

**2022**

**Solo Dance Series Handbook**



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# GENERAL INFORMATION

Please read the technical portion of the handbook closely when creating programs for the 2022 season as there are some new rules that will be implemented this year. All new rules for 2022 will be underlined in all documents to outline what is new. Rules are highlighted in yellow so everyone will pay special attention to major rule changes that may have been added since the first publishing of this handbook. We will also include an overview below of some of the more important new rules in this document.

## Please remember the following existing general rules:

### Invitations to National Solo Dance Final

Following the conclusion of the season, those skaters in the solo pattern dance, combined event and shadow pattern dance events from each section that have competed in at least two Solo Dance Series participating competitions and meet the following criteria (specific to event type) will be invited to advance to the National Solo Dance Final competition (NSDF). Qualification is based on a skater/team's highest IJS score at a designated Series competition for all events.

1. SOLO PATTERN DANCE AND COMBINED EVENT ONLY:
  - a. Those skaters in each section who finish in the top six (6) for total IJS score in each level will receive an invitation to advance to the National Solo Dance Final.
2. SHADOW PATTERN DANCE EVENT ONLY:
  - a. Those shadow pattern dance teams in each section who finish in the top three (3) for total IJS score in each level will receive an invitation to advance to the National Solo Dance Final.

A variation of a fill-up rule may be used if less than six skaters qualify to receive invitations to the NSDF at any particular level in the Series for the Solo Pattern Dance, Combined Events, and Shadow Dance events. This variation of the fill-up rule will be done at the discretion of the Program Development Committee Chair, National Vice Chair for Solo Dance and the U.S. Figure Skating Programs Manager.

### Declining an Invitation to the Final

Following participation in the 2022 Solo Dance Series competitions, it is expected that skaters will compete in the National Solo Dance Final upon qualification. **No alternates will be invited to attend under any circumstances.**

### Costume Requirements

The Solo Dance Series will follow all costume rules and requirements as stated for ice dance in the 2021-2022 U.S. Figure Skating Rulebook. (Rule 8020). Note: Women may wear trousers for all events.

### Behavior of Competitors during Competition

The Solo Dance Series will follow all behavior of competitors requirements including the call to start rules for IJS as stated in the 2021-2022 U.S. Figure Skating Rulebook. (Rules 1320-1324)

Earbuds and wireless headphones will not be allowed on any practice sessions or warm-ups associated with any Solo Series competition.

### Pattern Dance Starts

All pattern dances should start on the judges' side unless directed otherwise by the published rules for each dance for the season or the referee.

### Skating up

Skaters may skate up one level in all events.

# Important to Remember!

**Eligibility & Test Levels:** For the pattern dance events, the test level is determined by a skater completing all of the pattern dance tests within that level. All skaters must either compete at their test level or one level above their highest completed dance test. All skaters who have passed the Novice level or higher Free Skating or Novice or higher Moves in The Field tests may not enter the Bronze or below pattern dance events. There are no other restrictions for the Pre-Silver and above levels as they pertain to free skating or Moves in The Field tests. Participants may test during the Series season without penalty.

For the combined events please refer to the requirements for each level for details on qualifications for each level. No skater may enter an event where they have passed the corresponding free skating test two levels above the event they wish to enter. For example, if you wish to compete in Juvenile, you may not have passed the Novice Free Skating Test.

**Elements:** We have added a new element this year called the One Foot Step Sequence (pg. 33). This will be seen in the Novice and above levels in the Free Dance and as a result, the rules for attaining levels for the regular step sequence have also changed.

- Please take note that the list of illegal elements. Split jumps were redefined last season and Illusions are still illegal, even if done as part of a spin.
- These illegal elements now apply to all aspects of the Solo Series, including pattern dance.
- Pattern Dance now has additional illegal elements pay special attention to! (pg 39) Please review, they have been clarified as of 2/22/22.

**Pattern Dance Events:** This season all levels will have two portions to each event. The initial round will be a selected pattern dance, one for the qualifying season and a different one for the final. The final round will consist of a Variation Dance which will be used for the entire season, including the final. See page 20 for rules on the Variation Dance.

- All music for pattern dance (including Shadow) will be Skater's Choice. See Skater's Choice rules on page 6.
- All pattern dances, except Shadow, will include "Key Points" which will be part of attaining levels.
- All pattern dances will use "Solo Series Steps" for all competitors. All skaters will be using the same steps in most cases. **Please refer to the pattern dance diagrams for the steps to be skated along with the number of sequences, Key points and time limits for Skater's Choice music.**

You may notice that some of the pattern dance names look different. We are using the names adopted by the ISU for several of our lower dances that they recently included in their competition structure. For example, the Fiesta Tango is now called the Tango Fiesta. Also, dances that are not used internationally will have the prefix "U.S." before the dance name.

## Rhythm Dance:

This year we will be adopting the Pattern Dance Type Sequence (PSt) that is used in couples. This is a step sequence that will proceed around the rink immediately following the last step of the required pattern dance element (Blues or Midnight Blues) and finish at the short axis (red line) on the opposite side of the rink. Rules for the PSt can be found on page 31.

## Free Dance:

The Novice, Junior and Senior Free Dance times have been updated. Please refer to the appropriate page for requirements for the new times.

# Solo Pattern Dance

The solo pattern dance event is comprised of two dances at each level. The results from both dances will be combined to create a final score and overall result.

## New in 2022:

All levels will have one initial round dance assigned for all qualifying series competitions and a different one will be assigned for the Series Final. **The final round dance for all 2022 Solo Series events, including the Series Final, will consist of a Variation Dance. For rules on the Variation Dance, see page 20.**

## Important to Remember:

**All** music for pattern dance will be Skater's Choice. See Skater's Choice rules on page 6.

All pattern dances will include "Key Points" which will be part of attaining levels.

All pattern dances will use "**Solo Series Steps**" for all competitors. All skaters will be using the same steps. Please refer to the pattern dance diagrams for the steps to be skated along with the number of sequences, Key Points, and time limits for Skater's Choice skating time.

The following levels will be offered:

|               | Test Requirements  | Dances (number of sequences to be skated)  |
|---------------|--|--|
| Preliminary   | No test or passed preliminary & may not have passed the Novice Free Skating or Moves Tests.    | Series: U.S. Dutch Waltz (3 sequences) & Tango Canasta Variation Dance (2 sequences)<br>Final: Rhythm Blues (3 sequences) & Tango Canasta Variation Dance (2 sequences)          |
| Pre-Bronze    | Passed preliminary or pre-bronze & may not have passed the Novice Free Skating or Moves Tests. | Series: Tango Fiesta (3 sequences) & Cha Cha Variation Dance (2 sequences)<br>Final: Swing Dance (2 sequences) & Cha Cha Variation Dance (2 sequences)                           |
| Bronze        | Passed pre-bronze or bronze & may not have passed the Novice Free Skating or Moves Tests.      | Series: U.S. Hickory Hoedown (3 sequences) & US Ten Fox Variation Dance (2 sequences)<br>Final: U.S. Willow Waltz (3 sequences) & US Ten Fox Variation Dance (2 sequences)       |
| Pre-Silver    | Passed bronze or pre-silver  | Series: Fourteen Step (4 sequences) & European Waltz Variation Dance (2 sequences)<br>Final: Foxtrot (3 sequences) & European Waltz Variation Dance (2 sequences)                |
| Silver        | Passed pre-silver or silver  | Series: American Waltz (2 sequences) & Tango Variation Dance (2 sequences)<br>Final: Rocker Foxtrot (3 sequences) & Tango Variation Dance (2 sequences)                          |
| Pre-Gold      | Passed silver or pre-gold  | Series: Killian (4 sequences) & Paso Doble Variation Dance (2 sequences)<br>Final: Starlight Waltz (2 sequences) & Paso Doble Variation Dance (2 sequences)                      |
| Gold          | Passed pre-gold or gold  | Series: Quickstep (3 sequences) & Westminster Waltz Variation (2 sequences)<br>Final: Argentine Tango (2 sequences) & Westminster Waltz Variation Dance (2 sequences)            |
| International | Passed gold or international   | Series: Austrian Waltz (2 sequences) & Cha Cha Congelado Variation Dance (2 sequences)<br>Final: Tango Romantica (2 sequences) & Cha Cha Congelado Variation Dance (2 sequences) |

# Shadow Dance

The shadow pattern dance event is comprised of one pattern dance at each level.

A team may be comprised of two skaters of any gender. Solo Series Steps will be used as outlined in the Pattern Dance Diagram Handbook.

Music is Skaters Choice and must be provided by the skaters, see page 6.

The following levels will be offered:

| Level              | Requirement   | Dance (number of sequences to be skated) |
|--------------------|---|--|
| Preliminary        | One partner must not have passed higher than the complete preliminary dance test. | • Tango Canasta (3 sequences)            |
| Pre-Bronze         | One partner must not have passed higher than the complete pre-bronze dance test.  | • US Cha Cha (3 sequences)               |
| Bronze             | One partner must not have passed higher than the complete bronze dance test.      | • U.S. Ten Fox (3 sequences)             |
| Pre-Silver         | One partner must not have passed higher than the complete pre-silver dance test.  | • Fourteenstep (4 sequences)             |
| Silver             | One partner must not have passed higher than the complete silver dance test.      | • Rocker Foxtrot (3 sequences)           |
| Pre-Gold           | One partner must not have passed higher than the complete pre-gold dance test.    | • Killian (4 sequences)                  |
| Gold/International | Open.   | • Silver Samba (2 sequences)             |

# Combined Events

The combined dance event is comprised of the following two segments (as applicable by level):

- 1.) **For juvenile, intermediate and novice:** one pattern dance  
**For junior and senior:** one solo rhythm dance
- 2.) **For juvenile thru senior:** one solo free dance

All music for pattern dance will be Skater's Choice. See Skater's Choice rules below.

All pattern dances will include "Key Points" which will be part of attaining levels.

One dance will be announced to be used for all qualifying Solo Series competitions. A second dance will be used for the Final. These are listed in the requirements section for each level.

All pattern dances will use "**Solo Series Steps**" for all competitors, so skaters are mostly using the same steps. **Please refer to the pattern dance diagrams for the steps to be skated along with the number of sequences, Key Points, and time limits for Skater's Choice skating time. Key Points are also listed at the end of this handbook starting on page 40.**

## 2022 Skaters Choice Music Rules

All music for both the pattern dance events (including Shadow Dance) and the combined events will be Skater's Choice. Each skater must upload a piece of music for each event. They must also have a backup CD labeled with the skater's name and the name of the pattern dance on hand at the event.

The music may be an original choice by the skater/coach, or they may choose and download a piece made available to them on the Solo Dance Series webpage. The music may be either vocal or orchestral and it must be within + or – two beats per minute of the required beats per minute for each dance. The chosen music must also conform to the style of music appropriate for the rhythm of the selected dance. If the chosen music does not reflect the rhythm and style of the pattern dance to be skated a music deduction may be taken. The beats per minute and maximum skating time is all included on the Pattern Dance Diagram for each dance. Music that does not conform to these rules are also subject to a deduction.

Each skater will be timed from their first movement until they stop. If the skating time exceeds the maximum allotted skating time listed on the pattern diagram Standard timing deductions will apply as outlined on the "Who's Responsible" chart in the Solo Series Handbook.

For the Variation Dance, while there is no actual Maximum time listed, you are restricted to the time it would take to do up to 4 measures for an introduction, the time it takes to do the pattern dance portion and the number of measures allowed for the variation and ending\*. We hope you will not abuse the fact there is no max time posted and keep the introductions and endings brief.

