

# **Solo Dance Series Officials Manual**

*Judges, Referee and Technical Panel*



## **2023 Season**

*Last updated 1/21/2023*

## National Solo Dance Series Officials' Manual

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## REQUIREMENTS & QUALIFICATIONS OF OFFICIALS

### Technical Panel Requirements

For Pattern Dance Only Events, Shadow Dance and the Combined Pattern Dance Segment:

- 1 Technical Controller (TC), 1 or 2 Technical Specialists (TS)

For Combined Events, Rhythm and Free Dance Segments,

- 1 Technical Controller (TC), 2 Technical Specialist (TS1 and TS2)

### Judges Panel Requirements

- 1 Referee/Judge (RJ) and 2 or more judges (J)\*
- 1 Referee (R) and 3 or more judges (J)\*

It is recommended for Combined events that the judging panel be comprised of a majority of dance competition judges and preferable that not more than 2 judges are from the same home club.

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

- 1 Data Entry Operator

*Closely related persons cannot serve on the same panel; ie: they may not both serve as judges. However, one could serve as judge, one on the technical panel (TS or TC), and still another as referee.*

## OFFICIALS' QUALIFICATIONS

### Technical Panel Leader:

- Any Technical Controller (TC) or Technical Specialist (TS) who meets the criteria for serving as a TC or TS for Solo Dance may serve in the position.

### Technical Controller or Specialist:

- Current non-qualifying and above Dance Technical Specialist or Technical Controller listed in the US Figure Skating Directory OR International or ISU Dance Technical Specialists or Technical Controllers and Solo Technical Controllers and Solo Technical Specialists.
- For a list of approved Solo Dance Technical Panel Officials, please contact Carol Wooley, txaviatrix@gmail.com

### Solo Series Lead Referee:

- Current Sectional and above Dance Competition judges and all dance referees listed in the US Figure Skating Directory.

### Event Referee:

*Pattern Dance Only – Preliminary through Pre-Gold and Shadow Dance*

- Must be listed in the current directory as a Dance Referee of any level, a Novice Sectional or above dance competition judge, gold test judge with international certificate, or gold test judge OR International or ISU Dance Referee or Judge

*Pattern Dance Only – Gold & International*

- Must be listed in the current directory as a Dance Referee of any level, a Novice Sectional or above dance competition judge, or a gold test judge with international certificate OR International or ISU Dance Referee or Judge

*Combined Events – All Levels*

- Current Dance Referee of any level or a Novice Sectional or above dance competition judge listed in the US Figure Skating Directory OR International or ISU Dance Referee or Judge

**Judge:**

*Pattern Dance Only – Preliminary through Silver and all levels of Shadow Dance*

- Non-qualifying or higher Dance Competition Judge listed in the US Figure Skating Directory
- Bronze Dance Test Judge or higher listed in the US Figure Skating Directory
- International or ISU Dance Referee or Judge

*Pattern Dance Only – Pre-Gold through International and all levels of Shadow Dance*

- Non-qualifying or higher Dance Competition Judge listed in the US Figure Skating Directory
- Silver Dance Test Judge or higher listed in the US Figure Skating Directory
- International or ISU Dance Referee or Judge

*Combined Events – Juvenile & Intermediate*

- Non-qualifying or higher Dance Competition Judge listed in the US Figure Skating Directory
- Bronze Dance Test Judge or higher listed in the US Figure Skating Directory
- International or ISU Dance Referee or Judge
- A majority of Non-qualifying or higher Dance Competition Judges preferred

*Combined Events – Novice, Junior & Senior*

- Non-qualifying or higher Dance Competition Judge listed in the US Figure Skating Directory
- Silver Dance Test Judge or higher listed in the US Figure Skating Directory
- International or ISU Dance Referee or Judge
- A majority of Non-qualifying or higher Dance Competition Judges preferred

## RESPONSIBILITIES OF OFFICIALS

### SOLO SERIES LEAD REFEREE

- Works with Chief Referee to assign judging panels, technical panels and ensure correct timing and warm-up groups for solo series events

### SOLO DANCE TECHNICAL PANEL LEADER

- Works with Chief Referee and Solo Series Lead Referee to assign technical panels for solo series events

### SOLO DANCE TECHNICAL SPECIALIST (TS1)

- Identify each element that is skated, regardless of the planned program sheet.
- Assign a level or no value depending if the requirements have been met or not.
- Identify falls.
- Identify illegal elements.
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### SOLO DANCE TECHNICAL SPECIALIST (TS2)

- Identify each element that is skated, regardless of the planned program sheet.
- Assign a level or no value depending if the requirements have been met or not. The TS2 may review any call made by the TS1.
- Identify falls.
- Identify illegal elements.

### SOLO DANCE TECHNICAL CONTROLLER (TC)

- When working with a TS1 and TS2, and they do not agree on a call, the TC will serve as the tie breaker.
- When only working with a TS1, will work with TS1 to assign levels depending if requirements are met or not. The TC may review any element the TS1 has called.
- The TC is responsible to verify that the performed elements and called level are correctly entered into the system by the Data Operator.
- The TC will verify falls and any other deductions are taken and are entered into the system by the Data Operator.
- The TC will lead the review process and after the review is complete, will verify and authorize elements with the Data Operator.

### ALL MEMBERS OF THE TECHNICAL PANEL WILL LISTEN TO READ BACK. TS2 WILL VERBALLY AGREE OR DISAGREE AND IDENTIFY ANY INCORRECT ENTRIES.

We now require all three people on the tech panel to listen to the read back and for the TS2 at the very least to audibly agree or disagree with the calls. This rule should be followed by all for every skater to increase accuracy. The Data Operator and Technical Controller will not review the protocols for pattern dance and shadow dance. If something unusual such as an illegal element, no value or fall occurs, the individual protocol sheet will be reviewed.

### SOLO DANCE EVENT REFEREE and REFEREE/JUDGE

- Award a GOE for each element skated. (If serving as both Referee and Judge)
- Give a score for each of the component marks. (If serving as both Referee and Judge)
- Identify and take deductions for choreographic, music and costume violations.
- Time “call to start” after announcer calls the skater and apply deductions if necessary.
- Time program time from when the skater starts to move to when they stop.
- During Pattern Dance events and Shadow Dance events time the beats per minute and apply the deduction if the music does not fall within the allowable range.

- Time overall length of Edge Elements from the time the skater is in an established position.
- Takes deductions for any Tempo, Edge Elements over allowed time and Program Time violations.
- Take deductions for interruptions over ten seconds in length. (See Referee Reference Guide)

## **ATTENTION REFEREES !!!!!!!!!**

### **WARM-UP TIMES and WARM-UP GROUP SIZES**

#### **WARM-UP TIMES**

PD (including Shadow): 3 minutes

RD & FD: 4 minutes

#### **RECOMMENDED WARM-UP GROUP SIZES**

(Sizes at the Discretion of the Referee)

PD Preliminary-Bronze & Juvenile: 10 Skaters per warm-up

PD Pre-Silver-International, Intermediate & Novice: 8 per warm-up

SHADOW PD: 5 teams per warm-up

RHYTHM and FREE DANCE: 6 Skaters per warm-up

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#### **SOLO DANCE JUDGE**

- Award a GOE for each element skated.
- Give a score for each of the component marks.
- Identify and take deductions for choreographic, music and costume violations.

## **GENERAL REQUIREMENTS**

#### **COSTUME REQUIREMENTS**

The Solo Dance Series will follow all costume rule and requirements as stated for ice dance in the 2023-2024 U.S. Figure Skating Rulebook (Rule 8020). Note: Women may wear trousers for all events.

