

# **Solo Dance Series Officials' Manual**

*Judges, Referee and Technical Panel*



## **2024 Season**

## **National Solo Dance Series Officials' Manual**

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## **ATTENTION ACCOUNTANTS AND REFEREES**

\*Paper system may only be used for Pattern Dance and Shadow Dance. Rhythm and Free Dance must have an IJS mini system or better.

Junior and Senior Free Dance starting order will be the reverse of Rhythm Dance results for all solo series competitions and the Final.

Technical Controller, Technical Specialist 1, and Technical Specialist 2 each need technical panel sheets for all Rhythm Dance and Free Dance events.

For pattern dance and shadow dance events the judging sheets with 3 skaters per sheet should be used for technical panel officials.

## **WARM-UP TIMES**

Pattern Dance & Shadow Dance: 3 minutes

**Free Dance: Juvenile, Intermediate, Novice: 3 minutes (new for 2024)**

Junior and Senior Rhythm Dance & Free Dance: 4 minutes

## **RECOMMENDED WARM-UP GROUP SIZE**

(Sizes at the Discretion of the Referee)

Pattern Dance: Preliminary-Bronze & Juvenile: 10 Skaters per warm-up  
Pattern Dance Pre-Silver-International, Intermediate & Novice: 8 per warm-up  
Shadow Pattern Dance: 5 teams per warm-up  
Rhythm Dance and Free Dance: 6 Skaters per warm-up

# REQUIREMENTS AND QUALIFICATIONS OF OFFICIALS

## EVENT PANEL REQUIREMENTS

Each Competition must name a Solo Series Lead Referee and a Technical Panel Leader. These names must be submitted one month in advance of the event to Carol Wooley ([txaviatrix@gmail.com](mailto:txaviatrix@gmail.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), 2 Technical Specialists (TS1 and TS2), 1 Referee/Judge (RJ) and 2 or more judges (J)\*
- 1 Technical Controller (TC), 2 Technical Specialists (TS1 and TS2) 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. For Variation Dance, Rhythm Dance and Free Dance it is recommended that the technical panel consist of 1 Technical Controller and 2 Technical Specialists.

Note\*: When using the mini system, you must also have the following:  
1 Data Entry Operator

*Note: Closely related persons cannot serve on the same panel, i.e.: they may not all 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:

- Non-qualifying and above Dance or Solo Dance Technical Specialists and Technical Controllers listed in the US Figure Skating Directory OR International or ISU Dance Technical Specialists or Technical Controllers.

### Technical Controller or Specialist:

- Non-qualifying and above Dance or Solo Dance Technical Specialist or Technical Controller listed in the U.S. Figure Skating Directory OR International or ISU Dance Technical Specialists or Technical Controllers.

### Solo Series Lead Referee:

- Sectional and above Dance Competition Judges and Sectional and above Dance Referees listed in the US Figure Skating Directory.

## **Event Referee:**

### *Pattern Dance and Shadow Dance – All Levels*

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

### *Combined Events – All Levels*

- Current Dance Referee of any level or a Qualifying 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 Pre-Gold and all levels of Shadow Dance*

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

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

- Non-qualifying or higher Dance Competition Judge listed in the U.S. Figure Skating Directory
- Gold Dance Test Judge or higher listed in the U.S. 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
- Pre-Silver Dance Test Judge or higher listed in the U.S. 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 U.S. Figure Skating Directory
- Gold Dance Test Judge or higher listed in the U.S. 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. Must submit a referee report to the Chief Referee at the conclusion of the competition.

### **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 content sheet.
- Assign a level or no value depending on if the requirements have been met. May review any call.
- Identify falls.
- Identify illegal elements.

### **SOLO DANCE TECHNICAL SPECIALIST (TS2)**

- Identify each element that is skated, regardless of the planned program content sheet.
- Assign a level or no value depending on if the requirements have been met. The TS2 may review any call made by the TS1.
- Identify falls.
- Identify illegal elements.
- Takes notes.

### **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 on if requirements are met. The TC may review any element the TS1 has called.
- Identify falls.
- Identify illegal elements.
- Takes notes.
- Be prepared with a stopwatch to time edge elements on review.
- Is responsible for verifying that the performed elements and called levels are correctly entered into the system by the Data Operator.
- Will verify that falls and any other deductions taken are correctly entered into the system by the Data Operator.
- Will lead the review process and after the review is complete will verify and authorize elements with the Data Operator.
- May alert the Referee by headset if the Referee does not notice a Pattern Dance started on the wrong side.