\*Ending refers to the time it takes to finish a dance and come to a complete stop, not the time to exit the dance after the dance has been completed.

**JUVENILE COMBINED EVENT:**

Test qualifications as of April 1, 2022, or when the skater submits their registration to be a solo dance series participant, whichever date is earliest. Skaters must have passed the standard preliminary solo or standard preliminary partnered pattern dance test or have passed the standard solo or partnered juvenile free dance test. Skaters must not have passed any pre-silver or higher solo or partnered pattern dance tests and must not have passed any solo or partnered free dance tests higher than the juvenile free dance. Skaters must not have passed the Novice or higher Free Skating tests.

**Pattern Dance Selection for Juvenile**

**Qualifying Season:** Cha Cha\*

**Final:** Willow Waltz\*

Skater's Choice Music required for all dances\*\*

**Free Dance Requirements for Juvenile:**

|  |  |
|--|--|
| <p><b>Juvenile Solo Free Dance: 1:40 +/- 10 seconds</b></p> <p><b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b></p> <p><b>Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.</b></p> |  |
| <b>Edge Elements</b>   | One short edge element, but no more. The edge element must be held <b>in position</b> for a minimum of three seconds but cannot exceed seven seconds.  |
| <b>Spin</b>  | One Spin but no more. Minimum of three revolutions on one foot. Spin combinations not permitted.<br><b>Note:</b> NO FLYING SPINS <u>or FLYING ENTRIES</u> PERMITTED<br>Maximum of Level 2  |
| <b>Choreographic Step Sequence</b>   | One step sequence from the following list: circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include three-turns and Mohawks. There are no levels, it either will be confirmed or have no value.<br><br><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle</b>   | One twizzle. <b>(Only one twizzle on one foot is required)</b>   |
|  |  |

\* For Solo Series Steps, beats per minute range, skating time, number of sequences and featured steps see pattern dance diagrams.

\*\* For skater's choice music rules, see page 6.



**INTERMEDIATE COMBINED EVENT:**

Test qualifications as of April 1, 2022, or when the skater submits their registration to be a solo dance series participant, whichever date is earliest. Skaters must have passed the standard bronze solo or standard bronze partnered pattern dance test or have passed the standard solo or partnered intermediate free dance test. Skaters must not have passed any silver or higher solo or partnered pattern dance tests and must not have passed any solo or partnered free dance tests higher than the intermediate free dance. Skaters must not have passed the Junior or higher Free Skating tests.

**Pattern Dance Selection for Intermediate**

**Qualifying Season:** Fourteentstep\*

**Final:** Foxtrot\*

Skater's Choice Music required for all dances\*\*

**Free Dance Requirements for Intermediate:**

|  |   |
|--|---|
| <p><b>Intermediate Solo Free Dance: 1:50 +/- 10 seconds</b></p> <p><b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b></p> <p><b>Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.</b></p> |   |
| <b>Edge Elements</b>   | One short edge element, but no more. The edge element must be held <b>in position</b> for a minimum of three seconds but cannot exceed seven seconds.   |
| <b>Spin</b>  | One spin but no more. Minimum of three revolutions on one foot. Spin combinations not permitted.<br><b>Note:</b> NO FLYING SPINS <u>or FLYING ENTRIES</u> PERMITTED<br>Maximum of Level 2   |
| <b>Step Sequence</b>   | One step sequence from the following list: circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include three-turns, mohawks and brackets. <b>A one foot section is no longer required. See page new rules for attaining levels in step sequences starting on page 29.</b><br><br><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle Series</b>  | One twizzle series. No more than three steps between twizzles.  |
| <b>Choreographic Character Step</b>  | Must be placed around the short axis and proceed from barrier to barrier. Must commence with a full stop (or opening pose) at one barrier or the other. May be performed at any point in the program.   |

\* For Solo Series Steps, beats per minute range, skating time, number of sequences and featured steps see pattern dance diagrams.

\*\* For skater's choice music rules, see page 6.

**NOVICE COMBINED EVENT:**

Test qualifications as of April 1, 2022, or when the skater submits their registration to be a solo dance series participant, whichever date is earliest. Skaters must have passed at least one dance of the standard silver solo or standard silver partnered pattern dance test or have passed the standard solo or partnered novice free dance test. Skaters must not have passed any gold or higher solo or partnered dance tests and must not have passed any solo or partnered free dance tests higher than the novice free dance test. Skaters must not have passed the Senior or higher Free Skating tests.

**Pattern Dance Selection for Novice**

**Qualifying Season:** American Waltz\*

**Final:** Rocker Foxtrot\*

Skater's Choice Music required for all dances\*\*

**Free Dance Requirements for Novice:**

|  |   |
|--|---|
| <p><b>Novice Solo Free Dance: 2:20 +/- 10 seconds</b></p> <p><b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b></p> <p><b>Music at this level is strongly suggested to be in the same rhythms as the U.S. Figure Skating test structure.</b></p> |   |
| <b>Edge Elements</b>   | Two short edge elements, but no more. The edge element must be held <b>in position</b> for a minimum of three seconds but cannot exceed seven seconds. Edge Elements should have different positions so they would create two completely different pictures.  |
| <b>Spin</b>  | One Spin but no more. Minimum of three revolutions on one foot. May change feet.<br><b>Note:</b> NO FLYING SPINS <u>or FLYING ENTRIES</u> PERMITTED<br>Maximum of Level 3   |
| <b>Step Sequence</b><br><br><b>One Foot Step Sequence</b>  | One step sequence from the following list: circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include three-turns, mohawks, brackets and counters. <u>A one foot section is not required. Step sequence technical rules start on page 29.</u><br><br><u>One, One Foot Step Sequence to be skated anywhere in the program. It must meet the definition of the One Foot Step Sequence as defined on page 33.</u><br><br><b><u>Not permitted elements</u></b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes. |
| <b>Twizzle Series</b>  | One twizzle series. No more than three steps between twizzles. Twizzles must have a different entry edge and direction of rotation.   |
| <b>Choreographic Character Step</b>  | Must be placed around the short axis and proceed from barrier to barrier. Must commence with a full stop (or opening pose) at one barrier or the other. May be performed at any point in the program.   |

\* For Solo Series Steps, beats per minute range, skating time, number of sequences and featured steps see pattern dance diagrams.

\*\* For skater's choice music rules, see page 6.

### JUNIOR COMBINED EVENT:

Test qualifications as of April 1, 2022, or when the skater submits their registration to be a solo dance series participant, whichever date is earliest. Skaters must have passed at least two dances of the standard pre-gold solo or standard pre-gold partnered pattern dance test or have passed the standard junior solo or partnered free dance test. Skaters must not have passed any solo or partnered dance tests higher than the complete gold dance test and must not have passed any solo or partnered free dance tests higher than the junior free dance test.

### Rhythm Dance Requirements for Junior:

| <b>Junior Solo Rhythm Dance: <u>2:10</u> +/- 10 seconds</b>   |  |
|---|--|
| <p><b>Music Requirements:</b> Street Dance Rhythms: at least two different rhythms from following examples: hip hop, disco, swing, krump, popping, funk, etc., jazz, reggae (reggaeton) and blues. The chosen music must fit to the Street Dance "style" and the skater should show choreography and an interpretation of the appropriate Street Dance "style".</p> <p>The "style" of dance should NOT reflect "traditional ballroom", including Latin dance rhythms. The Judges will consider incorrect choreography and/or interpretation in the scores for Components: Composition and Interpretation/Timing. It may also affect GOEs if elements do not reflect the character of the chosen Street Dance "style."</p> <p><b>Note:</b> to comply with ethical values of sports, any music chosen for ice dance competitions must not include aggressive and/or offensive lyrics.</p> |  |
| <b>Edge Element</b>   | One short edge element, but no more. The edge element must be held <b>in position</b> for a minimum of three seconds but cannot exceed seven seconds.  |
| <b>Step Sequence</b>  | <p>Pattern must be midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns. <b>A one foot section is not required. Step sequence technical rules start on page 29.</b></p> <p><b><u>Note: The step sequence must be skated in a different Street Dance style than that of the Pattern Dance Element (Blues).</u></b></p> <p><b>Not permitted elements:</b> pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p> <p><b>Permitted:</b><br/>One stop up to 5 seconds.</p> <p><u>Touching the ice with any part of the body to perform typical street dance movements is allowed. - A single movement or series of movements with a duration of not more than 5 secs per movement or series of movements may be included within any part of the Step Sequence including the permitted stop.</u></p> |
| <b>Twizzles</b>   | One set of sequential twizzles. Two twizzles skated one right after the other with up to one step in between twizzles. May be skated anywhere in the program except in the required step sequence or PSt. Only one step between twizzles is allowed. Twizzles must have a different entry edge and direction of rotation.  |
| <b>Pattern Dance Element</b>  | <p><u>One (1) sequence of Blues to be started on the opposite side of the judges. Solo Series Steps shall be skated by all competitors.</u></p> <p><u>Timing: The PDEs must be skated in strict time to the music. The first step of the dance begins on beat one of a musical phrase.</u></p>   |

|                                      |   |
|--------------------------------------|---|
|                                      | <p><u>The PDE must be skated to Blues rhythm music but should be styled to reflect a chosen type of street dance.</u></p> <p><b>AND</b></p> <p><u>1 Pattern Dance Type Step Sequence (PSt):</u></p> <p><u>Duration: any exact number of musical phrases.</u></p> <p><u>Pattern: starting immediately following the original prescribed Step 17 of the Blues, concluding at the short axis (red line/middle of the rink) opposite the judges' side.</u></p> <p><u>Not permitted: Jumps, stops, retrogressions, and loops. (small hops with no rotation are permitted if it fits the chosen style of street dance)</u></p> <p><u>PSt must be skated to the same rhythm selected for the PDE. The chosen tune may be the same as for the Blues or different but must have the same tempo. The tempo of the music throughout the Blues and PSt must be constant and in accordance with the required tempo: 88 beats per minute +/- 2 beats.</u></p> <p><u>The range of tempo: 86 to 90 beats per minute. The dance must be timed so that 1 sequence, which is 9 measures of 4 beats, falls between 0:24 seconds and 0:25.2 seconds. (See Pattern Diagram Handbook for guidance on timing music).</u></p> <p>The tempo of the music of the Pattern Dance Element <u>and PSt</u> must remain constant throughout.</p> |
| <p><b>Additional Information</b></p> | <p>Vocal music is permitted and only music with an audible rhythmic beat may be used. <b>The music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.</b></p> <p>Pattern: Must proceed in generally constant direction and must cross long axis of ice surface once at each end of rink within no more than 30 meters (short axis/red line) of barrier. May also cross long axis at entry and/or exit to step sequence and at entry to pattern dance element. Loops that do not cross long axis are permitted.</p> <p>Stops: After clock is started with first movement, skater must not remain in one place for more than 10 secs at beginning and/or end of program. During program: 2 full stops up to 5 secs or 1 full stop up to 10 secs permitted.</p> <p>Touching the ice with hand(s) is not permitted <u>except during the step sequence.</u></p> <p>Kneeling or sliding on two knees or sitting on the ice is not allowed (<u>unless in the step sequence</u>) and will be considered a fall by the judging panel. Touching the ice with hand(s) is not permitted.</p>   |

