

Communication No. 2374

ICE DANCE GUIDELINES FOR INTERNATIONAL NOVICE COMPETITIONS 2021/22

It is a requirement for certain Technical Rules to be announced annually by the Ice Dance Technical Committee **and all other rules are published in Special Regulations & Technical Rules:**

- General Rules
- Requirements defined in the Technical Rules as valid for one season only:
 - Pattern Dances for International Competitions (including Key Points and Key Point Features)
 - Music requirements for Pattern Dances for International Competitions,
 - Marking guide for Components for Pattern Dances
 - Required Elements for Free Dance

The Communication "Requirements for Technical Rules with ongoing validity, effective July 1, 2021" will include:

- Marking Guide for GOE for Pattern Dances and Free Dance
- Criteria for Levels for all Required Elements
- Marking Guide for Components for Free Dance

Tubbergen,
February 15, 2021
Lausanne,

Jan Dijkema, President

Fredi Schmid, Director General

GENERAL INFORMATION 2021/22

Entries

Entries to the competitions are made by the ISU Members (for International Competitions) or Sections/Clubs (for Interclub Competitions), which must be a member of the ISU Member, based on the age and the level of the Skaters.

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Age restriction	has not reached the age of thirteen (13)	has not reached the age of fifteen (15)	has reached the age of ten (10) and has not reached the age of fifteen (15) for girls (Singles/Pairs Skating/Ice Dance) and boys (Single Skating) and seventeen (17) for boys (Pair Skating/Ice Dance)

**ALL DEDUCTIONS FOR NOVICE CATEGORIES ARE HALF THE NORMAL DEDUCTIONS FOR JUNIOR/SENIOR.
THE CHART WITH ALL DEDUCTIONS IS INCLUDED ON PAGE 12-13 FOR NOVICE CATEGORIES.**

Officials:

- a) ISU Rules 420 on the composition of the panel of Officials apply, except for the international qualification of the Officials. In each event there must be at least one (1) Judge and one (1) member of the Technical Panel acting with an international qualification. In addition all ISU Rules regarding requirements for Officials, including but not limited to age limits, are applicable with respect to International Novice Competitions, also for Officials with national qualifications only.
- b) The same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Junior and Senior International Competitions.
- c) Rules 433, paragraphs 1 and 2 regarding the Report of the Referee and the Report of the Technical Controller for Advance Novice apply.

General Information for Pattern Dances – All Novice Categories

Calling Process without Key Points: Basic Novice	Technical Panel identifies Sequences/Sections of the Pattern Dance as Basic Level when 50% of the Sequence/Section is completed by both partners; Level 1 when 75% of the Sequence/Section is completed by both partners Technical Panel also identifies and calls falls.
Calling Process with Key Points: Intermediate and Advance Novice	Technical Panel determines the Level of every Section/Sequence. At Intermediate Novice up to Level 2 and Advanced Novice up to Level 3
For events with two Pattern Dances	The total score for each PD will be multiplied by a factor of 0.5 in Basic Novice, 0.75 in Intermediate Novice and 1.0 in Advanced Novice

MUSIC REQUIREMENTS FOR PATTERN DANCES FOR INTERNATIONAL COMPETITIONS

Rule 707, paragraph 5 provides that, in International Competitions, the current series of ISU Ice Dance music shall be used for the Pattern Dance unless the Ice Dance Technical Committee has decided that the music for one or several Pattern Dances is to be provided by the Couple, following certain requirements. For season 2021/22, Couples shall provide their own music for all Pattern Dances. According to Rule 707 paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a "Pattern Dances Program time" deduction according to Rule 353, paragraph 1. n) shall apply. Other International Competitions and International Adult Competitions: As announced by the organizer in the announcement of the competition. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dancing 2003) plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms.

