



Commission Sportive Nationale de Danse sur Glace

Pattern Dances

Season 2017 / 2018

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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

[Click here](#)

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	-	--	---
CANASTA TANGO								
1st Sequence	1 - 14	2.0	1.3	0.6	2.2	- 0.6	- 1.3	- 2.0
2nd Sequence	1 - 14	2.0	1.3	0.6	2.7	- 0.6	- 1.3	- 2.0
3rd Sequence	1 - 14	2.5	1.6	0.8	3.2	- 0.8	- 1.6	- 2.5
4th Sequence	1 - 14	2.5	1.6	0.8	3.9	- 0.8	- 1.6	- 2.5

Sections	Step	+++	++	+	Base	-	--	---
MAJOR DANCE								
1st Sequence 1st Section	1 – 19	2.0	1.3	0.6	2.6	- 0.6	- 1.3	- 2.0
1st Sequence 2nd Section	20 – 38	2.0	1.3	0.6	2.6	- 0.6	- 1.3	- 2.0
2nd Sequence 1st Section	1 – 19	2.5	1.6	0.8	3.4	- 0.8	- 1.6	- 2.5
2nd Sequence 2nd Section	20 – 38	2.5	1.6	0.8	3.4	- 0.8	- 1.6	- 2.5

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

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

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

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

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

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

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

Sections	Step	+++	++	+	Base	-	--	---
RHYTHM BLUES								
1st Sequence	1 – 16	2.5	1.6	0.8	3.4	- 0.8	- 1.6	- 2.5
2nd Sequence	1 – 16	3.0	1.8	1.2	4.0	- 1.2	- 1.8	- 3.0
3rd Sequence	1 – 16	3.5	2.0	1.5	4.6	- 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 2094](#), §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			
CLEARNESS							
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
PLACEMENT							
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
QUALITY OF PERFORMANCE							
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
Instructions for Marks : 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...							
Other adjustments : Loss of balance, Stumble or Fall in a Section : - 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 - Not holding Edges/Steps for required number of beats : * from one Edge/Step up to 10% of Steps of the section/Sequence - no more than +1 * for more than 10% and up to 25% of Steps of the section/Sequence - no more than 0 * for more than 25% of Steps of the section/Sequence - no more than -1							
Technical Panel 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
10.0 – 9.25 OUTSTANDING	<ul style="list-style-type: none"> ▪ precise transfer on lobe transitions ▪ elegant, precise Pass/turns ▪ seamless ability to turn in both directions ▪ considerable speed and power ▪ superb quality of skating 	<ul style="list-style-type: none"> ▪ perfect changes of hold ▪ elegant/sophisticated style ▪ refined line of body and limbs ▪ projection exceptional 	<ul style="list-style-type: none"> ▪ wide range of inspired movements/gestures from the “heart” ▪ skater stay “in himself” or “in character” for the whole dance ▪ use of nuances ▪ exceptional ability to relate as one to reflect character of rhythm 	<ul style="list-style-type: none"> ▪ timing: 100% correct ▪ timing of footwork superb ▪ on strong beat: 100% ▪ all body movements synchronized with rhythm
9.00 – 8.25 VERY GOOD	<ul style="list-style-type: none"> ▪ deep supple knee action and robust stroking ▪ stylish, precise, neat on Pass/turns ▪ easy action on turns in both directions ▪ broad skill range 	<ul style="list-style-type: none"> ▪ effortless change of hold ▪ very good carriage ▪ project strongly 	<ul style="list-style-type: none"> ▪ skater and music meld – internal motivation ▪ very good range of interesting movements/gestures ▪ very good ability to relate as one to reflect rhythm of music 	<ul style="list-style-type: none"> ▪ timing: 100% correct ▪ timing of footwork nearly superb ▪ on strong beat: 100% ▪ most body movements reflect rhythm
8.00 – 7.25 GOOD	<ul style="list-style-type: none"> ▪ strong, flexible knee action ▪ polished and clean Pass/turns ▪ reasonable speed and strong stroking ▪ wide skill range for both 	<ul style="list-style-type: none"> ▪ matched and change holds with ease ▪ good carriage ▪ project most of time 	<ul style="list-style-type: none"> ▪ skating/music integrated – variable motivation ▪ skater stay in character with rhythm for most of the dance ▪ reflect nuances 	<ul style="list-style-type: none"> ▪ timing: 100% correct ▪ timing of footwork very good on strong beat: 100% ▪ general relation of body movements to rhythm
7.00 – 6.25 ABOVE AVERAGE	<ul style="list-style-type: none"> ▪ above average knee action ▪ generally good on Pass/turns 75% of the time ▪ maintain speed and flow well ▪ above average skill range 	<ul style="list-style-type: none"> ▪ above average carriage ▪ both are able to project 75% of time 	<ul style="list-style-type: none"> ▪ movements in character 75% of time ▪ some reflection of nuances 	<ul style="list-style-type: none"> ▪ timing: 90% correct ▪ timing of footwork accurate ▪ on strong beat: 100% ▪ some body movements reflect rhythm
6.00 – 5.25 AVERAGE	<ul style="list-style-type: none"> ▪ some knee action ▪ some ability on Pass/turns and rotating in both directions ▪ even speed and flow throughout ▪ average skill range 	<ul style="list-style-type: none"> ▪ average carriage with some breaks ▪ projection skills variable but is able to project 	<ul style="list-style-type: none"> ▪ correct expression of rhythms ▪ some motivated movements 	<ul style="list-style-type: none"> ▪ timing: 80% correct ▪ occasional timing errors but generally on time ▪ on strong beat: 100% ▪ some body movements do not reflect rhythms