**Free Dance Requirements for Junior:**

| <p><b>Junior Solo Free Dance: 2:30 +/- 10 seconds</b></p> <p><b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b></p> <p><b>Music must have a change of tempo and/or expression.</b></p> |  |
|--|--|
| <b>Edge Elements</b>   | <p>Two options:</p> <ol style="list-style-type: none"> <li>1) One combination edge element or;</li> <li>2) Two different short edge elements with different positions.</li> </ol> <p>Notes: Each short edge element should have different positions so they would create two completely different pictures. A position may be repeated in both sides of a combination edge element only.</p> <p>Combination Edge may not exceed 12 seconds in total.<br/>Short edge elements may not exceed 7 seconds.</p> |
| <b>Spin</b>  | <p>One Spin but no more.<br/>Minimum of three revolutions on one foot. May change feet.<br/><b>Note:</b> NO FLYING SPINS or FLYING ENTRIES PERMITTED</p>   |
| <b>Step Sequence</b>   | <p>One step sequence from the following list: serpentine, circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include brackets, counters, rockers and choctaws. <b>A one foot section is not required. Step sequence technical rules start on page 29.</b></p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p>     |
| <b>One Foot Step Sequence</b>  | <p><u>1, One Foot Step Sequence to be skated anywhere in the program. It must meet the definition of the One Foot Step Sequence as defined on page 33.</u></p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p>  |
| <b>Twizzle Series</b>  | <p>One twizzle series. Additional twizzle series will be considered part of the choreography.</p> <ul style="list-style-type: none"> <li>• Must have a different entry edge and different direction for the two twizzles. No more than three steps are allowed between twizzles.</li> </ul>  |
| <b>Choreographic Character Step</b>  | <p>Must be placed around the short axis and proceed from barrier to barrier. Must commence with a full stop (or opening pose) at one barrier or the other. May be performed at any point in the program.</p>   |
| <b>Choreographic Sliding Movement</b>  | <p>May be performed at any point in the program.</p> <p>*See definitions in Technical Section for description on page 38.</p>  |

**SENIOR COMBINED EVENT:**

Test qualifications as of April 1, 2022, or when the skater submits their registration to be a solo dance series participant, whichever date is earliest. Skaters must have passed the standard solo or standard partnered gold pattern dance test or have passed the standard senior solo or partnered free dance test.

**Rhythm Dance Requirements for Senior:**

| <b>Senior Solo Rhythm Dance: <u>2:10</u> +/- 10 seconds</b>   |  |
|---|--|
| <p><b>Music Requirements:</b> Street Dance Rhythms: at least two different rhythms from following examples: hip hop, disco, swing, krump, popping, funk, etc., jazz, reggae (reggaeton) and blues. The chosen music must fit to the Street Dance "style" and a couple should show choreography and an interpretation of the appropriate Street Dance "style".</p> <p>The "style" of dance should NOT reflect "traditional ballroom", including Latin dance rhythms. The Judges will consider incorrect choreography and/or interpretation in the scores for Components: Composition and Interpretation/Timing. It may also affect GOEs if elements do not reflect the character of the chosen Street Dance "style."</p> <p><b>Note:</b> to comply with ethical values of sports, any music chosen for ice dance competitions must not include aggressive and/or offensive lyrics.</p> |  |
| <b>Edge Element</b>   | One short edge element, but no more. The edge element must be held <b>in position</b> for a minimum of three seconds but cannot exceed seven seconds.  |
| <b>Step Sequence</b>  | <p>Pattern must be midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns. <b>A one foot section is not required. Step sequence technical rules start on page 29.</b></p> <p><b><u>Note: The step sequence must be skated in a different style than that of the Pattern Dance Element (Blues).</u></b></p> <p><b><i>Not permitted elements:</i></b> pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p> <p><b><i>Permitted:</i></b><br/>One stop up to 5 seconds.<br/><u>Touching the ice with any part of the body to perform typical street dance movements is allowed. A single movement or series of movements with a duration of not more than 5 secs per movement or series of movements may be included within any part of the Step Sequence including the permitted stop.</u></p> |
| <b>Twizzles</b>   | One set of sequential twizzles. Two twizzles skated one right after the other with up to one step in between twizzles. May be skated anywhere in the program except in the required step sequence or PSt. Only one step between twizzles is allowed. Twizzles must have a different entry edge and direction of rotation.  |
| <b>Pattern Dance Element</b>  | <p><u>One (1) section of Midnight Blues, steps 5 -14 only, to be started on the opposite side of the judges. Solo Series Steps shall be skated by all competitors.</u></p> <p><u>Timing: The PDEs must be skated in strict time to the music. The first step of the dance begins on beat one of a musical phrase.</u></p>  |

|                                      |  |
|--------------------------------------|--|
|                                      | <p><u>The PDE must be skated to Blues rhythm music but should be styled to reflect a chosen type of street dance.</u></p> <p><b>AND</b></p> <p><u>1 Pattern Dance Type Step Sequence (PSt):</u></p> <p><u>Duration: any exact number of musical phrases.</u></p> <p><u>Pattern: starting immediately following the original prescribed Step 14 of the Midnight Blues, concluding at the short axis (middle of the rink/red line) opposite the judges' side.</u></p> <p><u>Not permitted: Jumps, stops, retrogressions, and loops. (small hops with no rotation are permitted if it fits the chosen style of street dance)</u></p> <p><u>PSt must be skated to the same rhythm selected for the PDE. The chosen tune may be the same as for the Midnight Blues or different but must have the same tempo. The tempo of the music throughout the Midnight Blues and PSt must be constant and in accordance with the required tempo: 88 beats per minute (+8 beats or - 2 beats.)</u></p> <p><u>The range of tempo: 86 to 96 beats per minute. The dance must be timed so that 1 pattern, which is 8 measures of 4 beats, falls between 20.0 seconds and 22.3 seconds.</u></p> <p>The tempo of the music of the Pattern Dance Element <u>and PSt</u> must remain constant throughout.</p> |
| <p><b>Additional Information</b></p> | <p>Vocal music is permitted and only music with an audible rhythmic beat may be used. <b>The music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.</b></p> <p>Pattern: Must proceed in generally constant direction and must cross long axis of ice surface once at each end of rink within no more than 30 meters (short axis) of barrier. May also cross long axis at entry and/or exit to step sequence and at entry to pattern dance element. Loops that do not cross long axis are permitted.</p> <p>Stops: After clock is started with first movement, skater must not remain in one place for more than 10 secs at beginning and/or end of program. During program: 2 full stops up to 5 secs or 1 full stop up to 10 secs permitted.</p> <p>Touching the ice with hand(s) is not permitted <u>except during the step sequence.</u></p> <p>Kneeling or sliding on two knees or sitting on the ice is not allowed (Except in <u>the step sequence</u>) and will be considered a fall by the judging panel. Touching the ice with hand(s) is not permitted.</p>   |

**Free Dance Requirements for Senior:**

| <p><b>Senior Solo Free Dance: <u>2:50</u> +/- 10 seconds</b></p> <p><b>MUSIC MUST HAVE AN AUDIBLE RHYTHMIC BEAT WITH THE EXCEPTION OF 10 SECONDS AT THE BEGINNING OF THE PROGRAM</b></p> <p><b>Music must have a change of tempo and/or expression.</b></p> |  |
|---|--|
| <b>Edge Elements</b>  | <p>Two options:</p> <ol style="list-style-type: none"> <li>1) One combination edge element plus one short edge element</li> <li>Or</li> <li>2) Three different short edge elements with different positions.</li> </ol> <p>Notes: Each short edge element should have different positions so they would create two completely different pictures. A position may be repeated in both sides of a combination edge element only.</p> <p>Combination Edge may not exceed 12 seconds in total.<br/>Short edge elements may not exceed 7 seconds.</p> |
| <b>Spin</b>   | <p>One Spin but no more.<br/>Minimum of three revolutions on one foot. May change feet.<br/><b>Note:</b> NO FLYING SPINS or FLYING ENTRIES PERMITTED</p>   |
| <b>Step Sequence</b>  | <p>One step sequence from the following list: serpentine, circular, midline or diagonal. The step sequence must fully utilize the ice surface and should include a variety of steps and turns and must include brackets, counters, rockers and choctaws. <b>A one foot section is not required. Step sequence technical rules start on page 29.</b></p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p>   |
| <b>One Foot Step Sequence</b>   | <p><u>One, One Foot Step Sequence to be skated anywhere in the program. It must meet the definition of the One Foot Step Sequence as defined on page 33.</u></p> <p><b>Not permitted elements:</b> stops, pattern regressions, loops and jumps of more than one-half rotation, dance spins, and pirouettes.</p>  |
| <b>Twizzle Series</b>   | <p>One twizzle series. Additional twizzle series will be considered part of the choreography.</p> <ul style="list-style-type: none"> <li>• Must have a different entry edge and different direction for the two twizzles. No more than three steps are allowed between twizzles.</li> </ul>  |
| <b>Choreographic Character Step</b>   | <p>Must be placed around the short axis and proceed from barrier to barrier. Must commence with a full stop (or opening pose) at one barrier or the other. May be performed at any point in the program.</p>   |
| <b>Choreographic Sliding Movement</b>   | <p>May be performed at any point in the program.<br/>*See definitions in Technical Section for description on page 38.</p>   |



# 2022 Solo Dance Series Technical Rules

## Basic Principles of Calling

1. The Technical Panel shall identify what is performed despite what is listed on the Planned Program Content Sheet.
2. Adjustments to Levels shall apply to the Level determined according to the 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 a Basic Level.
4. If the element is interrupted and the skater tries to continue the same element as a 2nd attempt to fill the time, this is ignored by the Technical Panel and Judges/Referee. (Does not apply to Step Sequences and Pattern Dances)
5. If a program concludes with the skater performing an element, the element and its Level shall be identified until the movement stops completely.
6. Elements started after the required duration of the program (plus the 10 seconds allowed) shall not be identified.
7. If an Edge Element held longer than 2 seconds is performed in a Step Sequence, whether in Rhythm Dance or Free Dance, or a Spin in a step sequence in the Free Dance, the Element will be called and will receive the abbreviation +ExEI. This indicates the element receives No Value, the deduction of -1 points and it will NOT count as a required element. (For example, after the step sequence you would see Ee+ExEI or Sp+ExEI)  
Quick Edge Element type movements, in the step sequence only, that are less than 2 seconds will be ignored.
8. Set(s) of Twizzles performed in required Step Sequences (including Pattern Dance Type Step Sequences) shall not be identified.
9. If there is an Illegal Element/Movement during the execution of any element, the element will receive Basic Level if the requirements for at least Basic Level are fulfilled. Otherwise, the element will be called No Level. The deduction for an Illegal Element/Movement (2.0) will apply.

# PATTERN DANCE

## DEFINITIONS

### **Change of Edge**

The visible tracing of a skate on one foot that changes from one curve and edge to a different curve and edge.

### **Edge**

The visible tracing of a skate on one foot that is on one curve.

### **Mohawk**

A turn from one foot to the other in which the entry and exit curves are continuous and of equal depth. The change of foot is from outside edge to an outside edge or from an inside edge to an inside edge.

### **Open Mohawk**

A Mohawk in which the heel of the free foot is placed on the ice at the inner side of the skating foot, the angle between the two feet being optional. Following the weight transfer, the immediate position of the new free foot is behind the heel of the new skating foot (example: Man's Steps 8 and 9 and the Lady's Steps 12 and 13 in the Fourteen Step). The Technical Panel can consider this requirement is met if the foot is placed on the ice anywhere between the instep and the heel. The feet do not have to be touching but should be as close as possible.

