOT TURNS SEQUENCE

### ADDITIONAL PRINCIPLES OF CALLING

1. One Foot Turns Sequence consists of Difficult Turns performed on one foot.
2. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs during the One Foot Turns Sequence and continues without interruption, its Level shall be reduced by one Level per error.
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.

### ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

Types of One Foot Turns Sequence Difficult Turns: Bracket, Rocker, Counter, Twizzle (Twizzle with one rotation - "Single Twizzle" for Level 1 and 2 or Twizzle with two rotations - "Double Twizzle" for Levels 1 – 4), skated on distinct and recognizable edges and in accordance with the description of Twizzle in Rule 704. Note: An error in any part of a turn will result in the turn not being considered for the Level. This also applies to an error in any part of a Twizzle or "Double Twizzle", the entire Twizzle is not considered towards the Level. As an example - If the 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 considered even as a "Single Twizzle".

## CHARACTERISTICS OF LEVELS OF ONE FOOT TURNS SEQUENCE

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

### Characteristics of One Foot Step Sequence

Basic Level	Level 1	Level 2	Level 3	Level 4
At least 2 Types of One Foot Turn are executed	1 Type of One Foot Turns correctly executed	2 different Types of One Foot Turns correctly executed	3 different Types of One Foot Turns correctly executed	ALL 4 different Types of One Foot Turns correctly executed  AND All Turns are 100% clean

## CHOREOGRAPHIC ELEMENTS

### ADDITIONAL PRINCIPLES OF CALLING

1. Any Choreographic Element/Movement combined with another Required Element as an ‘Entry’ or ‘Exit’ feature will not be considered by the Technical Panel as a required Choreographic Element/Movement. It will only be considered by the Technical Panel as an ‘entry’ and/or ‘exit’ feature.
2. Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.
3. If there is an illegal element(s)/movement(s)/pose(s) during the execution of any Choreographic Element, the deduction for an illegal element(s) /movement(s) / pose(s) will apply and the element will receive No Value.

### HOW TO IDENTIFY AND CONFIRM CHOREOGRAPHIC ELEMENTS

A minimum requirement has been determined for each Choreographic Element. A Choreographic Element shall be identified as soon as this minimum requirement is reached. A Choreographic element is confirmed as soon as the (other) requirement(s) for the element is/are reached (see chart below)

- Should the minimum requirement not be reached, the element will be ignored and will not block a box.
- Should the element be identified and not be confirmed it will receive no value and will block a box.

<b>Choreographic Element</b>	<b>Identification If...</b>	<b>Confirmation If...</b>	<b>Additional Principles of Calling</b>
<b>Choreographic Spinning Movement</b>	The skater performs up to Three rotations are performed continuously	Three rotations or more are performed without interruption.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Spinning Movements shall not be identified.</li> </ul>
<b>Choreographic Character Step Sequence / Choreographic Rhythm Sequence</b>	The skater performs steps around the short axis and must proceed from barrier to barrier	The skater is not more than 2 meters from each barrier.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Character Step Sequence(s) and Choreographic Rhythm Sequence (s) shall not be identified.</li> </ul>
<b>Choreographic Sliding Movement</b>	<p>The skater executes a sliding movements on the ice for at least 2 seconds.</p> <p>- Basic lunges performed by the skater do not fulfil the minimum requirement and will be ignored.</p>	The skater executes a sliding movements on the ice for at least 2 seconds.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall as long as no additional support is involved.</li> <li>- Subsequent sliding movements, which are identified as Illegal Element /Movement and/or a Fall shall be called as such but not considered as an Additional Element (Choreographic Sliding Movement).</li> <li>- If the Choreographic Sliding Movement does not fulfill the requirements (and therefore not identified) and the skater has performed “touching the ice with any part of the body” (as an example, on two knees), the Tech Panel will call a Fall.</li> </ul>
<b>Choreographic Twizzling Movements</b>	The skater performs at least 2 continuous travelling rotations in the first part and in the second part, at least 2 continuous rotations.	Performed with no more than 3 steps in between twizzling movement.	<ul style="list-style-type: none"> <li>- Must be performed after the required Set of Twizzles.</li> <li>- Subsequent Twizzling Movements shall not be identified.</li> </ul>

