INTERNATIONAL SKATING UNION

Communication No. 1391

ICE DANCING

1. COMPULSORY DANCES 2006/2007

In accordance with Rule 539 paragraphs 1 & 2, for all ISU Championships and International Competitions in 2006/2007, the compulsory dances are announced as follows (the order is in accordance with the renumbering that will be published in the Ice Dance Handbook):

JUNIOR EVENTS		SENIOR EVENTS	
# 9	Starlight Waltz	# 6	Westminster Waltz
# 20	Silver Samba	# 11	Golden Waltz
# 25	Midnight Blues	# 17	Rhumba

In accordance with Rule 539 paragraph 2, a), b), c) and d) the dances to be skated will be drawn as follows:
2007 Four Continents and European Championships: One (1) Compulsory Dance from the Senior dances listed above shall be drawn at the Senior Grand Prix Final and announced to the Members by the ISU Secretariat. The same dance shall be skated at both Championships.

2007 World Championships: One (1) Compulsory Dance from the Senior dances listed above shall be drawn at the World Junior Championships, from the dances not drawn for the Four Continents and European Championships and announced to the Members by the ISU Secretariat.

2007 Junior World Championships: One (1) Compulsory Dance from the Junior dances listed above shall be drawn at the Four Continents Championships and announced to the Members by the ISU Secretariat.

2. REVISIONS TO COMPULSORY DANCES FOR SEASON 2006/2007

The following are changes to Descriptions, Charts and Diagrams in the Special Regulations Ice Dancing 2002 as indicated by underlining.
(All of these changes will be included with the new publication of Compulsory Dance revised Descriptions, Charts and Diagrams in the Ice Dance Handbook.)

Westminster Waltz
Revise as follows:
Description page 40 - last sentence:
Care must be taken in swinging the free legs on step 22 during the RFO so as not to interfere with the transition of hold. A one-beat change of edge onto an RFI is skated at the end of step 22 to assist in changing the lean for the restart of the dance.

Chart page 41 - Step 22:

Change Sides	22	RFO/I - Sw		5 + 1		RFO/I - Sw

Diagrams Lady page 42 & Man page 43. Revise Step 22 to read:
Step 22: from RFO – 6 to RFOI – 5 + 1

Golden Waltz

Revise as follows:

Description page 67, paragraph 2, last sentence:

On step 21, the free legs swing forward for three beats while the man lowers the lady into a semi-sitting position (where her free leg is extended forward, and her outstretched body is nearly parallel to the ice) completing the movement by lifting the lady so they both can skate side by side threes ending with front coupées. *[This deletes the "shoot the duck (Tea Pot)"position to provide a more elegant position for the lady in keeping with the original version.]*

Clarification of Description page 68, paragraph 2:

On step 31 the left hands are raised and on beat 4 the man makes a shallow drag (his step 31a), while the lady skates step 31(a). During her step 31(b) which is very difficult as she must skate a 15-count step all on one foot, there is a change of hold. The lady performs an inside three-turn on beat 1 and holds the back outside exit edge from the three for two beats and afterwards, completes a back outside twizzle of 2 rotations taking three beats. During her twizzle the man performs a RFI three-turn with a *strongly* bent knee (his step31c), The lady continues step 31b, and after the twizzle remains on her right skating leg, assuming a position with the free leg stretched in front and the body nearly parallel to the ice (her layback position). In this position she executes a back outside three-turn and then, after drawing herself up on beats 13 & 14 of the step, completes a right forward inside "twizzle-like motion" on beat 15 of the step (count 3 of the measure), then pushes onto to her LFI (step 32). Meanwhile, the man skates a two-footed three turn (his step 31d, lifts and extends his free leg on step 31e and concludes with a series of cross steps (his 31 f and g) These steps are known as the "Cascade and Dip" section.

Chart page 70

Changing	31b				1+2+3 3+3+2 + 1	RFI3+RBOTw2/ RBO3+RFI"Tw"1

Lady's Diagram page 72, step 31b

Change from RFI3-Tw2-RBO3-Tw1 – 1+2+3 3+3+3

to RFI3+RBOTw2/RBO3+RFI"Tw"1 – 1+2+3 3+3+2 + 1

Rhumba

Revise as follows:

Description page 95, Steps 6 and 15:

Paragraph 3, line 1 - Step 6 is a cross roll and step 7 is a cross behind.

Paragraph 4, after 1st sentence - The free leg swings in front before the turn. The free leg position after the turn is optional. Step 15 is a cross roll and step 16 is crossed in front in order to facilitate stepping forward to repeat the dance.

Chart page 96

	6	CR-RFO	2
	15	CR-LBO	2

Diagram page 97

Step 6: change from XF –RFO to CR –RFO

Step15: change from XB – LBO to CR-LBO

Silver Samba

Revise as follows:

Description page 103 – paragraph 3, 6th line:

Both partners then skate a cross roll LBO (step 28) and on step 29 a cross-in-front right back inside and change edge to outside with a triple swing of the free leg (forward, back, forward to coincide with the music).

Chart page 105 - Steps 28 and 29:

Kilian	27	RBO		3		RBO
	28	CR-LBO		1		CR-LBO
	29	XF-RBIO (swing free leg forward-back-forward)		1 + 3		XF-RBIO (swing free leg forward-back-forward)

Diagrams Lady page 106 & Man page 107.
Revise Steps 28 & 29 to read:

Step 28: from XB – LBO to CR LBO
Step 29: from XF –RBIO – 4 to XF –RBIO – 1 + 3

Midnight Blues
Revise as follows:
Description page 131 – paragraph 2, 2nd last line: Her RFO rocker while he turns his rocker.

Chart page 134 – Step 11 Man:

Closed	10	XF-LBI		1		LFO
	11a	RBO3	1 + 1		1	RFI Pr
	11b	– front coupeé-RFI Br - RBO – coupée behind	+5		1 + 1	Front coupée LFO3
	11c	-then extension for RBOI/ Rk (between counts 2 and 3)	+2 "and"		1 + 3 + 2 "and"	RBO3 - RFIO Rk (between counts 2 and 3)

Diagrams Man page 137:
Revise Step 11 to read:

Step 11: RBO3-RFI-Br-RBOIRk

3. GUIDELINES FOR ORIGINAL DANCE – SEASON 2006/2007

Refer to pages 5-6.

4. REQUIREMENTS FOR FREE DANCE SEASON 2006/2007

a) SENIOR: Refer to page 7.

b) JUNIOR: Refer to page 8.

