

### 10. REVISED SCALE OF VALUES FOR REQUIRED ELEMENTS - ORIGINAL DANCE & FREE DANCE

The Scale of Values Chart has been revised to reflect the following changes:

- Midline Not Touching Step Sequence: there is a new Scale of Values for this element (OD)
- Straight Line, Curve and Rotational Lifts (Short Lifts) have been increased in value (OD and FD). The Long Lifts have been increased accordingly.
- There are now 2 types of Sets of Twizzles: Set of Sequential Twizzles – with up to one step between twizzles (OD) and Set of Synchronized Twizzles – with up to 3 steps between twizzles (FD).

SCALE OF VALUES – ORIGINAL AND FREE DANCE								
Required Elements		+++	++	+	Base	-	--	---
<b>DANCE SPINS</b>								
<b>a) Spin</b>	<b>Sp1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>Sp2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>Sp3</b>	1.5	1.0	0.5	<b>4.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>Sp4</b>	1.5	1.0	0.5	<b>4.70</b>	- 0.5	- 1.0	<u>1.5</u>
<b>b) Combination Spin</b>	<b>CoSp1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CoSp2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CoSp3</b>	1.5	1.0	0.5	<b>4.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CoSp4</b>	1.5	1.0	0.5	<b>4.70</b>	- 0.5	- 1.0	<u>1.5</u>
<b>LIFTS</b>								
<b>a) Stationary Lift</b>	<b>StaLi1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>StaLi2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>StaLi3</b>	1.5	1.0	0.5	<b>4.20</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>StaLi4</b>	1.5	1.0	0.5	<b>5.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>b) Straight Line Lift</b>	<b>SILi1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SILi2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SILi3</b>	1.5	1.0	0.5	<b>4.20</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SILi4</b>	1.5	1.0	0.5	<b>5.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>c) Curve Lift</b>	<b>CuLi1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CuLi2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CuLi3</b>	1.5	1.0	0.5	<b>4.20</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>CuLi4</b>	1.5	1.0	0.5	<b>5.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>d) Rotational Lift</b>	<b>RoLi1</b>	1.5	1.0	0.5	<b>3.00</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RoLi2</b>	1.5	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RoLi3</b>	1.5	1.0	0.5	<b>4.20</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RoLi4</b>	1.5	1.0	0.5	<b>5.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>e) Serpentine Lift</b>	<b>SeLi1</b>	1.5	1.0	0.5	<b>4.80</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SeLi2</b>	1.5	1.0	0.5	<b>5.60</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SeLi3</b>	1.5	1.0	0.5	<b>6.70</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>SeLi4</b>	1.5	1.0	0.5	<b>8.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>f) Reverse Rotational Lift</b>	<b>RRoLi1</b>	1.5	1.0	0.5	<b>4.80</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RRoLi2</b>	1.5	1.0	0.5	<b>5.60</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RRoLi3</b>	1.5	1.0	0.5	<b>6.70</b>	- 0.5	- 1.0	<u>1.5</u>
	<b>RRoLi4</b>	1.5	1.0	0.5	<b>8.00</b>	- 0.5	- 1.0	<u>1.5</u>
<b>g) Combination Lift</b>	The Base Value of the two first executed lift types in a Combination Lift will be added and multiplied by <b>0.8</b> .							
<b>SET OF SYNCHRONIZED TWIZZLES (FD) – per set</b>	<b>STw1</b>	<u>1.5</u>	1.0	0.5	<b>3.50</b>	- 0.5	- 1.0	- 1.5
	<b>STw2</b>	<u>1.5</u>	1.0	0.5	<b>4.00</b>	- 0.5	- 1.0	- 1.5
	<b>STw3</b>	<u>1.5</u>	1.0	0.5	<b>4.70</b>	- 0.5	- 1.0	- 1.5
	<b>STw4</b>	<u>1.5</u>	1.0	0.5	<b>5.50</b>	- 0.5	- 1.0	- 1.5

