

Inter-Country  
Choreographic Exercise  
Dictionary



Ballet/Theater on Ice  
**I C C E D**



# Presented by the Inter-Country CE Workgroup 2017

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Initially introduced by Sandy Blasquez and Françoise Isoré from France who created the first CE language in 2004, an International Glossary of Elements was presented in 2011, by the International CE Committee: Jan Gardner (Australia –Chair), Jodi Porter (USA), Christine Sabbatini (France), Linda Aubrecht (Australia), and Patrick Capmartin (Spain).



# PREFACE

The Inter-Country Choreographic Exercise Dictionary (ICCED) was written as an educational resource for coaches, choreographers and judges of Ballet/Theater on Ice to develop a universal understanding of the choreographic elements for the Choreographic Exercise.

The work is based on the fundamental principles of dance choreography to enhance the choreographic development of Ballet/Theater on Ice.



# CHOREOGRAPHIC EXERCISE

The Choreographic Exercise consists of three required axis which must be included in the program

- **Theme**
- **Choreographic Process**
- **Gesture**



# THEME

The **Theme** is the purpose of the program. It is a unifying concept. It can be narrative or abstract, defined as a word or a sentence.

It can come from different registers: **subject**, **style** or **genre**. It should have meaning and support the choreographic process and the gesture

## THEME REGISTERS

- **Subject:** nature, science, environment, society, event, period, place, situation, state, feeling ...
- **Style:** classic, modern, jazz, contemporary, cultural dance, ethnic dance...
- **Genre:** theatrical, poetic, romantic, narrative, fantasy...



# CHOREOGRAPHIC PROCESS

The **Choreographic Process** is a set of movements which are performed by individuals, small groups and the whole team. It structures the movements and organizes the type of moving in space.

## List of CPs

- Accumulation
- Auto-reverse
- Call and response
- Cannon
- Cascade
- Choreography Form “ABA”
- Contrast
- Counterpoint
- Diminution
- Drop and Catch
- Flocking
- Imitation
- Mirroring
- Repetition
- Unison
- Twins



# Types and Definition of CPs

- **Accumulation:** A choreographic sequence of movement of length that increases upon repetition. Note: Accumulation can be used to relate to size, energy, density, and number of movements in a sequence. Opposite of *Diminution*.
- **Auto-reverse:** A choreographic sequence is performed in a specific order and then repeated in reverse.
- **Call and Response:** A sequence of body movements performed by an individual or group that is echoed or responded to by another individual or group.
- **Canon:** Repetition of a sequence of movement by two or more skaters in which each skater enters into the sequence at a different time, in a regular succession.
- **Cascade:** Action, to fall. Sequential movement in which the larger pattern is dependent on the individual movement connecting one to another.



- **Choreography Form “ABA”:** Establishing one concept, idea, choreography sequence, feeling, etc. (“A”). Changing to a different and sometimes contrasting concept (“B”) and then returning to the basic elements or exact repetition of (“A”).
- **Contrast:** Different opposing choreographic sequences happening at the same time.
- **Counterpoint:** Opposing tempos, use of space, or energy of movement happening at the same time between two or more skaters. Ex: slow sustained movement juxtaposed with quick sharp movement. Counterpoint is usually used to show *Contrast*.
- **Diminution:** A choreographic sequence of movement of length that decreases upon repetition. Note: Diminution can be used to relate to size, energy, density, and number of movements in a sequence. Opposite of *Accumulation*.





- **Drop and Catch:** From a unison, one or more skaters leave and return in short time to the basic work.
- **Flocking:** A formation of ensemble movement that changes in space and shape, depending on the direction that the ensemble is traveling (Origin: often resembles a flock of birds flying with a lead point).
- **Imitation:** Doing the same motif, gesture, or larger sequence of movement at the same time.
- **Mirroring:** Doing identical motif oriented in opposite direction. *Imitation* in symmetry.
- **Repetition:** Repeating a motif, gesture, or larger sequence of movement throughout the number.
- **Unison:** Ensemble movement. All movement is happening simultaneously.
- **Twins:** Doing the same thing at the same time, oriented in the same direction, side by side, identical.



# GESTURE

The Gesture is the type of the body movements the skaters are to perform individually and in groups. It is characterized by form, density and nature.

## List of Gestures

- Adagio
- Allegro
- Acceleration
- Amplitude variation
- Asymmetrical Movement
- Density variation
- Double Time
- Percussive
- Release
- Resistance
- Robotic Movement
- Rotational Movement
- Round Movement
- Staccato
- Suspend
- Symmetrical Movement
- Swinging
- Vibratory



# Types and Definition of Gestures:

- **Adagio:** Slow continuous sustained body movement.
- **Allegro:** Energetic and fast tempo of body movement.
- **Acceleration:** Gradually moving faster and faster.
- **Amplitude variation:** Alternate small and big body movements.
- **Asymmetrical Movement:** Doing different movements on each side of the body. Opposite of *Symmetrical*.
- **Density variation:** Alternate light and heavy body movements
- **Double Time:** Accelerated movement in double time. Ex: 1 2 3&4, 5 6 7&8, ...



- **Percussive:** Sharp, fast explosive movements.
- **Release:** "Loose" movement of the body that has a relaxed liquid energy (A release from held muscular tension in the flow of movement).
- **Resistance:** Movements which resist an opposite strength (For every action there is an equal and opposite reaction).
- **Robotic Movement:** Break and jerky movements like a robot, a mechanical toy or a puppet.
- **Rotary Movement:** Doing rotational movements with each part of the body.
- **Round Movement:** Full body movement from the core that incorporates the use of the back either in contraction or extension to create a rounded three-dimensional shape.



- **Staccato:** Short and brief movement which appear during a sequence of movements.
- **Suspend:** A hovering in space before a drop of movement caused by gravity.
- **Symmetrical Movement:** Doing identical movements on both sides of the body.  
Opposite of *Asymmetrical*.
- **Swinging:** A movement with two parts: Suspension and release. Suspension: Weightlessness at the top of a swinging motion. Release: The release into gravity causing a drop of movement. Ex: Pendulum.
- **Vibratory:** Fast and percussive repetitive movements. Ex: Tremor, shaking.



## REFERENCES

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