Note: The following "acrobatic" movements and/or poses during the lift that are more appropriate for an exhibition rather than for sporting competitions are not allowed:

- lifting hand(s) of the lifting partner higher than his head
- lying or sitting on the partner's head
- sitting or standing on the partner's shoulder, back
- sitting on partner's boot(s)
- ~~standing on the partner's leg*~~
- lifted partner in upside down split pose (with angle between thighs more than 45 degrees).
- lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only and/or by holding the hand(s) with full arm extension by both partners.

*** Pending the Congress approval.**

5. DESCRIPTION OF LEVELS FOR SEASON 2006/2007

After receiving input from coaches the chart of description of levels has been revised. Refer to pages 9-21.

6. COMPULSORY DANCES 2007/2008

In accordance with Rule 539 paragraphs 1 & 2, for all ISU Championships and International Competitions in 2007/2008, the compulsory dances are announced as follows (the order in accordance with the renumbering that will be published in the Ice Dance Handbook):

JUNIOR EVENTS		SENIOR EVENTS	
# 7	Viennese Waltz	# 9	Starlight Waltz
# 19	Cha Cha Congelado	# 13	Yankee Polka
# 22	Argentine Tango	# 25	Midnight Blues
# 24	Blues		

7. RHYTHM FOR ORIGINAL DANCE FOR 2007/2008

For all ISU Championships and International Competitions, both Junior and Senior, the rhythm of the Original Dance will be:

Folk-Country Dance

One Type of folk-country music may be chosen.
Any variations of tempo or rhythm within a Type of Folk or Country will be permitted.
Vocal music is permitted
Duration: 2 minutes and 30 seconds (plus or minus 10 seconds)
Guidelines will be published in due course.

Milan,
May 30, 2006
Lausanne

Ottavio Cinquanta, President

Fredi Schmid, General Secretary

GUIDELINES FOR ORIGINAL DANCE FOR 2006-2007

For all ISU Championships and International Competitions, both Junior and Senior, the rhythm of the Original Dance will be:

Tango

One, two or three types of Tango may be used. If 2 types of Tango are used, one of them may be repeated.

The types of Tango are described in the "Ice Dance Music Rhythms Booklet and Compact Disc 1995" on pages 8-9.

The Dances must reflect ballroom, social and/or street dance character and style translated to the ice by flow and use of edges.

Vocal music is permitted. Variations of tempo within one selection of music are permitted. Each selection of music may have different tempo.

Duration: 2 minutes and 30 seconds (plus or minus 10 seconds).

For the Tango, the lady is permitted to wear trousers.

Required Elements – *the following required elements must be included*:
(All Required Elements should enhance and reflect the Tango rhythm and music chosen.)

- **Two (2) different types of Short Lifts - up to 6 seconds each** (but no more) chosen from:
  a) Stationary Lift
  b) Straight Line Lift
  c) Curve Lift
  d) Rotational Lift

A chosen type of pose for the lifted partner and a chosen type of position for the lifting partner may be used in only one Lift and must not be repeated in the second Lift. Otherwise this Lift will be demoted to Level 1.

Note: T*he following "acrobatic" movements and/or poses during the lift that are more appropriate for an Exhibition rather than for sporting competitions are not allowed:*

- *lifting hand(s) of the lifting partner higher than his head*
- *lying or sitting on the partner's head*
- *sitting or standing on the partner's shoulder, back*
- *sitting on partner's boot(s)*
- ~~*standing on the partner's leg*~~ *
- *lifted partner in upside down split pose*
- *lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only and/or by holding the hand(s) with full arm extension by both partners.*

**** Pending the Congress approval***

- **One (1) type of Dance Spin** (Spin or Combination Spin) – but no more.

  The scale of values has been revised so that the Spin and the Combination Spin have the same value but the requirements for levels of difficulty have been changed.
  Combined Spins and Lifts are not permitted.

- **Two (2) Step Sequences:**

  One Diagonal Step Sequence executed as fully corner to corner as possible and must be skated in dance holds or variations thereof (e.g. Foxtrot, Waltz, Tango, Kilian except Hand-in-Hand with fully extended arms). One (1) pattern retrogression of up to 2 measures of music, that may include 2 brief stops to change the direction, is permitted, but no more. Steps in the retrogression will not be counted to determine the level.

  Lifts, spins, and jumps of more than half (½) a rotation are not permitted

  AND

  One Midline (not touching) Step Sequence along the centre axis (midline) of the ice surface extending as nearly as possible for the full length of the ice surface. This sequence must incorporate matching and/or mirror footwork and one set of sequential twizzles (two twizzles on one foot for both skaters skated simultaneously with up to one step in between). No stop(s) are allowed before and/or between twizzles. During this step sequence the partners should remain as close together as possible, so that the distance between them is not more than 2 arms length, but they must not touch.

  Lifts, spins, jumps of more than half (½) a rotation, stops or pattern regressions are not permitted.

Original Dance Requirements/Restrictions

Excepts from Rule 509 are reprinted below and must be strictly observed with the following exceptions/additions as underlined:

a) The incorrect selection of music for the rhythms chosen must be penalized by the judges.

b) Only music with a rhythmic beat may be used and the couples must skate to the rhythmic beat.

c) The musical introduction to the original dance may be without beat or melody for a maximum of 10 seconds.

d) The duration of the original dance shall be 2 minutes 30 seconds plus or minus 10 seconds. The time must be reckoned from the moment when one of the couple begins to move or to skate until both partners arrive at a complete stop at the end of the program.

e) Except during the required step sequences, the pattern of the dance must proceed in a generally constant direction (either clockwise or anti-clockwise) and must not cross the long axis of the ice surface except once at each end of the rink (not more than 20 meters from the barrier).
Loops in either direction are permitted provided that they do not cross the center axis.

f) All steps, turns, rotations and changes of hold are permitted provided that they are appropriate to the rhythm. Difficult, original, varied and intricate footwork is required for both skaters. For the Linking Footwork/Movements a program that relies heavily on the use of chasses and progressives (runs), posing and one directional skating is considered to be less difficult than one containing changes of edge, rockers, choctaws and other such steps and turns, and multi-directional skating. Hops, a few toe steps, and small jumps of not more than ½ rotation are permitted. Excessive skating on two feet, by either partner or both, is considered as showing the inability to skate or maintain balance. However, 1 highlight for which one or both partner(s) are on two feet may be included (maximum duration – 5 seconds). Kneeling or sliding on two knees and/or performing a full split position on the ice is permitted if not used excessively. A program which is choreographed so that its performance extends to all sides of the arena is preferable to one directed to only the judges' side.

g) Partners must not separate except to change dance hold, to perform the midline step sequence or the permitted full stop. Separations at the beginning and/or end of the program may be up to 10 seconds in duration without restrictions on distance of the separations.

h) There are no restrictions on dance holds except for the required step sequences. Skating in Hand-in-Hand hold with fully extended arms is not allowed.

j) After the clock is started with the first movement, the couple must not remain in one place (even if doing brief extra stops which are permitted) for longer than 10 seconds. After this, up to **one** (1) full stop is permitted (maximum duration: up to 10 seconds). Any choreography appropriate to the music selection (including a separation of not more than 2 arms length apart) may be included. This full stop may not be included in the required step sequences.

