3. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

SET CRITERIA	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**+1**	**+2**	**+3**	**+4**	**+5**
GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2024/25											
STEPS HELD FOR THE REQUIRED NUMBER OF BEATS	Less than 75% of Steps held for required # of beats Out of Musical Structure					75% or more of Steps held for required # of beats		90% or more of Steps held for required # of beats		**100% of Steps/Edges** held for required # of beats (for both partners)	
	Note: A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners.										
FALLS/ ERRORS/ LOSS OF CONTROL	Two (2) Falls AND/OR many serious errors		**One (1) Fall or Serious errors**	**Two (2) Stumbles or Serious errors**	**Stumble/ Touchdown** by **both** Or up to 25% element missed	One (1) Touchdown/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			**None**	
Features	More negative features/errors than positive features					**Basic execution – Generally correct**	**1 - 2 positive feature**	**3 - 4** positive features	**5 - 6** positive features	**7 - 8** positive features (**no** negative features/errors)	More than **8** positive features (**no** negative features/errors)
	More than **8** negative features	**7 – 8** negative features	**5 – 6** negative features	**3 - 4** negative features	**1 - 2** negative features						

NEGATIVE FEATURES		POSITIVE FEATURES	
EXECUTION THROUGOUT ELEMENT			
1. Poor execution and/or labored and/or Loss of Control with or without additional support	**1 - 4**	1. Good quality - correctness, cleanness, deepness and sureness of Edges/Steps/Turns	**2 - 4**
2. Incorrect Steps/Turns (per each) Eg: Choctaw instead of Mohawk	**1**	2. Smooth and Effortless	**2**
3. Lack of unison	**1 - 2**	3. Unison and oneness throughout the element	**2**
4. Lack of glide and flow (movement across the ice)	**1 - 3**	4. Glide and flow maintained (movement across the ice)	**2**
5. Does not reflect character and style of the chosen rhythm	**1 - 2**	5. Nuances/accents reflects character and style of the chosen rhythm	**1 - 2**
6. Not started on the prescribed beat (for each Section/Sequence)	**2**	6. Body lines and carriage of both partners stylish according to the chosen Rhythm	**1**
7. Holds and positions incorrect and/or uncontrolled and/or variable spacing in between partners: - less than 50% of pattern……. - 50% or more of pattern…….	**….1** **….2**	7. Holds and positions correct and/or creative, consistent and appropriate for the rhythm selected and/or with close spacing between partners	**1 - 2**
		8. Timing accurate 100%	**2**
8. Pattern incorrect, including crossing the long axis when not permitted	**1 - 2**	9. Maximum utilization of the ice surface with the correct Pattern	**2**

GRADE OF EXECUTION of REQUIRED ELEMENTS (including CHOREOGRAPHIC ELEMENTS) 2024/25											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
MUSICALITY	**Out of musical structure/rhythm pattern and/or not reflecting character**					Mostly with Musical Structure	**In musical structure/rhythm pattern and reflecting character**				
FALLS/ ERRORS/ LOSS OF CONTROL	Two (2) falls AND/OR many serious errors		One (1) fall or serious errors	Two (2) Stumbles Or Serious errors	One (1) Stumble / Touch Downs	One (1) Touchdown/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			**NONE**	
CHOREO-ELEMENTS	**Choreo Element receives the "!" symbol - Reduce GOE by 2 grades (no higher than +3)**										
FEATURES	**NEGATIVE – More negative features than positive features**					**Positives = Negatives**	**POSITIVE – More positive features than negative features**			7 – 8 (no negative features)	More than 8 (ALL features attempted are positive) 3 – 4
	More than 8	7 – 8	5 – 6	3 – 4	1 – 2		1 – 2	3 – 4	5 – 6		
	NEGATIVE FEATURES					**POSITIVE FEATURES**					
	EXECUTED THROUGHOUT ELEMENT										
1. Poor execution and/or Element labored and/or Loss of Control with or without additional support					1 – 4	**1. Smooth and/or Effortless**				**2**
2. Element does not reflect choreography of the chosen Music/rhythm/character/theme					1 – 3	**2. Element enhances the choreography and/or character of the chosen music/rhythm/character/theme. Element reflects nuances in the music.**				**1 – 3**
3. Poor entry / Poor exit (per each)					1	**3. Entry/Exit is seamless and/or unexpected and/or creative (per each)**				**1**
4. Poses or moves awkward or not aesthetically pleasing (per partner)					1 – 2	**4. Body lines and pose of both partners aesthetically pleasing (per partner)**				**1 – 2**
5. Separation longer than permitted immediately before/after Required Elements - RD: no more than 1 measure of music - FD: not to exceed 5 sec					2	**5. Element is innovative and / OR creative and / OR Includes variety of holds**				**1 - 3**
6. Execution not simultaneous and/or Lack of unison Step Seq, OFT, ChTw NOTE: **STw: 1 Tw: 1 - 2 negative features, Both Tw: 2 – 4 negative features**					1 - 2	**6. Unison or Oneness throughout the element**				**1 – 2**
7. Distance within Element - more than 2 arms lengths apart - variable spacing in between partners					1 – 2	**7. Consistent and close spacing between partners STw, Step Seq, OFT, ChRS**				**1 - 2**
						8. Speed of rotations maintained or accelerated RoLi, DSp, STw, Choreo El				**1 – 2**
8. Lacking or reducing speed of rotation and/or speed across the ice					1 – 2	**9. Speed across the ice maintained or accelerated during the Element**				**1 – 2**
9. Not on spot DSp, StaLi					1 - 2	**10. Cleanness and sureness of steps and turns STw, Step Seq, OFT**				**2**
10. Pattern/ Placement incorrect RD: All elements. FD: Step Seq, ChSt					1 **per each error**	**11. Exit of Twizzles performed with smooth running edge by both partners on the same Twizzle. One Twizzle: 1 Both Twizzles: 2**				**1 or 2**
11. Not Permitted items within element* Step Seq, PSt, ChRS, ChSt, DSp					2 per each					
12. Stop longer than permitted in Element Step Seq, PSt, ChRS, ChSt					2 **per each long stop**					

* RD: Hand in Hand, Loops, Retrogression, Stop more than one, Touching in the Non-Touch Step Style B
* FD: Hand in Hand, Loops, Stops, Retrogression, Separation longer than 5 sec

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