<b>SET OF SEQUENTIAL</b>	<b>SqTw1</b>	<b>1.5</b>	<b>1.0</b>	<b>0.5</b>	<b>4.50</b>	<b>- 0.5</b>	<b>- 1.0</b>	<b>- 1.5</b>
<b>TWIZZLES (OD) – per set</b>	<b>SqTw2</b>	<b>1.5</b>	<b>1.0</b>	<b>0.5</b>	<b>5.00</b>	<b>- 0.5</b>	<b>- 1.0</b>	<b>- 1.5</b>
	<b>SqTw3</b>	<b>1.5</b>	<b>1.0</b>	<b>0.5</b>	<b>5.70</b>	<b>- 0.5</b>	<b>- 1.0</b>	<b>- 1.5</b>
	<b>SqTw4</b>	<b>1.5</b>	<b>1.0</b>	<b>0.5</b>	<b>6.50</b>	<b>- 0.5</b>	<b>- 1.0</b>	<b>- 1.5</b>
<b>STRAIGHT LINE STEP SEQUENCES</b>								
<b>a) Midline in Hold</b>	<b>MiSt1</b>	3.0	2.0	1.0	<b>4.60</b>	- 1.0	- 2.0	- 3.0
	<b>MiSt2</b>	3.0	2.0	1.0	<b>5.40</b>	- 1.0	- 2.0	- 3.0
	<b>MiSt3</b>	3.0	2.0	1.0	<b>6.20</b>	- 1.0	- 2.0	- 3.0
	<b>MiSt4</b>	3.0	2.0	1.0	<b>7.00</b>	- 1.0	- 2.0	- 3.0
<b>b) Diagonal in Hold</b>	<b>DiSt1</b>	3.0	2.0	1.0	<b>4.60</b>	- 1.0	- 2.0	- 3.0
	<b>DiSt2</b>	3.0	2.0	1.0	<b>5.40</b>	- 1.0	- 2.0	- 3.0
	<b>DiSt3</b>	3.0	2.0	1.0	<b>6.20</b>	- 1.0	- 2.0	- 3.0
	<b>DiSt4</b>	3.0	2.0	1.0	<b>7.00</b>	- 1.0	- 2.0	- 3.0
<b>Not Touching Midline – (OD)</b>	<b>NtMiSt1</b>	3.0	2.0	1.0	<b>5.00</b>	- 1.0	- 2.0	- 3.0
	<b>NtMiSt2</b>	3.0	2.0	1.0	<b>6.00</b>	- 1.0	- 2.0	- 3.0
	<b>NtMiSt3</b>	3.0	2.0	1.0	<b>7.00</b>	- 1.0	- 2.0	- 3.0
	<b>NtMiSt4</b>	3.0	2.0	1.0	<b>8.00</b>	- 1.0	- 2.0	- 3.0
<b>Diagonal in Hold - (OD) corrected - ISU Communication 1583</b>								
	<b>DiSt1</b>	3.0	2.0	1.0	<b>5.60</b>	- 1.0	-2.0	-3.0
	<b>DiSt2</b>	3.0	2.0	1.0	<b>6.40</b>	- 1.0	-2.0	-3.0
	<b>DiSt3</b>	3.0	2.0	1.0	<b>7.20</b>	- 1.0	-2.0	-3.0
	<b>DiSt4</b>	3.0	2.0	1.0	<b>8.00</b>	- 1.0	-2.0	-3.0
<b>CURVED STEP SEQUENCES</b>								
<b>c) Circular</b> <i>(anti-clockwise and Clockwise)</i>	<b>CiSt1</b>	3.0	2.0	1.0	<b>5.60</b>	- 1.0	- 2.0	- 3.0
	<b>CiSt2</b>	3.0	2.0	1.0	<b>6.40</b>	- 1.0	- 2.0	- 3.0
	<b>CiSt3</b>	3.0	2.0	1.0	<b>7.20</b>	- 1.0	- 2.0	- 3.0
	<b>CiSt4</b>	3.0	2.0	1.0	<b>8.00</b>	- 1.0	- 2.0	- 3.0
<b>d) Serpentine</b> <i>(anti-clockwise and Clockwise)</i>	<b>SeSt1</b>	3.0	2.0	1.0	<b>5.60</b>	- 1.0	- 2.0	- 3.0
	<b>SeSt2</b>	3.0	2.0	1.0	<b>6.40</b>	- 1.0	- 2.0	- 3.0
	<b>SeSt3</b>	3.0	2.0	1.0	<b>7.20</b>	- 1.0	- 2.0	- 3.0
	<b>SeSt4</b>	3.0	2.0	1.0	<b>8.00</b>	- 1.0	- 2.0	- 3.0