**MARKING GUIDES FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS:**

GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2022/23 – Solo Dance (DRAFT 10th JANUARY 2023)											
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
SET CRITERIA											
<b>STEPS HELD FOR THE REQUIRED NUMBER OF BEATS</b>	Less than 75% of Steps/Edges held for required # of beats <i>See pg4 BIS Solo Dance Technical Requirements.</i>					A least 75% of Steps/Edges held for required # of beats <i>See pg4 BIS Solo Dance Technical Requirements.</i>		At least 90% of Steps/Edges held for required # of beats <i>See pg4 BIS Solo Dance Technical Requirements.</i>		100% of Steps/Edges held for required # of beats <i>See pg4 BIS Solo Dance Technical Requirements.</i>	
SET CRITERIA											
<b>FALLS/ LOSS OF CONTROL with OR without additional support</b>	Fall with serious errors Or many serious errors	Fall with many errors Or many errors	<b>Fall at start of Element</b> Or <b>Fall within Element</b>	<b>Fall at end of Element</b> Or <b>brief fall</b> (up/down) within element	<b>Two (2) Stumbles/ Touchdowns</b> Or Up to 25% element missed	<b>Loss of Control</b> without additional support (no more than two) Or <b>Loss of Control</b> with additional support (e.g. <b>Stumble/Touchdown</b> ) (reduce according to the table)				None	
FEATURES	More negative features/errors than positive features					Basic Execution - Generally correct	1 – 2 positive features	3 – 4 positive features	5 – 6 positive features	7 – 8 positive features (no negative features/errors)	More than 8 positive features (no negative features/errors)
	More than 8 negative features	7 – 8 negative features	5 – 6 negative features	3 – 4 negative features	1 – 2 negative features						
NEGATIVE FEATURES						POSITIVE FEATURES					
EXECUTION THROUGHOUT ELEMENT											
1. Poor execution and/or Element laboured and/or Uncontrolled					1 – 4	1. Good quality – correctness, cleanness, deepness and sureness of Edges/Steps/Turns					2 – 4
2. Incorrect Steps/Turns (E.g., Mohawk instead of Choctaw)					1 per each	2. Smooth and Effortless					2
3. Poor body lines and carriage					1	3. Started on the prescribed beat/strong beat (for each Section/Sequence)					1
4. Lack of glide and flow (movement across the ice)					1 – 3	4. Glide and flow maintained (movement across the ice)					2
5. Does not reflect character and/or style of the chosen rhythm					1 – 2	5. Nuances/accents reflects character and style of the chosen rhythm					1 – 2
6. Not started on the prescribed beat/strong beat (for each Section/Sequence)					1	6. Body lines and carriage of stylish according to the chosen Rhythm					1 – 2
7. Pattern incorrect, including crossing the long axis when not permitted					1 – 2	7. Element enhanced through innovative and/or creative movements, unless specified by BIS/ISU communication.					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 – SOLO DANCE (DRAFT JANUARY 2023)											
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
SET CRITERIA MUSICALITY	<b>Out of musical structure/rhythm pattern Choreographic elements not reflecting chosen music, rhythm or character</b>					Generally	<b>In musical structure/rhythm pattern</b>				
SET CRITERIA FALLS/ ERRORS/ LOSS OF CONTROL	Fall with serious errors OR many serious errors	Fall with many errors OR many errors	Fall at start of Element OR Fall within Element	Fall at end of Element Or brief fall (up/down) within element	Two (2) Stumbles/ Touch downs	Loss of Control without additional support (no more than two) Or Loss of Control with additional support (e.g. Stumble/Touchdown)			NONE	NONE	
FEATURES	<b>NEGATIVE – More negative features than positive features</b>					Generally correct	<b>POSITIVE – More positive features than negative features</b>			7 – 8 (no negative features)	More than 8 (no negative features)
	More than 8	7 – 8	5 – 6	3 – 4	1 – 2		1 – 2	3 – 4	5 – 6		
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTED THROUGHOUT ELEMENT</b>											
1. Poor execution and/or Element laboured 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.					1 – 3
3. Poor entry / Poor exit (per each)					1 – 2	3. Entry/Exit is seamless and/or unexpected and/or creative					1 – 2
4. Poses or moves awkward or not aesthetically pleasing					1 – 2	4. Body lines and pose aesthetically pleasing and/or in character					1 – 2
5. Element does not reflect nuances in the music					1	5. Speed across the ice maintained and/or accelerated during the Element					1 – 2
6. Poor connecting steps between first and second Twizzle STw					1	6. Element is innovative and/or creative					1 – 2
7. Poor utilisation of ice coverage					1 – 2	7. Element reflects nuances in the music					1
Step Seq, PSt ChSt, ChRS						8. Element enhanced by effective utilisation of ice coverage Step Seq, PSt, ChSt, ChRS					1 – 2
8. Lacking or reducing speed of rotation					1 – 2	9. Speed of rotations maintained or accelerated DSp, STw, Choreo EI					1 – 2
DSp, STw Choreo EI						10. Cleanness and sureness of: - steps and turns - edge(s)					1 – 2
9. Not on spot					1	STw, Step Seq, OFT Dance Edge Element					1 – 2
10. Lack of glide (movement across the ice)					1	11. Exit of one of Twizzles (1) Exit of both Twizzles (2) with smooth running edge.					1 – 2
11. Pattern/Placement incorrect					1	STw					1 – 2
12. Inclusion of Not Permitted items within element*					1 per each	12. Element is enhanced by a variety of multidimensional movements or different planes of movement					1
13. Ending in a Stop on Two Knees, sitting or lying on the ice ChSI					1						