PATTERN DANCES 2021/22

All Novice categories		<p>All Pattern Dances will be skated in the order listed and must be performed with the first sequence executed in front of the judges' stand. If not, the Referee will stop the couple and instruct them to restart on the correct side without deduction. The first Step of the dance must be on beat 1 of a measure.</p> <p>Couples shall provide their own music for all Pattern Dances. May be ISU Ice Dance music (tune 1-5).</p> <p>Each team's music for the official practice will be played for both Pattern Dances (Each couple skate the first Pattern Dance to their own music and then each couple skate the second dance to their own music)</p> <p>Warm-up 3 minutes, max 6 couples. The first 30 seconds are without music, followed by 2 minutes and 30 seconds of the 6th tune of the ISU Ice Dance music has to be played</p>					
		Pattern Dance	# of sequences	Music	Pattern	Components Factors 0.7	Warm up Music
Basic Novice	Pattern Dance 1	Foxtrot	4 Sequences	Foxtrot 4/4; Tempo 25 measures of 4 beats (100 beats per minute) plus or minus 2 beats per minute	Set Pattern	Skating Skills	the 6 th (last) tune of the Foxtrot ISU Ice Dance music
	Pattern Dance 2	Dutch Waltz	2 Sequences	Waltz ¾; Tempo (the same as "European Waltz") 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern	Performance Timing	the 6 th (last) tune of the European Waltz ISU Ice Dance music
	Pattern Dance 3	Rhythm Blues	3 Sequences	Blues 4/4; Tempo 22 measures of 4 beats (88 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (last) tune of the Blues ISU Ice Dance music
Intermediate Novice	Group 3 Pattern Dance 1	Foxtrot	4 Sequences	Foxtrot 4/4; Tempo 25 measures of 4 beats (100 beats per minute) plus or minus 2 beats per minute	Set Pattern	Skating Skills	the 6 th (last) tune of the Foxtrot ISU Ice Dance music
	Group 3 Pattern Dance 2	European Waltz	2 Sequences	Waltz ¾; Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern	Performance Timing	the 6 th (last) tune of the European Waltz ISU Ice Dance music
	Group 4 Pattern Dance 1	Kilian	6 Sequences	March 2/4 and 4/4: 58 measures of 2 beats per minute and 29 measures of 4 beats per minute (116 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6 th (last) tune of the Kilian ISU Ice Dance music
	Group 4 Pattern Dance 2	Starlight Waltz	2 Sequences 4 Sections Steps 1-17 & 18-32	Waltz ¾; Tempo 58 measures of 3 beats (174 beats per minute) plus or minus 3 beats per minute	Set Pattern	the 6 th (last) tune of the Starlight Waltz ISU Ice Dance music	
Advanced Novice	Pattern Dance 1	Westminster Waltz	2 Sequences 4 Sections Steps 1-10 & 11-22	Waltz ¾; Tempo 54 measures of 3 beats (162 beats per minute) plus or minus 3 beats per minute	Optional	Skating Skills Performance Interpretation Timing	the 6 th (last) tune of the Westminster Waltz ISU Ice Dance music
	Pattern Dance 2	Blues	3 Sequences	Blues 4/4; Tempo 22 measures of 4 beats (88 beats per minute) plus or minus 2 beats per minute	Optional		the 6 th (last) tune of the Blues ISU Ice Dance music

PATTERN DANCE PERCENTAGE OF STEPS INFORMATION (SEASON 2021/22)

CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	No of Steps				
						10%	25%	50%	75%	90%
Basic Novice	Foxtrot	98 -102 bpm	16.5 – 17.1	4 Sequences	14	1	4	7	11	13
	Dutch Waltz	132-138 bpm	20.4 – 21.3	2 Sequences	16	2	4	8	12	14
	Rhythm Blues	86-90 bpm	21.3 – 22.3	3 Sequences	16	2	4	8	12	14
Intermediate Novice	Foxtrot	98-102 bpm	16.5 – 17.1	4 Sequences	14	1	4	7	11	13
	European Waltz	132-138 bpm	23.6 – 24.4	2 Sequences	18	2	5	9	14	16
	Kilian	114-118 bpm	8.1 – 8.5	6 Sequences	14	1	4	7	11	13
	Starlight Waltz	171 – 177 bpm	34.6 – 35.6	2 Sequences/4 Sections Section One: Steps 1-17 Section Two: Steps 18 - 32	17 15	2 2	4 4	9 8	13 11	15 14
Advanced Novice	Westminster Waltz	159 - 165 bpm	28.4 – 29.5	2 Sequences/4 Sections Section One: Steps 1-10 Section Two: Steps 11 - 22	11 13	1 1	3 4	6 7	9 11	10 12
	Blues	86 - 90 bpm	24.0 – 25.2	3 Sequences	18 17	2 2	5 4	9 9	14 13	16 15