### **Closed Mohawk**

A Mohawk in which the instep of the free foot is brought to the heel of the skating foot until the free foot is placed on the ice behind the heel of the skating foot. Following the weight transfer, the immediate position of the new free foot is in front of the new skating foot (examples: Steps 11 and 12 of the Rocker Foxtrot). The Technical Panel can consider this requirement is met if the foot is placed on the ice anywhere between the instep and the toe. The feet do not have to be touching but should be as close as possible.

### **Open Choctaw**

A Choctaw in which the free foot is placed on the ice on the inner side of the skating foot. Following the weight transfer the immediate position of the new free foot is behind the heel of the new skating foot. The Technical Panel can consider this requirement is met if the foot is placed on the ice anywhere between the instep and the heel. The feet do not have to be touching but should be as close as possible.

### **Closed Choctaw**

A Choctaw in which the instep of the free foot is brought to the heel of the skating foot until the free foot is placed on the ice behind the heel of the skating foot. Following the weight transfer the immediate position of the new free foot is in front of the new skating foot (example: Steps 12 and 13 in the Blues) The Technical Panel can consider this requirement is met if the foot is placed on the ice anywhere between the instep and the toe. The feet do not have to be touching but should be as close as possible.

### **Cross Roll (forward/backward) (CR)**

A roll started with the action of the free foot approaching the skating foot from the side and passing continuously the skating foot on the ice to the next outside curve. At the same time, the body weight transfers from one outside curve to the new outside curve to create a "rolling movement". Following this movement, an outside edge is required.

### **Cross Stroke (XS)**

A forward or backward step started with the feet crossed so that the impetus or power is gained from the outside edge of the foot that is becoming the free foot. (Note: The legs cross above the knees.)

### **Crossed Step In Front (XF)**

A step in which the free foot is placed on the ice on the outer edge side of the skating foot with the free leg tightly crossed in front of the skating leg (note: the legs cross below the knees).

### **Crossed Step Behind (XB)**

A step in which the free foot is placed on the ice on the outer edge side of the skating foot with the free leg tightly crossed behind the skating leg (note: the legs cross below the knees).

### **Swing Choctaw**

An Open or Closed Choctaw in which the free leg swings forward closely past the skating leg and then back to the skating foot to execute the turn (example: Steps 5 and 6 [first part] of the Quickstep).

### **Sequence of Pattern Dance**

The set order of the prescribed steps/turns that compose one pattern (sequence) of a Pattern Dance.

### **Slip Step**

A step skated in a straight line with the blades of both skates being held flat on the ice. The weight is over the skating leg, which may be well bent or straight, while the free foot slides forward on the ice to full extension.

### **Swing Rocker or Counter**

A Swing Rocker or Counter – A type of Rocker or Counter in which the free foot swings smoothly past and close to the skating foot before the turn and after the turn is either moved past the skating foot and held behind over the tracing or allowed to swing forward.

### **Swing Roll**

A short or long, forward or backward edge, held for several beats of music during which, when skating backward, the free leg lifts and then first swings forward, then backward past the skating foot, then back beside to skate the next step. When skating forward, the free leg first swings backward, then forward and then back beside to skate the next step. The swing of the leg gives the sense of a “rolling movement”.

### **Three Turn**

A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The Skater turns in the direction of the curve.

### **Shadow Dance Cross Tracking**

Two skaters perform the pattern dance down the length of the rink in a side-by-side manner and then cross each other's track on the end pattern so that they are on opposite sides for the next sequence of the dance. This is done for each required sequence of the pattern dance. “Follow the Leader” style tracking down the sides with changing the “Leader” does not count as Cross Tracking. “Follow the Leader” style tracking is allowed however on the end pattern in order to change sides.

### **Correct Turn/Correct Step**

A correct turn has a correct foot placement, clean edge in and out of the turn and is not jumped or scraped. For Twizzles, they must have the required number of rotations travelling on one foot and must not be performed as checked Three Turns or Pirouettes. A correct Step has the correct edge from the start to the end of the step. In order to be considered correct, the turn or step must also be held for the correct number of beats as prescribed in the rules for each pattern dance. If the step or turn is correct but the timing is not, the specialist will call “timing” and a “T” will appear on the skater's protocol. A timing call does not receive the points for a correct step or turn and it will be considered the same as if it were not performed correctly from an accounting standpoint.

## **ADDITIONAL DEFINITIONS, SPECIFICATIONS, AND NOTES**

**Key Point:** A Key Point is correctly executed when all of the related criteria are met and all of its Edges/Steps are held for the required number of beats. Key Points are technical requirements valid for one season and are published at the start of each season. A Key Point may be reviewed on video by the Technical Panel but not in slow motion. When there are only two members of the technical panel and if the call is split, the decision goes in favor of the skater.

A change of edge within the last ½ beat of the step is permitted to prepare the push/transition to the next step. (unless otherwise prescribed)

### **Additional Principles of Calling**

1. If a Fall or interruption occurs at the entrance to or during a Pattern Dance Element 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.
2. If a skater starts on the wrong side of the rink, the Referee must blow the whistle immediately and have them restart going the correct direction. The TC may alert the Referee by headset if the Referee doesn't notice it. If the whistle is not blown, the Technical Panel will call each pattern with no penalty to the skater.

### **Characteristics of Levels for Shadow Events**

- Basic Level - The skaters must complete 75% of the dance to get a Basic Level for the sequence.
- Level 1 - The skaters must execute Shadow Dance Cross Tracking to get a Level 1 for the sequence.

### **Characteristics of Levels for all Solo Pattern Dances and Pattern Dance Elements for Rhythm Dance**

- Basic Level - The skater must complete 75% of the dance to get a Basic Level for the sequence.
- Level 1 - The skater must complete 75% of the dance and perform one "Key Point" according to the criteria to get a Level 1 for the sequence.
- Level 2 - The skater must complete 75% of the dance and perform two "Key Points" according to the criteria to get a Level 2 for the sequence.

# Solo Variation Pattern Dance

- 1) The skater will perform one sequence (or the first section of a sequence) of the pattern dance starting on the judges' side of the rink. The steps will be according to Solo Series Steps as outlined in the Pattern Dance Handbook. (not the USFS Rulebook)
- 2) The skater will then perform a pattern dance like step sequence that shall last within the range of the designated number of measures as outlined in the pattern diagrams handbook. The first step of the variation dance will immediately follow the completion of the required sequence (or section). If the number of measures exceeds the range of required measures, a tempo deduction will be taken by the referee.
- 3) The pattern must travel in the same direction as the dance and not cross the long axis other than at the end of the rink. It should look very much like a pattern dance. Looping the pattern so it crosses itself is not permitted.
- 4) The dance will end at the same place where step one of the pattern dance would be so the officials know that it's over. The ending after the variation portion is completed should be short (around 4 measures) and follow the pattern dance rules regarding illegal elements.
- 5) The music will be Skaters Choice and must obey the beats per minute rules for the dance as listed in the diagrams.
- 6) Not allowed in the variation dance: Retrogressions, Spins, Stops and Any Movement that would meet the criteria to be called an Edge Element. Jumps of any kind are also not permitted (small toe hops **with no rotation**, if appropriate for the music, are allowed).
- 7) Key Points will be required to be considered for level above base. Key Points can be found in this handbook starting on page 40 or the Pattern Dance Diagram Handbook.

# EDGE ELEMENTS

## Definitions

### Short Edge Element

A Short Edge Element is a movement where the skater must hold a continuous sustained edge (one lobe) in any selected position. A Short Edge Element must be held in position for at least three (3) seconds but not more than seven (7) seconds. Turns are not permitted except on the entry or exit of the element. The primary focus is on the quality of edge, and the secondary focus is on the position attained. Some examples include but are not limited to:

- a. One-foot glide in attitude position
- b. Shoot the duck
- c. Spirals in varied positions
- d. Crouch with one leg extended
- e. Spread eagle
- f. Ina Bauer
- g. Hydroblade movements
- H. Pivot
- I. Lunge

### Combination Edge Element

A Combination Edge Element consists of two Short Edge Elements performed consecutively that progress on two separate curves to form a serpentine-like (S-shaped) pattern. The short edge element on each lobe must be held in position for at least three (3) seconds but a Combination Edge Element may not exceed twelve (12) seconds in total. A change of position is not required for each portion of the Combination Edge Element. A turn of no more than one-half revolution is allowed between each Short Edge Element. A change of foot is permitted between each Short Edge Element with no more than 2 steps\* between each part. A turn on the entry or exit is permitted. The primary focus is on the quality of edge for each part, and the secondary focus is on the positions attained.

\*If there are more than 2 steps between each part of the Combination Edge Element it will be called as two short edges and occupy two boxes.

### Attitude

A position or stance on 1 leg during which the skater moves either forwards or backwards on a curve with the skating leg straight or slightly bent and the free leg either raised higher than the level of the hip and in front, behind or to the side, bent or extended, free or held. **This position is only considered an Edge Element when it is the second part of a Combination Edge Element.**

### Shoot the Duck

A one-foot movement in which a skater moves either forwards or backwards on a curve with the skating leg in a strongly bent position and the free leg directed forward parallel to the ice.

### Crouch

A two-footed movement in which a skater travels along the ice with both legs bent at an angle. The thighs must be parallel to the ice to count as a crouch position.

\*Note: Inside Spread Eagles in a full crouch will be considered as an Edge Element in a crouch position and an Outside Spread Eagle in a crouch position will be considered as an Edge Element in an Outside Spread Eagle position. This will clarify which level each would receive.

### Spread Eagle

A two-footed movement in which a skater travels along the ice with one foot on a forward edge/ tracing and the other on a matching backward edge/tracing on the same curve.

## Ina Bauer

A two-footed movement in which a skater travels along the ice with one foot on a forward edge/tracing and the other on a matching backward edge/tracing on a different but parallel tracing.

## Hydroblade

A movement done at almost level with and parallel to the ice. The core of the body must be clearly positioned away from the vertical axis. May not touch the ice with any other part of the body i.e.; hand, hip or the free leg. A slight drag of the boot is allowed.

## Pivot

A two-footed movement in which the toe picks of one foot are inserted into the ice by a skater as a central pivoting point while the other foot travels in a circular pattern around the pivot point.

## Lunge

A movement in which a skater travels along the ice with one leg bent and the other leg directed behind with only the blade or boot/foot (not any other part of the free leg) touching the ice. The thigh of the skating foot must be parallel to the ice to count as an Edge Element. If it is not parallel it will not be considered an edge element.

Note\* This element will be evaluated as an edge element if performed on an edge and it meets the criteria above. It will **not** be called a Choreographic Sliding Movement if a simple lunge is performed. This will not count as an element if done in the Character Step Sequence. If any other part of the free leg touches the ice it will be considered a sliding movement or penalized according to the rules for Juvenile through Novice.

## ADDITIONAL DEFINITIONS, SPECIFICATIONS, AND NOTES

### Difficult Positions

- An Spiral with a split: when leg is extended up so the legs of the skater are extended in one line with the angle between thighs about 180 degrees (may be supported by the hands) **OR** 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.
- 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
- An 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)
- An outside Ina Bauer
- Hydroblade. **The core of the body must be clearly positioned away from the vertical axis.**  
\*Note: 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 Chorographic Sliding Movement or penalized according to the rules if done in Juvenile through Novice.
- An outside Spread Eagle
- A Spiral/ Simple Camel Position with the free leg slightly higher than horizontal in position. This is for the Man only.

### Entry Feature

- Continuous combination of two or more intricate steps and/or movement(s) performed immediately before the Edge Element. They must be clearly obvious to the Technical Panel and at least two steps/movements must be performed to be considered as a Feature.