\* RD: Loops (except one loop in PSt, and during ChRS), Retrogression. Stop(s) within PSt (except at start). Stops no 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.

## DEDUCTION CHART – Who is Responsible

Description	Penalty Junior/Senior	Penalty Novice	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>-0.5 for every 5 sec. lacking or in excess</b>	<b>Referee</b>
<b>Illegal Elements / Movements / Poses</b> – as per Rule 704 para 21 The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated in a BIS or ISU Communication):  a) Jumps of more than half a revolution; b) Two or more consecutive 1/2 revolution jumps c) Split Jumps with a toe assisted take off. (A Ballet Jump where the skater takes off and lands on the same toe with no rotation will be considered a hop and not a split jump.) d) Split Jumps with an edge take off where the legs are spread equal to or more than 90 degrees. Such as, but not limited to a Falling Leaf. e) Illusions f) Lying on the ice;	<b>-2.0 per violation</b>	<b>-1.0 per violation</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. 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.
<b>Costume / prop violations</b> – as per Rule 501, para 1	<b>-1.0 per program</b>	<b>-0.5 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>-0.5 per program</b>	<b>Referee</b>
<b>Fall</b> • 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/BIS Communication. 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).	<b>-1.0</b>	<b>-0.5</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>-0.5</b>	<b>Referee</b>
<b>Interruption in performing the program in excess of 10 seconds</b> - 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 they resume performing the program (Rule 503, para 2)	<b>-1.0</b> <b>-2.0</b> <b>-3.0</b>	<b>-0.5</b> <b>-1.00</b> <b>-1.50</b>	<b>Referee</b> If an Interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the skater 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>-2.5</b>	<b>Referee</b> 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. If the skater resumes skating within this additional period, the Referee shall apply a deduction. This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.

Description	Penalty Junior/Senior	Penalty Novice	Who is responsible
<b>Violation of choreographic restrictions</b> <ul style="list-style-type: none"> <li>• <b>Rhythm Dance:</b> as per Rule 709, para 1.d) (pattern), h) (stops) and i) (touching the ice with hand(s))</li> <li>• <b>Free Dance:</b> as per Rule 710, para 1.h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in a BIS/ISU Communication.</li> </ul>	-1.0 per program	-0.5 per program	<b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.
<b>Extra Elements</b> <ul style="list-style-type: none"> <li>• Extra Element – for each Lift or Spin within a Step Sequence (<u>including ChSt/ChRS</u>) when not permitted (e.g. RoLi+ExEI, Sp+ExEI)</li> <li>• Additional Element – by computer verification, for elements not according to requirements for Rhythm Dance or not according to the “Well-Balanced Free Dance Program (e.g. CuLi*)”</li> </ul>	-1.0 per element  Element receives no value	-0.5 per element  Element receives no value	<b>Computer</b> applies deduction.  <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> <li>• <b>Novice:</b> according to Rule 707, paragraph 5: (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.</li> </ul>	-2.0 per program	-1.0 per program	<b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above mentioned deductions.
<b>Tempo specifications</b> <ul style="list-style-type: none"> <li>• <b>Rhythm Dance:</b> as per Rule 709 para 1.c) (iii)</li> <li>• <b>Novice:</b> according to Rule 707, paragraph 5 (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.</li> </ul>	-1.0 per program	-0.5 per program	<b>Referee</b>
<b>Dance Edge Elements exceeding permitted duration</b> – per edge element exceeding 7 sec (Short Edge Element) or 12 sec (Combination Edge Element)	-1.0 per Dance Edge Element	-0.5 per Dance Edge Element	<b>Referee</b>
<b>ALL DEDUCTIONS FOR NOVICE CATEGORIES ARE HALF THE NORMAL DEDUCTIONS FOR JUNIOR/SENIOR</b>			