KEY POINTS AND KEY POINTS FEATURES FOR PATTERN DANCES SEASON 2021/22

INTERMEDIATE NOVICE

Characteristics of Levels for Intermediate Novice Pattern Dances:

Basic Level	Level 1	Level 2
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners	1 Key Point is correctly executed

Foxtrot

Each Sequence (FT1Sq, FT2Sq, FT3Sq, FT4Sq)	Key Point Lady Steps 11-14 (LFO CIMo, RBO, LFI, RFI) & Man Steps 11a-14 (RBO, LBI-Pr, RBO, LFI, RFI)
Key Point Features	1. Correct Edges 2. Correct Turn 3. CIMo – Correct placement of the free foot

European Waltz

Each Sequence (EW1Sq, EW2Sq)	Key Point Lady Steps 6-8 (RBO, LBO, RFO3) & Man Steps 6-8 (LFO, CR-RFO3, LBO)
Key Point Features	1. Correct Edges 2. Correct Turn

Kilian

Each Sequence (KI1Sq, KI2Sq, KI3Sq, KI4Sq, KI5Sq, KI6Sq)	Key Point Lady & Man Steps 3-5 (LFO, RFO, LFO)
Key Point Features	1. Correct Edges

Starlight Waltz

Each Section: Steps 1-17 (SW1Sq1Se & SW2Sq1Se)	Key Point 1 Man Steps 9-10 (LFOI, RFO-SwR)	Each Section: Steps 18-32 (SW1Sq2Se & SW2Sq2Se)	Key Point 1 Lady Steps 21-22 (LFI, OpMo, RBI)
Key Point Features	1. Correct Edges 2. Correct Change of edge (#9)	Key Point Features	1. Correct Edges 2. Correct Turn

ADVANCED NOVICE

Characteristics of Levels for Advanced Novice Pattern Dances:

Basic Level	Level 1	Level 2	Level 3
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners	1 Key Point is correctly executed	2 Key Points are correctly executed

Westminster Waltz

Each Section: Steps 1-10 (WW1Sq1Se & WW2Sq1Se)	Key Point 1 Lady Steps 5-7 (LFI OpMo, RBI, LBO)	Key Point 2 Man Steps 5-7 (LFI OpMo, RBI, LBO)
Key Point Features	1. Correct Edges 2. Correct Turn 3. Correct placement of the free foot	1. Correct Edges 2. Correct Turn 3. Correct placement of the free foot
Each Section: Steps 11-22 (WW1Sq2Se & WW2Sq2Se)	Key Point 1 Lady Steps 15-16 (RFI3, CR-LBO)	Key Point 2 Man Steps 22 (RFOI-SwR)
Key Point Features	1. Correct Edges 2. Correct Turn	1. Correct Edges 2. Correct swing of the free leg

Blues

Each Sequence (BL1Sq, & BL2Sq BL3Sq)	Key Point 1 Lady Step 12-13 (LFI-CICho, RBO)	Key Point 2 Man Step 12-13 (LFI-CICho, RBO)
Key Point Features	1. Correct Edges 2. Correct Turn 3. Correct placement of the free foot	1. Correct Edges 2. Correct Turn 3. Correct placement of the free foot

* Cross Roll (Forward/Backward) - Requirement/description: Cross Roll (Forward/Backward) – A Roll started with the action of the free foot approaching the skating foot from the side and passing continuously the skating foot on ice to the next outside curve. At the same time, the body weight transfers from one outside curve to the new outside curve to create a “rolling movement”. Following this action, an outside edge is required

**For Cross Rolls, the free foot passes the skating blade/foot and is placed on the ice in front/back of the skating blade/foot. There is no requirement for the new skating blade to be on an outside edge when it is placed on the ice.

