



SOLO DANCE CRITERIA 2017-18

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LEVELS FOR PATTERN DANCE ELEMENTS

Additional Principles of Calling

1. The process used by the Technical Panel to identify Key Points and their correct execution is the same process as for identification of Required Elements and Levels (i.e. by majority). Correct or incorrect execution of Key Points is reported on the Judges Details per Skater chart as:
 - "Yes": meaning all Key Point Features are met and all Edges/Steps are held for the required number of beats, or
 - "Timing": meaning all Key Points Features are met but one or several Edges/Steps are not held for the required number of beats, or
 - "No": meaning one or several Key Point Features are not met, whether or not Edges/Steps are held for the correct number of beats.
2. Evaluating the percentage of steps for Pattern Dances is based on the total number of steps completed.
3. Evaluating the percentage of the steps for a Step Sequence or Pattern Dance Type Sequence is based on the overall pattern completed per the prescribed shape i.e. straight line, circle/s-shape, diagonal, ect.
4. If a Fall or interruption occurs at the entrance to or during a Pattern Dance Element and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or No Level if the requirements for Level 1 are not met.
5. If a skater has an interruption (through stumble, falls, ect.) of more than 4 beats, the Technical Specialist calls the Key Points as performed (Yes, No, Timing), identifies with the Pattern Dance Element Name and "Level 1" adding "downgraded". It is reported on the Judges Details per Skater chart as:
 - “<<” to indicate an interruption of more than 4 beats

6. If a skater has an interruption of less than 4 beats (through stumble, falls, etc), the Technical Specialist calls the Key Points as performed (Yes, Yes, Yes), identifies with the Pattern Dance Element Name and "Level 3" adding "downgraded". It is reported on the Judges Details per Skater chart as:
 "<" to indicate an interruption of less than 4 beats.
This is only applicable for Level 4 when all key points have been met but there is not 100% of the Pattern completed.
7. If a skater completes less than 75% of the Pattern Dance Element, the Technical Specialist calls Key Points as performed (Yes, No, Timing), identifies with the Pattern Dance Element Name and "NO Level" adding "attention". It is reported on the Judges Details per Skater charts as:
 "!" to indicate that less than 75% of the Pattern Dance Element has been completed.

Additional Definitions, Specifications to Definitions and Notes

Key Point and Key Point Features: A Key Point is correctly executed when all its related Key Point Features are met and all its Edges/Steps are held for the required number of beats. Key Points and Key Point Features are technical requirements valid for one season and can be published in the file "Solo Dance Key Points 2017-18".

A change of edge within the last 1/2 beat of the step is permitted to prepare the push/transition for the next step.

Level 1	Level 2	Level 3	Level 4
75% of Pattern Dance Element is completed	Pattern Dance Element is not interrupted more than 4 beats in total, either through Stumbles, Falls or any other reason AND 1 Key Point is correctly executed	Pattern Dance Element is not interrupted more than 4 beats in total, either through Stumbles, Falls or any other reason AND 2 Key Point is correctly executed	Pattern Dance Element is not interrupted at all, either through Stumbles, Falls or any other reason AND 3 Key Points are correctly executed

SPINS

Additional Principles of Calling

1. In program where one Dance Spin is a Required Element, the performed Dance Spin shall be identified as the required Dance Spin classified as Spin or Combination Spin, and given a Level, or No Level if the requirements for Level 1 are not met. Subsequent Dance Spins shall be identified as Dance Spin classified as Extra Element with no value.
2. In case a Spin is required and a Combination Spin is not permitted, the required Dance Spin performed as a Combination Spin shall be classified as an Extra Element with no value.
3. If a Fall or interruption occurs at the entrance to or during a Dance Spin and is immediately followed by a spinning action (for the purpose of filling time), 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 Level 1 are not met, and the additional part shall not be identified (Note: an interruption in rotations to perform features such as a change of direction or one foot turn on the spot before resuming the rotations shall not be considered as such an interruption).

Additional Definitions, Specifications to Definitions and Notes

Upright Position:

Performed on one foot with skating leg straight or slightly bent and body upright (on a nearly vertical axis), arched back or bent to the side. (If the angle between the thigh and shin of the skating leg is 120 degrees or smaller, it will be considered as a Sit Position)

Sit Position:

Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back. (If the angle between the thigh and shin of the skating leg is more than 120 degrees, it will be considered as an Upright or Camel position depending on the other criteria that characterize these Positions).