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

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
1	Costume / prop violations E.g : skirt for the girls and the bust covered unless 50 %	-1.0	Judges (including JA) with the majority – No Deduction if 50 50
2	Part of the costume / decoration fall on the ice	-1.0	Referee
3	Interruption in performing the program 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.	-0.5 -1.0 -1,5 Withdrawn	Referee
4	Fall 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.	- 0.5 (per partner and per fall)	Technical Panel
5	3 minutes allowed by referee after an interruption in the program to resume from the point of interruption	-2.5	Referee 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.
6	Late Start	-1.0	Referee
7	Choice of music for Pattern Dance Solo Pattern Dance if choice of music is allowed: - Not providing music support - Choice of track n ° 6 - Not according with style / rhythm - Violation of required tempo - Exceeding the maximum permitted duration - in increments of 5 sec.	-0.5 -1.0 -1.0 -1.0 -1.0	Referee Judges (including JA) with the majority Judges (including JA) with the majority Referee Referee

Deductions (Solos)

	Description	Penalty	Who is responsible
1	Costume / prop violations E.g : skirt for the girls and the bust covered unless 50 %	-1.0	Judges (including JA) with the majority – No Deduction if 50 50
2	Part of the costume / decoration fall on the ice	-1.0	Referee
3	Interruption in performing the program 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.	-0.5 -1.0 -1,5 Withdrawn	Referee
4	Fall : per fall 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.	- 1 (Junior/Senior) - 0,5 (Other categories)	Technical Panel
5	3 minutes allowed by referee after an interruption in the program to resume from the point of interruption	- 5 (Junior/Senior) - 2,5 (Other categories)	Referee 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.
6	Late Start	-1.0	Referee
7	Choice of music for Pattern Dance Couple Pattern Dance if choice of music is allowed: - Not providing music support - Choice of track n ° 6 - Not according with style / rhythm - Violation of required tempo - Exceeding the maximum permitted duration - in increments of 5 sec.	-0.5 -1.0 -1.0 -1.0 -1.0	Referee Judges (including JA) with the majority Judges (including JA) with the majority Referee Referee

- **Music choice for Pattern Dances**

In accordance with Rule 3.5.4, the categories and pattern dances for which the Competitors may provide their own music are as follows:

- All Pattern Dances of all the solo categories of Tournoi de France, Coupe de France and the French Solos Championships.
- All Pattern Dances of the category Benjamin Couples of Tournoi de France and the French Championships.

Brief summary of the main rules applicable:

- The same rules as those put in place by ISU for the choice of the music of the Basic and Advanced Novice couples are applicable, namely:
 - * The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The tempo must be constant and consistent with the required tempo throughout the Pattern Dance (see ISU Handbook Ice Dance 2003) with plus or minus 2 beats per minute.
 - * The chosen music can be an ISU music tune. In this case, only tunes 1 to 5 can be chosen and the competitor must also provide the own CD of the music.
 - * It is specified that the beginning of the first step of the dance must be on beat 1 of a measure (unless otherwise stated in the dance description).
 - * Violation of music requirements, tempo specifications or lack of provision of the music CD will be penalized by a deduction (see before)
 - * In order to control the duration of the competitions, the introductions will have the obligation to respect the maximum durations indicated in the table below. In case of overrun, the "Violation of Duration" deduction will be applied (1 point for each additional 5 ").
 - * Unexpected tempo checks may be performed.

Pattern Dance	Duration of Step Sequences	Maximum Total Time (from the first movement of the skater to the complete stop of the skater)
Ten Fox	58 s	1 min 40 s
Valse Willow	1 min 12 s	1 min 50 s
Tango Fiesta	53 s	1 min 35 s
European Waltz	48 s	1 min 30 s
Fox Trot	1 min 07 s	1 min 50 s
Pas de 14	43 s	1 min 25 s
Rocker Fox Trot	1 min 05 s	1 min 45 s

American Waltz	58 s	1 min 40 s
Kilian	50 s	1 min 30 s
Tango	58 s	1 min 40 s
Starlight Waltz	1 min 10 s	1 min 50 s
Paso Doble	51 s	1 min 35 s
Blues	1 min 14 s	1 min 55 s
Westminster Waltz	58 s	1 min 40 s
Quick Step	1 min	1 min 40 s
Silver Samba	59 s	1 min 40 s