Note: A change of edge within the last beat of the step is permitted to prepare the push/transition to the next step.

MARKING GUIDE FOR PROGRAM COMPONENTS – Pattern Dances

Characteristics of Components				
RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF PERFORMANCE	CHARACTERISTICS OF INTERPRETATION	CHARACTERISTICS OF TIMING
<p>10.0</p> <p>OUTSTANDING</p> <p>With a serious error, 10 cannot be awarded</p>	<ul style="list-style-type: none"> ▪ precise transfer on lobe transitions ▪ deep/fluid knee action ▪ elegant, precise steps/turns ▪ seamless ability to turn in both directions ▪ considerable speed and power ▪ extensive skill range for both ▪ both are superb 	<ul style="list-style-type: none"> ▪ move as one with flawless, matching unison and change of hold ▪ elegant/sophisticated style ▪ refined line of body and limbs ▪ both spellbinding ▪ projection exceptional by both 	<ul style="list-style-type: none"> ▪ wide range of inspired movements/gestures from the “heart” ▪ skaters stay “in themselves” or “in character” for the whole dance ▪ use of nuances as one ▪ 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
<p>9.75 – 9.00</p> <p>EXCELLENT</p> <p>With serious errors, 9 cannot be awarded</p>	<ul style="list-style-type: none"> ▪ precise transfer on lobe transitions ▪ deep/fluid knee action ▪ elegant, precise steps/turns ▪ seamless ability to turn in both directions ▪ considerable speed and power ▪ extensive skill range for both ▪ both are superb 	<ul style="list-style-type: none"> ▪ move as one with flawless, matching unison and change of hold ▪ elegant/sophisticated style ▪ refined line of body and limbs ▪ both spellbinding ▪ projection exceptional by both 	<ul style="list-style-type: none"> ▪ wide range of inspired movements/gestures from the “heart” ▪ skaters stay “in themselves” or “in character” for the whole dance ▪ use of nuances as one ▪ 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
<p>8.75 – 8.00</p> <p>VERY GOOD</p>	<ul style="list-style-type: none"> ▪ deep supple knee action and robust stroking ▪ stylish, precise, neat on steps/turns ▪ easy action on turns in both directions ▪ broad skill range for both 	<ul style="list-style-type: none"> ▪ coordinated movements and excellent matching ▪ effortless change of hold ▪ very good carriage & lines ▪ both project strongly 	<ul style="list-style-type: none"> ▪ skaters 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
<p>7.75 – 7.00</p> <p>GOOD</p>	<ul style="list-style-type: none"> ▪ strong, flexible knee action ▪ polished and clean steps/turns ▪ reasonable speed and strong stroking ▪ wide skill range for both 	<ul style="list-style-type: none"> ▪ move as couple ▪ matched and change holds with ease ▪ good carriage/lines ▪ both project most of time 	<ul style="list-style-type: none"> ▪ skating/music integrated – variable motivation ▪ skaters stay in character with rhythm for most of the dance ▪ reflect nuances ▪ good partner relationship 	<ul style="list-style-type: none"> ▪ timing: 70% correct ▪ timing of footwork very good on strong beat: 70% ▪ general relation of body movements to rhythm
<p>6.75 – 6.00</p> <p>ABOVE AVERAGE</p>	<ul style="list-style-type: none"> ▪ above average knee action ▪ generally good on steps/turns 60% of the time ▪ maintain speed and flow well ▪ above average skill range for both 	<ul style="list-style-type: none"> ▪ above average unison-move as couple 60 % of the time ▪ above average line of body and limbs and above average carriage ▪ both are able to project 60% of time 	<ul style="list-style-type: none"> ▪ movements in character 60% of time ▪ some reflection of nuances ▪ partner relationship 60% of the time 	<ul style="list-style-type: none"> ▪ timing: 60% correct ▪ timing of footwork accurate ▪ on strong beat: 60% ▪ some body movements reflect rhythm