Camel Position:

Performed on one foot with skating leg straight or slightly bent and body bent forward so that the waist line is horizontal and the core of the body is less than 45 degrees above the horizontal line (if it is more, the position will be considered as Upright) and the free leg extended or bent upward on a nearly horizontal line or higher. If the angle between the thigh and the shin of the skating leg is less than 120 degrees, it will be considered as a Sit Position.

Difficult Variation of Basic Positions (Examples):

Upright spin
a) Biemann type- body upright with the heel of the boot pulled by the hand behind and above the level of the head b) Full layback with upper body arched back from the waist towards the ice or sideways with upper body bent to the side from the waist towards the ice c) Split with both legs straight and the boot/skate of the free leg held up higher than the head d) Upper body arched back or sideways with free foot almost touching the head in a full circle (doughnut/ring); Maximum one half of a blade length between head and blade
Sit spin
a) Free leg bent or straight directed forward with thigh of skating leg at least parallel to the ice b) Free leg bent or straight directed backward with thigh of skating leg at least parallel to the ice c) Free leg bent or straight directed to the side with not more than 90 degrees between thigh and shin of skating leg d) Free leg crossed extended behind, and directed to the side, with not more than 90 degrees between thigh and shin of skating leg e) Free leg crossed behind and touching or not touching the skating leg, with thigh of skating leg at least parallel to the ice f) Free leg directed forward, with not more than 90 degrees between thigh and shin of skating leg and the back of the upper body almost parallel to the ice
Note: Example e) performed right after any other Difficult Variation of Sit Position shall be considered as the same Difficult Variation of the Sit Position.
Camel spin
a) Upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least past the vertical point b) Body nearly horizontal or bent sideways horizontally with head and free foot almost touching (doughnut/ring) ; Maximum one half of a blade length between head and blade c) Body nearly horizontal with the heel of the boot pulled by the hand above the level of the head d) Body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between the thighs about 180 degrees) e) Simple Camel by the man with the free leg on horizontal line or higher

Notes:

1. If example d) for Upright Position and b) for Camel Position is performed after each other it shall be considered as the same Difficult Variation.
2. If example a) for Upright Position and c) for Camel Position is performed after each other it shall be considered as the same Difficult Variation.
3. Rotations shall be considered for total number of rotations when performed fully, continuously on one foot.
4. Rotation in Difficult Variation shall be considered for Level when performed continuously in a fully established position.

Levels of Difficulty for Spins (sSp)

Basic Requirement for calling a Spin Level 1 is at least three rotations for all categories. A spin will be called and given No Level if the skater executes the entrance edge without executing the required 3 rotations. A Difficult Variation shall be considered for Level when held for at least 2 rotations in a Spin.

A spin will be identified but given No Level if the skater executes the entrance edge into the spin without completing one the required rotations (3).

Level 1	Level 2	Level 3	Level 4
At least 3 rotations	<p><i>OPTION 1</i> 1 Difficult Variation in any Basic Position</p> <p><i>OPTION 2</i> Different spinning direction for each part</p>	<p><i>OPTION 1</i> 2 Difficult Variation from 2 different Basic Positions</p> <p><i>OPTION 2</i> Different spinning direction for each part and 1 Difficult Variation in any Basic Position</p>	<p><i>OPTION 1</i> 3 Difficult Variation from 3 different Basic Positions</p> <p><i>OPTION 2</i> Different spinning direction for each part and 2 Difficult Variations from 2 different Basic Positions</p>

Adjustments to Level

1. If the spinning movement has started and the skater is on two feet for more than 1/2 rotation, the level of difficulty of the spin will be reduced by 1 level.
2. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs after the Spin has commenced and the Spin continues on one foot after the touch down without interruption, the level of difficulty will be determined by the number of executed rotations and will be reduced by 1 level per touch down.

Levels of Difficulty for Combinations Spins (sCoSp)

A spin performed as above of at least 3 revolutions on one foot after which a change of foot is made and at least three further 3 revolutions occur on the second foot. A change of foot means "change to another foot". The change of foot must not exceed 1/2 rotation on two feet. A Difficult Variation shall be considered for Level when held for at least 3 rotations in a Combination Spin.

A Combination Spin will be identified but given no Level, if a skater executes the entrance edge into any part of the combination spin without completing the required revolutions (3) on both feet.

