

ALL STEP SEQUENCES: Only 1st attempt of each DT considered for level				
STYLE B BASIC	Level 1	Level 2	Level 3	Level 4
At least 50% of pattern complete	1 DT	3 DDT	4 DDT	5 DDT
*Difficult Turns: rocker, counter, bracket, FO mohawk, choctaw, and twizzle. *DT not considered in retrogress *Basic Level Ee or DSp (FD) in StSq is ExEl. (eg MiSt3+ExEl) *Incorrect Pattern = not according to req. (eg CiSt*)	& Not Interrupted more than 50%	& Not interrupted more than 25%	& Not Interrupted more than 10% Turns multidirectional Twz must be double	No Interruptions at all. All steps/turns 100% clean Turns multidirectional Twz must be double
PST Style D BASIC	Level 1	Level 2	Level 3	Level 4
At least 50% of pattern complete	1 DT	2 DDT	3 DDT	4 DDT
*Difficult Turns: back entry rocker, counter, bracket, FO mohawk. *DT not considered for level in retrogression. *Must stop or skid to indicate start *Basic Level Ee in Pst is ExEl. (Pst2+ExEl)	& Not Interrupted more than 50%	& Not Interrupted more than 25%	& Not Interrupted more than 10%	No Interruptions at all all steps/turns 100% clean
One Foot Turns BASIC	Level 1	Level 2	Level 3	Level 4
At least 1 OFT attempted	1 OFT	2 DOFT	3 DOFT	4 DOFT & 100% Clean
Note *One Foot Turns: bracket, rocker, counter, Tw			Twz must be double	Twz must be double
Twizzles: BASIC = 1 rotation in each of 2 twizzles	Level 1	Level 2	Level 3	Level 4
Features: Group A: Arms (elbows) up -hands not touching. Arms extended/straight in front & hands touching. Arms extended behind & hands touching. Arms continuous motion. Group B: Coupe-touching leg & hip 45. Free leg 45 extended or bent. Holding blade/boot. Free foot crossed behind. Sit position 90. Changing level skating leg. Group C: Jump entry 1st or 2nd. Two tw with no ch of foot. 3rd TW (3 revs, correct, different edge). Creative and/or difficult and/or intricate and/or unexpected entry A&B must be attained in 1st 1/2 of first rev	2 rev in each turn and 1 Feature	2 rev in each turn and 2 DF from same or DG and Diff Entry edge & Direction	3 rev in each turn and 3 DF from 2 or 3 DG and Diff Entry edge & Direction	4 rev in each turn and 4 DF from 3 DG and Diff Entry edge & Direction
Twizzle Adjustments: Fall or Inter & at least Level B = count rev/feat before Fall or Inter before Level B & resumed=count after Down 1 level if up to one uncontrolled step >1 uncontrolled step = Interruption-stop counting rev and features	Down 1 level if 1 twizzle incorrect Down 2 levels if 2 twizzles are incorrect Down 1 level if stop before twizzle Down 1 if incorrect number of steps between Tw Push/weight transfer on 2 feet = step >1 step before Tw3=Tw3 not counted as C feature		Illegal Elements: deduction & Level B (In Choreo Elements deduction & NV) Illusions >1 rotation, Flying entry to DSp, Lying on ice (unless permitted), Jumps > 1/2 rev, consecutive 1/2 rev jumps, Split with toe assist (except Ballet Jump), Edge Split Jumps with more than 90 degrees	
Choreo Character Step	Choreo Sliding Movement			
Must stop or skid to indicate start. May touch ice with any part of body (ex JUV & INT) Travels from barrier to barrier, long or short axis. Pattern diff. than style B (JR&SR) JUV Short Axis/INT Long Axis req. *DSp or Ee in ChSt is ExEl. Eg Ch1 + ExEl ! Applied if > 2M from either barrier, retrogress, JUV /INT stop or touching ice, JR/SR same pattern as Style B	Controlled Sliding on ANY part of body for at least 2 seconds. Loss of control is not fall AS LONG AS no additional support is required. ! Applied if loss of control not considered a fall. Finishing with stop on 2 knees or sitting/living on ice = Fall/Illegal IF ChSI cannot be confirmed or additional ChSI, touching ice with part of body =fall or choreo violation			
Choreo Spinning Movement	Choreo Twizzling Movement (after req Tw) ! Applied if > 3 steps between Tw movements			
3 Revs - 2 feet or alternate or 1 ft & 1 knee moving or stationary; No pause in first 3R	Both parts 1 or 2 ft or combination & at least 2 rev & must travel. Up to 3 steps between parts.			
2023-24 Choreo Rhythm Sequence	! Applied if error causes miss of any of the required steps, > 1 loop, > 1 retrogression or any stop performed			
Starting with A Step #9-12 (formerly Woman's Steps), skated on the left hand side of the Judges and finishing with Slip Step Section: #43b-47. * Ee in ChRs is ExEl				