Characteristics of Components				
RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF PERFORMANCE	CHARACTERISTICS OF INTERPRETATION	CHARACTERISTICS OF TIMING
5.75 – 5.00 AVERAGE	<ul style="list-style-type: none"> ▪ some knee action ▪ some ability on steps/turns and rotating in both directions ▪ even speed and flow throughout ▪ average skill range for both 	<ul style="list-style-type: none"> ▪ unison broken occasionally ▪ average carriage/lines with some breaks ▪ consistent pleasing line of body and limbs ▪ projection skills variable but both are able to project 	<ul style="list-style-type: none"> ▪ one partner has motivated moves ▪ moderate use of accents/nuances ▪ average expression of rhythms and use of accents/nuances ▪ average emotional connection to music ▪ reasonable partner relationship 	<ul style="list-style-type: none"> ▪ timing: 50% correct ▪ occasional timing errors but generally on time ▪ on strong beat: 50% ▪ some body movements do not reflect rhythms
4.75 – 4.00 Fair	<ul style="list-style-type: none"> ▪ variable knee action ▪ fair skill on steps and turns ▪ skills level similar ▪ consistent speed and flow only 40% of the time 	<ul style="list-style-type: none"> ▪ unison sometimes broken ▪ carriage /lines variable, mostly pleasing posture ▪ reasonable line of body and limbs ▪ only one projects or both project only 40% of the time 	<ul style="list-style-type: none"> ▪ correct expression of rhythm ▪ some motivated moves ▪ partner relationship 40% of the time 	<ul style="list-style-type: none"> ▪ timing at least 40 % correct ▪ some minor timing errors but often mostly on time ▪ but on strong beat: 40% ▪ many body movements do not reflect rhythms
3.75 – 3.00 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 for both and occasional differing ability 	<ul style="list-style-type: none"> ▪ inconsistent holds & often move separately – variable unison ▪ variable line of body and limbs/carriage though occasionally acceptable ▪ only one projects 30% of the time 	<ul style="list-style-type: none"> ▪ some appropriate use of rhythm but expression is fair and they weave in and out of character ▪ some motivated moves ▪ some partner relationship 	<ul style="list-style-type: none"> ▪ timing only 30% correct ▪ some parts off time ▪ or on strong beat: only 30 % ▪ some of body movements off time
2.75 – 2.00 Poor	<ul style="list-style-type: none"> ▪ little power – toe pushing more than 80% of the time or wide stepping ▪ at ease only on simple turns ▪ variable skills with one weaker in sections 	<ul style="list-style-type: none"> ▪ inconsistent stability in holds and some unison breaks ▪ poor line of body and limbs/carriage/extensions ▪ limited projection skills – both cautious 	<ul style="list-style-type: none"> ▪ some steps use music, but not connected to rhythm ▪ poor use of accents and nuances ▪ occasional partner relationship 	<ul style="list-style-type: none"> ▪ timing less than 20% correct ▪ on strong beat: only 20% ▪ most body movements off time
1.75 – 1.00 Very poor	<ul style="list-style-type: none"> ▪ slow, little flow ▪ frequent toe-pushing or wide-stepping ▪ stroking on one side weak ▪ very poor basic skills with one being “carried” in sections 	<ul style="list-style-type: none"> ▪ struggle in holds & unison– ▪ out of unison and poor matching ▪ very poor line of body and limbs/carriage/extensions ▪ very limited projection skills 	<ul style="list-style-type: none"> ▪ moves seem unrelated to rhythm/character ▪ minimal attention to nuances ▪ little or no partner relationship 	<ul style="list-style-type: none"> ▪ timing less than 20% correct ▪ on strong beat: less than 20% ▪ major portion of dance off time ▪ timing of body movements lacks control
0.75 – 0.25 Extremely poor	<ul style="list-style-type: none"> ▪ off balance ▪ struggle with steps/turns ▪ lack of speed and flow ▪ extremely poor basic skills for both 	<ul style="list-style-type: none"> ▪ unstable holds, uncontrolled unison and matching ▪ extremely poor line of body and limbs/carriage/extensions ▪ projection skills lacking – both laboured 	<ul style="list-style-type: none"> ▪ isolated and apparently random gestures not related to character/nuances/accents ▪ no partner relationship – two “solos” 	<ul style="list-style-type: none"> ▪ entirely off time ▪ not on strong beat at all