### Significant Arm Movement

- Significant and continuous movement of the arms in a manner that should enhance the music chosen and express its character. Where one arm is being used to support the free leg in position the free arm should be used continuously. Simple use of the hands only is not sufficient. Movement should start within the first second after establishing the position of the element and last until its completion.

## Combination Edge Element Additional Features:

### A. Change of Edge (Combination Edge Elements Only)

The change of edge connecting two Edge Elements should be a clean change of edge from one definite edge to a different definite edge with the second edge being clearly established. When the two Edge Elements are Attitudes/Spirals, the free leg must be held higher than the hip. No steps, touch downs or pushes are allowed during the entire element achieve the feature.

### B. Difficult Turn as Connecting Step (Combination Edge Elements Only)

A difficult turn (Bracket, Counter, or Rocker) is used as a connecting step between two Short Edge Elements to form a Combination Edge Element. The turn must be identifiable and clean to be considered as a Feature. Only one extra step, push or touch down is allowed prior to the start of the second side of the Combination Edge Element. The difficult turn can be prior to, or after the extra step.

## Additional Principles of Calling for Edge Elements

The first Edge Element(s) performed will be called for Level. **Any and all Edge Elements with an identifiable position, ie; spiral, Ina Bauer, outside spread eagle, etc., will be called.** Subsequent Edge Elements shall be identified and called No Level, and an Additional Element penalty will be applied.

- **Attitude positions and** Inside Spread Eagles will not be considered as an Edge Element and only considered basic choreography unless it is the second portion of a Combination Edge Element. Inside Spread Eagles in a full crouch however will be identified as an Edge Element if the crouch is clearly established with the thighs parallel to the ice.
- An Inside Ina Bauer will be called if the position is sustained. If the position is briefly seen while the skater is changing direction it will be ignored and considered a turn.
- Any Pivot held for more than 2 seconds will be called as an Edge Element.
- After the allowed number of Edge Elements have been called, brief Edge Element type moves under 2 seconds will be ignored. If an Edge Element longer than 2 seconds is identified after the allowed number, it will be called and given No Level and an Additional Element penalty will be applied for each occurrence.
- When different positions are required for each Edge Element, each new Edge Element must have a different look than previous Edge Elements. Two different kinds of spirals may be used if the look is completely different. Any Short Edge Element or part of a Combination Edge Element of a repeated position shall be called as No Value as it is incorrect element. It will not be classified as an Additional Element unless it is done after the required Edge Elements have been performed.
- Repeated positions within a Combination Edge Element are permitted.
- Each portion of the Combination Edge Element will receive a Level or No Value if it doesn't meet the requirements for a Basic Level.
- If a Fall or interruption occurs at the entrance to or during an Edge Element, 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. If the skater tries to continue the same element as a 2nd attempt to fill the time, this is ignored by the Technical Panel and Judges/Referee.



## Characteristics of Levels for Edge Elements - Maximum Level 2

### Characteristics of Basic Level

- Short Edge Elements must be held in position on a single curve for at least 3 seconds to get a Basic Level.
- An Edge Element that is not held for 3 seconds or is executed on more than one curve will be called but called No Value.
- Each portion of the Combination Edge Element will receive a Level according to the requirements for a Level or No Value if it doesn't meet the requirements for a Basic Level.
- If the second part of the Combination Edge Element is not on a different lobe, then the second part will be called No Value.
- Edge Elements must be on an edge for a majority of the element. If the entire element is done on a flat, it will be called with a No Value. A shallow Edge Element will be called by the technical panel and the quality of edge will be reflected in the GOE awarded by the judging panel.

### Characteristics of Level 1 for Short Edge Element

Must have one of the following features:

- A Difficult Position is sustained for 3 seconds
- An Entry Feature is identified by the Technical Panel
- A Significant Arm Movement is identified by the Technical Panel

### Characteristics of Level 2 for Short Edge Element

Must have two of the following features:

- A Difficult Position is sustained for 3 seconds
- An Entry Feature is identified by the Technical Panel
- A Significant Arm Movement is identified by the Technical Panel

### Characteristics of Level 1 for Combination Edge Element

Each portion of the Combination Edge Element receives a Level 1 according to the requirements for a Level 1.

**Or**

One portion of the Combination Edge Element receives a Level 1 according to the requirements for a Level 1 **and** a Combination Edge Element Additional Element Feature\* is performed.

### Characteristics of Level 2 for Combination Edge Element

Each portion of the Combination Edge Element receives a Level 2 according to the requirements for a Level 2.

**Or**

One portion of the Combination Edge Element receives a Level 2 according to the requirements for a Level 2 and the other portion receives a Level 1 according to the requirements for a Level 1 **and** a Combination Edge Element Additional Element Feature\* is performed.

\*Combination Edge Element Additional Features:

- A. Change of Edge is performed between Elements
- B. Difficult Turn as Connecting Step

# DANCE SPINS

## Definitions

**Basic Position** - Upright Position, Sit Position or Camel Position.

**Camel Position** - Performed on one foot with skating leg straight or slightly bent and body bent forward and free leg extended or bent upward on a horizontal line or higher. If the waist line is not horizontal and/or the core of the body is more than 45 degrees above the horizontal line the position shall be considered as an Upright Position. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position

**Combination Spin** - A Spin after which one change of foot is made and further rotations occur.

**Dance Spin** - Spin or Combination Spin

**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.

**Spin** - A spin performed on the spot around a central axis on one foot.

**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.

## ADDITIONAL DEFINITIONS, SPECIFICATIONS, AND NOTES

### Basic Upright Position

If the angle between the thigh and shin of the skating leg is less than about 120 degrees, the position shall be considered as a Sit Position.

### Basic Sit Position

If the angle between the thigh and shin of the skating leg is more than about 120 degrees, the position shall be considered as an Upright or Camel Position depending on the other criteria that characterize these positions.

### Basic Camel Position

If the waist line is not horizontal and/or the core of the body is more than 45 degrees above the horizontal line the position shall be considered as an Upright Position. If the angle between the thigh and shin of the skating leg is less than about 120 degrees, the position shall be considered as a Sit Position.

## Difficult Variations of Basic Upright Position Examples

- 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.

### **Difficult Variations of Basic Sit Position Examples**

- 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.

### **Difficult Variations of Basic Camel Position Examples**

- a) Upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least 45 degrees past the vertical point;
- b) Body nearly horizontal or bent sideways horizontally with head and free foot almost touching (doughnut/ring: maximum of half a blade length between head and blade);
- c) Body nearly horizontal with the heel of the boot pulled by the hand above the level of the head;
- d) Body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between thighs about 180 degrees);
- e) Simple Camel Position by the man with the free leg on horizontal line or higher.

Note: Simple Camel spin by the woman shall not be considered as a Difficult Variation of Camel Position.

### **Additional Notes**

Examples d) for Upright Position (doughnut/ring) and b) for Camel Position (doughnut/ring) per shall be considered as the same Difficult Variation.

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, on one foot.

Rotations in Difficult Variations shall be considered for Level when performed continuously in a fully established position.

### **Additional Principles of Calling for Spins:**

- The first performed Dance Spin shall be identified as the required Dance Spin, classified as Spin or Combination Spin, and given a Level, or No Level if the requirements for Basic Level are not met. Subsequent Dance Spins of three or more rotations shall be identified as Dance Spins called No Value and an Additional Element penalty will be applied.
- In case a Spin is required and a Combination Spin is not permitted, the required Dance Spin performed as a Combination Spin shall be called as No Value but will not be considered an Additional Element unless it follows the first required Spin performed.
- If a Fall or Interruption occurs at the attempt of a Dance Spin (at the entry edge of the spinning action), the Dance Spin shall be identified and given no Level. It will occupy a box and will count as the required Dance Spin.
- If a Fall or interruption occurs at the entrance to or during a Dance Spin and is immediately followed by a spinning action (for the purpose of filling time), 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, and the additional part shall not be identified.
- A Combination Spin that doesn't have 3 revolutions on the first foot will be called No Value and the Spin on the second foot will be ignored and considered as filling time.
- A Combination Spin that doesn't have 3 revolutions on the second foot will be called a Spin with the Level it attained before the change of foot.
- A Spin is performed on the spot and not significantly traveling across the ice or it will be considered a Twizzle and part of the choreography.
- A Spin with a flying entry will be called as No Value as it is the wrong element.
- If a skater touches down during the Spin due to a loss of control, or the skater performs a push without changing feet, the Level will be reduced by one Level.

### **Characteristics of Levels for Dance Spins – Maximum Level 2 for Juvenile and Intermediate, Level 3 for Novice and Level 4 for Junior and Senior.**

#### **Characteristics of Basic Level**

- A Spin must rotate at least three revolutions for Basic Level. A Spin with less than three revolutions will be called No Value.
- A Combination Spin, in which a skater changes feet, must have 3 revolutions on each foot for Basic Level.

#### **Characteristics of Level 1**

- A Spin that rotates at least three revolutions while maintaining one Difficult Variation for three revolutions from one of the Basic Positions.
- A Combination Spin, in which a skater changes feet, must have three revolutions on each foot while maintaining one Difficult Variation for three revolutions from one of the Basic Positions.

#### **Characteristics of Level 2**

- A Spin that rotates at least three revolutions while maintaining two Difficult Variations for three revolutions each from two of the Basic Positions.
- A Combination Spin, in which a skater changes feet, must have three revolutions on each foot while maintaining two Difficult Variations for three revolutions from two of the Basic Positions.

### **Characteristics of Level 3**

- A Spin that rotates at least three revolutions while maintaining three Difficult Variations for three revolutions each from three of the Basic Positions.
- A Combination Spin, in which a skater changes feet, must have three revolutions on each foot while maintaining three Difficult Variations for three revolutions from three of the Basic Positions. There must be at least one Difficult Variation on each foot. (ie; two on one foot and one on the other)

**Note:** Any spin that changes direction where there are at least three revolutions in each direction can be counted as a difficult variation for a level 3 spin. This would only require 2 other Difficult Variations in 2 basic positions plus the change of direction to reach a level 3. There must be one difficult variation on each foot.

### **Characteristics of Level 4**

- A Spin that rotates at least three revolutions while maintaining four Difficult Variations for three revolutions each from three of the Basic Positions.
- A Combination Spin, in which a skater changes feet, must have three revolutions on each foot while maintaining four Difficult Variations for three revolutions from three of the Basic Positions. There must be at least one Difficult Variation on each foot. (ie; three on one foot and one on the other or two and two)

**Note:** Any spin that changes direction where there are at least three revolutions in each direction can be counted as a difficult variation for a level 4 spin. This would only require 3 other Difficult Variations in the 3 basic positions plus the change of direction to reach a level 4. There must still be one difficult variation on each foot.

# STEP SEQUENCES

## DEFINITIONS

### Bracket

A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The skater turns in the direction opposite to the curve.

### Choctaw

A turn from one foot to the other in which the curve of the exit edge is opposite to that of the entry edge. The change of foot is from outside edge to inside edge or inside edge to outside edge. Unless otherwise specified in the dance description, the free foot is placed on the ice close to the skating foot. The entry and exit edge are of equal depth.

### Counter

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction opposite to the entry curve (i.e. in the direction of the exit curve).

### Twizzle & Double Twizzle

A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn then placed beside the skating foot to skate the next step. A series of checked Three Turns is not acceptable as this does not constitute a continuous action. If the traveling action stops during the execution, the Twizzle, it becomes a Solo Spin (Pirouette).

The four (4) different types of entry edges for Twizzles are as follows:

- Forward Inside
- Forward Outside
- Backward Inside
- Backward Outside

A Double Twizzle is a Twizzle of two full rotations and required for either a level 3 or level 4.