REQUIRED ELEMENTS FOR FREE DANCE SEASON 2006/2007 – SENIOR

The following are the Requirements for a Well-balanced Free Dance Program that shall apply to all events for the season 2006/2007. The Free Dance Rule 510 and the definitions in Rule 504 should also apply.
The requirements have been adjusted this season (including reducing the number of elements) to allow for more variety in programs and to enable couples to use the elements and linking footwork/movements more creatively.

FOUR (4) DIFFERENT TYPES OF LIFTS, but no more selected from the following list**:**
TWO (2) of which may be chosen from the Long Lifts which must not exceed 10 seconds.

Short Lifts (Lifts not to exceed 6 seconds in duration):	**Long Lifts** (Lifts not to exceed 10 seconds in duration):
a) Stationary Lift b) Straight line Lift c) Curve Lift d) Rotational Lift	e) Serpentine Lift f) Reverse Rotational Lift g) Combination Lift

Note: *A chosen type of pose for the lifted partner and a chosen type of position for the lifting partner is permitted in only one Short Lift or in one part of the Long Lift.. Each lift in the repeated pose or position will be demoted to Level 1.*
The Referee will make deductions for lifts that exceed the permitted duration.

TWO (2) DIFFERENT STEP SEQUENCES – ONE selected from group A) and ONE selected from group B) as listed below:

Group A) Straight Line in Hold Step Sequences:
- **a) Midline:** skated along the full length of the center (long) axis of the ice surface.
- **b) Diagonal:** skated as fully corner to corner as possible.

Group B) Curved Step Sequence (anticlockwise or clockwise):
- **c) Circular:** utilizing the full width of the ice surface on the short axis of the rink
- **d) Serpentine:** commences in either direction at the center (long) axis at one end of the rink and progresses in three bold curves and ends at the center (long) axis of the opposite end of the rink; pattern utilizing the full width of the ice surface.

Note: *The scale of values has been revised so that the step sequences in Group A have the same value and the step sequences in group B have the same value.*
*Both Step Sequences may be skated in any dance hold. However a **variety** of basic types of dance holds must be included in the step sequence in order to increase the levels of difficulty.*
If the Step Sequence is not skated with the rhythm pattern of the music, the judges must reduce the GOE
Lifts, jumps of more than ½ rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in either step sequence.

ONE (1) DANCE SPIN selected from Spin or Combination Spin

Note: *One additional Dance Spin is permitted but only the first performed Dance Spin will be identified and considered in determining the level of difficulty. This additional spin will be considered by the judges in marking the Component for Linking Footwork/Movements.*
The scale of values has been revised so that the Spin and the Combination Spin have the same value but the requirements for levels of difficulty have been changed.

ONE (1) SET OF SYNCHRONIZED TWIZZLES:

- The four different twizzle entry edges are: *Forward Inside, Forward Outside, Backward Inside, Backward Outside.*
- All sets of twizzles are comprised of 2 twizzles on one foot for both partners with up to 3 steps between.
- Each twizzle shall be at least one rotation on one foot performed simultaneously (at the same time).
- Both partners must skate the same number of rotations for each twizzle.
- Only the first two Twizzles in a set of Twizzles will be considered in determining the level of difficulty of the Set.
- The skaters must travel across the ice during the turns (if the action stops they become spins).
- No stops are permitted before the first and/or second Twizzles**.**

Note: *Additional Set(s) of Synchronized Twizzles is/are permitted but only the first performed Set will be identified and considered in determining the level of difficulty. Each additional Set of Synchronized Twizzles will be considered by the judges in marking the Component for Linking Footwork/Movements.*

***Combined Spins and Lifts*: Combined spins and lifts are permitted but are to be counted as separate elements: i.e. as one of the permitted lifts and one spin.**

REQUIRED ELEMENTS FOR FREE DANCE SEASON 2006/2007 – JUNIOR

The following are the Requirements for a Well-balanced Free Dance Program that shall apply to all events for the season 2006/2007. The Free Dance Rule 510 and the definitions in Rule 504 should also apply.
The requirements have been adjusted this season (including reducing the number of elements) to allow for more variety in programs and to enable couples to use the elements and linking footwork/movements more creatively.

THREE (3) DIFFERENT TYPES OF LIFTS, but no more selected from the following list:
ONE (1) of which may be chosen from the Long Lifts which must not exceed 10 seconds

Short Lifts (Lifts not to exceed 6 seconds in duration):	**Long Lifts (**Lifts not to exceed 10 seconds in duration):
a) Stationary Lift b) Straight line Lift c) Curve Lift d) Rotational Lift	e) Serpentine Lift f) Reverse Rotational Lift g) Combination Lift

Note: *A chosen type of pose for the lifted partner and a chosen type of position for the lifting partner is permitted in only one Short Lift or in one part of the Long Lift.. Each lift in the repeated pose or position will be demoted to Level 1.*
The Referee will make deductions for lifts that exceed the permitted duration.

TWO (2) DIFFERENT STEP SEQUENCES – ONE selected from group A) and ONE selected from group B) as listed below:

Group A) Straight Line in Hold Step Sequences:
- **a) Midline:** skated along the full length of the center (long) axis of the ice surface.
- **b) Diagonal:** skated as fully corner to corner as possible.

Group B) Curved Step Sequence (anticlockwise or clockwise):
- **c) Circular:** utilizing the full width of the ice surface on the short axis of the rink
- **d) Serpentine:** commences in either direction at the center (long) axis at one end of the rink and progresses in three bold curves and ends at the center (long) axis of the opposite end of the rink; pattern utilizing the full width of the ice surface.

Note: *The scale of values has been revised so that the step sequences in Group A have the same value and the step sequences in group B have the same value.*
*Both Step Sequences may be skated in any dance hold. However a **variety** of basic types of dance holds must be included in the step sequence in order to increase the levels of difficulty.*
If the Step Sequence is not skated with the rhythm pattern of the music, the judges must reduce the GOE
Lifts, jumps of more than ½ rotation, stops, dance spins, pirouettes, pattern regressions and loops must not be included in either step sequence.

ONE (1) DANCE SPIN selected from Spin or Combination Spin

Note: *One additional Dance Spin is permitted but only the first performed Dance Spin will be identified and considered in determining the level of difficulty. This additional spin will be considered by the judges in marking the Component for Linking Footwork/Movements.*
The scale of values has been revised so that the Spin and the Combination Spin have the same value but the requirements for levels of difficulty have been changed.