Level 1	Level 2	Level 3	Level 4
At least 3 rotations in either part	<p><i>OPTION 1</i> 1 Difficult Variation in any Basic Position</p> <p><i>OPTION 2</i> With different spinning direction for each part</p>	<p><i>OPTION 1</i> 2 Difficult Variations from 2 different Basic Positions</p> <p><i>OPTION 2</i> With different spinning direction for each part and 1 Difficult Variation in any Basic Position</p>	<p><i>OPTION 1</i> 3 Difficult Variations from 3 different Basic Positions at least 1 Difficult Variation in each part of the Spin</p> <p><i>OPTION 2</i> With different spinning direction for each part and 2 Difficult Variations from 2 different Basic Positions with 1 Difficult Variation in each part of the Spin</p>

Adjustments to Level

1. If the skater does not attempt to change foot in the Combination Spin it will be called as a Spin (and may be contrary to the regulations).
2. A Combination Spin will be identified as a Spin, If a skater starts the second part of the spin without completing one full rotation.
3. If the spinning movement has been started and the skater is on two feet for more than ½ rotation (this also applies to the change of foot), the level of difficulty will be reduced by 1 Level.
4. If a loss of control with additional support (touch down by free leg/foot hand(s) occurs after the Combination Spin has commenced and the Combination Spin continues on one foot after touch down without interruption, the Level will be determined by the number of executed rotations and will be reduced by 1 Level per touch down.

POSE

Additional Principles of Calling

1. The first performed Dance Pose(s) shall be identified as the required Dance Pose(s) and given a Level, or No Level if the requirements for Level 1 are not met. Subsequent Dance Poses shall be identified as Dance Pose classified as Extra Element with no value.
2. If a Fall or an interruption occurs at the entrance to or during a Dance Pose and is immediately followed by another pose (for the purpose of filling time), 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 Level 1 are not met, and the additional part shall not be identified.

Additional Definitions, Specifications to Definitions and Notes

- **ATTITUDE** – A position one leg where the skater moves either forwards or backwards on a curve with the skating leg slightly bent or straight and the free leg held higher than hip level and
 - either in front, behind or to the side
 - bent or straight
 - free or hold (by the knee or blade) e.g. Biellmann
 - Spiral is a type of attitude with the free leg behind and horizontal without assistance by hand or arm and in the same position throughout the execution
- **INA BAUER** – A two-footed movement in which the skater travels along the ice with one foot on a forward edge/tracing and the other on a matching backward edge on a different but parallel edge/tracing
- **LUNGE** – A movement in which a skater travels along the ice with one leg bent (with at least 90 degrees between the thigh and shin of the skating leg) and the other leg directed behind with the boot/blade touching the ice

- SHOOT THE DUCK – A one foot movement in which a skater travels along the ice with one leg in a strongly bent position and the other leg directed forward parallel to the ice
- SPREAD EAGLE – A curving, two-footed movement in which the skater skates with one foot on a forward edge and the other on a matching backward edge on the same curve (e.g. outside and outside)

Difficult Types of Poses
<ul style="list-style-type: none"> • Attitude – that has an effect on the balance of the main body core • Shoot the Duck – that has an effect on the balance of the main body core • Ina Bauer • Spread Eagle • Hydro Blade
Not Difficult Types of Poses
<ul style="list-style-type: none"> • Spiral • Shoot the Duck • Lunge

Levels of Difficulty for Short Pose (sShPo)

Level 1 is given when a Pose is full established and held for the duration of at least three (3) seconds and maximum seven (7) seconds.

The time is measured from the pose begins and until it is fully executed, if the time is longer than 7 seconds there will be given a deduction of 1 point (this is shown in Judges Scores as ">").

A Pose is called but given No Level if the duration is less than the required duration by definition (3 seconds).

If a long pose is performed instead of the required short pose, the element is called short pose and the level of difficulty is taken from the first section of the pose, with no further deduction applied.

Level 1	Level 2	Level 3	Level 4
1 pose and straight line is allowed	1 pose on a definite clear edge	1 Difficult position on definite a clear edge	1 Difficult position on definite a clear edge AND Continuous movement of both arms in time to the music

Levels of Difficulty for Long Pose (sLoPo)

A Long Pose consist of a combination of two (2) poses for Option 1 with no more than one connecting step between the two types of Poses and the duration is at least three (3) seconds each and maximum twelve (12) seconds in total.

The time is measured from the pose begins and until it is fully executed, if the time is longer than 12 seconds there will be given a deduction of 1 point (this is shown in Judges Scores as ">").

One step between the poses is defined as all listed steps and turns. Cross over and two-foot skating is not permitted between the poses. If there is more than one connecting step between the two types of Poses, the Level of difficulty is reduced by 1 Level.

A Long Pose is called but given No Level if the duration is less than the required duration by definition (3 seconds minimum for each part).

If a short pose is performed instead of the required long pose, the element is called short pose "+Combo" – and will be given value for the executed pose only.

