

## 2024-2025 Judging Reminders – Dance

These reminders should not replace your general review of our current rules, ISU Communications, and Technical Notifications. In preparation for your events, please review and refer to:

- ISU Communication 2630
- ISU Handbook for Referees and Judges
- Program Component Charts for Pattern Dance and Rhythm Dance/Free Dance
- 2024-25 Ice Dance Pattern Dance Requirements
- 2024-25 Ice Dance Rhythm Dance Requirements
- 2024-25 Ice Dance Free Dance Requirements for Pre-Juvenile through Senior

Changes from last year are highlighted.

RHYTHM DANCE	Specifications/Restrictions	Violations
<b>Duration</b>	2:50 +/- 10 sec	<b>Program Time</b> Referee 1.0 deduction for every 5 sec lacking or in excess
<b>Music</b>	-May be vocal and must be suitable for Ice Dance as a sport discipline -The music must be selected in accordance with the designated rhythm(s) and/or theme(s), must have a constant tempo, and be in accordance with the specified tempo, when applicable -Only dance music with an audible rhythmic beat may be used. The music may be without an audible rhythmic beat for up to ten (10) seconds at the beginning of the program.	<b>Music Requirements</b> Referee & Judges 2.0 deduction per program
<b>Rhythms/Tempo</b>	<p>Theme and music for both Junior and Senior: “Social Dances and Styles of the 1950s, 1960s and 1970s”. This season’s Rhythm Dance takes inspiration from the high energy and entertaining dance styles from these decades. These dance styles originated as a couple dance and due to their contagious, up beat rhythms, they became an invitation for others to join along in social settings and mass gatherings, becoming crowd pleaser favorites. Required characteristics: High energy, rooted in couple dancing, identifiable 1950’s, 1960’s, 1970’s dance styles enjoyed by large groups of people. Examples (but not limited to): Rock n’ roll, Jitterbug, Twist, The Hustle, Disco. What this season’s RD is not: Classical, Contemporary, Folk and Ballroom styles of dance.</p> <p>Note: music must not include aggressive and/or offensive lyrics. Remixed and/or remastered music, including cover versions, is permitted.</p> <p><b>Junior:</b> Two (2) Sequences of the Paso Doble: skated to any dance style with the range of tempo 112 beats per minute plus or minus 2 beats per minute. The first step of the dance begins on beat one of a musical phrase.</p>	<p><b>Music Requirements</b> Referee &amp; Judges 2.0 deduction per program for incorrect rhythm or no audible beat Referee 1.0 deduction for violation of tempo specification</p>

	<p><b>Senior:</b> The Pattern Dance Type Step Sequence may be skated to any dance style with a minimum of 110 beats per minute, in 2/2, 2/4, or 4/4 time. The Choreographic Rhythm Sequence and Step Sequence may be skated to any dance style of the prescribed decades.</p>	
<b>Pattern</b>	<p>- For the current season, the pattern must proceed in a generally constant direction and must cross the Long Axis of the ice surface once at each end of the rink within no more than 30 meters of the barrier. -In addition, the couple may also cross the Long Axis at the entry to the Style B Step Sequence (Sr &amp; Jr), and at the entry to Pattern Dance Elements (Jr). -Loops in any direction are permitted provided they do not cross the long axis (exception applicable per individual element).</p>	<p><b>Choreography Restrictions</b> Referee &amp; Judges 1.0 deduction per program</p> <p><i><b>*make a note while judging which violation(s) is/are made</b></i></p>
<b>Stops</b>	<p>-After clock starts, couple must not remain in one place for more than 10 secs at beginning and/or end of program. -During program: 2 full stops up to 5 secs or 1 full stop up to 10 secs permitted. -A dance spin or choreographic spinning movement that does not travel will be considered as a stop.</p>	
<b>Separations</b>	<p>-Must not separate except to change hold or perform Required Elements requiring separation. -Max two arms lengths allowed during such separations. Change of hold and turns as transitional elements must not exceed 1 measure of music. -Separations at beginning and/or end of program may be up to 10 secs in duration without restrictions on distance.</p>	
<b>Touching Hand(s) on Ice</b>	<p>Touching the ice with hand(s) is not permitted, except during the Step Sequence Style B where touching the ice with any part of the body is allowed but not longer than 5 secs</p>	
<b>Costume/Prop</b>	<p>-Skaters may wear trousers of any length -Accessories and props are not permitted</p>	
		<p><b>Costume/Prop</b> Referee &amp; Judges 1.0 deduction per program</p>