OR

ONE (1) SET OF SYNCHRONIZED TWIZZLES:

- The four different twizzle entry edges are: *Forward Inside, Forward Outside, Backward Inside, Backward Outside,*
- All sets of twizzles are comprised of 2 twizzles on one foot for both partners with up to 3 steps between.
- Each twizzle shall be at least one rotation on one foot performed simultaneously (at the same time).
- Both partners must skate the same number of rotations for each twizzle.
- Only the first two Twizzles in a set of Twizzles will be considered in determining the level of difficulty of the Set.
- The skaters must travel across the ice during the turns (if the action stops they become spins).
- No stops are permitted before the first and/or second Twizzles**.**

Note: *Additional Set(s) of Synchronized Twizzles is/are permitted but only the first performed Set will be identified and considered in determining the level of difficulty. Each additional Set of Synchronized Twizzles will be considered by the judges in marking the Component for Linking Footwork/Movements.*

Combined Spins and Lifts: Combined spins and lifts are permitted but are to be counted as separate elements: i.e. as one of the permitted lifts and one spin.

Levels of Difficulty of Required Elements 2006/2007

DANCE SPINS

Basic Positions in Dance Spins:

1. **Upright Position:** performed on one foot with skating leg straight or slightly bent and upper 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 less than about 120 degrees, it will be considered as Sit Position.)

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

3. **Camel Position:** performed on one foot with skating leg straight or slightly bent and body bent forward and free foot extended or bent upward on a nearly horizontal line or higher. (If the angle between the thigh and shin of the skating led is less than about 120 degrees, it will be considered as Sit Position.)

Examples of Difficult Variation of Basic Positions:

i) for Upright Position:
a) "Biellmann" type – body upright pulling the boot by the hand above and behind the level of the head;
b) Full layback with upper body arched back towards the ice or sideways with upper body bent to the side towards the ice;
c) Split with both legs straight and the boot/skate of the free leg held up higher than the head (may be supported by partner).
d) Upper body upright with boot/skate of free foot almost touching the head (doughnut/ring)*;

Note: A simple upright spin by one or both is not considered to be a difficult pose.

ii) for Sit Position:
a) Full Sit Position (free leg bent or straight) with free leg directed forward with thigh of skating leg at least parallel to the ice;
b) Full Sit Position (free leg bent or straight) with free leg directed backward with thigh of skating leg at least parallel to the ice;
c) Full Sit Position (free leg bent or straight) with free leg directed to the side with not more than 90 degrees between thigh and shin of skating leg;
d) Full Sit Position (free leg crossed extended behind, and directed to the side) with not more than 90 degrees between thigh and shin of skating leg;
e) Full Sit Position (free leg crossed behind and touching the skating leg) with thigh of skating leg at least parallel to the ice.
f) Full Sit Position with free leg directed forward with not more than 90 degrees between thigh and shin of skating leg and back of upper body parallel to the ice

Note: A simple sit spin by one or both is not considered to be a difficult position.

iii) for Camel Position:
a) Camel Spin with upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least 45 degrees past the vertical point;
b) Camel Spin with body arched or bent sideways with head and boot/skate of free foot almost touching (doughnut/ring)*;
c) Camel Spin with boot of free foot pulled by the hand above the level of the head;
d) Camel Spin with body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between thighs about 180 degrees).

Note: Simple Camel by one or both is not considered to be a difficult position.

NOTE:

- *Any variation of "doughnut/ring" position mentioned above may be used only once in the spin or combination spin.*
- *Biellmann and Camel with boot pulled by the hand above the level of the head may not be used for the same partner as two different difficult variations but may be used by other partner.*

SPIN

Definition and Requirements - A spin skated by the couple together in any hold. It should be performed on one foot by both partners simultaneously on the spot around a common axis. Both partners must complete at least 3 full continuous rotations on one foot.

Calling Specifications for Spins:

Basic Requirement for calling a Spin Level 1 - at least **one** rotation for both partners (Judges must give GOE not higher than – 2 if only one rotation is performed)

1. A Spin will be identified but given no Level when the couple commences the entry edge to the Spin but at least one full rotation is not completed. If a fall occurs at the entrance to or during a spin and is immediately followed by a Spin or spinning movement (for the purpose of filling time), this will receive no value and will not occupy another spot.
2. If the spinning movement has been started and a skater is still on two feet for more than ½ rotation, the level will be reduced by 1 level. (Reduce by 2 levels if both partners start on two feet).
3. If there is a touchdown of one foot, the level is determined by the number of rotations completed before the touchdown.
4. If the total requirements for a level are not met, the level will be reduced according to the number of requirements not fulfilled (e.g. one requirement not met – reduce level by 1, two requirements not met - reduce level by 2), see some examples below**:**
   a) If only 2 different difficult variations from 3 different Basic Positions are performed and there is an attempt to perform a 3rd difficult variation but it is not executed to the requirements of difficult variations and all other requirements for Level 4 are met, the Spin will be given Level 3**.**
   b) If one of the difficult variations is short on rotations (more than 1 rotation but less than 2) and all other requirements for Level 4 are met, the Spin will be given Level 3.
   c) If only 1 different difficult variation from 3 different Basic Positions is performed and there is an attempt to do 2 other different difficult variations but they are not executed to the requirements of difficult variations and all other requirements for Level 4 are met), the Spin will be given Level 2
   d) If 2 of the difficult variations are short on rotations (more than 1 rotation but less than 2) and all other requirements for Level 4 are met, the Spin will be given Level 2
   e) If only 5 total rotations are performed but all other requirements for Level 4 are met, the Spin will be given Level 3.
   f) If 3 different difficult variations are performed from only 2 different Basic positions and all other requirements for Level 4 are met, the Spin will be given Level 3.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
A Spin that does not meet level 2, 3 or 4 requirements but meets the Basic Requirement and Calling Specifications for a Spin.	Spinning movement started on one foot by both partners **AND** Both at least **4** full continuous rotations **AND** **1** difficult variation from any type of Basic Position for one partner (for at least **3** rotations in a fully established position)	Spinning movement started on one foot by both partners **AND** Both at least **5** full continuous rotations **AND** **2** different difficult variations from **2** different types of Basic Positions (1 difficult variation from 1 type of Basic Position for one partner and 1 different difficult variation from different type of Basic Position for the other partner) (each difficult variation for at least **5** rotations in a fully established position) **OR** **2** different difficult variations from **2** different types of Basic Positions for 1 partner (each difficult variation for at least 2 rotations in a fully established position)	Spinning movement started on one foot by both partners **AND** Both a total of at least **6** full continuous rotations **AND** At least **3** different difficult variations from **3** different types of Basic Positions (2 difficult different variations from 2 different types of Basic Positions for one partner and 1 for the other partner) (each difficult variation for at least **2** rotations in a fully established position) **OR** **3** difficult different variations in **3** different types of Basic Positions for one partner (each difficult variation for at least 2 rotations in a fully established position)

COMBINATION SPIN

Definition and Requirements - A spin performed as above after which a change of foot to the other foot is made by both partners simultaneously and further rotations occur. A change of foot means "change to the other foot". Both partners must complete at least 3 rotations on one foot, followed by a change to the other foot for both simultaneously and 3 further rotations on the other foot with no more than ½ rotation on 2 feet during the "change of feet".