Level 1	Level 2	Level 3	Level 4
Both poses can be on a straight line	Each of the two poses are on a definite clear edge	Each of the two types of poses are different and Difficult and on a definite clear edge	<p>An Attitude(s) position attained and held for at least 3 seconds in both the first part and the second part of the element on a definite clean edge(s)</p> <p style="text-align: center;">AND</p> <p>The Attitudes are joined by clean difficult** one foot turn / turns).(no steps pushes or touch downs allowed)</p> <p style="text-align: center;">OR</p> <p>A short (2 sec max) change of edge with the free leg held higher than the hip through the change of edge.</p>

** A difficult one foot turn is defined as a Rocker, Counter or Bracket

Adjustments to Level

1. For a Long Pose can be given Level 4 two attitudes has to be performed either with a change of edge or at least one difficult one-foot turn between. If a change of edge is performed the free leg must be held higher than the hip from the first attitude attained until the last attitude is held for the required 3 sec. after the change of edge. If the free leg falls below hip level during the change of edge or in the connecting difficult step(s), but all other requirements are met for Level 4, then the Long Pose will be given Level 3.
2. A Long Pose Level 4 will be called but given No Level if the duration is less than 3 sec. in each part, or if the attitude before or after the change of edge not is recognizable.
3. If there not is a recognizable pose in the first and second part of the element, it will be called but given No Level. If there not is a recognizable difference in position and/or edge between the poses, the element will be called a Short Pose and may be contrary to the Required Elements.

TWIZZLES

Additional Principles of Calling

1. The first performed Set of Twizzles shall be identified as the required Set of Twizzles and given a Level, or No Level if the requirements for Leve 1 are not met.

2. If a Fall or an interruption occurs at the entrance to or during a Set of Twizzles and is immediately followed by other Twizzles (for the purpose of filling time), 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 Level 1 are not met, and the additional part shall not be identified.

Additional Definitions, Specifications to Definitions and Notes

A Set of Twizzle is a travelling turn on one foot with one or more than one rotation which is quickly rotated with a continuous (uninterrupted) action.

The 4 different types of entry edges on Twizzles are:

- Forward Inside
- Forward Outside
- Backward Inside
- Backward Outside

- A chosen Additional Feature from Groups A and B shall be considered for a Level if it is fully achieved and established:
 - within the first half rotation of the Twizzles, and
 - held until the number of rotations needed for that Level is fully completed (2 rotations for Level 2, 3 rotations for Level 3, 4 rotations for Level 4).
- There is no limit on turns or movements performed on one foot on the change of foot the steps between Twizzles.

Group A (upper body and hands)
<ul style="list-style-type: none"> • Elbow(s) at least level with or higher than the shoulders (hand(s) could be above the head, at the same level as the head or lower than the head) • Significant continuous motion of arms • Hands clasped behind back and extended away from the body • Straight arms clasped in front and extended away from the body (between the waist and chest level and lower than the level of shoulders) • Core of body is shifted away from the vertical axis
Group B (skating leg and free leg)
<ul style="list-style-type: none"> • Coupé in front or behind with free foot in contact with the skating leg in an open hip position • Holding the blade or boot of the free foot • Free leg crossed behind above the knee • Free leg held out (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical • Sit position (at least 90 degrees between the thigh and the shin of the skating leg) • Changing the level of the skating leg (knee) with a continuous motion
Group C (pattern, entry, exit)
<ul style="list-style-type: none"> • Performing a third Twizzle of at least 3 rotations, performed correctly, started with different entry edge than the first two Twizzles, and preceded by a maximum of three steps • Entrance to the first Twizzle from a Dance Jump (the entry edge for the Twizzle will be determined by the landing edge of the Dance Jump) • Set of Twizzles performed on one foot without change of foot, with no limit on turns or movements performed on one foot between Twizzles • Set of Twizzles performed directly from difficult/creative, intricate or unexpected entry

Levels of Difficulty for a Set of Twizzles (sSTw)

Calling a Set of Twizzles Level 1 is that the skater executes at least one full rotation for both Twizzles either one on each foot or two on the same foot with different direction and/or entry edge. The Technical Panel determines the level of Twizzles according to the criteria.

Set of Sequential Twizzles: At least two Twizzles with up to 1 step between Twizzles.

Set of Twizzles: At least two Twizzles with up to 3 small steps between Twizzles.