### Changes to Rhythm Dance Elements:

#### Junior:

- Pattern Dance Element:
  - 2 Sequences of the Paso Doble: skated to any dance style with the range of tempo: 56 measures of 2 beats per measure (112 beats per minute plus or minus 2 beats per minute.) The first step of the dance must be skated on beat one of a musical phrase.
  - 1PD and 2PD: Steps #1-28
  - Two (2) Sequences of Paso Doble may be skated in any order, one after the other or separately. Step #1 of 1PD and 2PD are skated at the Judges left side.
  - Variation of Holds throughout, except Hand in Hand, are permitted.
  - 1PD must be skated in accordance with Rule 707, paragraph 2, the Man must skate the Man's Steps and the Woman must skate the Woman's Steps.
  - 2PD, the Woman skates the Man's steps and the Man skates the Woman's steps (switch tracking/sides on all steps).

- Push/Transition to the next step: A change of edge within the last 1/2 a beat of the step is permitted to prepare the push/transition to the next step

### Senior:

- **Pattern Dance Element:**
  - One (1) Pattern Dance Type Step Sequence (PSt), (Style D):
  - Rhythm: skated to any dance style – min 110 beats per min, in 2/2, 2/4, or 4/4 time
  - Duration: any exact number of musical phrases
  - Pattern: Circular shape
    - Starting with steps #8 to #16 on the side of the Judges and crossing the short axis during any of these steps
    - Steps #15-16, OpMo, is considered as the first different difficult turn
    - Continuing the PSt including the three additional different difficult turns
    - Concluding with Paso Doble steps #26 to #28 on correct edges (step #28 cross roll swing only) in front of the Referee around the short axis and completing the circle shape.
    - Paso Doble steps mentioned above are performed by both partners (Woman performing Woman's steps & Man performing Man's steps OR Man performing Woman's steps & Woman performing Man's steps
    - Steps #8 to #16 and #26 to #28 must be performed on correct edges
  - Holds: Must remain in contact at all times, even during changes of hold (except when performing Twizzles as connecting Choreography).
  - Timing: no restriction in the number of beats per step for the required Paso Doble steps (excluding OpMo); beats per step #8 to #16 and #26 to #28 must be skated in unison at the same time
  - Not permitted:
    - Stop(s)
    - Separations (except during Twizzles if performed as connecting choreography)
    - Retrogression(s)
    - Hand in hand hold with established fully extended arms
    - Loop(s)
- **Choreographic Rhythm Sequence:**
  - Skated to any dance style
  - Hold(s): in contact including hand in hand with fully extended arms with the exception of permitted separation
  - Pattern: both partners perform steps around the short axis and must proceed from barrier to barrier. The requirement is fulfilled when at least one partner is no more than 2 meters from each barrier.
  - Separation - 1 separation is permitted for not more than 2 arm lengths and no more than 5 seconds
  - Stop: 1 at the beginning or end of the element for no more than 5 seconds
  - Not permitted:
    - Retrogression(s)
    - Stop(s)

### Reminders for Rhythm Dance Elements:

- **Sequential Twizzles**
  - Partners must not be in contact between the first and second twizzles.
  - Up to 1 step in between twizzles

- **Step Sequence Style B**
  - Pattern: Only midline or diagonal
  - Stops: up to 1 permitted for no more than 5 seconds (counts as one of the permitted stops)
  - **Not Permitted:**
    - Loop(s)
    - Retrogression(s)