Short Edge (3-7 seconds)	BASIC	Level 1	Level 2	DIFFICULT POSITIONS (only consider 1st time) :
<p>*Not at least Basic Level=IGNORE *Significant deviation from established edge=reduce by 1. *Inside SE only Ee as 2nd part of combo Ee w/Outside SE, or in a full Crouch Type Ee (thighs parallel) *May do spiral Type 2 times if Different *Can't repeat other Types unless in a combo Ee.Rep=NotAccordReq *More than req Ee's (LevB)=EeNV +ExEl *NOTE: Ee in StSq, PSt, ChSt, ChRs =ExEl but does NOT count as a req Ee</p>	<p>Edge Element of any Type (SpEe, CrEe, SEEe, IBEe) established in position for at least 3 seconds</p>	1 Feature	2 Features OR DP Only	<p>SpEe: * About 180 Split in Spiral (front,back,side) * Donut (arched,1/2 blade to head) * Biellmann (heel behind/above head) * Kerrigan-boot above head hold knee * 135 Fan not held,skating backward Donut/Biel=same DP & Split/Kerr=same DP</p>
		Level 3	Level 4	
		3 Features OR DP and 1 Feature	DP and 2 Features	CrEe:Hydro (body off axis) if body touches ice = ChSL or error if ChSl not allowed IBEe: Outside Ina Bauer SEEe: Outside Spread Eagle

FEATURES: ENTRY: combo steps/movmnt(1X), difficult/trans, unexpected **EXIT:** combo steps/movement(1X/No lSe), difficult/trans **ARMS/UPPER BODY:** Cont.arms, spiral-45 turn up, Ina-back arched

Combo Edge Element (Max 12 sec)	BASIC	Level 1	Level 2	Level 3	Level 4
<p>*Must be on 2 different curves *Evaluate each curve as short edge Ee(level) + Ee(level) *if more than 2 connecting steps evaluate as 2 separate edge elements (new: no limit on rev of connecting step)</p>	A difficult entry to the 1st Ee can be used to upgrade the 2nd Ee	A difficult exit on the 2nd Ee can be used to upgrade the 1st Ee	Additional Combo Features: *Change of Edge (within 2 sec & No Touchdown) *Identifiable Difficult Turn (RCBT) as a Connecting Step. One extra step, push, touch down allowed prior to start of 2nd side (before or after turn) (May upgrade either part)	If an illegal element is performed in one part of a Combo Edge Element (including entry or exit) that part of the element will receive Base level and Illegal Element deduction, the other part will receive level according to requirements met.	
	Does not apply if entry/exit is illegal				

SPIN (All DV at least 3 Rev) *Remember Illusion of > 1 rev is an illegal element, even in spins! Flying entries/Flying Spins are illegal

BASIC	Level 1	Level 2	Level 3	Level 4
3 continuous revs on 1 foot	1 DV for 3 revs from any BP	2 DDV for 3 revs from 2 DBP	3 DDV for 3 revs from 3 DBP	4 DV for 3 revs from 3 Different BP
<p>*Not at least Basic Level = Ignore *More than 1 DSp (3R) = DSpNV + ExEl *May change feet more than once but no extra steps permitted. (multiple steps when changing feet not allowed and creates a separate spin) *When changing direction: a) recentering is allowed b) must have at least 3 revs in each dir *Touchdown or push without changing feet = down 1 level * DSp (FD) in StSq or ChSt = ExEl but does NOT count as req DSp.</p>	OR	OR	OR	OR
	Different direction of rotation for 3 revs	1 DV from any BP AND Different direction of rotation for 3 revs	3 DDV from 2 DBP AND entry or exit	3 DDV from 3 DBP AND entry or exit
			OR	OR
		2 DDV from 2 DBP AND Different direction of rotation for 3 revs	2 DDV from 2 DBP AND Different direction of rotation for 3 revs	3 DDV from 3 DBP AND Different direction of rotation for 3 revs

Upright DV: Biellman, Layback/Sideways, Split, Donut **Sit DV:** Front, Back, Side, Cross behind extended), Tuck. Tuck DV right after any other sit DV = same DV.

Camel DV: Heel pulled by hand above head, Donut, Invert-45 degrees, Charlotte, Simple Camel. Must have Different BP between 2 Camel DV

Upright Donut and Camel Donut are same DV. Upright Biellmann and Camel-heel pulled by hand above head are same DV. **Entry&Exit:** Cont combo, unexpected -Illusion NOT Unex

Pattern Dance Element - RF	BASIC	Level 1	Level 2	Notes:
<p>* less than 75% = IGNORE Adjustment:If 75% complete but Interruption, call KP's and if 1 measure or less: -1 level and <; More than 1 measure:-2 levels and <<</p>	75% Complete	75% Complete &	75% Complete &	<p>Rocker Foxtrot Steps 1-14 2 Sequences 25% = 4 steps 75%=11 steps</p>
		1 Key Point	2 Key Points	