## PATTERN DANCE

### PATTERN DANCE RULES

General: Every Judge will mark the quality of execution of every Section of the Pattern Dance depending on the positive features of the execution and errors on the eleven grades of execution scale: +5, +4, +3, +2, +1, Base Value, -1, -2, -3, -4, -5. Each + or - grade has its own + or - numerical value indicated in the SOV Table. This value is added to the Base Value of the Section or deducted from it.

Marking: The Grade of Execution of a Sequence/Section is determined by selecting the grade which applies for the average value of the Characteristics of Grade of Execution. This grade is further adjusted, if necessary, according to the Adjustments to Grade of Execution.

### MARKING GUIDE FOR GRADE OF EXECUTION OF PATTERN DANCE SECTIONS Including Variation Dance

Aspects	Very Poor -5	Poor -3	Mediocre -1	Acceptable Base	Good +1	Very Good +3	Outstanding +5
<b>Quality &amp; correctness of edges, steps, &amp; turns for the whole of the pattern dance element</b>	40% or less clean edges, steps & turns with many errors	50% clean edges, steps, & turns with 2 major errors	60% clean edges, steps, & turns with 1 major error	75% clean edges, steps, & turns with no major error	80% clean edges, steps, & turns with no major error	90% clean edges, steps, & turns with no major error	100% clean edges, steps, & turns
<b>Depth of Edges</b>	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very Deep
<b>Correct Pattern</b>	40%	50%	60%	75%	80%	90%	100%

### ADJUSTMENTS TO GRADE OF EXECUTION OF PATTERN DANCE SECTIONS Including Variation Dance

Sections/Sequences of Pattern Dance	No higher than:	Reduce by:
Not started on the strong beat of a phrase:		1 grade for the first performed sequence/section
Not holding edges/steps for the required number of beats <ul style="list-style-type: none"> <li>- From one edge/step up to 10% of steps of the pattern dance element</li> <li>- For more than 10% and up to 25% of steps of the pattern dance element</li> <li>- For more than 25% of steps of the pattern dance element</li> </ul>	+1 0 -1	
Loss of Balance or Stumble	+3	1 grade
More than one Loss of Balance or Stumble	-1	
Fall	-3	

## WHO'S RESPONSIBLE FOR DEDUCTIONS IN PATTERN DANCE

Description	Penalty	Who is responsible
Illegal Element/Movement	-2.0 per each	Technical Panel
Costume/Prop violations – <b>Rule 8021</b>	-0.5 Juv & Int, Nov Prelim – Pre-Silver -1.0 Silver – Int'l	Referee + Judges*
Part of costume/decoration falls on the ice	-0.5 Juv & Int, Nov Prelim – Pre-Silver -1.0 Silver – Int'l	Referee
Fall	-0.5 Juv & Int, Nov Prelim – Pre-Silver -1.0 Silver – Int'l	Technical Panel**
Late start – rule 1322 – for start between 1 and 30 seconds late	-1.0	Referee
Interruption in performing the program – for every interruption <i>An interruption is defined as the time elapsed between the moment a skater stops performing the program until the moment they resume performing the program (Rule 1403)</i> <ul style="list-style-type: none"> <li>- For 11-20 second interruption</li> <li>- For 21-30 second interruption</li> <li>- For 31-40 second interruption</li>   <li>- For 11-20 second interruption</li> <li>- For 21-30 second interruption</li> <li>- For 31-40 second interruption</li> </ul>	Prelim – Pre-Silver & Juvenile – Novice  -0.5 deduction -1.0 deduction -1.5 deduction  Silver to Int'l -1.0 deduction -2.0 deduction -3.0 deduction	Referee <i>If an interruption lasts more than 40 seconds, an acoustic signal is produced by the referee and the skater is withdrawn.</i>
Interruption with allowance of up to 3 minutes to resume from point of interruption – once per program	Prelim – Pre Silver & Juvenile – Novice -1.5 deduction  Silver - Int'l -3.0 deduction	Referee <i>If skater does not resume after 3 minutes, skater is withdrawn</i>
Music requirements – must be chosen in accordance with the “type” of the Pattern Dance. <b>Is it a waltz, is it a tango, is it a blues etc..</b> <ul style="list-style-type: none"> <li>- Preliminary through Pre-Silver</li> <li>- Juvenile, Intermediate &amp; Novice</li>   <li>- Silver through International</li> </ul>	 1.0 per program  2.0 per program	Referee + Judges*
Tempo Specifications – according to Rule 8031- <b>Beats per minute</b> Tempo: the tempo throughout the required sequences must be constant and in accordance with the required tempo of the pattern dance, plus or minus 2 beats per minute.	-0.5 for prelim-presilver & Juv, Int,Nov  -1.0 per program Silver-International	Referee
Program time violation – as per Rule 8032 and the timing chart for skater's choice pattern dance music. <b>Overall time skated</b> <ul style="list-style-type: none"> <li>-Preliminary-Pre-Silver, Juvenile, Intermediate &amp; Novice</li> <li>-Silver-International</li> </ul>	For every 5 sec. lacking or in excess -0.5 -1.0	Referee
*Referee + Judges: the deduction is applied according to the opinion of the majority of the panel which includes all the judges and the referee and no deduction in case of a 50:50 split vote.		
**Technical Panel: technical specialist identifies. TC authorizes or corrects and deducts.		

## RHYTHM DANCE RULES

### RHYTHM DANCE OVERVIEW

“Rhythm Dance” - is a dance created by a Solo Dance skater to dance music with designated rhythm(s) and/or theme(s) selected by the Program Development and Dance Committees annually for the season.

The dance must:

- a) Reflect the character of the selected dance rhythm(s) or theme(s),
- b) Be translated to the ice by demonstrating technical skill with steps and movements along with flow and the use of edges,
- c) Fit to the phrasing of the music.
- d) Skaters must skate primarily to the rhythmic beat.

The dance will contain elements selected by the Program Development and Dance Committees each season. Elements should be integrated into the composition of the dance so the concept and choreography must produce the feeling of a unified dance.

Any choreography appropriate to the music selection is permitted. The program must be developed through skating skills and quality rather than through non-skating actions such as sliding on one knee or use of toe steps which should be used only to reflect the character of the dance and underlining rhythm and nuances of the chosen music. In the interest of the public in the arena, programs should be choreographed to all sides of the arena and not only focused to Judge’s side.

After the clock is started with the first movement, the skater must not remain in one place for more than 10 seconds. During the program, either up to two full stops (duration must not exceed 5 seconds each) or up to one full stop (duration must not exceed 10 seconds) are permitted.

### NOT PERMITTED IN THE RHYTHM DANCE

- Touching the ice with the hand(s) is not permitted.
- Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Judges and Technical Panel as a Fall.
- Lip Synching

### MUSIC RULES FOR RHYTHM DANCE

The music for the Rhythm Dance, including music for the specified Pattern Dance (if required) is to be provided by the skater. Vocal music is permitted. The music must be suitable for Ice Dance as a sport discipline and must have the following characteristics:

- Only dance music with an audible rhythmic beat may be used. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.
- The music must be selected in accordance with the designated rhythm(s) and/or theme(s).
- The music must be selected in accordance with the specified tempo, when applicable.
- To comply with the ethical values of sports, any music chosen for ice dance competitions must not include aggressive and/or offensive lyrics.

Rhythm Dance music that does not adhere to these specifications will be penalized by deduction(s) where the panel will vote on if the deduction should be taken or not and if the majority of the panel votes in favor of the deduction, -2.0 points will be applied to the final score.

### New this season: Choreographic Rhythm Sequence (ChRs)

Rhythm: Skated to any of designated Latin Rhythm(s)/Style(s) and performed in the “style” of the chosen Rhythm.

