



## Commission Sportive Nationale de Danse sur Glace

### Pattern Dances

**Season 2016 / 2017**

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- **Descriptions, charts and diagrams of Pattern Dances included in Competitions opened to Clubs from foreign ISU Members (Rule 1.2.1)**

c) Major Dance



For ISU Pattern Dances and following dances : refer to [US Figure Skating Tests Book](#)

- b) Canasta Tango
- d) Ten Fox
- e) Willow Waltz
- f) Fiesta Tango
- g) Swing Dance
- h) Dutch Waltz
- i) Cha Cha
- j) Hickory Hoedown
- k) Rhythm Blues

- **Marking for Pattern Dances (Rule 1.2.3): ISU Rule 708, paragraph 3 shall apply with the following additions or alterations**

- Scales of Values of Pattern Dances b) to k) (without KeyPoint Procedure)

Sections	Step	+++	++	+	Base	-	--	---
<b>CANASTA TANGO</b>								
1st Sequence	1 - 14	2.0	1.3	0.6	<b>2.2</b>	- 0.6	- 1.3	- 2.0
2nd Sequence	1 - 14	2.0	1.3	0.6	<b>2.7</b>	- 0.6	- 1.3	- 2.0
3rd Sequence	1 - 14	2.5	1.6	0.8	<b>3.2</b>	- 0.8	- 1.6	- 2.5
4th Sequence	1 - 14	2.5	1.6	0.8	<b>3.9</b>	- 0.8	- 1.6	- 2.5

Sections	Step	+++	++	+	Base	-	--	---
<b>MAJOR DANCE</b>								
1st Sequence	1 – 38	4.0	2.6	1.2	<b>5.2</b>	- 1.2	- 2.6	- 4.0
2nd Sequence	1 - 38	5.0	3.2	1.6	<b>6.8</b>	- 1.6	- 3.2	- 5.0

Sections	Step	+++	++	+	Base	-	--	---
<b>TEN FOX</b>								
1st Sequence	1 – 19	2.0	1.4	0.8	<b>3.0</b>	- 0.8	- 1.4	- 2.0
2nd Sequence	1 – 19	3.0	2.0	1.0	<b>4.0</b>	- 1.0	- 2.0	- 3.0
3rd Sequence	1 – 19	4.0	2.6	1.2	<b>5.0</b>	- 1.2	- 2.6	- 4.0

Sections	Step	+++	++	+	Base	-	--	---
<b>WILLOW WALTZ</b>								
1st Sequence	1 – 22	2.0	1.4	0.8	<b>3.0</b>	-0.8	-1.4	-2.0
2nd Sequence	1 – 22	3.0	2.0	1.0	<b>4.0</b>	- 1.0	- 2.0	- 3.0
3rd Sequence	1 – 22	4.0	2.6	1.2	<b>5.0</b>	- 1.2	- 2.6	- 4.0

Sections	Step	+++	++	+	Base	-	--	---
<b>FIESTA TANGO</b>								
1st Sequence	1 – 16	2.0	1.4	0.8	<b>3.0</b>	-0.8	-1.4	-2.0
2nd Sequence	1 – 16	3.0	2.0	1.0	<b>4.0</b>	- 1.0	- 2.0	- 3.0
3rd Sequence	1 – 16	4.0	2.6	1.2	<b>5.0</b>	- 1.2	- 2.6	- 4.0

Sections	Step	+++	++	+	Base	-	--	---
<b>SWING DANCE</b>								
1st Sequence	1 – 30	4.0	2.6	1.2	<b>5.2</b>	- 1.2	- 2.6	- 4.0
2nd Sequence	1 – 30	5.0	3.2	1.6	<b>6.8</b>	- 1.6	- 3.2	- 5.0