### Outside Mohawk

A turn from one foot to the other in which the entry and exit curves are continuous and of equal depth. The change of foot is from an outside edge to an outside edge or from an inside edge to an inside edge.

### Rocker

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction of the entry curve.

### Correct Turn

A correct turn has a correct foot placement, clean edge in and out of the Turn, and is not jumped or scraped. For Twizzles, they must have the required number of rotations travelling on one foot and must not be performed as checked Three Turns or Pirouettes.

## ADDITIONAL PRINCIPLES OF CALLING STEP SEQUENCES

- The first performed Step Sequence of a required type shall be identified as the required Step Sequence of that Type and given a Level, or No Level if the requirements for Basic Level are not met. Subsequent Step Sequences of that Type and Step Sequences of a Type not according to the Required Elements for Short Dance or the Well-Balanced Free Dance program shall not be identified.
- If a Fall or interruption occurs at the entrance to or during a Step Sequence and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or No Level if the requirements for Basic Level are not met.

### Characteristics of Levels - Maximum Level 4

**Basic Level:** A Step Sequence not interrupted more than 50% of the pattern in total, either through stumbles, Falls or any other reason is required to receive a Basic Level.

**Level 1:** A Step Sequence not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason and 1 difficult correct turn is required to receive a Level 1.

**Level 2:** A Step Sequence not interrupted more than 25% either through Stumbles, Falls or any other reason and includes at least 3 different correct difficult turns.

**Level 3:** A Step Sequence where the pattern not interrupted more than 10% either through Stumbles, Falls or any other reason and includes at least 4 different correct difficult turns. Must be double twizzle.

**Level 4:** A Step Sequence where the pattern has no interruptions, either through Stumbles, Falls or any other reason and includes at least 5 different clean difficult turns. Must be double twizzle. Turns must be multidirectional.

### Notes:

- Only the first attempt of each difficult turn will be considered for level.
- List of difficult turns for consideration: Rocker, Counter, Bracket, Twizzle for Level 1 and 2, Double Twizzle for Level 3 and 4, Outside Mohawk or Choctaw.
- Juvenile will have a Choreographic Step Sequence and will have the same requirements as a Basic Level in order for the Step Sequence to be confirmed. If more than 50% is interrupted, it will be a No Value.

# PATTERN DANCE TYPE STEP SEQUENCE

## Definitions

### Pattern Dance Type Step Sequence (PSt)

A step sequence of steps and turns performed in the same direction as the preceding pattern dance element.

### Bracket

A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The skater turns in the direction opposite to the curve.

### **Choctaw**

A turn from one foot to the other in which the curve of the exit edge is opposite to that of the entry edge. The change of foot is from outside edge to inside edge or inside edge to outside edge. Unless otherwise specified in the dance description, the free foot is placed on the ice close to the skating foot. The entry and exit edge are of equal depth.

### **Counter**

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The Skater turns in the direction opposite to the entry curve (i.e., in the direction of the exit curve).

### **Outside Mohawk**

A turn from one foot to the other in which the entry and exit curves are continuous and of equal depth. The change of foot is from an outside edge to an outside edge or from an inside edge to an inside edge.

### **Rocker**

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction of the entry curve.

### **Twizzle**

A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn then placed beside the skating foot to skate the next step. A series of checked Three Turns is not acceptable as this does not constitute a continuous action. If the traveling action stops during the execution, the Twizzle, it becomes a Solo Spin (Pirouette).

The four (4) different types of entry edges for Twizzles are as follows:

- Forward Inside
- Forward Outside
- Backward Inside
- Backward Outside

A Double Twizzle is a Twizzle of two full rotations



## **ADDITIONAL PRINCIPLES OF CALLING PATTERN DANCE TYPE STEP SEQUENCES**

- The first step of the PSt will immediately follow the completion of the required Pattern Dance Element.
- The pattern must travel in the same direction as the dance and not cross the long axis other than at the end of the rink. It should look very much like a pattern dance. Looping the pattern so it crosses itself is not permitted.
- The dance will end at the location designated in the Rhythm Dance requirements.
- The music must obey the beats per minute rules for the dance as listed in the Rhythm Dance Requirements.
- If the number of measures is less than or exceeds the range of required measures, a tempo deduction will be taken by the referee.
- Not allowed in the PSt: Retrogressions, Spins, Stops and Any Movement that would meet the criteria to be considered an Edge Element, regardless of the length of time it is held. Jumps of any kind are also not permitted (small toe hops with no rotation, if appropriate for the music, are allowed).

### **Characteristics of Levels - Maximum Level 4**

**Base Level:** Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason.

**Level 1:** 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 four attempted Different Difficult Turns are considered for level)

**Level 2:** 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 (one of which may be a Single or Double Twizzle) (Only the first four attempted Different Difficult Turns are considered for level)

**Level 3:** 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 (one of which may be a "Double Twizzle") (Only the first four attempted Different Difficult Turns are considered for level) AND Turns are multidirectional

**Level 4:** 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 (one of which may be a "Double Twizzle") (Only the first four attempted Different Difficult Turns are considered for level) AND Turns are multidirectional AND All Steps/Turns are 100% clean

# ONE FOOT STEP SEQUENCE

## Definitions

### One-Foot Step Sequence

A sequence of steps performed on one foot by a skater. To be considered a One-Foot Step Sequence the following difficult turns must be attempted: Rocker, Bracket, Counter, Double Twizzle in any order.

### **Bracket**

A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The skater turns in the direction opposite to the curve.

### **Counter**

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction opposite to the entry curve (i.e., in the direction of the exit curve).

### **Rocker**

A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction of the entry curve.

### **Twizzle**

A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn then placed beside the skating foot to skate the next step. A series of checked Three Turns is not acceptable as this does not constitute a continuous action. If the traveling action stops during the execution, the Twizzle, it becomes a Solo Spin (Pirouette).

The four (4) different types of entry edges for Twizzles are as follows:

- Forward Inside
- Forward Outside
- Backward Inside
- Backward Outside

A Double Twizzle is a Twizzle of two full rotations

## ADDITIONAL PRINCIPLES OF CALLING STEP SEQUENCES

- One Foot Step Sequence consists of Difficult Turns performed on one foot.
- Additional one foot turns and power pulls may be included.
- If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs during the One Foot Step Sequence and continues without interruption, its Level shall be reduced by one Level per error.
- An interruption is a touchdown with an obvious shift of weight from the skating foot to the other foot.
- If a Fall or interruption occurs at the entry edge to the first difficult turn of the One Foot Step Sequence the element is given No Level.
- If a Fall or interruption occurs during a One Foot Step Sequence and the element is immediately resumed, the element shall be identified and given a Level 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 Step Sequence Difficult Turns: Bracket, Rocker, Counter, Twizzle (Twizzle with one rotation - "Single Twizzle" only counts for Level 1 and 2. "Double Twizzle" counts for Levels 1 – 4), skated on distinct and recognizable edges according to the definitions of the turns.

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 - Maximum Level 4**

**Base Level:** At least 2 different Types of One Foot Step Sequence Turns are attempted.

**Level 1:** 1 Type of One Foot Step Sequence Turn is skated correctly and only the first attempt of the Difficult Turn is considered for Level.

**Level 2:** 2 different Types of One Foot Step Sequence Turns are skated correctly and only the first attempt of the Difficult Turn is considered for Level.

**Level 3:** 3 different Types of One Foot Step Sequence Turns (Twizzle must be done with at least two rotations - "Double Twizzle") are skated correctly and only the first attempt of the Difficult Turn is considered for Level.

**Level 4:** ALL 4 different Types of One Foot Step Sequence Turns (Twizzle must be done with at least two rotations - "Double Twizzle") are skated correctly and only the first attempt of the Difficult Turn is considered for Level.

# TWIZZLES

## Definitions

### Dance Jump

A small jump not more than 1/2 a revolution, **with no toe assist**, used to change foot or direction.

### Pirouette

A Spinning movement performed on one foot on the spot.

### Twizzle & Double Twizzle

A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn then placed beside the skating foot to skate the next step. A series of checked Three Turns is not acceptable as this does not constitute a continuous action. If the traveling action stops during the execution, the Twizzle, it becomes a Solo Spin (Pirouette);

### The four (4) different types of entry edges for Twizzles are as follows:

- Forward Inside
- Forward Outside
- Backward Inside
- Backward Outside

A Double Twizzle is a Twizzle of two full rotations

## ADDITIONAL DEFINITIONS, SPECIFICATIONS, AND NOTES

### Twizzle Features (groups of examples)

#### Group A – (Upper Body and arms)

- Elbow(s) at least at level with or higher than the level of the shoulders. Elbows(s) could be above the head, at the same level as the head, or lower than the head. Hands may not be clasped or touching any part of the arms.
- 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.
- Significant continuous motion of arm(s) through entire twizzle.

#### Group B – (Skating Leg and Free Leg)

- Holding the blade or boot of the free foot.
- Coupe in front or behind with the free foot in contact with the skating leg in at least 45 degrees open hip positions.
- Free foot crossed behind the skating foot and close to the ice.
- Free leg held out (i.e., extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical.
- Sit position (at least 90 degrees between the thigh and shin of the skating leg).

#### Group C – (Entry and Exit)

- Entrance 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).
- A third Twizzle of at least 3 rotations, performed correctly (started with different entry edge than the first two Twizzles for **all levels** and **preceded by a maximum of one step**. \*For Juvenile, a second twizzle of at least 3 rotations, performed correctly will count as a group C feature.
- Set of Twizzles performed on one foot without change of foot, with no limit on turns or movements performed on one foot between Twizzles.
- Set of Twizzles performed directly from creative and/or difficult and/or intricate or unexpected entry.

## Notes

The Feature may be performed in either Twizzle or both but will only count when done correctly the first time. A chosen Additional Feature from Groups A and B shall be considered for a Level if it is fully achieved and established:

within the first half rotation of the Twizzle, and;

held until the number of rotations needed for that Level is fully completed (2 rotations for Level 2, 3 rotations for Level 3, 4 rotations for Level 4).

There is no limit on turns or movements performed on one foot on the change of foot or the steps between Twizzles. Any change of weight when on two feet between Twizzles will be considered a step.

## Adjustments to Levels

- If the skater puts their foot down for a quick touch down, or uncontrolled steps of up to two steps, the TS will reduce the level by 1.
- If the skater loses control and puts their foot/feet down for more than two uncontrolled steps it will be considered an interruption and the TS will stop counting revolutions and evaluate the element up to that point of interruption.
- If the skater falls, the set or Twizzles will be given the Level achieved prior to the fall.
- If there is a full stop before the first Twizzle, the Level of the set of Twizzles shall be reduced by one Level.
- If a skater does not have a change of entry edge and different direction when required, the Twizzle will be called No Value as it is the wrong element.
- If any part of any Twizzle within the first two Twizzles becomes a Pirouette or checked Three Turns, its Level shall be reduced:
  - by one Level if one of the two Twizzles becomes a Pirouette or checked Three Turn
  - by two Levels if both of the two Twizzles becomes a Pirouettes or checked Three Turn
- If there is more than one step between Twizzles in a Set of Sequential Twizzles or more than three steps in a Set of Synchronized Twizzles, the Level of the Set of Twizzles shall be reduced by 1 Level.

## Characteristics of Levels for Twizzles - Maximum of Level 4

**Basic Level:** At least one rotation in each Twizzle\*. May start on any entry edge and rotate in any direction.

**Level 1:** At least one rotation in each Twizzle\* and one Feature. (Features must be held for one full revolution for Groups A & B.)