### **ALL MEMBERS OF THE TECHNICAL PANEL WILL LISTEN TO READ BACK. TS1 and TS2 WILL VERBALLY AGREE OR DISAGREE AND IDENTIFY ANY INCORRECT ENTRIES.**

We require all three people on the tech panel to listen to the read back and for the TS1 and TS2 at the very least to audibly agree or disagree with the calls. This rule should be followed 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.  
(U.S. Figure Skating Rulebook, rule 8020 Women may wear trousers for all events)
- Time “call to start” after announcer calls the skater and apply deductions as needed.
- 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.
- For Junior Rhythm Dance Pattern Dance elements and Senior Rhythm Dance Choreographic Rhythm Sequence time beats per minute and apply 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)

If a Skater starts on the wrong side of the rink, the Referee must blow the whistle immediately and have them restart on the correct side. The TC may alert the Referee by headset if the Referee does not notice it. If the whistle is not blown, the Technical Panel will call each pattern with no penalty to the Skater.

\*Paper system may only be used for Pattern Dance and Shadow Dance. Rhythm and Free Dance **must** have an IJS mini system or better.

Junior and Senior Free Dance starting order will be the reverse of Rhythm Dance results for all solo series competitions and the Final.

## **WARM-UP TIMES**

Pattern Dance & Shadow Dance: 3 minutes

**Free Dance: Juvenile, Intermediate, Novice: 3 minutes (new for 2024)**

Junior and Senior Rhythm Dance & Free Dance: 4 minutes

## **RECOMMENDED WARM-UP GROUP SIZE**

(Sizes at the Discretion of the Referee)

Pattern Dance: Preliminary-Bronze & Juvenile: 10 Skaters per warm-up  
Pattern Dance Pre-Silver-International, Intermediate & Novice: 8 per warm-up  
Shadow Pattern Dance: 5 teams per warm-up  
Rhythm Dance and Free Dance: 6 Skaters per warm-up

## **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.  
U.S. Figure Skating Rulebook, rule 8020.

## **JUDGING USING THE PAPER SYSTEM**

### **Paper may be used for Pattern Dance and Shadow Dance.**

- 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 than 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 music violations or costume violations. These votes will be tallied by accounting and if the majority of the panel, including the Referee, have voted for the deduction it will be taken.
- The scoring sheet will be collected after each skater or after 3 skaters and delivered to accounting.



# **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:

- Reflect the character of the selected dance rhythm(s) or theme(s).
- Be translated to the ice by demonstrating technical skill with steps and movements along with flow and the use of edges.
- Fit to the phrasing of the music.
- 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 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 the Judges' 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 hand(s) is not permitted except during the Style B Step Sequence.
- 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 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 and if the majority of the panel votes in favor of the deduction, -2.0 points will be applied to the final score.

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

### **Junior-**

2024 PSt not required for Junior.

### **Senior-**

Pattern: starting with a Stop or skidding movement 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**

Two (2) Sequences of the Rocker Foxtrot: skated to any dance style with the range of tempo: 26 measures of 4 beats per minute (104 beats per minute) plus or minus 2 beats per minute. The first step of the dance begins on beat one of a musical phrase.

### **1RF and 2RF: Steps #1-14**

Two (2) Sequences of Rocker Foxtrot may be skated in any order, one after the other or separately. Step #1 of 1RF (A steps) skated on the Judges left side. Step #1 of 2RF (B steps) skated at the Judges right side.

Crossing the Long Axis is permitted for Steps #5, #8 – 9.

## **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) except where allowed in Style B Step Sequence.
- Having more than 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, 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:

- Push the deduction button.
- Find the appropriate deduction on the screen and press that box.
- The deduction to be applied will 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 or technical accountant show you how to apply deductions prior to the event.*

## FREE DANCE RULES

### FREE DANCE OVERVIEW

A) Free Dance is 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 Showcase 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:

- 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.
- 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.
- 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 the Judges' side.

E) All elements and movements are permitted provided 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, except where allowed in Style B Step Sequence, 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).
- Lip Synching.