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

<b>Symbol</b>	<b>Action</b>	<b>Explanation</b>
<	= 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 skater 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”.
>	= 1 point deduction for extended Dance Edge Element	If the duration of the Dance Edge Element is longer than permitted time, the Referee applies the deduction of 1 point – the duration of the edge element is confirmed by the Referee electronically
ExEI	= 1 point deduction for “Extra Element”	If a Dance Edge Element(s) or Spin(s) occurs within a Step Sequence (e.g. sSPoLi+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, -1.0 per fall	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”.

## SOLO PATTERN DANCE AND PATTERN DANCE ELEMENT INFORMATION 2023

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

CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE	REQUIRED SECTION or SEQUENCES	NO. OF STEPS PER SECTION or SEQUENCE	No. of Steps				
						10%	25%	50%	75%	90%
Young Stars Beginner	Novice Foxtrot	100 bpm	21.00	2 Sequences	18	2	5	9	14	16
	Rhythm Blues	88 bpm	22.0	3 Sequences	16	2	4	8	12	14
Young Stars Juvenile	Dutch Waltz	135 bpm	21.0	2 Sequences	16	2	4	8	12	14
	Tango Canasta	108 bpm	16.0	3 Sequences	14	2	4	7	11	13
Basic Novice	Swing Dance	98 -102 bpm	<u>37.6 – 39.2</u>	2 Sequences	30	3	8	15	23	27
	Willow Waltz	132-138 bpm	23.4 – 24.6	2 Sequences	22	2	6	11	17	20
Intermediate Novice	Rocker Foxtrot	102-106 bpm	15.8 – 16.5	4 Sequences	14	1	4	7	11	13
	Fourteensstep	110-114 bpm	10.5 – 10.9	4 Sequences	14	1	4	7	11	13
Advanced Novice	Westminster Waltz	159 - 165 bpm	28.4 – 29.5	2 Sequences/4 Sections Section One: Steps 1-10 Section Two: Steps 11 - 22	<u>10</u> <u>12</u>	1 1	3 <u>3</u>	<u>5</u> <u>6</u>	<u>8</u> <u>9</u>	<u>9</u> <u>11</u>
	Argentine Tango	94 - 98 bpm	<u>34.3 - 35.7</u>	2 Sequences	31	3	8	16	23	28
Junior	Argentine Tango	94 - 98 bpm	<u>17.1-17.9</u>	1AT: Steps 1-18	18	2	4	9	13	16
			<u>17.1-17.9</u>	2AT: Steps 19-31	13	1	3	6	10	12

**Program Components – Pattern Dances – Solo Dance**

<b>Timing</b>	<b>Presentation</b>	<b>Skating Skills</b>
The ability of the skater to skate strictly in time with the music.	Through the involvement of the skater, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.	The ability of the skater to precisely execute dance steps and movements in accordance with the dance description with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide, and flow.
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	Unison, oneness and awareness of space***	Clarity of edges, steps, turns, movements and body control
Skating on the Strong Beat		Balance and Glide Flow, Power and Speed Ice Coverage

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

\*\*\* Unison, oneness and awareness of space applies to couples Ice Dance only.

## Program Components – Senior Rhythm Dance & Free Dance (All Levels)

### Solo Ice Dance

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

Serious Error(s)				
<p>Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.</p>				
Category	Mark range	Definition	Errors	Maximum score per program component
Platinum	10	Outstanding	1 serious error	9.50*
Diamond	9.00 – 9.75	Excellent	2 or more serious errors	8.75**
Gold	8.00 – 8.75	Very good	<p><b>For all Components:</b>                      *When there is <u>only one error and this error minimally impacts the program</u>, the maximum score of 9.50 is possible as noted above. <b>Note:</b> For the above to apply, the program as a whole is still deemed to be “Excellent”.                       **When there are 2 or more errors and these errors <u>only minimally impact the program</u>, the maximum score of 8.75 is possible.</p>	
	7.00 – 7.75	Good		
Green	6.00 – 6.75	Above average		
	5.00 – 5.75	Average		
Orange	4.00 – 4.75	Fair		
	3.00 – 3.75	Weak		
Red	2.00 – 2.75	Poor		
	1.00 – 1.75	Very poor		
	0.25 – 0.75	Extremely poor		

\*\*\* Unison, oneness and awareness of space applies to couples Ice Dance only.