Pattern: Starts with a stop on the Short Axis, - proceed 10 meters on either side of the Short Axis - proceeds from barrier to barrier (The requirement from barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier.)

Permitted: Retrogression, Loops and Stop(s) for up to 5 seconds (this will not count as one of the permitted stops and there is no limitation on number of stops as long as each one is no more than 5 secs).  
The Choreographic Rhythm Sequence is evaluated as a Choreographic Element.

## **RULES FOR PATTERN DANCE TYPE STEP (PSt) ELEMENT IN RHYTHM DANCE**

### **Senior-**

Pattern: Starting with a Stop on the Short Axis on either side of the rink and concluding on the Short Axis on the opposite side of the rink. One (1) loop in any direction (which may cross the Long Axis is permitted within the pattern)

## **PATTERN DANCE ELEMENTS (PDE) IN JUNIOR RHYTHM DANCE**

Section 1 (Man's steps 1-18) of Argentine Tango, to be skated on the judges' side of the rink and Section 2 (Women's Steps 19-31) to be skated on the opposite side of the judges. These may be in any order and may be consecutive or broken up and skated separately.

Timing: The PDE must be skated in strict time to the music. The first step of the dance begins on beat one of a musical phrase. The PDE must be skated to the Tango Rhythm, with the range of tempo: 7 measures of 4 beats per minute (96 beats per minute) plus or minus 2 beats per minute.

## **CHOREOGRAPHIC RESTRICTIONS**

The following would be considered a violation of the Choreographic Rules;

- Touching the ice with the hand on purpose (not the result a fall or stumble).
- Having more the permitted number of stops allowed in the rhythm dance.
- Any pattern violation as covered in the pattern of the rhythm dance section, i.e.; crossing the midline in the wrong place, not skating in a general direction.
- Lip Synching.

### **Taking Deductions in the Rhythm Dance:**

Choreographic, costume and Music deductions are taken by each judge in addition to the Referee. If a majority of the panel votes to take the deduction it will be applied to the overall segment score.

If there is a choreographic restriction, costume or music violation is identified, the official will do one of the following:

On your screen:

- Push the deduction button
- Find the appropriate deduction on the screen and press that box
- The deduction to be applied with appear, press that number i.e.; -1 or -2
- Confirm the deduction
- Exit Deduction screen

*If unfamiliar with the computer system please have the referee show you how to apply deductions prior to the event.*

## FREE DANCE RULES

### FREE DANCE OVERVIEW

A) Free Dance is the skating by the skater of a creative dance program blending dance steps and movements expressing the character/rhythms(s) of the dance music chosen by the skater. The Free Dance must contain combinations of new or known dance steps and movements including Required Elements composed into a well-balanced, whole unit displaying excellent skating technique and the personal creativity of the skater in concept, arrangement, and expression. The program including Required Elements must be skated in time and phase with the music. The skater should skate primarily in time to the rhythmic beat, and not to the melody alone. The choreography should clearly reflect the dance character, accents and nuances of the chosen dance music, distinct changes of mood and pace with variations in speed and tempo. The program must utilize the whole ice surface. The Free Dance must not have the concept of a Singles or show program.

B) The duration of the Free Dance is indicated under the required elements for each level in the charts published each year.

C) The music for Free Dance may be vocal and must be suitable for Ice Dance as a sport discipline and must have the following characteristics:

- 1) The music must have an audible rhythmic beat and melody, or audible rhythmic beat alone, but not melody alone, and may be vocal. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.
- 2) All music including classical music must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colorful, entertaining dance program with different dance moods or a building effect.
- 3) For Junior and Senior only, the music must have a change of tempo or expression.

Free Dance music that does not adhere to these requirements will be penalized by a deduction.

*Note: A program that displays a change in tempo and a well-balanced use of melody, rhythmic beat and musical accents and not melody alone is considered to be of a higher quality because it shows a greater variety of dancing skills. The skater should skate primarily in time to the rhythmic beat and not to the melody alone. Skating out of time or out of phrase with the music must be penalized.*

D) All steps and turns are permitted. Deep edges and intricate footwork displaying skating skill, difficulty, variety and originality that constitute the distinct technical content of the dance must be included in the program and performed by the skater. In the interest of the public in the arena, programs should be choreographed to all sides of the arena and not only focused to Judges' side.

E) All elements and movements are permitted provided that they are appropriate to the character of the music and to the required elements for each level.

F) After the clock is started with the first movement, the skater must not remain in one place for more than 10 seconds.

G) The program must be developed through skating quality rather than through non-skating actions such as sliding on one knee, or use of toe steps, which should be used only to reflect the character of the dance and underlining rhythm and nuances of the chosen music.

### **NOT PERMITTED IN THE FREE DANCE**

- Touching the ice with the hand(s) is not permitted. (unless in Choreographic Slide or Character Step)
- Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall. (unless this is during the Choreographic Sliding Movement or Character Step).
- Lip Synching.

### **CHOREOGRAPHIC RESTRICTIONS**

The following would be considered a violation of the Choreographic Rules;

- Touching the ice with the hand on purpose (not the result a fall or stumble or in Choreographic Slide or Character Step.)
- Stops of more than 6 seconds in the free dance.
- Lip Synching.

### **TAKING DEDUCTIONS IN THE FREE DANCE**

Choreographic, costume and Music deductions are taken by each judge in addition to the Referee. If a majority of the panel, including the referee votes to take the deduction it will be applied to the overall segment score.

If there is a choreographic restriction, costume or music violation is identified, the official will one of the following:

On your screen:

- Push the deduction button
- Find the appropriate deduction on the screen and press that box
- The deduction to be applied with appear, press that number i.e. -1 or -2
- Confirm the deduction
- Exit Deduction screen

*If unfamiliar with the computer system, please have the referee show you how to apply deductions prior to the event.*