Note: - If a Fall affects the rest of the dance or part of the dance, certain characteristics of one or several Components may be impacted. A Fall is considered as a serious error.
- With a serious error, 10 cannot be awarded for any Component
- With serious errors, marks in 9's cannot be awarded for any Component.

▪ **FREE DANCE REQUIRED ELEMENTS: BASIC, INTERMEDIATE, ADVANCED NOVICE**

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Levels	Called to maximum Level 1	Called to maximum Level 2	Called to maximum Level 3
Lifts	—	Maximum 1 Short Lifts Maximum 7 seconds each Choice of Straight line, Curve, Stationary or Rotational lift	Maximum 1 Short Lifts Maximum 7 seconds each Choice of Straight line, Curve, Stationary or Rotational lift
Dance Spins	1	1	1
Step Sequences	—	—	1 Style B Circular or serpentine, midline or diagonal Performed in Hold
Synchronized Twizzles (FD Variation)	1	1	1
	<ul style="list-style-type: none"> At least two twizzles for each partner with a minimum of 2 and up to 4 steps between 1st and 2nd twizzles (each push and/or transfer of weight while on two feet between twizzles is considered as a step) - Partners must be in contact at some point between the 1st and 2nd twizzles <p><i>Set of Synchronized Twizzles is evaluated as one unit by adding the Base Values of the Lady Set of Twizzles and Man Set of Twizzles and then applying the GOE.</i></p>		
Choreographic Elements	Two (2) Choreographic Elements: <ul style="list-style-type: none"> One (1) of which must be a Choreographic Character Step Sequence And <ul style="list-style-type: none"> One (1) additional chosen from: Choreographic Lift Choreographic Spinning Movement Choreographic Twizzling Movement Choreographic Sliding Movement 		Two (2) Different Choreographic Elements chosen from: Choreographic Lift Choreographic Spinning Movement Choreographic Twizzling Movement Choreographic Sliding Movement Choreographic Character Step Sequence

Note: Specifications to Step Sequence Style B, Free Dance 2021/22:

Retrogression - one (1) permitted – must not exceed two measures of music

Not permitted: Stops, Loops, Hand in hand hold with fully extended arm, Separations of more than 2 arms length and/or exceeding 5 seconds

The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

Note: For Basic Novice and Intermediate Novice (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified but shall not be confirmed (No Value). The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.

Definition of Choreographic Elements:

- **Choreographic Lift:** Dance Lift of minimum 3 seconds and up to ten (10) seconds
The following requirements apply:
 - performed after all the other required Dance Lifts
- **Choreographic Spinning Movement:** spinning movement performed anywhere in the program, during which both partners perform at least 2 continuous rotations in any hold,
The following requirements apply:
 - on one foot or two feet or one partner being elevated for less than 2 rotations, or a combination of the three,
 - on a common axis which may be moving.
- **Choreographic Twizzling Movement:** twizzling movement performed after the required Set of Twizzles, composed of 2 parts.
The following requirements apply:
 - for both parts: on one foot or two feet or a combination of both,
 - for the first part: at least 2 continuous rotations performed simultaneously and both partners must travel (cannot be on the spot)
 - for the second part: at least one of the partners has to perform at least 2 continuous rotations and one or both partners can be on the spot or traveling or a combination of both.
- **Choreographic Sliding Movement:** performed anywhere in the program, during which both partners perform sliding movements on the ice.
The following requirements apply:
 - Sliding movement by both partners at the same time on any part of the body for at least 2 seconds. The start and ending of the Choreographic Sliding Movement does not have to be performed simultaneously.
 - May be in hold or not touching, or a combination of both and may also rotate.
 - Controlled Sliding on 2 knees or any part of the body will not be considered as a Fall/Illegal Element by the Technical Panel during this element.
 - Sliding Movement which finishes as a stop on 2 knees or sitting/lying on the ice is identified as a Choreographic Sliding Movement and a deduction for Fall/Illegal Element is applied.
 - Performing basic lunge movement by both partners at the same time will NOT be considered as a Choreographic Sliding Movement.
- **Choreographic Character Step Sequence**
The following requirements apply:
 - Performed anywhere in the program
 - Must be placed around the Short Axis (within 10 meters on either side of the Short Axis) and must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when at least one of the partners is not more than 2 meters from each barrier.
 - May be in hold or not touching
 - Touching the ice with hand(s) is allowed
 - Distance between partners is permitted as a maximum of 4 arms lengths apart (4 meters)