## CHOREOGRAPHIC RESTRICTIONS

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

- Touching the ice with the hand on purpose except where allowed in Style B Step Sequence (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:

- Push the deduction button.
- Find the appropriate deduction on the screen and press that box.
- The deduction to be applied will 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 or technical accountant show you how to apply deductions prior to the event.*

## 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.*

### **WARM-UP TIMES**

Pattern Dance & Shadow Dance: 3 minutes

**Free Dance: Juvenile, Intermediate, Novice: 3 minutes (new for 2024)**

Junior and Senior Rhythm Dance & Free Dance: 4 minutes

### **RECOMMENDED WARM-UP GROUP SIZE**

(Sizes at the Discretion of the Referee)

Pattern Dance: Preliminary-Bronze & Juvenile: 10 Skaters per warm-up

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

Shadow Pattern Dance: 5 teams per warm-up

Rhythm Dance and Free Dance: 6 Skaters per warm-up

## **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 skater/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 skater/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 skater/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/team is called, using your stopwatch you will time how long it takes the skater to get 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 skater/team start, make sure the skater/team is starting the pattern on the judges’ side. If they are not, you must blow the whistle and have them restart on the correct side. There is no penalty for this, if you forget, you must allow them to skate all the patterns.
- During the pattern dance, keep your eyes on the skater/team 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 stopwatches. 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/team starts to move, not when the music starts. 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. Use the Referee Cheat Sheet or the “Who’s Responsible” chart for deductions if the skater/team is over time.
- 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 sequences, they are not brought back to complete the dance. The judging panel will evaluate 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/team and give them to a runner to take to accounting. Please make sure there is a runner prior to the start of the event if using paper.
- When Accounting and Data are ready for the next skater/team, 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/team 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/team.

#### **TIMING BEATS PER MINUTE (BPMs)**

You will need to time each 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 is the dance diagrams in the Solo Dance Handbook. 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 *SEQUENCE 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 Sequence: 16 of 3 beats

Minimum Sequence Time: 0:20.8

Maximum Sequence 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 sequence. This is the easiest way to count.
- 2) At the end of the chart you'll see the acceptable time range for one sequence 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 sequence. Hit the stopwatch on beat one of the next measure.
  - For example, if there are 4 measures of 4 beats per sequence 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 sequence and if it's off a bit, you have more time to try it again to double check. You can time it at any point, it doesn't have to coincide with the sequence 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 a timing chart. An updated timing chart can be found on the Solo Series Page. This is not up to date so **DO NOT USE THIS ONE!** It is only an example. The official timing chart is available in another document that can be found on the Solo Dance Series page.*



## **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.
- The next skater should be called as soon as the Data Operator has the skater 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 skater. 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 skater. 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 skater and then alert the Announcer to call the next skater.
- 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 stopwatch you will time how long it takes the skater to get into 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 stopwatches for Rhythm Dance events. One to time total skating time and the other is for beats per minute for the Pattern Dance Elements, Choreographic Rhythm Sequence, 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 starts. 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 and Choreographic Rhythm Sequence. 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.
- Senior ChRs: must be 100 BPM or higher. Time by counting 25 beats within 15 seconds.
- 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.
- 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 and Choreographic Rhythm sequence 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 or Choreographic Rhythm Sequence in the free dance.

#### **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:**

**Juvenile, Intermediate, Novice: 3 minutes** (new 2024)

Junior and Senior: 4 minutes

### **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.
- The next skater should be called as soon as the Data Operator has the next skater 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 skater. 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 skater. 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 stopwatch you will time how long it takes the skater to get into 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 stopwatches 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 starts. 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 second 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.
- 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 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, (reads first element)”. After that element has been completed, the official will say “Next, (reads next element)”. If the listed 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 (TS1) will immediately identify each element as it starts, i.e., “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 TS2 has the next opportunity to call review and then then the TC. Don’t 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 TS1, TS2 or TC should say “drop a box” so the Data Operator can drop the box leaving a place to add the 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, for Pattern Dance or Shadow Dance, 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 matches the calls from the tech panel and the TS1 and TS2 audibly agree, the TC will say “Elements Authorized” to the DO.

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 TS2, then the TC will authorize the elements on the sheet to be handed in immediately to a runner to take to accounting.

ALL MEMBERS OF THE TECHNICAL PANEL WILL LISTEN TO READ BACK. TS1 and TS2 WILL VERBALLY AGREE OR DISAGREE AND IDENTIFY ANY INCORRECT ENTRIES.

This rule should be followed 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.