## GOE MARKING GUIDES – RHYTHM DANCE AND FREE DANCE

### MARKING GUIDE FOR GRADE OF EXECUTION OF REQUIRED ELEMENTS IN RHYTHM DANCE AND FREE DANCE

Pattern Dance Elements							
	-5	-3	-1	Base	+1	+3	+5
<b>Quality &amp; correctness of edges, steps, &amp; turns for the entire element</b>	40% or less clean edges, steps & turns with many errors	50% clean edges, steps, & turns with 2 major errors	60% clean edges, steps, & turns with 1 major error	75% clean edges, steps, & turns with no major error	80% clean edges, steps, & turns with no major error	90% clean edges, steps, & turns with no major error	100% clean edges, steps, & turns
<b>Depth of Edges</b>	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very Deep
<b>Correct Pattern</b>	40%	50%	60%	75%	80%	90%	100%
Edge Elements							
<b>Entry/Exit</b>	Shaky	Fumbling	Hesitant	Sure/solid	Smooth	Flowing	Seamless
<b>Stability</b>	Lose balance	Unstable	Variable	Stable	Sure	Confident	Relaxed
Solo Twizzles							
<b>Entry/Exit</b>	Awkward/ off balance	Hesitant/ lacks control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
<b>Twizzles</b>	Unstable, struggling	Unstable, 3-4 tws scraped	Variable stability, 1-2 tws scraped	Continues, stable	Continues, smooth	Continues, flowing	Seamless, flawless
<b>Connecting steps</b>	Completely uncontrolled	Some lack of control & wide stepping	Labored/ variable	Sure/clean	Smooth/neat	Very good & stylish	Clever & exquisite
Step Sequences							
<b>Edges/Sureness</b>	Very flat & shaky	Generally flat & hesitant	Some flats & variable stability	Shallow but stable	Good curves, secure	Strong, confident	Deep & quiet, bold
<b>Speed &amp; Glide</b>	Struggling, labored, forced	Deteriorates or limited	Inconsistent/ variable	Some speed & some flow	Good speed with variable flow	Considerable speed & constant flow	Considerable speed achieved effortlessly & fluidly
<b>Footwork/Turns</b>	On two feet or toe pushing or jumped, awkward	Wide stepping or skidded	Variable or forced	Generally correct	Clean	Clean and neat	Clean & effortless
Choreographic Elements							
<b>Phrasing and/or rhythm</b>	Not on phrase; does not fit reflects beat, tempo, structure and emphasis in the music	Not on phrase; does not fit reflects beat, tempo, structure and emphasis in the music	Not on phrase; partly reflects beat, tempo, structure and emphasis in the music	Fits the phrase; generally reflects beat, tempo, structure and emphasis in the music	Fits the phrase; reflects beat, tempo, structure and emphasis in the music	Fits the phrase; fully fits beat, tempo, structure and emphasis in the music	Fits the phrase; fully fits beat, tempo, structure and emphasis in the music
<b>Character</b>	No relation to choreography	No relation to character of choreography	No relation to character of choreography	Appropriate to character of choreography	Appropriate to character of choreography	Completely in character of choreography	Completely in character of choreography
<b>Originality</b>	Ordinary	Ordinary	Ordinary	Ordinary	Original	Original, innovative, creative	Original, innovative, creative, memorable
<b>Execution</b>	Awkward, uncontrolled	Shaky, unstable	Labored, hesitant	Controlled, stable	Smooth, sure	Fluid, confident	Effortless
<b>Errors</b>	Many	1 major/ several minor	1 minor	1 minor with at least 1 positive aspect	1 minor with several positive aspects	None	None

<b>DanceSpin</b>							
Entry/Exit	Awkward	Hesitant	Abrupt	Sure/Smooth	With ease	Seamless	Fits phrasing
Speed/Revs	Unstable	Traveling	Slowing	Continuous	Good speed	Centered	Effortless
Position	Unaesthetic	Unstable	Awkward	Stable	Very good	Stylish	Clever

**MARKING GUIDE FOR ADJUSTMENTS TO GRADE OF EXECUTION OF REQUIRED ELEMENTS IN RD & FD**

<b>Adjustments to Grade of Execution</b>			
<b>Pattern Dance Elements: Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Not started on the prescribed beat (for each pattern dance element)		1 grade	
Not holding edges/steps for required number of beats			
- From one edge/step up to 10% of steps in pattern dance element	+1		
- For more than 10% and up to 25% of steps of the pattern dance element	0		
- For more than 25% of steps of the pattern dance element	-1		
Pattern dance element missed through interruption of up to ¼ element	-1		
Pattern dance element does not reflect the character of the rhythm	-1		
Pattern dance element is performed in the character of the rhythm			+1
<b>Adjustments applicable to all required elements (except pattern dance elements)</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Poses or moves awkward or not aesthetically pleasing		1 grade	
Element does not fit or is not skated to the rhythm pattern/phrasing of the music	-1		
Body lines and poses beautiful and aesthetically pleasing			1 grade
Entry or exit is unexpected/creative			1 grade
Element is creative and enhances the choreography/character of chosen dance			1 grade
Element fits and is skated to the phrasing/rhythm pattern of the music or reflects beat, tempo, nuances of music, structure, emphasis in the music			1 grade
Speed across the ice maintained or accelerated during element			1 grade
<b>Edge Elements: Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Element does not reflect the character of the chosen music/rhythm	-1		
Majority of element on a flat		-2	
<b>Solo Twizzles: Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Execution of twizzles incorrect: (linked 3-turns, pirouettes, scraped, skidded, etc.)			
- One twizzle incorrect	0		
- Two twizzles incorrect	-1		
Exit of first two twizzles with smooth and running edge			1 grade
<b>Step Sequences (including-Choreo Character Step, Choreo Rhythm Seq, PSt): Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Element does not reflect the character of the chosen music/rhythm	-1		
Pattern/placement incorrect or incomplete/not recognizable		1 grade	
Inclusion of a not permitted element (per each)		2 grades	
Lack of flow (movement across the ice)	-1		
Second step sequence (free dance) performed at an obviously different skating tempo than the first step sequence			1 grade
Creative use of variety of steps/movements			1 grade
<b>Choreographic Slide: Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Poor execution and/or labored and/or uncontrolled	-1		
Poor/awkward, unaesthetic positions		1 grade	
Element does not reflect the character of the chosen rhythm/music	-1		
<b>Solo Dance Spin: Adjustments</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>

Execution of spin incorrect: Traveling, less than required revolutions		1 grade	
Touchdown of free foot or hand	-1		
Poor/awkward, unaesthetic positions		1 grade	
Element does not reflect the character of the chosen rhythm/music	-1		
<b>Loss of Balance, Stumbles and Falls</b>	<b>No higher than:</b>	<b>Reduce by:</b>	<b>Increase by:</b>
Loss of Balance or Stumble	+2	1 grade	
More than one Loss of Balance or Stumble	-1		
Fall	<u>-4</u>		

## WHO'S RESPONSIBLE FOR DEDUCTIONS IN RHYTHM DANCE AND FREE DANCE

Description	Penalty	Who is responsible
Program time violation <ul style="list-style-type: none"> <li>- Juvenile, Intermediate &amp; Novice</li> <li>- Junior &amp; Senior</li> </ul>	For every 5 sec. lacking or in excess -0.5 -1.0	Referee
Illegal Elements/Movement	-2.0 per violation	Technical Panel**
Costume/Prop violations – rule 8021	-0.5 Juv, Int, & Nov -1.0 Jr & Sr	Referee + Judges*
Part of costume/decoration falls on the ice	-0.5 Juv, Int, & Nov -1.0 Jr & Sr	Referee
Fall Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered a fall <ul style="list-style-type: none"> <li>- A fall is defined by a loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades (e.g. hand(s), knee(s), buttock(s) or any part of the arm.</li> <li>- <i>Juvenile, Intermediate, Novice</i> <i>Junior, Senior</i></li> </ul>	-0.5 -1.0	Technical Panel**
Late start – rule 1322 – for start between 1 and 30 seconds late	-1.0	Referee
Interruption in performing the program – for every interruption <i>An interruption is defined as the time elapsed between the moment a skater stops performing the program until the moment the skater resumes performing the program (Rule 1403)</i>  Juvenile, Intermediate & Novice Free Dance Events <ul style="list-style-type: none"> <li>- For 11-20 second interruption</li> <li>- For 21-30 second interruption</li> <li>- For 31-40 second interruption</li> </ul> Junior and Senior Rhythm dance and Free Dance Events <ul style="list-style-type: none"> <li>- For 11-20 second interruption</li> <li>- For 21-30 second interruption</li> <li>- For 31-40 second interruption</li> </ul>	0.5 deduction -1.0 deduction -1.5 deduction  -1.0 deduction -2.0 deduction -3.0 deduction	Referee <i>If an interruption lasts more than 40 seconds, an acoustic signal is produced by the referee and the skater is withdrawn.</i>
Interruption with allowance of up to 3 minutes to resume from point of interruption – once per program -Juvenile, Intermediate & Novice Free Dance Events -Junior and Senior Rhythm dance and Free Dance Events -	-1.5 deduction -3.0 deduction	Referee <i>If skater does not resume after 3 minutes, skater is withdrawn</i>
Violation of choreographic restrictions <ul style="list-style-type: none"> <li>- Free Dance – stops, touching the ice with hands outside of sliding movement or Choreographic Character Step. Lip Synching</li> <li>- Rhythm dance – pattern, stops &amp; touching the ice with hands, lip synching</li> </ul>	Juv, Int, Nov -0.5  Jr. & Sr. -1.00	Referee + Judges*
Extra Element – for each extra element -Juvenile, Intermediate & Novice FD -Junior & Senior RD/FD Additional Element by computer verification(for elements not according to requirements in RD or FD)	-0.5 per element -1.0 per element	Controller