**Level 2:** At least two rotations in each Twizzle\* and two different Features from the same or different groups. (Features must be held for two full revolutions for Groups A & B.)

**Level 3:** At least three rotations in each Twizzle \* and three different Features from two or three different groups. (Features must be held for three revolutions for Groups A & B.)

**Level 4:** At least four rotations in each Twizzle \* and four different Features from three different groups. (Features must be held for four revolutions for Groups A & B.)

*\*This does not apply to Juvenile as only one Twizzle is required. Juvenile will have the code of pSoTw to reflect the lower base value of a Twizzle vs. as set of Twizzles.*

# Choreographic Character Step

## Definitions

### Choreographic Character Step Sequence

Performed anywhere in the program, a Step Sequence that must be placed around the Short Axis and 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.

### Short Axis

A straight line that divides the ice surface into two halves crosswise.  
(The Red Line)

## Additional Principles of Calling Choreographic Elements

Only the first performed Choreographic Character Step shall be identified as the required Choreographic Element. Subsequent Choreographic Step Sequences will not be identified and considered as choreography by the Judges panel.

The Choreographic Step Sequence must begin with the skater coming to a full stop within two meters (6 feet) of the barrier on either side of the rink on the red line. A stop is not required to show the ending of the element.

A skater may start the Choreographic Step Sequence from their opening pose which would count as the stop prior to the element as long as it meets the requirements of barrier to barrier.

The pattern of the Choreographic Character Step Sequence may vary from the Short Axis up to 10 meters on either side of the Short Axis. (between the blue lines) If it travels beyond the allowable distance, the judges panel will reflect this in their GOE.

As long as the Choreographic Character Step Sequence can be identified (along the Short Axis from barrier to barrier), any stops, pattern retrogressions, loops, etc. are allowed. Stops must not be longer than 5 seconds.

Spins are not permitted within the Choreographic Character Step Sequence. If one is performed it will be called No Level and occupy a box. If the required Spin has already been performed it will be identified as a Spin No Level and an Additional Element penalty will be applied.

Quick edge elements under two seconds and/or lunges or sliding type movements that would not be considered a fall may be executed during the Character Step and will be ignored by the technical panel.

### Characteristics of Levels Character Step Sequence (Confirmed or No Value)

Choreographic Character Step Sequence shall be identified when the skater comes to a full stop on the short axis on either side of the rink (Red Line) and performs steps around the short axis from barrier to barrier. When the skater is close to the opposite barrier the element will be confirmed. The skater must be within two meters, (6 feet) of each barrier.

If the skater does not clearly go from barrier to barrier within two meters (6 feet) of each barrier, the element will be called No Value or not identified.

# Choreographic Sliding Movement

## Definitions

Choreographic Sliding Movement: performed anywhere in the program, during which the skater performs a controlled sliding movement on the ice for a minimum of 2 seconds.

The following requirements apply:

- Continuous **controlled** sliding movement on any part of the body.
- May rotate and no time restriction.
- 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/lying on the ice is identified as a Choreographic Sliding Movement and a deduction for Fall/Illegal Element is applied.
- A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall.

## Additional Principles of Calling Choreographic Sliding Elements

Only the first performed Choreographic Sliding movement shall be identified as the required Choreographic Element. Subsequent Choreographic Sliding Movements will not be identified and considered as choreography by the Judges panel unless it can be considered as a fall.

Note\* The hydroblade position will be considered an edge element when done only on the blade(s) and is on an edge. (part of the boot of the non-weight supporting leg may touch the ice) If another part of the body is on the ice, ie; a hand or knee the free leg, then it will be called as a Choreographic Sliding Movement. A simple lunge will not be considered a Choreographic Sliding Movement. A lunge with more than the free foot dragging behind will be considered a Choreographic Sliding Movement.

## Characteristics of Levels Character Sliding Movement (Confirmed or No Value)

Choreographic Character Sliding Movement shall be identified at the attempt of the element and confirmed when the skater executes a controlled sliding movement on the ice.

If the skater does not execute the Choreographic Sliding Movement in a **controlled** manner the element will receive No Value.

# Illegal Elements and Movements/Falls:

## Fall

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), back, buttock(s) or any part of the arm.

Any element containing an illegal element will be called a level base if it meets the criteria for a base or no value if it does not meet the requirements for a base.

## Illegal Elements and Movements

The following elements and movements are illegal in all Solo Series Events:

- Jumps of more than one-half (1/2) revolution
- Two or more consecutive 1/2 revolution jumps
- 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.)
- 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.
- Illusions
- Lying on the ice

Note: Kneeling on both knees will be considered a fall (unless it is identified as a sliding movement when allowed or when allowed in the Rhythm Dance Step Sequence).

## **Illegal Elements and Movements in Shadow, Pattern and Variation Dance**

In addition to the above, the following elements and movements are illegal during any opening or exit choreography to a pattern or Variation Dance:

- Any jump with any kind of rotation at all. (Bunny Hop type toe steps are permitted)
- Any movement that would meet the criteria to be called an Edge Element. (pivots are permitted)
- Spins over 3 revolutions (pivots are permitted)

The purpose of these additional rules is to keep the look and feel of the opening and exit the same as a pattern dance. Steps and turns used in typical pattern dances should be used rather than moves seen in a Free Dance.



# Pattern Dance Reference Materials

## 2022 Key Points

### Definitions

- Correct Edge** Correct Edge means that the Edge is clean for the **whole** duration of the Step. **In order to be considered correct, the turn must also be held for the correct number of beats as prescribed in the rules for each pattern dance.** A change of edge within the last ½ beat of the step is permitted to prepare the push/transition to the next step (unless otherwise prescribed).
- Correct Turn** Correct Turn means that the Turn has a correct foot placement, clean edge in and out of the Turn and is not jumped or scraped. For Twizzles, they must have the required number of rotations travelling on one foot and must not be performed as checked Three Turns or Pirouettes. **In order to be considered correct, the turn must also be held for the correct number of beats as prescribed in the rules for each pattern dance.**
- Correct Placement** The foot must be placed on the ice as described in the definition of the turn.
- Solo Dance Steps** The required steps for solo dance will be the same for all competitors. Depending on The dance, the women's, man's or a combination of both may be used. Refer to the Pattern Dance Diagrams for the Solo Dance Steps to be skated for each dance.

**Dances:** **Steps to be skated, Key Points and Bullet Points**

**Dutch Waltz:** **Set Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps**

Key Point 1: Step 4, Right Forward Outside Swing Roll  
Bullet Point: Correct Edge

Key Point 2: Steps 6, 7 & 8 RFO/LFI/RFO Progressive  
Bullet Point: Correct Timing

**Canasta Tango:** **Set Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps.**

Key Point 1: Step 5, Left Forward Outside Swing Roll  
Bullet Point: Correct Edge

Key Point 2: Step 10, RFI Slide Chasse  
Bullet Point: Free Foot must pass the skating foot

### Variation

**Canasta Tango:** **Solo Series Steps: All Competitors Skate Same Steps for the first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation.**

**Rhythm Blues:** **Set Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps**

Key Point 1: Step 9, Left Forward Inside Swing Roll  
Bullet Point: Correct Edge

Key Point 2: Step 14, Cross Behind Right Forward Inside step  
Bullet Point: Correct Cross Behind

**Swing Dance: Set Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Steps 27 & 28: Left Forward Outer, Right Forward Inside Slide Chasse  
Bullet Point: Correct Edge

Key Point 2: Step 12 & Step 13: Mohawk  
Bullet Point: Correct Foot Placement Only

**\*Note:** Woman's steps start with step 16 as seen in the Pattern Dance Diagram Handbook.

**Cha Cha: Set Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps.**

Key Point 1: Steps 9 & 10, Left Forward Inside Chasse to a Right Forward Inside edge  
Bullet Point: Correct Timing

Key Point Step 2: 14, Right Forward Inside Swing Roll  
Bullet Point: Correct Edge

**Variation**  
**Cha Cha:**

**Solo Series Steps: All Competitors Skate Same Steps for the first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation.**

**Fiesta Tango: Set Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps**

Key Point 1: Steps 1 & 2, Left and Right forward outside edges  
Bullet Point: Correct Edges

Key Point 2: Step 8, Right Forward Outside to Inside Change Edge Swing Roll  
Bullet Point: Correct Edges

**Hickory Hoedown: Set Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Steps 7, 8 & 9, LFO, RFI, LFO Progressive  
Bullet Point: Correct Edges

Key Point 2: Steps 19 & 20, Left Back Outer, Right Forward Outer Swing Roll  
Bullet Point: Correct Edges

**Willow Waltz: Set Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Step 8, Right Forward Outside 3 Turn  
Bullet Point: Correct Edges

Key Point 2: Steps 18 & 19: Right Forward Inside to Left Back Inside Open Mohawk  
Bullet Point: Correct Edges

**Ten-Fox: Set Pattern Dance – Solo Series Steps: All Competitors Skate the Woman's Steps**

Key Point 1: Step 9, Left Forward Outside Three Turn  
Bullet Point: Correct Edges

Key Point 2: Steps 17 & 18, Left Forward Outside to Right Back Outside Open Mohawk.  
Bullet Point: Correct Edges

**Variation**

**Ten-Fox:**

**Solo Series Steps: All Competitors Skate Woman's Steps for the first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation.**

**Fourteen Step: Set Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Step 4, Left Back Outside Swing  
Bullet Point: Correct Edge

Key Point 2: Steps 12 & 13, Left Forward Outside, Open Mohawk, Right Back Outside  
Bullet Point: Correct Turn

**European Waltz: Optional Pattern Dance – Solo Series Steps: All Competitors Skate the Woman's Steps**

Key Point 1: Step 2, Right Forward Outside Three turn  
Bullet Point: Correct Turn

Key Point 2: Step 11, Left Forward Outside Three Turn  
Bullet Point: Correct Turn

**Variation**

**European Waltz:**

**Solo Series Steps: All Competitors Skate Woman's Steps for the first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation.**

**Foxtrot: Optional Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Steps 3 & 4, Left Forward Outside to Right Forward Outside Cross Roll  
Bullet Point: Correct Edges

Key Point 2: Steps 11 & 12, Left Forward Outside to Right Back Outside Closed Mohawk  
Bullet Point: Correct Turn

**American Waltz: Optional Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Step 2, Right Forward Outside Swing 3 turn  
Bullet Point: Correct Turn

Key Point 2: Step 13, Left Back Outside Swing Roll  
Bullet Point: Correct Edges

**Tango: Optional Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Step 14, Right Forward Outside Cross Three Turn  
Bullet Point: Correct Turn

Key Point 2: Steps 20 & 21, Right Forward Outside Swing Closed Mohawk to Left Back Outside  
Bullet Point: Correct Edges

**Variation Tango:** **Solo Series Steps: All Competitors Skate Woman's Steps for first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation.**

**Rocker Foxtrot: Set Pattern Dance – Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Step 5, Left Forward Outside Swing Rocker  
Bullet Point: Correct Edges, Correct Turn

Key Point 2: Steps 8, 9 & 10, Cross RFO, LFI, RFO Progressive  
Bullet Point: Correct Edges

**Kilian: Optional Pattern Dance – Solo Series Steps: All Competitors Skate Same Steps**

Key Point 1: Steps 3 & 4, Left and Right Forward Outside Edges  
Bullet Point: Correct Edges

Key Point 2: Steps 9 & 10, Cross Behind Left Forward Inner/Right Back Outer Open Choctaw  
Bullet Point: Correct Turn

**Blues: Optional Pattern Dance – Solo Series Steps: All Competitors Woman's Steps**

Key Point 1: Steps 5 – 7, Right Back Outer, Left Forward Outer, Cross RFO Swing Roll  
Bullet Point: Correct Edges

Key Point 2: Steps 12 & 13, Left Forward Inside to Right Back Outside Closed Choctaw  
Bullet Point: Correct Turn

**Paso Doble: Optional Pattern Dance – Solo Series Steps: Pattern 1 Woman's Steps, Pattern 2 Man's Steps, Pattern 3 Woman's Steps**

Key Point 1: Sequences 1 & 3 - Step 11, Cross Right Back Inside to Outside Change of Edge  
Key Point 1: Sequence 2, Step 11, Cross Left Forward Inside to Outside Change of Edge  
Bullet Point: Correct Edges

Key Point 2: Sequences 1 - 3, Steps 26 & 27, Cross Right and Left Forward Outside Cross Roll  
Bullet Point: Correct Edges

- Note: On **sequence 1**, the skater will skate step 28 as a Cross Swing Roll instead of mohawk to prepare for the man's steps and on **sequence 2**, the skater will perform the mohawk on step 28 to prepare for the lady's steps. **Sequence 3**, the skater will perform the mohawk again at the end of the dance.