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

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 Basic Level. Movements, transitions, and/or choreography that do not fulfill the requirements for elements shall not be identified.
4. If a Fall or Interruption occurs at the attempt of any Required Element, refer to the Additional Principles of Calling for each Required Element.
5. If a Loss of Control with additional support (touchdown by free leg/foot and/or hand(s)) occurs after a Required Element has commenced and the Element continues without interruption its Level shall be reduced by 1 Level per error.  
– Refer to the Additional Principles of Calling for these Elements: Dance Spin, Set of Twizzles, One Foot Turns Sequence.  
This Basic Principle does not apply to Pattern Dances, Pattern Dance Element and Step Sequences (except One Foot Turns Sequence) - refer to the Additional Principles of Calling for these elements.
6. If a program concludes with the skater starting an element within the required duration of the program (including the additional 10 seconds allowed), the element and its Level shall be identified until the Element stops completely. Elements started after the required duration of the program (plus the 10 seconds allowed) shall not be identified.
7. If a Dance Spin (FD) or an Edge Element (RD and FD) is performed in a Step Sequence, (including PSt, Choreographic Character Step Sequence or Choreographic Rhythm Sequence) the Step Sequence will be identified with the respective level and the Extra Element will be added and a deduction of -1.0 applied (-0.5 for Juvenile, Intermediate and Novice categories) e.g., MiSt4+ExEI, ChSt1+ExEI. It will NOT count as a Required Element.
8. If a Dance Spin is performed in a Step Sequence in Rhythm Dance, the Dance Spin is not identified (Dance Spin is not a required element and there is no provision to identify it as an extra element).
9. The Technical Panel shall decide whether any feature to fulfill the Characteristics of Levels is given credit unless this feature is expressly designated as not eligible for Level in the present Communication.
10. If there is an illegal element(s)/movement(s)/pose(s) during the execution of any element (excluding Choreographic Elements), the deduction for an illegal element(s)/movement(s)/pose(s) will apply and the element will receive Basic Level if the requirements for Basic Level are fulfilled or Ignored if the minimum requirement for Basic Level is not fulfilled. The Illegal Element will still be identified. The deduction for an Illegal Element/Movement (2.0) will apply for all categories.

11. An error which does not constitute an interruption should result in a reduction of the Level by 1 grade per occurrence.
12. Complex is defined as consisting of many different and connected parts.
13. Loss of control with additional support includes stumble/touchdown by free leg/foot and/or hand.
14. A touchdown with an obvious shift of weight from the skating foot to the other foot will be considered as an interruption.
15. Each push and/or transfer of weight while on two feet is considered as a step.

## **Refer to the Solo Dance Handbook for:**

- **Principles of Calling**
- **Additional Principles of Calling**
- **Definitions**
- **Specifications**
- **Adjustments to Levels**
- **Pattern Dance Diagrams**

**APPENDIX A**



**2024 REFERENCE MATERIAL FOR MARKING**

<b>Grades of Execution of Pattern Dance Elements &amp; Pattern Dances 2023-2024 – Solo Ice Dance</b>											
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
<b>Steps held for the required number or beats</b>	<u>1RF: 7 or more Steps not held for required # of beats</u> <u>2RF: 7 or more Steps not held for required # of beats</u>  <u>Out of Musical Structure</u>					<u>1RF: 4 or less Steps not held for required # of beats</u>  <u>2RF: 4 or less Steps not held for required # of beats</u>		<u>1RF: 1 Step not held for required # of beats</u>  <u>2RF: 1 Step not held for required # of beats</u>		<b>100% of Steps/Edges held for required #of beats</b>	
<b>Falls / Errors / Loss of Control</b>	<b><u>Two (2) Falls AND/OR many serious errors</u></b>		<b><u>One (1) Fall or Serious errors</u></b>	<b><u>Two (2) Stumbles or Serious errors</u></b>	<b><u>Stumble / touchdown</u></b> or up to 25% element missed	<b><u>One (1) Touchdown/ Loss of Control</u></b>	<b><u>Slight Loss of Control/ One (1) Touchdown (no break within the Element)</u></b>			<b>None</b>	
<b>Features</b>	More negative features/errors than positive features					Basic execution - Generally correct	1 – 2 positive features	3 – 4 positive features	5 – 6 positive features	7 – 8 positive features (no negative features/errors)	More than 8 positive features (no negative features/error)
	More than 8 negative features	7 – 8 negative features	5 – 6 negative features	3 – 4 negative features	1 – 2 negative features						
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTION THROUGHOUT ELEMENT</b>											
<b>1- <u>Poor execution and/or Element labored and/or Loss of Control with or without additional support</u></b>					1-4	1- Good quality – correctness, cleanness, depth and sureness of Edges/Steps/Turns					2-4
2- Incorrect Steps/Turns (per each)					1	2- Smooth and Effortless					2
3- Poor body lines and carriage					1	3- Started on the prescribed beat/strong beat (for each Section / Sequence)					2
4- Lack of glide and flow (movement across the ice)					1-3	4- Glide and flow maintained (movement across the ice)					2
5- Does not reflect the character and style of the chosen					1	5- Nuances/accents reflect character and style of the chosen rhythm					1-2
6- Not started on the prescribed beat (for each Section / Sequence)					1	6- Body lines and carriage stylish according to the chosen Rhythm					1
7- Pattern incorrect, including crossing the long axis when not permitted					1-2	7- Timing accurate 100%					2
						8- Maximum utilization of the ice surface with the correct Pattern					2