<p>Music requirements – rhythm dance per rule 8090 and free dance per rule 8095</p> <ul style="list-style-type: none"> <li>- Juvenile, Intermediate &amp; Novice</li> <li>- Junior &amp; Senior</li> </ul>	<p>-1.0 per program -2.0 per program</p>	<p>Referee + Judges*</p>
<p>Tempo Specifications – Rhythm dance – per rule 8090</p>	<p>-1.0 per program</p>	<p>Referee</p>
<p>Extended Edge per edge exceeding 7 seconds for short edge and 12 seconds for combo edge</p>	<p>Juv, Int, Nov -0.5 Jr &amp; Sr -1.0</p>	<p>Referee</p>
<p>*Referee + Judges: the deduction is applied according to the opinion of the majority of the panel which includes all the judges and the referee and no deduction in case of a 50:50 split vote.</p>		
<p>**Technical Panel: technical specialist identifies. TC authorizes or corrects and deducts.</p>		

## COMPONENT MARKING

For a more detailed description of PC use this link:

[www.usfigureskating.org/system/files/Program%20Components%20Details%202022-23.pdf](http://www.usfigureskating.org/system/files/Program%20Components%20Details%202022-23.pdf)

### Program Components – Pattern Dances

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

### Serious Error(s)

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

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

## Program Components – Single & Pair Skating, Ice Dance and Synchronized Skating

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

## Serious Error(s)

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

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

## JUDGING PROCEDURE USING PAPER SYSTEM FOR PATTERN DANCE

### USING PAPER SYSTEM

- Each judge should have the skater’s planned program sheet with their elements listed.
- The judge will assign a GOE to each element as they are performed.
- If the technical panel calls an element that is different then what is listed on the planned program sheet, the TC will alert the panel of the changes so they can make sure they are giving the correct GOE to each called element.
- The judge will then give a component score for the three components.
- If there is a violation the judge feels should receive a deduction, they can “vote” at the bottom of the scoring sheet. This would include choreographic deductions, music violations or costume violations. These votes will be tallied by accounting and if the majority of the panel, including the Referee, the deduction will be taken.
- The scoring sheet will be collected after each skater and delivered to accounting.

## REFEREE INFORMATION

**Note\*** The Chief Referee when creating a schedule for the Variation Dance portion of the Pattern Dance event should use the timing guide for the pattern dance itself as listed in the Pattern Dance Diagram Handbook. The Variation Dance has been given a certain number of measures to be allowed when creating the original part of the dance that is about equal to the usual number of patterns required. For example, the Tango Canasta is 7 measures of 4 for one sequence. The Variation portion is allowed to have up to 14 measures (including the ending) which is the same as 2 sequences of the dance. The Variation is only two sequences but with 21 measures allowed for the entire dance, this comes out to the same time if they skated three sequences. If this needs more clarification please email Carol Wooley at: txaviatrix@gmail.com

### **PATTERN DANCE REFEREE RESPONSIBILITIES (INCLUDING PATTERN DANCE IN COMBINED EVENT AND SHADOW DANCE)**

The referee is primarily responsible for the pace of the event and overseeing the judging panel. If you have been assigned to be both Referee and Judge, you will need to be prepared to put in marks for each skater as well.

*\*The referee should make sure that the appropriate warm up time is posted on the 104. Additionally, familiarize yourself with the rules for warm up group sizes below.*

### **PATTERN DANCE WARM-UP**

*Pattern Dance Warm-Up Groups\**

- Preliminary through Bronze and Juvenile – 10 skaters per warm-up
- Pre-Silver through International and Intermediate & Novice – 8 skaters per warm-up
- Shadow Dance, all levels, 5 teams per warm-up

\*All warm-up group sizes are at the discretion of the referee; above are recommendations.

*Pattern Dance Warm-Up Time – including shadow dance*

3 minutes without music

### **EVENT REFEREE PROCEDURE – PATTERN DANCE**

- Review the 104. Make sure you know who your panel is and alert them when it is time to head out to the stands.
- Signal when the event should start by alerting the announcer to call the first group onto the ice. It is best to check with the Technical Controller to make sure the technical panel and accountants are ready to begin.
- The pace of the event should be rather quick. When using the mini system, usually the next skater should be called as soon as the Data Operator has the next team and video ready on their terminal. If the announcer has direct communications with the Data Operator or Technical Accountant, they can just wait to hear the data say they “have video” and then call the next team. If the Announcer isn’t in communication with Data or the Technical Accountant, you should be on a headset and you will hear when the Data Operator is ready for the next team. If there is no direct communication, you will need to have a visual system set up so that you are aware when the system is ready for the next team and then alert the Announcer to call the next team.
- Keep an eye on your panel in case there is a problem. You have the ability to hold the event to address any urgent issues. For example, the terminals sometimes malfunction. In this case alert the Technical Accountant with any concerns about the equipment.
- After each skater is called, using your stop watch you will time how long it takes the skater to get in to their starting pose. You will start the watch at the completion of their name, not when they step on the ice. It is rare they will take more than a few seconds but remember there is a 30 second rule and there

is a -1 point penalty if they go over the 30 seconds. If they go over 1 minute, they are withdrawn. Reset your watch as soon as they get in to position.

- When skaters start skating, make sure the skater is starting the pattern on the judges side. If they are not, you must blow the whistle and have the restart on the correct side. There is no penalty for this and if you forget, you must allow them to skate all the patterns starting from the wrong side and also with no penalty to the skater.
- During the pattern dance, keep your eyes on the skater at all times. You are responsible for deductions if something falls off their costumes as well as other issues that could occur during the dance. If you're judging, you'll need to assess each element and give a GOE and then do your components when the dance has been completed.
- You will need two stop watches for Skater's Choice events. One to time total skating time and the other is for beats per minute and/or interruptions if there are any.
- To time total skating time you will start the watch when the skater starts to move, not when the music start. It will end when the skater stops. The timing chart, the dance diagrams as well as the referee sheet will all have the maximum skating time allowed on it. Use the Referee Cheat Sheet or the "Who's Responsible" chart for deductions if they are over.
- To time the beats per minute, please refer to the following section, "Timing BPMs". If the BPMs do not fall in the correct range, take the deduction for "Tempo" on the deduction screen.
- If there is an interruption like a fall or an equipment issue, you must start your stopwatch and time how long the interruption is. Please refer to the Referee Cheat Sheet for the Interruption Rules.
- It is important to remember if the skater stops before the required number of patterns, they are not brought back to complete the dance. The judges panel will judge the portion that has been skated.
- The referee must take any and all costume deductions even if not judging.
- If you are using a paper system, you will collect the papers from the judging panel after each skater and give it to a runner to bring to accounting. Please make sure there is a runner prior to the event starting if using paper.
- When Accounting and Data are ready for the next skater, repeat this process. Check with the Chief Referee if scores are to be read after each skater.

#### **SUMMARY OF EVENT REFEREE PROCEDURE – PATTERN DANCE**

- ✓ Time skater taking the ice (Call to Start)
- ✓ Time Total skating time with Stopwatch 1
- ✓ Time BPMs with Stopwatch 2
- ✓ Time Interruptions, if any, with Stopwatch 2
- ✓ Take appropriate deductions if any and put in marks if judging
- ✓ Alert Announcer when to call next skater

## TIMING BEATS PER MINUTE (BPMs)

You will need to time each Skater's Choice Music selection for the correct beats per minute (BPMs). You must use a stopwatch for consistency and accuracy. This is a requirement - other BPM counters are not permissible.