Sections	Step	+++	++	+	Base	-	--	---
<b>DUTCH WALTZ</b>								
1st Sequence	1 – 16	2.5	1.6	0.8	<b>3.4</b>	- 0.8	- 1.6	- 2.5
2nd Sequence	1 – 16	3.0	1.8	1.2	<b>4.0</b>	- 1.2	- 1.8	- 3.0
3rd Sequence	1 – 16	3.5	2.0	1.5	<b>4.6</b>	- 1.5	- 2.0	- 3.5

Sections	Step	+++	++	+	Base	-	--	---
<b>CHA CHA</b>								
1st Sequence	1 – 16	2.5	1.6	0.8	<b>3.4</b>	- 0.8	- 1.6	- 2.5
2nd Sequence	1 – 16	3.0	1.8	1.2	<b>4.0</b>	- 1.2	- 1.8	- 3.0
3rd Sequence	1 – 16	3.5	2.0	1.5	<b>4.6</b>	- 1.5	- 2.0	- 3.5

Sections	Step	+++	++	+	Base	-	--	---
<b>HICKORY HOEDOWN</b>								
1st Sequence	1 – 16	2.5	1.6	0.8	<b>3.4</b>	- 0.8	- 1.6	- 2.5
2nd Sequence	1 – 16	3.0	1.8	1.2	<b>4.0</b>	- 1.2	- 1.8	- 3.0
3rd Sequence	1 – 16	3.5	2.0	1.5	<b>4.6</b>	- 1.5	- 2.0	- 3.5

Sections	Step	+++	++	+	Base	-	--	---
<b>RHYTHM BLUES</b>								
1st Sequence	1 – 16	2.5	1.6	0.8	<b>3.4</b>	- 0.8	- 1.6	- 2.5
2nd Sequence	1 – 16	3.0	1.8	1.2	<b>4.0</b>	- 1.2	- 1.8	- 3.0
3rd Sequence	1 – 16	3.5	2.0	1.5	<b>4.6</b>	- 1.5	- 2.0	- 3.5

➤ Scales of Values of ISU Pattern Dances (without Key Point Procedure)

For Couples Non ISU, Solos and Adults, refer to [ISU Communication 2015](#), §2 – Scales of values without Key Point Procedure

➤ Guidelines for Grades of Execution of Pattern Dances (Solo)

ASPECTS	Very poor	Poor	Mediocre	Acceptable	Good	Very good	Excellent
	-3	-2	-1	0	+1	+2	+3
				BASE			
<b>CLEARNESS</b>							
Quality of Edges/Steps/ Positions	many major errors	2 major errors	1 major error or several minor errors	1 minor error	correct	correct and precise	correct without error
<b>PLACEMENT</b>							
Precision of Placement and of its repetitions (Included the departure for placement and the violation of the longitudinal axis)	totally incorrect	deformed	partially deformed	correct in general	correct	correct and precise	correct without error
<b>QUALITY OF PERFORMANCE</b>							
Quality and depth of edges	very flat	generally flat	Some flats	shallow	good curves	deep	very deep
Steps	on two feet and toe-pushings	wide-stepping or on two feet or toe-pushings	variable	generally correct	clean	clear	precise and without effort
Turns	jumped or on two feet	skided or scratched	with effort	mainly correct	clean	clear	clean and without effort
Cleanliness and sureness	very unsteady	hesitating	variable stability	stable	sure	clean and sure	very clean and sure
<b>Instructions for Marks :</b> Select the column in which major criteria apply. Reduce by one if one of these is lower, reduce by two if two of these are lower...							
<b>Other adjustments :</b> <b>Loss of balance, Stumble or Fall in a Section :</b> - Loss of balance without additional support - reduce by one - Stumble (Loss of control with additional support by free leg or hand) - reduce by two (negative GOE) - Fall - reduce by three (negative GOE) - Missing steps further to a stumble or a fall - reduce by one (negative GOE) - Missing later sections further to an interruption : - until ¼ section - no more than -1 - until ½ section - no more than -2 - until ¾ section - no more than -3 - more than ¾ - no value, no marks - Introductory Steps are not finished with (too short) or exceed (too long) the introductory phrasing of the particular tune (For ISU Pattern Dance only) : - reduce by one for the first performed section/sequence							
<b>Technical Panel</b> will apply a deduction for each fall from the departure to the end (inside and/or outside a Section) : -1 for Solos Juniors/Seniors, -0.5 for others							

➤ Guidelines for Grades of Execution of Pattern Dances (Couples Non ISU)

Guidelines for marking GOE of Sections in Pattern Dance for couples non ISU are the same as couples ISU.