<b>Grades of Execution of Required Elements (including Choreographic Elements) 2023-2024 – Solo Ice Dance</b>											
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
<b>Musicality</b>	Out of musical structure/rhythm pattern and/or not reflecting character					Mostly with musical structure	In musical structure/rhythm pattern and reflecting character				
<b>Falls/ Errors/ Loss of Control</b>	One or more Fall(s) AND many serious errors		One (1) Fall or serious errors	Two (2) Stumbles or serious errors	One (1) Stumble/ Touch Downs	One (1) Touch Down/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			NONE	
<b>Choreo Elements</b>	No higher than -1 when a Choreo Element receives the “!” symbol										
<b>Features</b>	<b>NEGATIVE – More negative features than positive features</b>					<b>Positives = Negatives</b>	<b>POSITIVE – More positive features than negative features</b>			7 – 8 (no negative features)	More than 8 (All features attempted are positive)
	More than 8	7 - 8	5 - 6	3 - 4	1 - 2		1 - 2	3 - 4	5 - 6		
<b>NEGATIVE FEATURES</b>						<b>POSITIVE FEATURES</b>					
<b>EXECUTED THROUGHOUT ELEMENT</b>											
1. Poor execution and/or Element labored and/or Loss of Control with or without additional support					1 - 4	1. Smooth and/or Effortless					2
2. Element does not reflect choreography of the chosen Music/Rhythm/Character/Theme					1 - 3	2. Element enhances the choreography and/or character of the chosen music/rhythm/character/theme. Element reflects the nuances in the music					1 - 3
3. Poor Entry / Poor Exit (per each)					1	3. Entry/Exit is seamless and/or unexpected and/or creative (per each)					1
4. Poses or moves awkward or not aesthetically pleasing					1 - 2	4. Body lines and poses/moves aesthetically pleasing					1 - 2
5. Lacking or reducing speed of rotation and/or speed across the ice					1 - 2	5. Element is innovative and / OR creative					1 - 2
6. Not on spot DSp (during revolutions or when changing feet*)					1 - 2	6. Speed of rotations maintained or accelerated (DSp, STw, Choreo Elements)					1 - 2
7. Pattern/Placement incorrect RD: All elements. FD: Step Seq, ChSt					1	7. Speed across the ice maintained or accelerated during the Element					1 - 2
8. Inclusion of Not Permitted item with element**					2 per each	8. Speed of rotations maintained or accelerated (DSp, STw, Choreo Elements)					1 – 2
9. Stop longer than permitted in Element (Step Seq, PSt, ChRS, ChSt)					2	9. Cleanliness and sureness of steps and turns (STw, Step Seq, OFT)					2
						10. Exit of Twizzles performed with smooth running edge, 1 per each Tw					1 or 2



## EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER

Symbol	Action	Explanation
<	Reduce by 1 Level : interruption of 1 measure or less in PDE.	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 1. It is reported on the Judges Details per Skater chart as : "<" to indicate an interruption of one (1) measure or less. Example: Yes,Yes – Level 2 becomes Level 1.
<<	Reduce by 2 Levels : interruption of more than 1 measure in PDE.	If the PDE is interrupted more than one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 2. It is reported on the Judges Details per Skater chart as : "<<" to indicate an interruption of more than one (1) measure . Example: Yes,Yes– Level 2 becomes Level B
>	-1.0 point deduction for Extended Dance Edge Element	If the duration of the Dance Edge Element is longer than the permitted time, the Referee applies the deduction of 1 point – the duration of the Edge Element is confirmed by the Referee electronically.
ExEI	-1.0 point deduction for "Extra Element"	If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element "ExEI" will be added and the element receives a deduction.  <u>For example:</u> <u>If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEI and receives a deduction: ChSt1+ExEI</u>
*	Element gets No Value but will NOT receive a deduction.	Element not according to the well-balanced program requirements (*)  If an incorrect element is performed not according to the requirements (e.g., CiSt instead of MiSt/DiSt) or the repetition rule for Dance Edge Elements is violated the element will receive No Value but will not receive a deduction.
F	Fall in Element  -1.0 per Fall	If there is a Fall within an Element, this is identified by the Technical Specialist as a "Fall in Element" and the Date Operator pushes the respective button "Fall in Element" and a deduction of -1.0 will apply per each Fall
!	Choreo Element is identified and does not fulfill are requirements.	- If a Choreographic Element is identified and does not fulfill all the requirements, it receives the "!" symbol on the judges' screen and the Judges will apply the appropriate GOE per the GOE chart.  - If the Pattern of both the Step Sequence and ChSt are exactly the same (DiSt and Diagonal ChSt) Jr/Sr.

## Program Components for Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Skater to skater in time with the music.	Though the involvement of the Skater, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.	The ability of the Skater to precisely execute dance steps and movements in accordance with the description of the dance with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide and flow.
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	Spatial awareness	Clarity of edges, steps, turns movements and body control
Skating on the strong beat		Balance and glide, flow, power, speed and ice coverage

Serious Errors				
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	10.00	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 only one error and this error minimally impacts the Pattern dance, the maximum score 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 only minimally impact the Pattern Dance 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 for Rhythm Dance and Free Dance

Composition	Presentation	Skating Skills
The intentional, developed and/or original arrangement of the repertoire of all types of movement 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.
Multidimensional movements and use of space	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connection between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns movements and body control
Choreography reflecting musical phrase and form	Spatial awareness	Balance and glide
Pattern and ice coverage		Flow
Unity		Power and speed

### Serious Errors

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.

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	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		

## DEDUCTION CHART (Junior and Senior) – Who is Responsible

**Deductions for Juvenile, Intermediate and Novice Categories, Preliminary through Silver Pattern Dance, Variation Dance, Shadow Dance are half the normal deductions for Junior/Senior with the exception of Illegal Elements/Movements/Poses**

Description	Penalty	Who is responsible
<b>Program time violation</b>	<b>-1.0 for every 5sec. lacking or in excess</b>	<b>Referee</b>
<p><b>Illegal Elements / Movements / Poses</b> The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated)</p> <ul style="list-style-type: none"> <li>• Jumps of more than one-half (1/2) revolution.</li> <li>• Two or more consecutive 1/2 revolution jumps.</li> <li>• 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.)</li> <li>• 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.</li> <li>• <u>Illusions of more than 1 rotation.</u></li> <li>• <u>Flying Dance Spins or Flying Entries to Dance Spins</u></li> </ul>	<p><b>-2.0 per violation</b> <b>For all levels</b></p>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal movement during the execution of any Element; the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled and ignored if the minimum requirements for Basic Level are not fulfilled.</p>
<b>Costume / Prop violations</b>	<b>-1.0 per program</b>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>
<b>Part of the costume / decoration fall on the ice</b>	<b>-1.0 per program</b>	<b>Referee</b>
<p><b>Fall</b> Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall unless otherwise specified. A Fall is defined as a loss of control by the Skater with the result that the majority of the body weight is on the ice supported by any other part of the body other than the blades (hand(s), knee(s), buttock(s), or any part of the arm(s).)</p>	<b>-1.0 per occurrence</b>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts.</p>
<b>Late start – for start between 30 seconds and 1 minute</b>	<b>-1.0</b>	<b>Referee</b>
<b>Late start – greater than 1 minute</b>	<b>Skater withdrawn</b>	
<p><b>Interruption</b> in performing the program in excess of 10 sec.:</p> <ul style="list-style-type: none"> <li>• More than 10sec. and up to 20sec.</li> <li>• More than 20sec. and up to 30sec.</li> <li>• More than 30sec. and up to 40sec.</li> </ul> <p>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.</p>	<p><b>-1.0</b> <b>-2.0</b> <b>-3.0</b></p>	<p><b>Referee</b> If an Interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the Skater is withdrawn.</p>