The best source of information for each dance are the dance diagrams, which are located on the technical page of the Solo Series web page. At the bottom of each diagram you will see all the information you'll need to serve as the referee. Below is an example for the Dutch Waltz. You will be using the *PATTERN TIMES*, not the overall time which is the Maximum Skating Time.

### Dutch Waltz – DW

3 sequences required for Solo Dance Series Competition

Number of Measures per Pattern: 16 of 3 beats

Minimum Pattern Time: 0:20.8

Maximum Pattern Time: 0:21.4

Maximum Overall Time: 1:30

Use the following steps to time the BPMs:

- 1) On the timing chart or from the dance diagrams, find the dance and look for the number of measures per pattern. This is the easiest way to count.
- 2) At the end of the chart you'll see the acceptable time range for one pattern of the dance.
- 3) Using a stopwatch, start the watch on beat one of the first measure and count until you've reached the end of the number of measures per pattern. Hit the stopwatch on beat one of the next measure!
  - For example; if there are 4 measures of 4 beats per pattern you will count (1, 2, 3, 4) (2, 2, 3, 4) (3, 2, 3, 4) & 5. You must stop the watch on 5 which is beat 1 of the 5<sup>th</sup> measure. If you stop on 4 the time will be off.
- 4) Look at the time and compare it to the allowable range in the chart. For the Dutch Waltz example above the watch would need to read between 0:20.8 and 0:21.4 seconds. Human error is about 0.03 seconds. I would recommend timing the dance on the first pattern and if it's off a bit, you have more time do try it again to double check. You can time it at any point, it doesn't have to coincide with the pattern being skated.

## Timing Chart for Skater's Choice Pattern Dance Music

### Partnered: Juvenile through Novice Pattern Dance

DANCE	NUMBER OF REQUIRED PATTERNS	NUMBER OF BEATS PER PATTERN	BEATS PER MINUTE	NUMBER OF MEASURES PER PATTERN	NUMBER OF BEATS PER MEASURE	MINIMUM PATTERN TIME	MAXIMUM PATTERN TIME	MAXIMUM OVERALL TIME
AMERICAN WALTZ	2	96	198	32	3	:28.4	:29.4	1:35
ARGENTINE TANGO	2	56	96	14	4	:34.3	:35.7	1:50
BLUES	3	36	88	9	4	:24	:25.1	2:00
CANASTA TANGO	3	28	104	7	4	:16.2	:16.5	1:25
CHA-CHA	3	32	100	8	4	:18.8	:19.6	1:40
CHA-CHA CONGELADO*	2	64	116	16	4	:32.6	:34.6	1:35
DUTCH WALTZ	3	48	138	16	3	:20.8	:21.4	1:30
EUROPEAN WALTZ	2	54	135	18	3	:23.6	:24.4	1:20
FIESTA TANGO	3	32	108	8	4	:17.5	:18.1	1:30
FOURTEENSTEP	4	20	112	5	4	:10.5	:10.9	1:20
FOXTROT	4	28	100	7	4	:16.5	:17.1	1:45
HICKORY HOEDOWN	3	40	104	10	4	:22.6	:23.5	1:50
KILIAN	6	16	116	4	4	:07.8	:08.4	1:30
MIDNIGHT BLUES	2	72	88	18	4	:48.5	:49.5	2:05
PASO DOBLE	3	32	112	8	4	:16.8	:17.5	1:25
QUICKSTEP	4	28	112	7	4	:14.7	:15.3	1:35
RHYTHM BLUES	3	32	88	8	4	:21.3	:22.3	1:30
ROCKER FOXTROT	4	28	104	7	4	:15.8	:16.5	1:45

\*Not to be used for Junior SD or Senior SD. Refer to ISU Communication 2076.

2017-2018 Pattern Dance Timing Chart\_06\_27\_2017\_PSR\_rev1

*\*This is an example of the timing chart found on the Solo Series Technical Page. This is not up to date so do not use this one. It is only an example.*

## **RHYTHM DANCE REFEREE RESPONSIBILITIES**

For the Rhythm dance, the referee will have additional duties for timing that differ from the pattern dances. Aside from timing the “Call to Start”, Total Skating Time and the BPMs for the pattern dance element, they will also have to time the total time of the edge element.

## **RHYTHM DANCE WARM-UP**

*Rhythm Dance Warm-Up Groups\**

6 skaters per warm-up

\*All warm-up group sizes are at the discretion of the referee; above are recommendations.

*Rhythm Dance Warm-Up Time*

4 minutes without music

## **EVENT REFEREE PROCEDURE – RHYTHM DANCE**

- Review the 104 and make sure you know who your panel is. Alert them when it is time to head out to the stands.
- Signal when the event should start by alerting the announcer to call the first group onto the ice. It is best to check with the Technical Controller to make sure the technical panel and accountants are ready to begin.
- When using the mini system, usually the next skater should be called as soon as the Data Operator has the next team and video ready on their terminal. If the announcer has direct communications with the Data Operator or Technical Accountant, they can just wait to hear the data say they “have video” and then call the next team. If the Announcer isn’t in communication with Data or the Technical Accountant, you should be on a headset and you will hear when the Data Operator is ready for the next team. If there is no direct communication, you will need to have a visual system set up so that you are aware when the system is ready for the next team and then alert the Announcer to call the next team.
- Keep an eye on your panel in case there is a problem. You have the ability to hold the event to address any urgent issues. For example, the terminals sometimes malfunction. In this case alert the Technical Accountant with any concerns about the equipment.
- After each skater is called, using your stop watch you will time how long it takes the skater to get in to their starting pose. You will start the watch at the completion of their name, not when they step on the ice. It is rare they will take more than a few seconds but remember there is a 30 second rule and there is a -1 point penalty if they go over the 30 seconds. If they go over 1 minute, they are withdrawn. Reset your watch as soon as they get in to position.
- You will need two stop watches for Rhythm Dance events. One is to time total skating time. The other will be needed for several things; timing the beats per minute for the Pattern Dance Elements, then the duration of the Edge Elements and also for interruptions if there are any.
- To time total skating time you will start the watch when the skater starts to move, not when the music start. Stop the watch when the skater stops moving, not when the music stops. Refer to the Rhythm Dance Requirements or the Referee Sheet provided by Accounting for overall skating time.
- To time the beats per minute, please refer to the previous section, “Timing BPMs” for timing Pattern Dance Elements. Have your dance diagram for the Pattern Dance Element to be skated with you. If the BPMs do not fall in the correct range, take the deduction for “Tempo” on the deduction screen.
- The referee will also need to time the total time for the Edge Elements. Start the stopwatch when the skater hits the position of the Edge Element and stop it when they move out of the position. The total time allowed is 7 seconds. If it is over time, you will go to the deduction page on the terminal and hit the -1 for Extended Edge Element. Please have the Accountants show you how to use the deduction screen if you have questions.
- If there is an interruption (ex. a fall or an equipment issue), you must start your stopwatch and time how long the interruption is. Please refer to the Referee Cheat Sheet for the Interruption Rules.
- Be aware of the Choreographic Restriction Rules. If the skater violates one of those, you will also need to take the “Choreo Deduction” on the deduction screen, even if you are not judging.

- The referee must take any and all costume deductions even if not judging.
- If you are using a paper system, you will collect the papers from the judging panel after each skater and give it to a runner to bring to accounting. Please make sure there is a runner prior to the event starting if using paper.
- Also, when using paper, if the performed elements do not match what is on the planned program sheets the TC will come alert the panel what elements were called and in what order so all sheets will match.
- When Accounting and Data are ready for the next skater, repeat this process.