Level 1	Level 2	Level 3	Level 4
At least one rotation in each of the two Twizzles	Different entry edge and different direction of rotation for the two Twizzles	Different entry edge and different direction of rotation for the two Twizzles	Different entry edge and different direction of rotation for the two Twizzles
	AND	AND	AND
	At least 2 rotations in each of the two Twizzles	At least 3 rotations in each of the two Twizzles	At least 4 rotations in each of the two Twizzles
	AND	AND	AND
	2 different Additional Features	3 different Additional Features from 2 different Groups	3 Additional Features from 3 different Groups

Additional Principles of Calling

1. If any part of the Twizzle becomes a spin or checked Three Turns, its level Difficulty by 1 Level per spin.
2. If there is a complete stop before the first Twizzle, the level of the Twizzle will be reduced by 1 Level.
3. If there is a complete stop before the second Twizzle, the level of the Twizzle will be reduced by 1 Level.
4. If there is more than one step between Twizzle in a Set of Sequential Twizzles or more than 3 turns between the Twizzles in a Set of Twizzles, the Level shall be reduced by 1 Level.

STEP SEQUENCES

Additional Principles of Calling

1. The first performed Step Sequence shall be identified as the required Step Sequence and given a Level, or No Level if the requirements for Level Basic are not met. Subsequent Step Sequences of that Type and Sequence of a Type not according to the Required elements for Short Dance or Free Dance shall not be identified.
2. If a Fall or an interruption occurs at the entrance to or during a Step Sequence and the element is immediately resumed, 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 Level Basic are not met.

Additional Definitions, Specifications to Definitions and Notes

Steps and turns must be distributed evenly throughout the sequence and must be skated with distinct edges, and to the rhythm(s) of the music.

Group A: Straight Line Step Sequences
<ul style="list-style-type: none"> • Midline (sMiSt): Skated along the full length of the center (long) axis of the ice surface. • Diagonal (sDiSt): Skated as fully corner to corner as possible.
Group B: Curved Step Sequences
<ul style="list-style-type: none"> • Circular (sCiSt): Utilizing the full width of the ice surface on the short axis of the rink. • Serpentine (sSeSt): Commences in either direction at the center (long) axis at one end of the rink and progresses in three bold curves or in two bold curves (S-shaped) and ends at the center (long) axis of the opposite end of the rink; pattern utilizing the full width of the ice surface.
Group C: Partial Step Sequence
<ul style="list-style-type: none"> • Pattern Dance Type (sPSt): Up to one full circuit of the ice surface and must start on beat one of a musical measure.

Turns
<ul style="list-style-type: none"> • One Foot Turn – a rotational movement on one foot in which the skater moves from forward to backward or backward to forward. • Two Foot Turn – a rotational movement from one foot to the other foot in which the skater moves forward to backward or backward to forward. • Turns: Three Turn, Bracket, Rocker, Counter, Mohawk, Choctaw, Twizzles
Difficult Turns
<ul style="list-style-type: none"> • Bracket • Rocker • Counter • Choctaw • Outside Mohawk • Twizzles (single Twizzles for Level 1 and 2, double Twizzle for Level 3 and 4)
Steps
<ul style="list-style-type: none"> • Steps – the visible tracing on the ice that is executed on one foot. It may consist of an edge, change of edge, a turn • Examples of steps are edges, changes of edge, stroke, cross stroke, crossed step in front, crossed step behind, chassé, progressive, swing roll, cross roll, slip step and toe step
One Foot Turns
<ul style="list-style-type: none"> • Bracket • Rocker • Counter • Twizzles

Note: An error in any part of a turn will result in the turn not being counted for the Level. This also applies to an error in any part of a Twizzle or "Double Twizzle", the entire Twizzle is not counted towards the Level. As an example – If the skater includes a "Double Twizzle" as a Difficult Turn and there is a mistake in the execution within any part of the Turn, it is not counted even as a "Single Twizzle".

Levels of Difficulty for Solo Dance Step Sequences

To obtain a Level Base in the solo step sequence, at least 50% of the step sequence must be completed by the skater and must include steps & turns.

Styles of Step Sequence: the Level of Difficulty of the Step Sequences shall be determined as per the following Characteristics of Levels:

- All groups in Open Competition – Free Dance: Style B
- Age Requirements groups Basic Novice and Advanced Novice – Free Dance: Style B
- Age Requirement Senior and Junior Short Dance – Step Sequence: Style B*
- Age Requirement Senior and Junior Short Dance – Pattern Dance Type Step Sequence: Style B*
- Age Requirement Senior and Junior – Free Dance: First performed: Style A and the later performed: Style B