## Variation

### Paso Doble:

**Solo Series Steps: All Competitors Skate Woman's Steps for first sequence. The second sequence will be an original creation containing the same two key points in any order within the variation. The Key Points will be those for sequence 1.**

**Starlight Waltz: Set Pattern Dance – Solo Series Steps: Pattern 1 Woman's Steps, Pattern 2 Man's Steps**

#### **Section 1:**

Key Point 1: Steps 4-6 LBO, RBI, LBO Chasse (Seq 1) RFO, LFI, RFO Chasse (Seq 2)  
Bullet Point: Correct Edges

Key Point 2: Step 9, Outside to Inside Change of Edge (Back Seq 1, Fwd Seq 2)  
Bullet Point: Correct Edges

#### **Section 2:**

Key Point 1: Steps 17 & 18 Right Back Outside and Left Forward Inside  
Bullet Point: Correct Edges

Key Point 2: Step 31, Right Forward Outside Cross Swing Roll  
Bullet Point: Correct Edge

**\* Note: On **sequence 1**, the skater will skate step 32b instead of the 3 turn to prepare for the man's steps and on **sequence 2**, the skater will perform the 3 turn on step 32 at the end of the dance.**

**Viennese Waltz: Optional Pattern Dance - Solo Series Steps: All Competitors Skate Woman's Steps**

Key Point 1: Steps 10, 11 & 12, LFO to RBO Open Mohawk to LBI  
Bullet Points: Correct Edges and Correct Turn

Key Point 2: Steps 16, 17 & 18, Forward Progressive  
Bullet Point: Correct Timing

**Westminster Waltz: Optional Pattern Dance - Solo Series Steps: Sequence 1 Woman's Steps, Sequence 2 Man's Steps**

#### **Section 1:**

Key Point 1: Steps 5 & 6, Left Forward Inside to Right Back Inside Open Mohawk  
Bullet Point: Correct Turn

Key Point 2: Step 10a, Right Forward Outside Cross Three Turn (Sequence 1)  
Step 10, Right Forward Outside Cross Swing Roll. (Sequence 2)  
Bullet Points: Correct Edges (and Turn for Sequence 1)

#### **Section 2:**

Key Point 1: Step 13, Right Forward Inside Swing Rocker (Sequence 1)  
Step 13, Left Forward Outside Swing Counter (Sequence 2)  
Bullet Point: Correct Turn

Key Point 2: Step 22, Right Forward Outside to Inside Change Edge Swing Roll  
Bullet Point: Correct Edges

## Variation

**Westminster Waltz:** **Solo Series Steps: All Competitors Skate Woman's Steps for first section (steps 1-12) followed by a second section that will be an original creation. This section must contain the same two key points listed above for section two (2) for Sequence 1 (Woman's Steps) in any order within the variation. Both of these will be repeated in sequence 2 which equals the skater going around the rink twice.**

**Quickstep:** **Set Pattern Dance - Solo Series Steps: All Competitors Skate Same Steps**

Key Point 1: Steps 5 & 6, Left Forward Outside Swing Closed Choctaw

Bullet Point: Correct Turn

Key Point 2: Step 17, Cross Behind Left Forward Inner to Left Forward Outer

Bullet Point: Correct Edges

**Argentine Tango:** **Set Pattern Dance - Solo Series Steps: Pattern 1 Woman's Steps, Pattern 2 Man's Steps**

### **Section 1:**

Key Point 1: Step 13, Right Fwd Outside Cross Roll 3 Turn (Sequence 1)

Steps 13 & 14, Left Back Cross Roll to a RFO 3 Turn (Sequence 2)

Bullet Points: Correct Edge & Correct Cross

Key Point 2: Steps 19 & 20, Left Fwd Outside, Right Fwd Outside Cross Swing Roll

Bullet Point: Correct Edges

### **Section 2:**

Key Point 1: Step 23 & 24 Swing Twizzle like Movement (Sequence 1)

Step 23 & 24 Swing Open Choctaw (Sequence 2)

Bullet Points: Correct Edge and Correct Turn

Key Point 2: Step 31, Left Back Outside Cross Swing Roll (Sequence 1)

Step 31, Right Forward Outside Cross Swing Roll (Sequence 2)

Bullet Points: Correct Edges and Cross Roll

**Midnight Blues:** **Set Pattern Dance - Solo Series Steps for Rhythm Dance: All Competitors Skate Woman's Steps 5 through 14 only.**

Key Point 1: Step 7, Right Back Outside to Inside Three Turn

Bullet Points: Correct Edges and Correct Turn

Key Point 2: Steps 12 & 13, Cross Front LBI Twizzle to Left Forward Outside

Bullet Points: Correct Edges and Correct Turn

**Austrian Waltz:** **Optional Pattern Dance - Solo Series Steps: All Competitors Skate Woman's Steps**

### **Section 1:**

Key Point 1: Steps 4 & 5, Left Forward Inside, Right Forward Inside Three Turn

Bullet Point: Correct Edges and Correct Turn

Key Point 2: Steps 13a, 13b & 14, RFO, Cross Behind Left Forward Inside Twizzle, RFO

Bullet Points: Correct Edges

### **Section 2:**

Key Point 1: Steps 21a-22, RFO-Rocker with a Light Touch Down, Right Back Outer, Cross Behind LBO, Cross Front Left Back Inside Three Turn Swing Roll

Bullet Point: Correct Edges (except for LTd)

Key Point 2: Steps 27-28, Right Forward Inside and Left Back Outer Twizzles

Bullet Point: Correct turns

**Cha Cha  
Congelado:**

**Optional Pattern Dance - Solo Series Steps: All Competitors Skate Woman's Steps**

**Section 1:**

Key Point 1: Steps 3 – 5, Slip Steps

Bullet Point: Correct Slip Steps

Key Point 2: Steps 10 & 11, Right Forward Inside to Left Back Inside Closed Mohawk

Bullet Points: Correct Edges and Correct Turn

**Section 2:**

Key Point 1: Steps 23 – 25, LFI Swing Closed Mohawk, RBI, Cross Front Left Back Outer

Bullet Points: Correct Edges and Correct Turn

Key Point 2: Steps 36 – 38, LFI Swing Roll, RFI Open Mohawk, LBI, RBO

Bullet Points: Correct Edges and Correct Turn

**Variation  
Cha Cha  
Congelado:**

**Solo Series Steps: All Competitors Skate Woman's Steps for first section (steps 1-22) followed by a second section that will be an original creation. This section must contain the same two key points listed above for section two (2) for Sequence 1 (Woman's Steps) in any order within the variation. Both of these will be repeated in Sequence 2. The entire dance should go around the rink one full circuit.**

**Tango Romantica:**

**Optional Pattern Dance - Solo Series Steps: All Competitors Skate Woman's Steps**

**Section 1:**

Key Point 1: Step 5, LBO Swing Three Turn

Bullet Point: Correct turn

Key Point 2: Steps 20 - 22, Cross Front LFI, Cross Back RFO, Cross Front LFO Rocker

Bullet Points: Correct Edges and Correct Turn

**Section 2:**

Key Point 1: Steps 35c & 36, LFO Three Turn, RBO Three Turn

Bullet Points: Correct Turn

Key Point 2: Steps 44 & 45, LFI Closed Choctaw, RBO/RBO Twizzle

Bullet Points: Correct Edges and Correct Turns

# OFFICIALS REQUIREMENTS AND QUALIFICATIONS

## Event Requirements for Officials

Each Competition must name a Solo Dance Referee **and** a Technical Panel Leader. These names must be submitted a month in advance of the event to Karissa Woienski at: [KWoienski@USFigureSkating.org](mailto:KWoienski@USFigureSkating.org) and John Millier at [Millierjc@aol.com](mailto:Millierjc@aol.com).

Each panel shall consist of one of the following four options:

- 1 Technical Controller (TC), 1 Technical Specialist (TS), 1 Referee/Judge (RJ) and 2 or more judges (J).\*
- 1 Technical Controller (TC), 1 Technical Specialist (TS), 1 Referee (R) and 3 or more judges (J).\*
- 1 Technical Controller (TC), 1 Technical Specialist (TS), 1 Assistant Technical Specialist (ATS), 1 Referee/Judge (RJ) and 2 or more judges (J).\*
- 1 Technical Controller (TC), 1 Technical Specialist (TS), 1 Assistant Technical Specialist (ATS), 1 Referee (R) and 3 or more judges (J).\*

Note\*: When using the mini system, you must also have the following:

- 1 Video Replay Operator (if using the mini system)
- 1 Data Entry Operator (if using the mini system)

Note: Closely related persons cannot serve on the same panel; i.e., they may not both serve as judges. However, one could serve as judge, one on the technical panel and still another as referee.

## Qualifications

### Technical Panel Leader:

- All Non-Qual and above current Dance Technical Specialists and Controllers listed in the directory
- Novice Sectional and above Dance Competition judges and referees may serve as a solo series TS or TC **if they have previous technical panel experience in Solo Dance and/or have attended an approved seminar. Data appointments count as technical panel experience however, these people must be cleared by the Solo Dance chair prior to using them in that capacity.**

### Technical Controller or Specialist:

- All Non-Qual and above current Dance Technical Specialists and Controllers listed in the directory
- Novice Sectional and above Dance Competition judges and referees may serve as a solo series TS or TC **if they also meet the requirements for a Technical Panel Leader.**

### Referee:

#### Combined Events:

- All Novice Sectional and above Dance Competition judges and all dance referees may serve as a solo series Referee.

#### Pattern Dance Only:

- 1 Novice Sectional or higher Dance Competition Judge
- 2 Gold Test Judge with International Certificate
- 3 Gold Test Judge for Preliminary through Pre-Gold Pattern and Shadow Dance events.



**Judge:**

For Preliminary through Pre-Silver Solo Pattern Dance only events and all Shadow events:

- Non-qual or higher Dance Competition Judge
- Bronze Test Judge or higher

For Silver and above Solo Pattern Dance only events:

- Non-qual or higher Dance Competition judge
- Silver Test Judge or higher

For Juvenile and Intermediate Combined events:

- Non-qual or higher Dance Competition judge
- Bronze Test Judge or higher

For Novice, Junior and Senior Combined events:

- Non-qual or higher Dance Competition judge
- Silver Test Judge or higher