Basic Positions & Examples of Difficult Variations of Basic Positions see Dance Spins.

Calling Specifications for Combination Spins:

Basic Requirement for calling a Combination Spin Level 1 - at least 1 rotation on one foot by each partner got both parts of the Combination Spin.

1. A Combination Spin will be identified as a Spin when the couple commences the entry edge to the second part of the spin but one full rotation is not completed.
2. If a fall occurs at the entrance to or during a Combination Spin and is immediately followed by a Spin or Spinning movement (for the purpose of filling time) this will receive no value and will not occupy another spot.
3. If one of the partners or both does not change foot (to the other foot) in the combination spin, it will be called a Spin.
4. If the spinning movement has been started and a skater is still on two feet for more than ½ rotation, the level will be reduced by 1 level. (Reduce by 2 levels if both partners start on two feet).
5. If there is a touchdown of one foot, the level is determined by the number of rotations completed before the touchdown.
6. If the total requirements for a level are not met, the level will be reduced according to the number of requirements not fulfilled (e.g. one requirement not met – reduce level by 1, two requirements not met - reduce level by 2).

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
A Combination Spin that does not meet level 2, 3 or 4 requirements but meets the Basic Requirement and Calling Specifications for a Combination Spin. .	Spinning movement started on one foot by both partners **AND** Both partners skate at least **3** full continuous rotations on one foot followed by at least **3** full continuous rotations on the other foot by both partners. **AND** **2** different difficult variations from **2** different types of Basic Positions (each difficult variation for at least 3 rotations in a fully established position) (1 for one partner and 1 for the other partner or 2 difficult variations in at least 2 different types of Basic Positions for one partner.)	Spinning movement started on one foot by both partners **AND** Both partners skate at least **3** full continuous rotations on one foot followed by at least **3** full continuous rotations on the other foot by both partners. **AND** **OPTION 1** **3** different difficult variations from at least **2** different types of Basic Positions (each difficult variation for at least 3 rotations in a fully established position) (2 for one partner and 1 for the other partner or 3 difficult variations in at least 2 different types of Basic Positions for one partner). **OPTION 2** Different directions (clockwise and anticlockwise) of rotation for both partners. **AND** **2** different difficult variations from **2** different types of Basic Positions (each difficult variation for at least 3 rotations in a fully established position)	Spinning movement started on one foot by both partners **AND** Both partners skate at least **3** full continuous rotations on one foot followed by at least **3** full continuous rotations on the other foot by both partners. **AND** **OPTION 1** **4** different difficult variations from all **3** Basic Positions (each difficult variation for at least 3 rotations in a fully established position) (2 for both partners or 3 difficult variations in at least 2 different types of Basic Positions for one partner and 1 for the other partner.) **OPTION 2** Different direction (clockwise and anticlockwise) of rotation for both partners. **AND** **3** different difficult variations from all **3** Basic Positions (each difficult variation for at least 3 rotations in a fully established position)

LIFTS

Definition and Requirements: (must be in accordance with Rule 504, paragraph 16)

Short Lift - duration of following lifts up to maximum of 6 seconds:

a) **Stationary Lift** - A lift which is executed "on the spot" (stationary location) by the lifting partner who may or may not be rotating.
b) **Straight Line Lift** - A lift in which the lifting partner travels in a straight line in any position on one foot or two feet.
c) **Curve Lift** - A lift in which the lifting partner travels on one curve (lobe) in any position on one foot or two feet.
d) **Rotational Lift** - A lift in which the lifting partner rotates in one (clockwise or anti-clockwise) direction while travelling across the ice.

Long Lift - duration of following lifts up to maximum of 10 seconds:

e) **Reverse Rotational Lift** - A lift in which the lifting partner rotates in one direction (clockwise or anti-clockwise) and then in the other direction while travelling across the ice.
f) **Serpentine Lift** - A lift in which the lifting partner travels on two different curves of approximately similar curvature and duration. The change of direction of the pattern may incorporate a turn of not more than ½ rotation. The pattern must be serpentine shaped ("S"). After the completion of the 2 curves the couple may skate additional curves or rotate but this will not be counted.
g) **Combination Lift** - A lift combining two of the above "types" of lifts a), b), c) and d). It must have 2 fully established approximately equal parts or will be assessed as a single lift determined by the larger part. A further part may be added to the combo (such as a curve, or rotation) provided it is within the allowable time but will not be counted.

Note: A chosen type of pose for the lifted partner and a chosen type of position for the lifting partner is permitted in only one Short Lift or in one part of a Long Lift**.** Each Lift in the repeated pose or position will be demoted to Level 1.

Some Examples:

a) **Difficult Pose for Lifted partner** (must be held for at least 3 seconds):
- full split - when the legs of the lifted partner are extended in one line with the angle between thighs about 180 degrees and not just a V;
- full "Biellmann" - body upright pulling the boot by the hand behind and above the level of the head;
- full doughnut/ring- holding one or both legs close to the head (maximum a half a blade length between head and blade);
- upside down combined with difficult hold;
- from a vertical position lady is cantilevered out -lady's torso extended away from the man and the only point of support are the hands;
- balancing in a horizontal position with one point of support;
- leaning out (forwards or backwards) where the only point of support are the legs;
- full layback with arched pose with no support from the lifting partner above the thigh;
- leaning out with body and legs in horizontal line where only point of support are shoulders and/ or upper back.

b) **Difficult Position for Lifting Partner** (must be held for at least 3 seconds):
- one foot;
- shoot the duck (thigh at least parallel to the ice) with any position of free leg;
- spread eagle – inside;
- spread eagle – outside;
- spread eagle – on a straight line (for Straight Line Lift only);
- Ina Bauer;
- full crouch with two knees bent (thighs at least parallel to the ice) on two feet;
- full crouch with one knee bent (thigh at least parallel to the ice) on two feet with one leg extended to side;
- full lunge / drag (thigh at least parallel to the ice) with any position of free leg;
- one hand lift.