Characteristics of Levels Style A

Level Base	Level 1	Level 2	Level 3	Level 4
The Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason	The Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 2 different Types of Difficult Turns	A Step Sequence is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork include at least 5 Difficult Turns and one Type cannot be taken into consideration more than 2 times AND A one foot section includes at least 2 different Types of One Foot Section Turns	A Step Sequence is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork include at least 7 Difficult Turns (if Twizzle is included it must be done with at least two rotations – Double Twizzle) and one Type cannot be taken into consideration more than 2 times AND A one foot section includes at least 3 different Types of One Foot Section Turns (Twizzle must be done with at least two rotations – Double Twizzle) AND Turns must be multi-directional	A Step Sequence is not interrupted at all, either through Stumbles, Falls or any other reason AND Footwork include at least 9 Difficult Turns (if Twizzle is included it must be done with at least two rotations – Double Twizzle) and one Type cannot be taken into consideration more than 2 times AND A one foot section includes at least 4 different Types of One Foot Section Turns (Twizzle must be done with at least two rotations – Double Twizzle) AND Turns must be multi-directional AND 100% of Difficult Turns are performed clearly on correct Edges and all other Steps/Turns are clean

Characteristics of Levels Style B

Level Base	Level 1	Level 2	Level 3	Level 4
The Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason	The Step Sequence is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork includes at least 1 Types of Difficult Turns	A Step Sequence is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork include at least 3 different Difficult Turns	A Step Sequence is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason AND Footwork include at least 4 different Difficult Turns (if Twizzle is included it must be done with at least two rotations – Double Twizzle) AND Turns must be multi-directional	A Step Sequence is not interrupted at all, either through Stumbles, Falls or any other reason AND Footwork include at least 5 different Difficult Turns (if Twizzle is included it must be done with at least two rotations – Double Twizzle) AND Turns must be multi-directional AND All Steps/Turns are 100% clean

Not Permitted Elements in Step Sequences and Partial Step Sequence

Stops, pattern retrogressions and loops must not be included or are restricted in Step Sequences and Partial Step Sequence as follows:

	Step Sequence Style A	Step Sequence Style B	Step Sequence (Style B*)
Stops**	Not permitted	Not permitted	sPSt – Not permitted Step Sequence in Short Dance – one permitted up to 5 sec.
Pattern retrogressions	Not permitted	One permitted – must not exceed two measures of music	sPSt – Not permitted Step Sequence in Short Dance – permitted during stop
Loops	Not permitted	A narrow loop is an acceptable shape in the retrogression	Not permitted

** As per definitions in Rule 704, Dance Spins and Pirouettes are stops.

SCALE OF VALUES

SOV – Pattern Dances without Key Points

		---	--	-	BASE	+	++	+++
Rhythm Blues								
1 st Sequence	RB1Sq	-2.1	-1.4	-0.7	3.3	0.7	1.4	2.1
2 nd Sequence	RB2Sq	-2.5	-1.7	-0.8	3.7	0.8	1.7	2.5
3 rd Sequence	RB3Sq	-2.9	-1.9	-1.0	4.1	1.0	1.9	2.9
4 th Sequence	RB4Sq	-3.3	-2.2	-1.1	4.5	1.1	2.2	3.3
Swing Dance								
1 st Sequence	SD1Sq	-4.2	-2.8	-1.4	6.7	1.4	2.8	4.2
2 nd Sequence	SD2Sq	-6.6	-4.4	-2.2	8.9	2.2	4.4	6.6
Golden Skaters Waltz								
1 st Sequence	GS1Sq	-2.1	-1.4	-0.7	3.3	0.7	1.4	2.1
2 nd Sequence	GS2Sq	-2.5	-1.7	-0.8	3.7	0.8	1.7	2.5
3 rd Sequence	GS3Sq	-2.9	-1.9	-1.0	4.1	1.0	1.9	2.9
4 th Sequence	GS4Sq	-3.3	-2.2	-1.1	4.5	1.1	2.2	3.3
Fourteenstep								
1 st Sequence	FO1Sq	-2.1	-1.4	-0.7	3.3	0.7	1.4	2.1
2 nd Sequence	FO2Sq	-2.5	-1.7	-0.8	3.7	0.8	1.7	2.5
3 rd Sequence	FO3Sq	-2.9	-1.9	-1.0	4.1	1.0	1.9	2.9
4 th Sequence	FO4Sq	-3.3	-2.2	-1.1	4.5	1.1	2.2	3.3
Foxtrot								
1 st Sequence	FT1Sq	-2.1	-1.4	-0.7	3.3	0.7	1.4	2.1
2 nd Sequence	FT2Sq	-2.5	-1.7	-0.8	3.7	0.8	1.7	2.5
3 rd Sequence	FT3Sq	-2.9	-1.9	-1.0	4.1	1.0	1.9	2.9
4 th Sequence	FT4Sq	-3.3	-2.2	-1.1	4.5	1.1	2.2	3.3
European Waltz								
1 st Sequence	EW1Sq	-4.2	-2.8	-1.4	6.7	1.4	2.8	4.2
2 nd Sequence	EW2Sq	-6.6	-4.4	-2.2	8.9	2.2	4.4	6.6
American Waltz								
1 st Sequence	AW1Sq	-4.2	-2.8	-1.4	6.7	1.4	2.8	4.2
2 nd Sequence	AW2Sq	-6.6	-4.4	-2.2	8.9	2.2	4.4	6.6
Paso Doble								
1 st Sequence	PD1Sq	-2.8	-1.9	-1.0	4.4	1.0	1.9	2.8
2 nd Sequence	PD2Sq	-3.6	-2.4	-1.2	5.2	1.2	2.4	3.6
3 rd Sequence	PD3Sq	-4.4	-2.9	-1.4	6.0	1.4	2.9	4.4