### **SUMMARY OF EVENT REFEREE PROCEDURE – RHYTHM DANCE**

- ✓ Time skater taking the ice (Call to Start)
- ✓ Time Total skating time with Stopwatch 1
- ✓ Time BPMs for Pattern Dance Element with Stopwatch 2
- ✓ Time Short Edge Elements with Stopwatch 2
- ✓ Time Interruptions, if any, with Stopwatch 2
- ✓ Take appropriate deductions if any and put in marks if judging
- ✓ Alert Announcer when to call next skater

### **FREE DANCE REFEREE RESPONSIBILITIES**

The responsibilities of the referee in the free dance are similar to those of the rhythm dance with the exception of timing BPMs as there is no pattern dance element in the free dance.

### **FREE DANCE WARM-UP**

*Free Dance Warm-Up Groups\**

6 skaters per warm-up

\*All warm-up group sizes are at the discretion of the referee; above are recommendations.

*Free Dance Warm-Up Time*

4 minutes without music

### **EVENT REFEREE PROCEDURE – FREE DANCE**

- Review the 104 and make sure you know who your panel is. Alert them when it is time to head out to the stands.
- Signal when the event should start by alerting the announcer to call the first group onto the ice. It is best to check with the Technical Controller to make sure the technical panel and accountants are ready to begin.
- When using the mini system, usually the next skater should be called as soon as the Data Operator has the next team and video ready on their terminal. If the announcer has direct communications with the Data Operator or Technical Accountant, they can just wait to hear the data say they “have video” and then call the next team. If the Announcer isn’t in communication with Data or the Technical Accountant, you should be on a headset and you will hear when the Data Operator is ready for the next team. If there is no direct communication, you will need to have a visual system set up so that you are aware when the system is ready for the next team and then alert the Announcer to call the next team.
- Keep an eye on your panel in case there is a problem. You have the ability to hold the event to address any urgent issues. For example, the terminals sometimes malfunction. In this case alert the Technical Accountant with any concerns about the equipment.
- After each skater is called, using your stop watch you will time how long it takes the skater to get in to their starting pose. You will start the watch at the completion of their name, not when they step on the ice. It is rare they will take more than a few seconds but remember there is a 30 second rule and there is a -1 point penalty if they go over the 30 seconds. If they go over 1 minute, they are withdrawn. Reset your watch as soon as they get in to position.

- You will need two stop watches for Free Dance events. One to time total skating time and the other is for the Edge Elements and/or interruptions if there are any.
- To time total skating time you will start the watch when the skater starts to move, not when the music start. Stop the watch when the skater stops moving, not when the music stops. Refer to the Free Dance Requirements or the Referee Sheet provided by Accounting for overall skating time.
- The referee will need to time the total time for the Edge Elements. Start the stopwatch when the skater hits the position of the Edge Element and stop it when they move out of the position. The total time allowed is 7 seconds for the Short Edge Elements and 12 seconds for the Combination Edge Elements. Try to follow along with the planned program content sheet so you're ready for the Combination Edge Elements so you don't stop the watch too soon as the skater will move out of position to change lobes and hit the next position. If you do stop it soon and they move into the scone half of the Combination, just start the watch again. You will have a good feel for the overall time even with a small portion missing. If it is over time, you will go to the deduction page on the terminal and hit the -1 for Extended Edge Element. If you are unsure go in favor of the skater. Please have the Accountants show you how to use the deduction screen if you have questions.
- If there is an interruption like a fall or an equipment issue, you must start your stopwatch and time how long the interruption is. Please refer to the Referee Cheat Sheet for the Interruption Rules.
- Be aware of the Choreographic Restriction Rules. If the skater violates one of those, you will also need to take the "Choreo Deduction" on the deduction screen, even if you are not judging.
- The referee must take any and all costume deductions even if not judging.
- If you are using a paper system, you will collect the papers from the judging panel after each skater and give it to a runner to bring to accounting. Please make sure there is a runner prior to the event starting if using paper.
- Also, when using paper, if the performed elements do not match what is on the planned program sheets the TC will come alert the panel what elements were called and in what order so all sheets will match.
- When Accounting and Data are ready for the next skater, repeat this process.

#### **SUMMARY OF EVENT REFEREE PROCEDURE – FREE DANCE**

- ✓ Time skater taking the ice (Call to Start)
- ✓ Time Total skating time with Stopwatch 1
- ✓ Time all Edge Elements with Stopwatch 2
- ✓ Time Interruptions, if any, with Stopwatch 2
- ✓ Take appropriate deductions if any and put in marks if judging.
- ✓ Alert Announcer when to call next skater

## TECHNICAL PANEL PROTOCOL

### CALLING PROCEDURES FOR SOLO DANCE – GENERAL

Technical Specialist, TS2, when there is one, or the Technical Controller, (TC) will announce each element that is listed on the planned program sheet for each skater. This is called a “pre-call”. When the music starts the TS2 or TC will announce “First Element, (read first element)”. After that element has been completed, the official will say “Next, (read next element)”. If the elements do not match what the skater is performing the official doing the pre-call will announce “Cancel Pre-Call” so as not to confuse the TS1 moving forward. Use a short name for each element i.e.; “Next, Twizzles”, “Next Edge”, “Next Steps”, “Next Character Step”, “Next Sliding”, etc..

The Technical Specialist will immediately identify each element as it starts, ie; “Spin” or “Edge” or “Steps” etc. After the element has been completed the TS1 will identify the level or say confirmed according to the Characteristics of Levels for each element.

The TS1 at that time may also call “review” if they are unsure of the call or just want to verify something that may be in question after the program is complete.

The TS2 and then the TC also may call “review”, after a pause allowing the TS to review their own call first. ALWAYS allow a moment for the TS to call review, then the TS has the next opportunity to call and then then the TC. It is rude to jump in and call review at the same time the call is made.

If a skater performs an element that is not on the program sheet and it isn't initially called, the TS, TS2 or TC should say “drop a box” so there is a place for that element if after it has been reviewed and determined it should have been called.

At the end of the program, the Data Operator will tell the tech panel how many elements have been recorded and how many reviews have been called. When using a paper system, the TC will do this.

The TS1, TS2 and TC will then go over each element in order that has been called for review. If replay is available, then they will watch the element on the monitor. If using a paper system with no video available, the technical panel will confer on the element in question to compare notes. If there is a doubt, the technical panel must always rule in favor of the skater.

When the reviews have been completed, the TC will request a “Read Back” to the Data Operator. The DO will read each element and the level while the tech panel compares that to their notes to make sure all elements input into the system are the correct calls made by the tech panel.

The DO will then review any falls or other deductions they may have recorded which should also be re-verified with the TC's notes to make sure the correct deductions are in the system.

Once the data entered in matches the calls from the tech panel, the TC will say “Elements Authorized” to the DO.

### ALL MEMBERS OF THE TECHNICAL PANEL WILL LISTEN TO READ BACK. TS2 WILL VERBALLY AGREE OR DISAGREE AND IDENTIFY ANY INCORRECT ENTRIES.

We now require all three people on the tech panel to listen to the read back and for the TS2 at the very least to audibly agree or disagree with the calls. This rule should be followed by all for every skater to increase accuracy. The Data Operator and Technical Controller will not review the protocols for pattern dance and shadow dance. If something unusual such as an illegal element, no value or fall occurs the individual protocol sheet will be reviewed.

If using paper system, the TC will act as the DO and write down all the elements and the calls. They will review each call with the TS1 and then the TC will authorize the elements on the sheet to be handed in immediately to a runner to take to accounting.