Note: Only 2 different types of spread eagle positions from 3 types mentioned above can be used.

c) Change of Pose : Lifting partner changes hold and Lifted partner changes hold and body pose so that it is a significant change (i.e., a photographer would produce two different photos. A mere change of position of arm(s) and/or legs is not enough to constitute a change of pose. Only changing to the reverse side (mirror) or changing the height of the body is not enough. The change of pose and hold must occur simultaneously.

Calling Specifications for Lifts:

Basic Requirement for calling a Lift Level 1 is determined from the moment one partner is elevated to any height and set down:

a) Stationary Lift:	while on the spot.
b) Straight Line Lift:	on an identifiable straight line while travelling.
c) Curve Lift:	on an identifiable curve while travelling.
d) Rotational Lift:	for at least 1½ rotations while travelling.
e) Reverse Rotational Lift	for at least 1½ rotations in the first direction and 1 rotation in the other directions while travelling. (If there is not at least one rotation in the second direction it will be called a Rotational Lift.)
f) Serpentine Lift:	for at least 2 identifiable curves while travelling. (If there is not a second identifiable curve it will be called a Curve Lift.)
g) Combination Lift:	See rules for each part of a) b) c) d) above. Two different lifts from group a), b), c) and d) only must be skated.

1. One rotation at the beginning or end of a lift is considered part of the entry or exit (e.g. out of Curve lift).
2. For all rotational lifts, the movement through the change of position will be counted if it occurs during rotation, but not on entry or exit, and will not count if rotation stops, change occurs and than rotation continues. Also, the rotations will only be counted if the lift is travelling. If the travelling action is stopped, the additional rotations on the spot will not be counted as part of the rotational lift.
3. For the Combinational Lift a Technical Specialist will call for example: "Curve Lift Level 2, Rotational Lift Level 3 Combo ".
4. For the Combination Lift, because only lift types a), b), c) and d) are permitted:
   - if a couple skate an e) or f) lift as the first part of the Combination Lift, the Reverse Rotational (e) or Serpentine (f) Lift will be identified and called as it was performed and the remaining part of the lift will be ignored and not counted in determining the Level;
   - if a couple skate an e) or an f) lift as the second part of the Combination Lift, that part of the lift will be identified as a Rotational or Curve, and the lift be identified and called as it was performed and the remaining part of the lift will be ignored and not counted in determining the Level;
   - if the choice is Straight Line + Curve, the pattern must be clearly skated, or the lift may be called a Curve or Straight Line, or Serpentine depending on the pattern;
5. An upside down split pose with the angle between the thighs of the lifted partner of more then 45 degrees is not permitted and will be called as an illegal element.
6. A brief movement through an upside down split pose (with any angle between thighs) will be permitted if it is not established (sustained) or if it is used only to change pose.
7. If a program begins with the partner in a lift before the music starts, the duration of the lift will be counted when one of the partners begins to move.
8. If a program concludes with a partner in a lift, the duration of the lift will be calculated until the movement stops completely.
9. A one hand lift "without other means of support" requires that there is no contact other than by hand/arm. Contact at the shoulder is incorrect.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Duration of following lifts up to maximum of 6 seconds:			
a) STATIONARY LIFT, b) STRAIGHT LINE LIFT, c) CURVE LIFT			
A Lift that does not meet level 2, 3 or 4 requirements but meets the Basic Requirement and Calling Specifications for the Lift.	**Lifted partner:** Sustains one simple pose (for at least 3 seconds)	**OPTION 1** **Lifted partner:** Sustains a difficult pose (for at least 3 seconds) **OR** moves through a significant change of pose **OPTION 2** **Lifting partner:** Sustains a difficult position (for at least 3 seconds)	**Lifted partner:** Sustains a difficult pose (for at least 3 seconds) **OR** moves through a significant change of pose **AND** **Lifting partner:** Sustains a difficult position (for at least 3 seconds)
d) ROTATIONAL LIFT			
A Rotational Lift that does not meet level 2, 3 or 4 requirements but meets the Basic Requirement and Calling Specifications for a Rotational Lift. (Must have at least 1½ rotations)	**Lifted partner:** in one simple pose **AND** **Lifting partner:** moves through at least **3** rotations	OPTION 1 **Lifted partner:** in a difficult pose through at least **3** rotations **OR** a significant change of pose during rotations **AND** **Lifting partner:** at least **4** rotations **OPTION 2** **Lifting partner:** One Hand/Arm Lift (without any other means of support) **AND** at least **2** rotations in one hand hold.	OPTION 1 **Lifted partner:** in a difficult pose through at least **4** rotations **OR** A significant change of pose during rotations **AND** **Lifting partner:** at least **5** rotations OPTION 2 **Lifting partner:** One Hand/Arm Lift (without any other means of support) **AND** at least **3** rotations in one hand hold

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Duration of this type of lift up to maximum of 10 seconds			
e) REVERSE ROTATIONAL LIFT			
A Reverse Rotational Lift that does not meet level 2, 3 or 4 requirements but meets the Basic Requirement and Calling Specifications for a Reverse Rotational Lift. (Must have at least 1 ½ rotations in the first direction and 1 in the other direction).	**Lifted partner:** in one simple pose **AND** **Lifting partner:** moves through at least **4** rotations (with at least **2** rotations in each direction)	**OPTION 1** **Lifted partner:** in a difficult pose for at least **2** rotations during <u>one</u> direction **OR** one significant change of pose during the rotation in one direction **AND** **Lifting partner:** moves through at least **5** rotations (with at least **2** rotations in each direction) **OPTION 2** **Lifting partner:** One Hand/Arm Lift in <u>one</u> of the directions for at least **2** rotations (without any other means of support) **AND** moves through at least **4** rotations (with at least **2** rotations in each direction)	**OPTION 1** **Lifted partner:** in a difficult pose for at least **3** rotations during <u>both</u> directions **OR** in a difficult pose for at least **3** rotations during <u>one</u> direction **AND** one significant change of pose during the rotation in the other direction **AND** **Lifting partner:** moves through at least **6** rotations (with at least **3** rotations in each direction) **OPTION 2** **Lifting partner:** One Hand/Arm Lift in <u>both</u> directions for at least **2** rotations in each direction (without any other means of support except during change of direction) **AND** moves through at least **5** rotations (with at least **2** rotations in either direction) **OPTION 3** **Lifting partner:** One hand/arm lift during one direction for at least 3 rotations **AND** **Lifted partner:** In a difficult pose during the other direction for at least **3** rotations **AND** Moves through at least **3** rotations in each direction