General Information for Free Dance

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Duration of Free Dance	2 minutes (+/- 10 seconds)	2 minutes 30 seconds (+/- 10 seconds)	3 minutes (+/- 10 seconds)
	Program time: Referee deduction: -0.5 up to every 5 sec lacking or in excess		
Duration of Warm-up	Free Dance (All Novice categories): three (3) minutes, maximum five (5) Couples.		
Components Factors 1.0	<ul style="list-style-type: none"> • Skating Skills • Performance • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Performance • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transition • Performance • Interpretation
Music	<ul style="list-style-type: none"> • All music, including classical music, must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colorful, entertaining dance program with different dance moods or a building effect • Must have at least one obvious change of tempo/rhythm and expression; this change may be gradual or immediate but in either case it must be obvious • Must be suitable for the couple's skating skills and technical ability • May be vocal and must be suitable for ice dance as a sport discipline • Must have an audible rhythmic beat and melody, or audible rhythmic beat alone, but not melody alone • May be without an audible rhythmic beat for up to 10 seconds at beginning or end of the program • May be without an audible rhythmic beat for up to 10 seconds during the program 		Music Requirements: Referee + Judges Deduction: -1.0 per program
Stops	<ul style="list-style-type: none"> • After the clock is started with the first movement, couple must not remain in one place for more than 10 seconds • During the program, unlimited full stops of up to five (5) seconds are allowed 		Choreography restrictions: Applied to violations outside of elements Referee + Judges Deduction: -0.5 per program
Separations	<ul style="list-style-type: none"> • The number of separations to execute transitional footwork or moves is unrestricted • Distance allowed is maximum 2 arms length apart during separations (except during Choreographic Character Step Sequence) • Duration of each separation (excluding Required Elements) can be no more than 5 seconds • Separations at the beginning and/or end of the program may be up to 10 seconds, no restrictions on the distance of separation 		
Touching ice with hand(s)	<ul style="list-style-type: none"> • Not permitted (except during Choreographic Sliding Movement and Choreographic Character Step Sequence) 		