In the paper system, it is also important to make sure what is called matches what the judges are scoring. If any elements called are different than what appears on the skater's planned program sheet, the TC must let the panel know the elements called and what element number each one is.

### **CALLING PROCEDURES FOR PATTERN DANCE AND VARIATION DANCE**

The TS1 will call the "dance name" and then sequence number on step one of the dance. Example "Dutch One" or "Rhythm One" (short for Rhythm Blues) The TS1 will evaluate each Key Point based on the criteria for that step/turn and say either "Yes", "No", or "Timing", (if the step is correct but not held for the correct number of beats). At the end of the sequence the TS1 will call the level based on the results of the Key Points immediately followed by the "dance name" again and then the next sequence number. Example; "Dutch Two" or "Rhythm Two" at the first step of the next pattern. If there are two sections, after the TS1 calls the level, they will need to call the section in addition to the dance name. For example: "Arge One, Section One" (short for Argentine) and then "Arge One, Section Two" Or "Finn One, Section One" then "Finn One, Section Two". A level is given after every sequence or section of the dance. This repeats for as many patterns as are required. The Data person will be entering in the Yes, No or Timing as it happens so being quick with the calls is important.

The TS1, TS2, or TC may call review after any call is made for a discussion that will take place immediately at the conclusion of the pattern dance. When only a TC and TS1 are used and they have different calls, the call goes in favor of the skater. Key Points may be reviewed on the video but may not be reviewed in Slow Motion or too many times.

Calling the Variation portion of the dance will be executed the same as the above. The TS will still use the dance name with the sequence or section number as though it were still the pattern dance and call the Key Points as they happen. Note: Key Points may be in any order so be careful to look for them and a review is allowed if any of them are missed. If any Key Point however does not appear in the Variation portion, there will be no call of Yes, No or Timing and it will remain blank on the protocol. The Key Point should be executed as it is described however in the usual dance with the same foot placement etc..

The TS1 will call "Fall" if there is a fall anywhere from the time the skater starts to move until they stop. Falls may be reviewed on video but should not need to be reviewed in Slow Motion.

### **CALLING PROCEDURES FOR EDGE ELEMENTS**

- The TC or TS2 will pre-call the element based on the planned program content sheet.
- The TS1 will call "Edge", time how long skater is in position, identify features, and call the level at the completion of the element if it meets the requirements for a level or say "no value" if it does not meet the requirements of a Basic Level.
- For a combination edge element, it will be called "Edge", the level of the first part and then "Plus Edge" then the level of the second part and then say "Combo".
- The TS1 will call "Fall" if there is a fall within the element and call the level if the requirements have been met or "no value" if not.

### **CALLING PROCEDURES FOR DANCE SPIN**

- The first performed Dance Spin shall be identified as the required Dance Spin, classified as 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 change of foot is not permitted, the required Dance Spin performed with a change of foot 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 not be identified.
- If a Fall or interruption occurs during a Dance Spin 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 any additional part attempted after the fall or interruption shall not be identified.<sup>[1][2]</sup><sub>[SEP]</sub>
- 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.

### **CALLING PROCEDURES FOR STEP SEQUENCES, (Including the One Foot Turn Sequence)**

- The TC or TS2 will pre-call the step sequence based on the planned program content sheet.
- The TS1 will call the type of step sequence (Midline, Diagonal, Circular, Serpentine) and then the word “Step” as soon as they identify the start of the sequence.
- The TS1 will identify and call the correctly executed difficult turns as outlined in the Characteristics of Levels for Steps as the skater performs them. The TC and/or TS2 will keep count along with the TS1 how many turns have been executed correctly.
- The TS1 will take into consideration the number of correctly skated turns and then announce the level according to the Characteristics of Level for Step Sequences. If a review is called the panel can view the steps in question on the video but not in slow motion.
- For Juvenile, the TS1 will call “Choreo Step” when the skater begins the step sequence. If they meet the requirement for a base level step they will call “Confirmed”. If they do not meet that requirement, they will call “No Value”. The element code for Juvenile Choreo Step has changed to pChSt.

### **CALLING PROCEDURES FOR TWIZZLES**

- The TC or TS2 will pre-call the twizzles based on the planned program content sheet.
- The TS1 will immediately call “Twizzles” when the element has been identified.
- The TS1 will then count the revolutions for each twizzle and watch for features.
- The TC and/or TS2 will watch also for features. At the conclusion of the element, the TC or TS2 will announce how many different features were attained. It may help to announce how many groups the features are from.
- The TS1 will take the features and number of rotations and any necessary adjustments into account and then announce the level according to the Characteristics of Levels.
- It is perfectly acceptable (though not required) for the TS1 to say what they are seeing as the element is executed so the entire panel knows what is being taken into consideration for the level. For example, the TS1 may say; “Jump Entry, Arm, Leg, 4 revs, Second leg, repeat arm, 4 revs, 3<sup>rd</sup> twizzle clean, Level 4”. If anyone on the panel disagrees with the call, after the level is called they may call “Review” and say which feature they disagree with or discuss potential errors seen.

### **CALLING PROCEDURES FOR CHARACTER STEP SEQUENCE AND RHYTHM SEQUENCE**

- The TC or TS2 will pre-call the Choreo Element based on the planned program content sheet.
- The TS1 will immediately call “Character Step, or Rhythm Sequence” when the element has been identified by a stop within two meters of the barrier.
- The TS1 will call confirmed when the skater reaches the opposite barrier within two meters. If the element does not start with a full stop (or from the opening pose) the element will be ignored. If the element does not come within one two meters to each barrier the element will be called “No Value”.

## CALLING PROCEDURES FOR CHOREOGRAPHIC SLIDING MOVEMENT

- The TC or TS2 will pre-call the Sliding Movement based on the planned program content sheet.
- The TS1 will immediately call “Sliding” when the element has been identified.
- The TS1 will call confirmed when the skater completes the sliding movement in a controlled manner according to the requirements for the element.

## HOW TO IDENTIFY AND CONFIRM CHOREOGRAPHIC ELEMENTS:

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

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

Choreographic Element	Identification if ...	Confirmation if ...	Additional Principals of Calling
Choreographic Spinning Movement	A continuous spinning (rotating) movement with at least 3 full rotations which may be stationary or travelling	A continuous spinning (rotating) movement with at least 3 full rotations which may be stationary or travelling	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Spinning Movements shall not be identified.</li> <li>- Must not meet the requirements for a Dance Spin (i.e. 3 revolutions on the spot on one foot)</li> </ul>
Choreographic Character Step Sequence / Choreographic Rhythm Sequence	Perform steps around the short axis and must proceed from barrier to barrier	Performed not more than 2 meters from each barrier.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- Subsequent Character Step Sequence(s) and Choreographic Rhythm Sequence (s) shall not be identified.</li> </ul>
Choreographic Sliding Movement	Execute sliding movement on the ice for at least 2 seconds. - Basic lunges do not fulfil the minimum requirement and will be ignored.	Execute sliding movements on the ice for 2 seconds or more.	<ul style="list-style-type: none"> <li>- May be performed anywhere in the program.</li> <li>- A loss of control while executing a Choreographic Sliding Movement will not be considered as a Fall as long as no additional support is involved.</li> <li>- Subsequent sliding movements, which are identified as Illegal Element /Movement and/or a Fall shall be called as such but not considered as an Additional Element (Choreographic Sliding Movement).</li> <li>- If the Choreographic Sliding Movement does not fulfill the requirements (and therefore not identified) and the skater has performed “touching the ice with any part of the body” (as an example, on two knees), the Tech Panel will call a Fall.</li> </ul>