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Duration of this type of lifts up to maximum of 10 seconds			
f) SERPENTINE LIFT			
A Serpentine Lift that does not meet level 2, 3 or 4 but meets the basic requirement and calling specifications of Serpentine Lift. (Must have two similar curves with no more than ½ rotation between curves)	**OPTION 1** **Lifted partner:** Sustains a difficult pose for 3 seconds on one curve **OR** significant change of pose during one curve or between curves **AND** **Lifting partner:** Sustains a difficult position for 3 seconds on one curve [not necessarily the same curve] **OPTION 2** **Lifted partner:** Sustains different difficult pose for 3 seconds for both curves **OR** significant change of pose during both curves (Lifting Partner in simple position for both curves) **OPTION 3** **Lifted partner** Sustains simple pose for both curves **AND** **Lifting partner** Sustains different difficult position for 3 seconds for both curves	**OPTION 1** **Lifted partner:** Sustains a different difficult pose for 3 seconds on both curves **OR** significant change of pose during both curves **OR** a combination of the above (one change of pose on 1 curve and difficult pose on other for 3 seconds) **AND** **Lifting partner:** Sustains a difficult position for 3 seconds on one curve **OPTION 2** **Lifted partner:** Sustains a difficult pose for 3 second on one curve **OR** significant change of pose during one curve **AND** **Lifting partner:** Sustains a different difficult position for 3 seconds for both curves .	**OPTION 1** **Lifted partner:** Sustains a different difficult pose for 3 seconds on both curves **OR** significant change of pose during both curves **OR** a combination of the above (one change of pose on 1 curve and difficult pose on other for 3 seconds) **AND** **Lifting partner:** Sustains a different difficult position for 3 seconds on both curves
g) COMBINATION LIFT	**For level requirements please refer to paragraphs a), b), c) and d).**		

SYNCHRONIZED TWIZZLES

Definition and Requirements:
A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action (for definition of Twizzles see Rule 504 paragraph 14 a).

The **4** different types of entry edges on Twizzles are:

FI - Forward Inside
FO - Forward Outside
BI - Backward Inside
BO - Backward Outside

(There are 8 different edges if you include right and left feet, but only **4 general entry edges** as above)

1. A Set of twizzles is comprised of 2 twizzles on one foot for both partners that travel across the ice (If the action stops they become spin(s). Only the first two Twizzles in a set of Twizzles will be considered by the Technical Panel to determine its Level of Difficulty.
2. No stops are permitted before the first and/or second Twizzle.
3. For the Original Dance – Set of "Sequential Twizzles" in Midline Step Sequence – no more than 1 step between twizzles is permitted.
4. For Free Dance – Set of "Synchronized Twizzles" – no more than 3 steps between twizzles are permitted.
5. A "step between twizzles" means stepping onto the other foot.

Calling Specifications for Synchronized Twizzles:

Basic Requirement for calling a set of Synchronized Twizzles level 1 is that at least one of the partners completes at least one full rotation for both twizzles.

A set of Synchronized Twizzles will be identified but given no level when both partners skate only 1 twizzle each.

1. If one or both partners touch(es) the free foot down during the execution of the turn, the level will be assessed in accordance with the number of clean rotations before the touchdown.
2. If skaters perform a three turn, check rotation and then start a Twizzle, the entry edge and number of rotation of that twizzle will be counted after the three turn from the starting edge of the proper Twizzle.
3. If there is a full stop before or between Twizzles the level of the Twizzles will be reduced by one Level per stop.
4. If there is more than 1 step between Twizzles in the Original Dance or more than 3 steps in the Free Dance performed by one partner the level of Twizzles will be reduced by one Level. If this mistake was made by both partners the level of Twizzles will be reduced by two Levels.
5. For Option 2 only: If there are more than 2 movement/turns between Twizzles performed by one partner the level of Twizzles will be reduced by one Level. If this mistake was made by both partners the level of Twizzles will be reduced by two Levels.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Twizzles that do not meet Level 2, 3, or 4 requirements but meet Basic Requirements and Calling Specifications for Twizzles	Different entry edge, Different direction of rotation **AND** **OPTION 1** Both Twizzles at least **2** rotations with change of foot **AND** * 1 additional feature in total for both partners chosen from the list below **OPTION 2***** Both Twizzles at least 2 rotations on one foot without change of foot	Different entry edge, Different direction of rotation **AND** **OPTION 1** Both Twizzles at least **3** rotations with change of foot **AND** * 1 additional feature in total for both partners chosen from the list below **OPTION 2***** Both Twizzles at least 3 rotations on one foot without change of foot	Different entry edge, Different direction of rotation **AND** **OPTION 1** Both Twizzles at least **4** rotations with change of foot **AND** ** 2 different additional features in total for both partners chosen from the list below **OPTION 2***** Both Twizzles at least 4 rotations on one foot without change of foot

Examples of Additional Features:
To be executed simultaneously by both partners to increase difficulty of the Twizzles.

- 1 or 2 arms up above the level of the head.
- Free leg crossed behind.
- Executed in sit position (at least 90 degrees between thigh and shin of skating leg).
- Hands extended & clasped behind back.

* **For Level 2 and 3 OPTION 1** – One (1) additional feature must be done by both partners in the same Twizzle.

** **For Level 4 OPTION 1** – Two (2) different additional features may be done by both partners in one Twizzle (in the first or second), or one (1) additional feature may be done by both partners in the first Twizzle and one additional feature (different from the first one) may be done by both partners in the second Twizzle.

*** The Set of Twizzles "without change of foot" must be skated on one foot with up to **two** of the following movements/turns between twizzles: change of edge, rocker, counter, three turn, bracket. These movements/turns may be used in order to change entry edge and direction of rotation.

STEP SEQUENCES

Definition and Requirements:

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

For Original dance – two (2) following Step Sequences must be included into the program:

a) **Diagonal:** skated as fully corner to corner as possible.
b) **Midline (Non-touching):** skated along the full length of the centre (long) axis of the ice surface.

For Free Dance – a couple may choose two (2) different Step Sequences – ONE selected from group A) and ONE selected from group B) as listed below:

Group A) Straight Line in Hold Step Sequences.

a) **Midline:** skated along the full length of the centre (long) axis of the ice surface.
b) **Diagonal**: skated as fully corner to corner as possible.

Group B) Curved Step Sequence (anticlockwise or clockwise)

c) **Circular** – utilizing the full width of the ice surface on the short axis of the rink.
d) **Serpentine** – commences in either direction at the centre (long) axis at one end of the rink , and progresses in three bold curves and ends at the centre (long) axis of the opposite end of the rink; pattern utilizing the full width of the ice surface.

Requirements 2006/2007

Extra Feature: such as " Double Threes, Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation" may be included (as specified for each type of Step Sequence) and will be counted among those steps/turns that will be considered for required 75 % of distribution of the chosen pattern. Double Threes are not permitted in the Midline Non-touching Step Sequence. If Double Threes are included in other Step Sequences, they must be skated simultaneously in dance hold. Only one Extra Feature may be performed by each partner but with the exception of the Double Threes do not have to be performed simultaneously. Note: If "Double Threes executed together" are chosen as the Extra Feature - it means that both partners have each completed their one permitted Extra Feature. The duration of each "Extra feature" must not exceed one (1) measure of music.