<p><b>Interruption</b> in the program with allowance to resume from the point of interruption</p>	<p><b>-3.0</b></p>	<p><b>Referee</b> If a Skater does not report to the Referee within 40 seconds after the Interruption started, or if the Skater does not resume the program within the additional 3 minute allowance, the Skater is withdrawn.</p>
<p><b>Violation</b> of Choreography restrictions</p> <ul style="list-style-type: none"> <li>• Rhythm Dance: pattern, stop(s), touching the ice with hand(s)</li> <li>• Free Dance: stop(s), touching the ice with hands (unless otherwise specified)</li> <li>• Lip synching</li> </ul>	<p><b>-1.0</b> per program</p>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>
<p><b>Extra Elements (ExEI)</b> <u>If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance, “+ExEI” will be added to the element. The element receives a deduction.</u></p> <p><u>For example:</u> If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEI and receives a deduction: ChSt1+ExEI</p>	<p><b>-1.0</b> per Element</p>	<p>Technical Panel identified the element in accordance with the calling specifications.</p> <p>Technical Controller advises the Data Operator to add to the respective element “ExEI” and input the respective deduction.</p>
<p><b>Element not according to the well-balanced program requirements receives (*) symbol.</b> <u>If there is an incorrect element performed as not according to the requirements (E.g., CiSt instead of a required MiSt/DiSt) or the repetition rule for Dance Edge Elements is violated, the element will receive No Value but will not receive a deduction.</u></p>	<p>Element gets No Value but will not receive a deduction</p>	<p><u>The computer verification identifies elements not according to requirements and applies the asterisk (*).</u> <u>The Technical Controller verifies and authorizes the call.</u></p>

<p><b>Music Requirements</b></p> <ul style="list-style-type: none"> <li>• Rhythm Dance</li> <li>• Free dance</li> </ul>	<p>-2.0 per program</p>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>
<p><b>Tempo specifications – Rhythm Dance</b></p>	<p>-1.0</p>	<p><b>Referee</b></p>
<p><b>Dance Edge Element</b> exceeding permitted duration:</p> <ul style="list-style-type: none"> <li>• Short Edge Element: 7 sec.</li> <li>• Combination Edge Element: 12 sec.</li> </ul>	<p>-1.0 per Element</p>	<p><b>Referee</b></p>

## DEDUCTIONS SPECIFIC TO PATTERN DANCE, VARIATION DANCE AND SHADOW DANCE

<p><b>Music requirements</b> – 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></p>	<p>-1.0 per program Preliminary through Silver Juvenile, Intermediate &amp; Novice</p> <p>-2.0 per program Pre-Gold through International</p>	<p><b>Referee + Judges</b> The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.</p>
<p><b>Tempo Specifications</b> – 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</p>	<p>--0.5 for prelim- silver &amp; Juv, Int, Nov -1.0 Pre-Gold- International</p>	<p><b>Referee</b></p>
<p><b>Program time violation</b> – as per Rule 8032 and the timing chart for skater’s choice pattern dance music <b>Overall time skated.</b> -Preliminary-Silver, Juvenile, Intermediate &amp; Novice -Pre-Gold-International</p>	<p>For every 5 sec. lacking or in excess -0.5 -1.0</p>	<p><b>Referee</b></p>
<p><b>Illegal Elements / Movements / Poses</b> The following movements and/or poses are illegal specific to Pattern Dance, Variation Dance and Shadow Dance, including the introductory and concluding steps (unless otherwise stated)</p> <ul style="list-style-type: none"> <li>• <u>Any Edge Element that would meet at least the criteria for a basic level.</u></li> <li>• Spins over 3 revolutions.</li> </ul>	<p><b>-2.0 per violation</b> <b>For all levels</b></p>	<p><b>Technical Panel</b> Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal movement during the execution of any Pattern Dance, Variation Dance or Shadow Dance the element will receive Basic Level if the requirements for at least Basic Level are fulfilled and ignored if the minimum requirements for Basic Level are not fulfilled.</p>