SOV – Pattern Dances with Key Points

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Rocker Foxtrot								
1 st Sequence	RF1Sq1	-1.5	-0.9	-0.3	1.8	0.7	1.4	2.1
	RF1Sq2	-1.9	-1.4	-0.7	2.6	0.7	1.4	2.1
	RF1Sq3	-2.0	-1.4	-0.7	3.3	0.7	1.4	2.1
	RF1Sq4	-2.1	-1.4	-0.7	4.1	0.7	1.4	2.1
2 nd Sequence	RF2Sq1	-1.7	-1.1	-0.5	2.0	0.8	1.7	2.5
	RF2Sq2	-2.2	-1.7	-0.8	2.9	0.8	1.7	2.5
	RF2Sq3	-2.4	-1.7	-0.8	3.7	0.8	1.7	2.5
	RF2Sq4	-2.5	-1.7	-0.8	4.6	0.8	1.7	2.5
3 rd Sequence	RF3Sq1	-1.9	-1.3	-0.7	2.2	1.0	1.9	2.9
	RF3Sq2	-2.3	-1.9	-1.0	3.1	1.0	1.9	2.9
	RF3Sq3	-2.8	-1.9	-1.0	4.1	1.0	1.9	2.9
	RF3Sq4	-2.9	-1.9	-1.0	5.0	1.0	1.9	2.9
4 th Sequence	RF4Sq1	-2.1	-1.5	-0.9	2.4	1.1	2.2	3.3
	RF4Sq2	-2.6	-2.2	-1.1	3.4	1.1	2.2	3.3
	RF4Sq3	-3.1	-2.2	-1.1	4.5	1.1	2.2	3.3
	RF4Sq4	-3.3	-2.2	-1.1	5.5	1.1	2.2	3.3

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Starlight Waltz								
1 st Sequence	SW1Sq1	-1.5	-0.9	-0.3	1.8	0.7	1.4	2.1
	SW1Sq2	-1.9	-1.4	-0.7	2.6	0.7	1.4	2.1
	SW1Sq3	-2.0	-1.4	-0.7	3.3	0.7	1.4	2.1
	SW1Sq4	-2.1	-1.4	-0.7	4.1	0.7	1.4	2.1
2 nd Sequence	SW2Sq1	-1.7	-1.1	-0.5	2.0	0.8	1.7	2.5
	SW2Sq2	-2.2	-1.7	-0.8	2.9	0.8	1.7	2.5
	SW2Sq3	-2.4	-1.7	-0.8	3.7	0.8	1.7	2.5
	SW2Sq4	-2.5	-1.7	-0.8	4.6	0.8	1.7	2.5
3 rd Sequence	SW3Sq1	-1.9	-1.3	-0.7	2.2	1.0	1.9	2.9
	SW3Sq2	-2.3	-1.9	-1.0	3.1	1.0	1.9	2.9
	SW3Sq3	-2.8	-1.9	-1.0	4.1	1.0	1.9	2.9
	SW3Sq4	-2.9	-1.9	-1.0	5.0	1.0	1.9	2.9
4 th Sequence	SW4Sq1	-2.1	-1.5	-0.9	2.4	1.1	2.2	3.3
	SW4Sq2	-2.6	-2.2	-1.1	3.4	1.1	2.2	3.3
	SW4Sq3	-3.1	-2.2	-1.1	4.5	1.1	2.2	3.3
	SW4Sq4	-3.3	-2.2	-1.1	5.5	1.1	2.2	3.3