➤ Guidelines for marking Pattern Dance's Components (Couples Non ISU)

Guidelines for marking Pattern Dance's Components for couples non ISU are the same as couples ISU.

➤ Guidelines for marking Pattern Dance's Components (Solo)

Refer to the following page.

RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF PERFORMANCE/EXECUTION	CHARACTERISTICS OF INTERPRETATION	CHARACTERISTICS OF TIMING
<b>10.0 – 9.25</b> <b>OUTSTANDING</b>	<ul style="list-style-type: none"> <li>▪ precise transfer on lobe transitions</li> <li>▪ elegant, precise Pass/turns</li> <li>▪ seamless ability to turn in both directions</li> <li>▪ considerable speed and power</li> <li>▪ superb quality of skating</li> </ul>	<ul style="list-style-type: none"> <li>▪ perfect changes of hold</li> <li>▪ elegant/sophisticated style</li> <li>▪ refined line of body and limbs</li> <li>▪ projection exceptional</li> </ul>	<ul style="list-style-type: none"> <li>▪ wide range of inspired movements/gestures from the “heart”</li> <li>▪ skater stay “in himself” or “in character” for the whole dance</li> <li>▪ use of nuances</li> <li>▪ exceptional ability to relate as one to reflect character of rhythm</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing: 100% correct</li> <li>▪ timing of footwork superb</li> <li>▪ on strong beat: 100%</li> <li>▪ all body movements synchronized with rhythm</li> </ul>
<b>9.00 – 8.25</b> <b>VERY GOOD</b>	<ul style="list-style-type: none"> <li>▪ deep supple knee action and robust stroking</li> <li>▪ stylish, precise, neat on Pass/turns</li> <li>▪ easy action on turns in both directions</li> <li>▪ broad skill range</li> </ul>	<ul style="list-style-type: none"> <li>▪ effortless change of hold</li> <li>▪ very good carriage</li> <li>▪ project strongly</li> </ul>	<ul style="list-style-type: none"> <li>▪ skater and music meld – internal motivation</li> <li>▪ very good range of interesting movements/gestures</li> <li>▪ very good ability to relate as one to reflect rhythm of music</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing: 100% correct</li> <li>▪ timing of footwork nearly superb</li> <li>▪ on strong beat: 100%</li> <li>▪ most body movements reflect rhythm</li> </ul>
<b>8.00 – 7.25</b> <b>GOOD</b>	<ul style="list-style-type: none"> <li>▪ strong, flexible knee action</li> <li>▪ polished and clean Pass/turns</li> <li>▪ reasonable speed and strong stroking</li> <li>▪ wide skill range for both</li> </ul>	<ul style="list-style-type: none"> <li>▪ matched and change holds with ease</li> <li>▪ good carriage</li> <li>▪ project most of time</li> </ul>	<ul style="list-style-type: none"> <li>▪ skating/music integrated – variable motivation</li> <li>▪ skater stay in character with rhythm for most of the dance</li> <li>▪ reflect nuances</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing: 100% correct</li> <li>▪ timing of footwork very good on strong beat: 100%</li> <li>▪ general relation of body movements to rhythm</li> </ul>
<b>7.00 – 6.25</b> <b>ABOVE AVERAGE</b>	<ul style="list-style-type: none"> <li>▪ above average knee action</li> <li>▪ generally good on Pass/turns 75% of the time</li> <li>▪ maintain speed and flow well</li> <li>▪ above average skill range</li> </ul>	<ul style="list-style-type: none"> <li>▪ above average carriage</li> <li>▪ both are able to project 75% of time</li> </ul>	<ul style="list-style-type: none"> <li>▪ movements in character 75% of time</li> <li>▪ some reflection of nuances</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing: 90% correct</li> <li>▪ timing of footwork accurate</li> <li>▪ on strong beat: 100%</li> <li>▪ some body movements reflect rhythm</li> </ul>
<b>6.00 – 5.25</b> <b>AVERAGE</b>	<ul style="list-style-type: none"> <li>▪ some knee action</li> <li>▪ some ability on Pass/turns and rotating in both directions</li> <li>▪ even speed and flow throughout average skill range</li> </ul>	<ul style="list-style-type: none"> <li>▪ average carriage with some breaks</li> <li>▪ projection skills variable but is able to project</li> </ul>	<ul style="list-style-type: none"> <li>▪ correct expression of rhythms</li> <li>▪ some motivated movements</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing: 80% correct</li> <li>▪ occasional timing errors but generally on time</li> <li>▪ on strong beat: 100%</li> <li>▪ some body movements do not reflect rhythms</li> </ul>

RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF PERFORMANCE/EXECUTION	CHARACTERISTICS OF INTERPRETATION	CHARACTERISTICS OF TIMING
<b>5.00 – 4.25</b>  <b>FAIR</b>	<ul style="list-style-type: none"> <li>▪ variable knee action</li> <li>▪ fair skill on Pass and turns</li> <li>▪ skills level similar</li> <li>▪ consistent speed and flow only 50% of the time</li> </ul>	<ul style="list-style-type: none"> <li>▪ carriage variable, mostly pleasing posture</li> <li>▪ reasonable carriage and limbs</li> <li>▪ projection : only 50% of time</li> </ul>	<ul style="list-style-type: none"> <li>▪ some appropriate use of rhythm but expression is fair</li> <li>▪ some motivated moves</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing at least 75 % correct</li> <li>▪ some minor timing errors but often mostly on time</li> <li>▪ but on strong beat: 100%</li> <li>▪ some of body movements off time</li> </ul>
<b>4.00 – 3.25</b>  <b>WEAK</b>	<ul style="list-style-type: none"> <li>▪ variable sureness, flow</li> <li>▪ limited knee action – stiff at times</li> <li>▪ variable ability in turning</li> <li>▪ variable speed and power</li> <li>▪ variable skills</li> </ul>	<ul style="list-style-type: none"> <li>▪ inconsistent holds</li> <li>▪ variable carriage though occasionally acceptable</li> <li>▪ projection less than 50% of the time</li> </ul>	<ul style="list-style-type: none"> <li>▪ some steps on timing but they weave in and out of character</li> <li>▪ poor use of accents and nuances</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing only 75% correct</li> <li>▪ some parts off time</li> <li>▪ or on strong beat: only 75%</li> <li>▪ some of body movements off time</li> </ul>
<b>3.00 – 2.25</b>  <b>POOR</b>	<ul style="list-style-type: none"> <li>▪ little power – toe pushing more than 75% of the time or wide Pasing</li> <li>▪ at ease only on simple turns</li> <li>▪ variable skills in sections</li> </ul>	<ul style="list-style-type: none"> <li>▪ inconsistent stability in holds</li> <li>▪ poor line of body and limbs/carriage/extensions</li> <li>▪ limited projection skills</li> </ul>	<ul style="list-style-type: none"> <li>▪ some Pass use music, but not connected to rhythm</li> <li>▪ poor use of accents and nuances</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing only 50 % correct</li> <li>▪ or on strong beat: only 50%</li> <li>▪ most body movements off time</li> </ul>
<b>2.00 – 1.75</b>  <b>VERY POOR</b>	<ul style="list-style-type: none"> <li>▪ slow, little flow</li> <li>▪ frequent toe-pushing or wide-Pasing</li> <li>▪ stroking on one side weak</li> <li>▪ very poor basic skills</li> </ul>	<ul style="list-style-type: none"> <li>▪ struggle in holds</li> <li>▪ very poor line of body and limbs/carriage/extensions</li> <li>▪ very limited projection skills</li> </ul>	<ul style="list-style-type: none"> <li>▪ isolated and apparently random gestures not related to character/nuances/accents</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing only 25% correct</li> <li>▪ or on strong beat: only 25%</li> <li>▪ major portion of dance off time</li> <li>▪ timing of body movements lacks control</li> </ul>
<b>1.00 – 0.25</b>  <b>EXTREMELY POOR</b>	<ul style="list-style-type: none"> <li>▪ off balance</li> <li>▪ struggle with Pass/turns</li> <li>▪ lack of speed and flow</li> <li>▪ extremely poor basic skills for both</li> </ul>	<ul style="list-style-type: none"> <li>▪ unstable and uncontrolled holds</li> <li>▪ extremely poor line of body and limbs/carriage/extensions</li> <li>▪ projection skills lacking</li> <li>▪ laboured</li> </ul>	<ul style="list-style-type: none"> <li>▪ isolated and apparently random gestures not related to character/nuances/accents</li> </ul>	<ul style="list-style-type: none"> <li>▪ timing less than 25% correct</li> <li>▪ entirely off time</li> <li>▪ or on strong beat less than 25%</li> </ul>