FREE DANCE	Specifications/Restrictions	Violations
<b>Duration</b>	Juvenile: 2:15 +/- 10 sec Intermediate: 2:30 +/- 10 sec Novice: 3:00 +/- 10 sec Junior: 3:30 +/- 10 sec Senior: 4:00 +/- 10 sec	<b>Program Time</b> Referee 1.0 deduction for every 5 sec lacking or in excess
<b>Music</b>	-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 -Music must have at least one obvious change of tempo/rhythm and expression. This change may be gradual or immediate. -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, and may be vocal -May be without audible rhythmic beat up to 10 secs at beginning or at the end of program AND for up to 10 seconds during the program	<b>Music Requirements</b> Referee & Judges 2.0 deduction per program
<b>Stops</b>	-After clock starts, must not remain in one place for more than 10 seconds -During program, unlimited full stops of 5 seconds max. are allowed	<b>Choreography Restrictions</b> 1.0 deduction per program  <i><b>*make a note while judging which violation(s) is/are made</b></i>
<b>Separations</b>	-Number of separations for transitional footwork or moves not restricted -Distance allowed is maximum 2 arms length during separations (including Choreographic Character Step Sequence) -Duration of each separation (excluding Required Elements) is 5 seconds max -Separations at beginning and/or end of program are permitted up to 10 seconds, no restrictions on distance of separation	
<b>Touching Hand(s) on Ice</b>	Touching the ice with the hand(s) is not permitted (except Choreographic Sliding Movement and Choreographic Character Step Sequence)	
<b>Costume/Prop</b>	-Skaters may wear trousers of any length -Accessories and props are not permitted	<b>Costume/Prop</b> Referee & Judges 1.0 deduction per program

**Reminders for Free Dance Elements:**

- **Synchronized Twizzles**
  - Partners may be in contact between the first and second twizzles.
- **Step Sequence Style B**
  - Must be a different shape than the pattern of the ChSt

- **Not Permitted:**
  - Stops
  - Loops
  - Retrogression
  - Hand in hand hold with fully extended arms cannot be established
  - Separations of more than 2 arms length and/or exceeding 5 seconds

### GOE Reminders

- GOE should be an **overall** assessment of all phases of each element (e.g., lift entry/position(s)/exit).
- Always assess the **SET CRITERIA** first, then positive features, and finally negative features.
- **Be sure to review the Grade of Execution Charts before your events; these can be found in ISU Communication 2630.**
- If a fall occurs *within an element*, it will be indicated by an **F** next to that element on your judges' screen (off to the side). Be sure to take any falls within elements into account when assessing your GOE.
- If couples separate for more than the needed amount of time prior to and after elements in the RD and FD, this must be reflected in your GOE for that element.
- If there is 1 fall or serious error in a pattern dance, the maximum GOE that may be awarded is -3.
- A couple may still achieve **0 to +3** GOE for an element with slight loss of control/one (1) touchdown (no break within the element).
- In order to award an element with a **+4 or +5** GOE, no negative features/errors can be assessed.
- If a choreographic element meets the minimum requirements but not all the requirements, it will be indicated by a **!** next to that element on your judge's screen. This requires a reduction in GOE by 2 grades (no higher than +3).

### Component Reminders

- For **Pattern Dance** the components are Timing, Presentation, and Skating Skills
- For **Free Dance** and **Rhythm Dance** the components are Composition, Presentation, and Skating Skills
- Components are evaluated on an **absolute scale from 0.25 - 10, in increments of 0.25**; there are **no "ranges" for different levels.**
- Each component should be evaluated independently.
- All of the criteria for each component should be considered when determining how to arrive at the appropriate mark.
- NOTE: An error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors. Note: this basic principle applies equally when the error occurs within an element and/or outside an element.
- Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program.
- Unison is now a criterion of the Skating Skills component.
- **For all Components:**
  - When there is only one serious error and this error minimally impacts the program, a maximum score of 9.50 is possible when the program as a whole is still deemed to be "Excellent."
  - When there are 2 or more serious errors and these errors only minimally impact the program, a maximum score of 8.75 is possible.

- When there is an error that does not fulfill the requirements of a serious error, a maximum score of 9.75 is possible.

#### **Additional Reminders**

- **No cell phones or other electronic devices are allowed on the judges' stand.**