SOV for Solo Dance Short Dance and Free Dance

Cha Cha Congelado Pattern Dance Element for Short Dance								
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Section 1 Step #1 opposite side of the judges	1CC1	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
	1CC2	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
	1CC3	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
	1CC4	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8
Section 2	2CC1	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
	2CC2	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
	2CC3	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
	2CC4	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8
Rhumba Pattern Dance Element for Short Dance								
Sequence 1 Step #1 on judges left side	1RH1	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
	1RH2	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
	1RH3	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
	1RH4	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8
Solo Dance Spin								
sSp1		-1.0	-0.7	-0.3	1.6	0.6	1.2	1.8
sSp2		-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sSp3		-1.5	-1.0	-0.5	3.6	0.6	1.2	1.8
sSp4		-1.5	-1.0	-0.5	4.6	0.6	1.2	1.8
Solo Dance Combination Spin								
sCoSp1		-1.0	-0.7	-0.3	2.6	0.6	1.2	1.8
sCoSp2		-1.5	-1.0	-0.5	3.6	0.6	1.2	1.8
sCoSp3		-1.5	-1.0	-0.5	4.6	0.6	1.2	1.8
sCoSp4		-1.5	-1.0	-0.5	5.6	0.6	1.2	1.8
Solo Dance Set of Twizzles								
sSTw1	Set of Sequential or	-1.0	-0.7	-0.3	3.1	0.6	1.2	1.8
sSTw2	Set of Twizzles	-1.5	-1.0	-0.5	4.6	0.6	1.2	1.8
sSTw3		-1.5	-1.0	-0.5	5.6	0.6	1.2	1.8
sSTw4		-1.5	-1.0	-0.5	6.6	0.6	1.2	1.8

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Solo Dance Step Sequences								
sPStB	Solo Dance Pattern Type Step Sequence	-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sPSt1		-1.5	-1.0	-0.5	4.1	0.6	1.2	1.8
sPSt2		-3.0	-2.0	-1.0	5.6	1.1	2.2	3.3
sPSt3		-3.0	-2.0	-1.0	7.1	1.1	2.2	3.3
sPSt4		-3.0	-2.0	-1.0	8.6	1.1	2.2	3.3
sMiStB	Solo Dance Midline Step Sequence	-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sMiSt1		-1.5	-1.0	-0.5	4.1	0.6	1.2	1.8
sMiSt2		-3.0	-2.0	-1.0	5.6	1.1	2.2	3.3
sMiSt3		-3.0	-2.0	-1.0	7.1	1.1	2.2	3.3
sMiSt4		-3.0	-2.0	-1.0	8.6	1.1	2.2	3.3
sDiStB	Solo Dance Diagonal Step Sequence	-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sDiSt1		-1.5	-1.0	-0.5	4.1	0.6	1.2	1.8
sDiSt2		-3.0	-2.0	-1.0	5.6	1.1	2.2	3.3
sDiSt3		-3.0	-2.0	-1.0	7.1	1.1	2.2	3.3
sDiSt4		-3.0	-2.0	-1.0	8.6	1.1	2.2	3.3
sCiStB	Solo Dance Circular Step Sequence	-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sCiSt1		-1.5	-1.0	-0.5	4.1	0.6	1.2	1.8
sCiSt2		-3.0	-2.0	-1.0	5.6	1.1	2.2	3.3
sCiSt3		-3.0	-2.0	-1.0	7.1	1.1	2.2	3.3
sCiSt4		-3.0	-2.0	-1.0	8.6	1.1	2.2	3.3
sSeStB	Solo Dance Serpentine Step Sequence	-1.5	-1.0	-0.5	2.6	0.6	1.2	1.8
sSeSt1		-1.5	-1.0	-0.5	4.1	0.6	1.2	1.8
sSeSt2		-3.0	-2.0	-1.0	5.6	1.1	2.2	3.3
sSeSt3		-3.0	-2.0	-1.0	7.1	1.1	2.2	3.3
sSeSt4		-3.0	-2.0	-1.0	8.6	1.1	2.2	3.3
Solo Dance Poses								
sShPo1	Solo Dance Short Pose	-1.0	-0.7	-0.3	2.0	0.6	1.2	1.8
sShPo2		-1.5	-1.0	-0.5	3.0	0.6	1.2	1.8
sShPo3		-1.5	-1.0	-0.5	4.0	0.6	1.2	1.8
sShPo4		-1.5	-1.0	-0.5	4.5	0.6	1.2	1.8
sLoPo1	Solo Dance Long Pose	-2.0	-1.4	-0.6	4.0	1.2	2.4	3.6
sLoPo2		-3.0	-2.0	-1.0	6.0	1.2	2.4	3.6
sLoPo3		-3.0	-2.0	-1.0	8.0	1.2	2.4	3.6
sLoPo4		-3.0	-2.0	-1.0	9.0	1.2	2.4	3.6