Who is responsible? – ID Deduction Chart – Novice 2021/2022

Description	Penalty	Who is responsible
Program time violation – Free Dance – as per Novice Communication	0.5 up to every 5 seconds lacking or in excess	Referee***
Illegal Elements / Movements – as per Rules 709 para 3 and 710 para 3 a) sitting on the partner's head; b) standing on the partner's shoulder; c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees); d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) or without the assistance of hand(s)/arm(s); f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head); g) Jumps (or throw jumps) of more than one (1) revolution or jumps of one (1) revolution skated at the same time by both partners; h) Lying on the ice; A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.	-1.0 per violation	Technical Panel** Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands. If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Level 1 if the requirements for at least Level 1 are fulfilled. Otherwise the element will be called Basic Level if the requirements of Basic Level are fulfilled or No Level.
Program time violation -Pattern dance– as per Rule 706, para 6	- 0.5 up to every 5 seconds in excess of permitted time after the last prescribed step in the Pattern Dance to the ending movement/pose	Referee***
Costume / prop violations – as per Rule 501, para 1	-0.5 per program	Referee*** + Judges*
Part of the costume / decoration fall on the ice – as per Rule 501, para 1	-0.5 per program	Referee***
Fall - per fall by one partner - per fall by both partners · 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 (Rule 503, para 1).	-0.5 -1.0	Technical Panel**
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-0.5	Referee***
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. An interruption is defined as the time elapsed between the moment a Skater stops performing the program until the moment he resumes performing the program (Rule 503, para 2)	-0.5 -1.0 -1.5	Referee*** If an Interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the Couple is withdrawn.
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption (Rule 515, para 3.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) and 843, paragraph 1.n), the Referee must give specific instructions to the system operator and check the correct input in each instance.	-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.
Extra Elements Extra Element – for each Lift or Spin within a Step Sequence (e.g. RoLi+ExEl, Sp+ExEl) Additional Element – by computer verification, for elements not according to the "Well-Balanced Free Dance Program (e.g. CuLi*)	-0.5 per element Element receives no value	Computer applies deduction. Technical Controller authorizes or corrects the Call and confirms the deduction applied.

Violation of choreographic restrictions Free Dance: as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication.	-0,5 per program	Referee*** + Judges*
Lifts exceeding permitted duration – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift)	-0.5 per Lift	Referee***
Music requirements – according to Rule 707, paragraph 5 (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.	-1.0 per program	Referee*** + Judges*
Tempo specifications – according to Rule 707, paragraph 5 (Tempo): the tempo throughout the required Sequences must be constant and in accordance with the required tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003 and patterns and descriptions for Basic Novice Pattern Dances published on the ISU website)	-0.5 per program	Referee***
* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above mentioned deductions.		
** Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialists stands.		
***As the values of these deductions are different from the standard ones provided by Rule 353, paragraph 1.n), the Referee must give specific instructions to the system operator and must check the correct input in each instance		

EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER (Novice)

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 4 beats or less in PD. (Int and Adv Novice only)	If the PD is interrupted 4 beats or less – the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "<" to indicate an interruption of 4 beats or less. Example for Advanced Novice: Yes, Yes, Level 3 becomes Level 2. Example for Intermediate Novice: Yes, Level 2 becomes Level 1.
<<	= reduce by 2 Levels, interruption of more than 4 beats in PD (Int and Adv Novice only)	If the PD is interrupted more than 4 beats, the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "<<" to indicate an interruption of more than 4 beats. Example for Advanced Novice: Yes, Yes, Level 3 becomes Level 1. Example for Intermediate Novice: Yes, Level 2 becomes Basic Level.
!	= NO Level, interruption of more than 50% of the PD	If the PD is interrupted by more than 50% of the steps, the Technical Specialist calls the Key Points as performed, identifies with the Pattern Dance Name and "No Level" adding sign "attention". It is reported on the Judges Details per Skater chart as: "!" to indicate that less than 50% of the Pattern Dance has been completed. Example: Yes, Yes, Level 3 becomes No Level
>	= -0.5 point deduction for extended Dance Lift	If the duration of the Dance Lift is longer than permitted time, the Referee applies the deduction of <u>-0.5</u> point – the duration of the Lift is confirmed by the Referee electronically
ExEI	= -0.5 point deduction for "Extra Element"	If a Lift(s) or Spin(s) occurs within a Step Sequence (e.g. RoLi+ExEI, Sp+ExEI) a Deduction of <u>-0.5</u> will apply.
*	= -0.5 point deduction for "Additional Element" not according to requirements	If an Additional Element(s) occurs which is not according to the "Well-Balanced Free Dance Program" a deduction of <u>-0.5</u> will apply.
F	= Fall in Element, 0.5 per Fall per Partner	If there is a Fall(s) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
S	= reduced by 1 Level, separation of hold/contact/touch during the SyTw.	If partners are NOT in Hold/contact/touch during the Synchronized Twizzles (FD) the Level shall be reduced by 1 Level (per each partner for SyTw)