**Note:**

Adjustments : if a Fall or Interruption affects the rest of the dance or part of the dance, certain characteristics of one or several Components may be impacted.

### Deductions (Couples Non ISU)

	Description	Penalty	Who is responsible
<b>1</b>	<b>Costume / prop violations</b> E.g : skirt for the girls and the bust covered unless 50 %	<b>-1.0</b>	<b>Judges (including JA) with the majority – No Deduction if 50 50</b>
<b>2</b>	<b>Part of the costume / decoration fall on the ice</b>	<b>-1.0</b>	<b>Referee</b>
<b>3</b>	<b>Interruption in performing the program</b> in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. - more than 40 sec.	<b>-0.5</b> <b>-1.0</b> <b>-1,5</b> <b>Withdrawn</b>	<b>Referee</b>
<b>4</b>	<b>Fall</b>  A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm.	<b>- 0.5</b> <b>(per partner and</b> <b>per fall)</b>	<b>Technical Panel</b>
<b>5</b>	<b>3 minutes allowed by referee after an interruption in the program to resume from the point of interruption</b>	<b>-2.5</b>	<b>Referee</b>  If one partner does not report to the Referee within 40 seconds after the interruption started, or if the Couple does not resume the program within the additional 3 minutes allowance, the Couple is withdrawn.
<b>6</b>	<b>Late Start</b>	<b>-1.0</b>	<b>Referee</b>



## Deductions (Solos)

	Description	Penalty	Who is responsible
<b>1</b>	<b>Costume / prop violations</b> E.g : skirt for the girls and the bust covered unless 50 %	<b>-1.0</b>	<b>Judges (including JA) with the majority – No Deduction if 50 50</b>
<b>2</b>	<b>Part of the costume / decoration fall on the ice</b>	<b>-1.0</b>	<b>Referee</b>
<b>3</b>	<b>Interruption in performing the program</b> in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. - more than 40 sec.	<b>-0.5</b> <b>-1.0</b> <b>-1,5</b> <b>Withdrawn</b>	<b>Referee</b>
<b>4</b>	<b>Fall : per fall</b>  A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm.	<b>- 1 (Junior/Senior)</b> <b>- 0,5 (Other categories)</b>	<b>Technical Panel</b>
<b>5</b>	<b>3 minutes allowed by referee after an interruption in the program to resume from the point of interruption</b>	<b>- 5 (Junior/Senior)</b> <b>- 2,5 (Other categories)</b>	<b>Referee</b>  If the Solo does not report to the Referee within 40 seconds after the interruption started, or if the Solo does not resume the program within the additional 3 minutes allowance, the Solo is withdrawn.
<b>6</b>	<b>Late Start</b>	<b>-1.0</b>	<b>Referee</b>