Calling Specifications for Step Sequences:

Basic Requirement for calling a Step Sequence level 1 is that at least 50% of the footwork sequence must be completed by both partners.

1. All steps and turns must be skated on distinct, recognizable edges, otherwise there is a risk that the Technical Panel will not consider this turn among those required for the level of difficulty (types of turns will be identified only when they are executed with correct distinct edges and these turns are in accordance with the description in Rule 504).
2. All steps need to be included for a level to be called and the footwork must be distributed at over 75% (3/4) of the chosen pattern.
3. A Step Sequence that deserves an assessment of a higher level for one partner and a lower level for the other partner shall be assessed at the level of the lower partner.
4. The Change of Hold must be distinct (e.g. from Waltz hold to Foxtrot or from Waltz to Kilian or from Kilian to Hand(s)-to-Hand(s) or Foxtrot to Tango, but NOT from Waltz to Tango or from Waltz to Hand-to-Hand – facing each other), otherwise the change will not be counted.
   Hand-in-Hand hold with fully extended arms is not permitted during the required Step Sequences and will be penalized by the Judges in GOE.
5. Only the first "Extra Feature" of each of the partners will be counted among those steps/turns that will be considered for required 75 % of distribution of the chosen pattern.
   If there is more than one permitted "Extra Feature" for each skater included in the Step Sequence, the Technical Panel will consider this additional "Extra Feature" among "simple steps" which will decrease the percentage of difficult steps/turns thereby affecting the level of difficulty of the Step Sequence.
6. If the duration of one permitted "Extra Feature" for each skater exceeds one measure of music, the Technical panel will consider this "feature" among "simple steps" which will decrease the percentage of difficult steps/turns thereby affecting the level of difficulty of the Step Sequence.

Judges will be responsible for:

1. If a step sequence is not skated with flow (movement across the ice) the GOE given by the judges must be in minus. Couples may skate with slow movements to slow music but must do so with flow.
2. If a step sequence is not reflecting the rhythm pattern of the music, the GOE given by the judges must be in minus.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
CIRCULAR/ SERPENTINE/STRAIGHTLINE IN HOLD			
A Step Sequence In Hold that does not meet Level 2, 3 or 4 requirements but meets the requirements for pattern and/or hold described above.	**Varied Footwork as follows:** **At least 3 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk Twizzle, (if included in one foot section, with the exception of the twizzle, it is not necessary to repeat such turns elsewhere in the pattern). **AND** A **one foot Section** incorporating at least 2 of the following 4 types of turns for each (could be different turn for each partner, not necessarily skated at the same time): Bracket, Rocker, Counter, Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Double threes, Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** At least one (1) change of hold **AND** The content mentioned above must be distributed over at least 75% of the chosen pattern.	**Varied Footwork as follows:** **At least 4 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk, Double Twizzle (if included in one foot section, with the exception of the twizzle, it is not necessary to repeat such turns elsewhere in the pattern). **AND** Turns: multidirectional. **AND** A **one foot Section** incorporating at least 3 of the following 4 types of turns for each (could be different turn for each partner, not necessarily skated at the same time): Bracket, Rocker, Counter, Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Double threes, Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** At least two (2) changes of hold **AND** The content mentioned above must be distributed over at least 75% of the chosen pattern.	**Varied Footwork as follows:** **At least 5 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk, Double Twizzle (if included in one foot section, with the exception of the twizzle, it is not necessary to repeat such turns elsewhere in the pattern). **AND** Turns: multidirectional **AND** A **one foot Section** incorporating at least 4 of the following types of turns for each partner (not necessarily skated at the same time): Bracket, Rocker, Counter, Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Double threes, Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** At least three (3) changes of hold **AND** The content mentioned above must be distributed over at least 75% of the chosen pattern.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
MIDLINE NOT-TOUCHING (WITH MATCHING AND/OR MIRROR FOOTWORK AND SEQUENTIAL TWIZZLES)			
Requirements for Sequential Twizzles as described under Synchronized Twizzles			
Requirements for Rest of Step Sequence			
A Not-Touching Step section of steps that does not meet level 2, 3 or 4 requirements but meets the Basic Requirements & Calling Specifications for pattern described above outside of the required sequential Twizzles.	**Varied Footwork as follows:** **At least 3 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** Outside of the Required Sequential Twizzles, the content mentioned above must be distributed over at least **75%** of the remaining pattern.	**Varied Footwork as follows:** **At least 4 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk, Twizzle (if included in one foot section, with the exception of the twizzle, it is not necessary to repeat such turns elsewhere in the pattern). **AND** Turns: multidirectional **AND** **Section of steps on one foot (simultaneously skated)** incorporating at least 2 of the following 4 types of turns for each (could be different 2 for each partner): Bracket, Rocker, Counter, Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** Outside of the Required Sequential Twizzles, the content mentioned above must be distributed over at least **75%** of the remaining pattern.	**Varied Footwork as follows:** **At least 5 different types from the following 6 types of turns for each partner:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk, Twizzle (if included in one foot section, with the exception of the twizzle, it is not necessary to repeat such turns elsewhere in the pattern). **AND** Turns: multidirectional **AND** **Section of steps on one foot (simultaneously skated)** incorporating at least 3 of the following 4 types of turns for each (could be different 3 for each partner): Bracket, Rocker, Counter, Twizzle. **AND** **One extra feature** for each partner **may** be included (could be different for each skater): Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Jump of up to ½ rotation. **AND** Outside of the Required Sequential Twizzles the content mentioned above must be distributed over at least **75%** of the remaining pattern.

Other principals of ISU Judging System:

1. The Technical Specialists will call what they see and what was completed despite what is listed on the sheet e.g. If the sheet says it is to be a Reverse Rotational Lift, but only the first part is completed (perhaps due to a fall or interruption), it will be classified as a Rotational Lift **or** if the sheet says it is to be a Serpentine Lift and only the first curve is completed, it will be classified as a Curve Lift.
2. Elements exceeding the prescribed number of permitted elements will receive a deduction of **1.0** per additional element as authorized by Technical Controller.
3. If a fall occurs after the element has commenced and its Level could not be identified (and it meets the basic requirements to be classified as an element), it shall be classified as Level 1 and shall occupy a space to enable the judges to apply a Grade of Execution GOE. (e. g. Spin is 1 rotation).
4. If a fall occurs after the element has commenced, and its Level has been identified, it shall be given that Level and the judges shall apply a reduction to the GOE.