

Rollart



**NEW JUDGING SYSTEM FOR
ARTISTIC ROLLER SKATING COMPETITIONS
DANCE**

**By
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1 OWNERSHIP

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2 DANCE – general definitions

Timing: all steps, movements, actions must be danced in the timing of the music. For the compulsory dance/ pattern dance it is mandatory to achieve the correct timing to reach the relevant level. Timing faults will bring level down of a minimum of one and will be marked down in the components.

Turns: turns are all the technical difficulties listed and that involve a change of direction on the same foot: travelling (minimum one rotation and a half must be executed quickly to be considered as such otherwise will be considered three turns), tres, brackets, loops, counters, rockers.

Cluster: sequence of at least three different turns executed on one foot, the three turn will be counted as a turn for the cluster. No change of edge is allowed. Change of edge will be allowed after the 3rd step if skaters choose to perform a more than three (3) steps cluster.

In all the step sequences, both “with hold” or “not in hold” different turns, can be executed both individually and one following the other with change of foot, or as a cluster performed simultaneously or not. In both cases, they should be distributed through all the sequence.

Steps with change of foot: mohawks, choctaws, inverted mohawks, inverted choctaws

Step: all the technical difficulties that are executed keeping the same direction as, steps on toe stops, chassé, cross chassé, change of edges, cross rolls, cut-step, crosses, runs etc.

Note: half rotations or one rotation jumps on two feet or one foot is not considered a step or a turn.

Extra feature: they will be considered choreographic movements and poses and can be inserted in all the levels.

Extra features list:

- Spread eagle inside and outside.
- Ina bauer.
- Thrust (forward, backward, side).
- Arabesque.
- Swan.

Ina bauer: it is a technical figure like the spread eagle (inside or outside), during which, the skater executing a frontal split keeps the two feet on different parallel tracings. One of the knees bends while the other has kept extended. It must be a clear inside edge.

Body movements: the choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s to be considered, during at least 1/3 of the sequence. At least two parts of the body must be used.

Attitude: free leg stretched in front or behind with respect to the skating foot.

Coupè: free leg bended by the side of the skating leg.

Travelling: multiples threes skated on the same skating foot with a continuous rotation (minimum two rotations), while the free foot can get any position. If the rhythms changes, it is not good because it is not a continuous action.

Step Sequences: for the circular, serpentine, straight line, diagonal step sequences it is not allowed to cross the pattern just executed or to cross it.

3 COUPLE DANCE

The couple dance competition consists in one style dance and one free dance.

The scores for style dance and free dance will be two:

- Technical content.
- Artistic impression.

3.1 Style dance

Following the rules for the style dance.

- The duration of the style dance will be: 2:50 minutes +/- 10 seconds.
- The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two different music selections for the same rhythm.

Required elements in a style dance are four (4), the only elements that will be always used are the pattern dance sequence and the lift, the others will change each year and will be chosen in between:

1. One no hold step sequence.
2. One hold step sequence.
3. One no hold synchronized cluster sequence.
4. One hold cluster sequence.
5. No hold synchronized travelling sequence.

Fix elements:

1. One dance lift (the kind of lift will be chosen each year).
2. One pattern dance sequence (compulsory dance).

Note: the first required element performed of each type will be the one evaluated by the judges as the required one for the current year.

3.2 Free dance

The duration of the free dance will be: 3:30 minutes +/- 0:10.

FIRS ATC will require seven (7) elements chosen from the following nine (9):

1. Stationary lift.
2. Rotational lift.
3. Combo lift.
4. Choreographic lift.
5. No hold step sequence.
6. Hold step sequence.
7. No hold synchronized cluster sequence.
8. Hold cluster sequence.
9. Synchronized travelling sequence.

3.3 One no hold step sequence (straight line or diagonal)

Levels

- Level 1 – must include at least four (4) turns.
- Level 2 – must include at least six (6) turns.
- Level 3 – must include at least three (3) turns all executed at least once in both directions (six (6) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti clockwise or vice versa).
- Level 4 – must include at least four (4) turns all executed at least once in both directions (eight (8) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti clockwise or vice versa)
- Level 5 – must include at least five (5) turns all executed at least once in both directions (ten (10) turns in total). Skaters must add one (1) cluster and one (1) choctaw in both directions (1 clockwise and 1 anti clockwise or vice versa).

Clarifications

- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2 and 3.
- The steps of the cluster are included in the ones required for the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear. If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- For level 3, 4, 5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3, 4, 5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this is not fulfilled, the level cannot be higher than 1.
- The step sequence must start from a stop position.

3.4 One dance hold step sequence

The couple should execute a minimum of two (2) different dance recognized positions, performed in succession (one after the other. E.g. from Foxtrot to Tango), or not following one another (using in between them a not recognized position. E.g. from Foxtrot to a frontal position with hands crossed to end in a Tango). If presented one following the other, it must include a change of direction of at least one of the two skaters.

Recognized dance positions: dance positions prescribed by regulation. E.g. Kilian (reverse, cross), Waltz (and Semi-Waltz), Tango (Tango and reverse), Foxtrot, Tandem, Promenade etc.

Note: the position "hand in hand" is not considered a recognized position.

The change of position must be:

- Switching between recognized positions: this happens when the couple changes from a recognized position to another recognized position and during this change one of the partners changes the direction. E.g.: Kilian to Waltz, the Waltz to Foxtrot, Tango to Tandem etc.

Note: it will not be considered a change of position, the transition Kilian to Foxtrot (positions with skaters both side by side and with the same direction) or Waltz to Tango (positions with partners in the opposite direction to each other where they both remain on the same direction).

- Pass through positions coded: this happens when a couple uses not recognized “creative positions” before assuming a recognized position. In such changes of positions, it is not necessary a change of direction.

The skaters, in dance hold (recognized or not recognized), must necessarily execute MINIMUM two (2) different turns simultaneously or not simultaneously.

Note: turns executed during hold dance step sequence, can be the same that is symmetrical between the two skaters (e.g. 2 brackets and 2 rockers), or different (e.g. one skater executes a turn and the other a step).

Levels

- Level 1 – two (2) different holds and must include at least four (4) turns.
- Level 2 – two (2) different holds and must include at least six (6) turns.
- Level 3 – three (3) different holds and must include at least three (3) turns, in both directions (six (6) turns in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
- Level 4 – three (3) different holds and must include at least four (4) turns, all executed at least once in both directions (eight (8) turns in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa)
- Level 5 – minimum four (4) different holds and must include at least five (5) turns, all executed at least once in both directions (ten (10) in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa) and one (1) cluster.

Clarifications

- The turns can be executed simultaneously or not.
- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2 and 3.
- The steps of the cluster are included in the ones required for the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- For level 3, 4, 5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3, 4, 5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this is not fulfilled, the level cannot be higher than 1.
- The step sequence must start from a stop position.

3.5 Dance lifts

Kinds of lifts:

- Stationary position.
- Rotational.

- Combination: stationary position + rotational.
- Choreographic.

For all the lifts, the maximum time allowed is ten (10) seconds, except for the combination lift to which it will be allowed twelve (12) seconds.

Difficult positions

Difficult position for the lifted partner

- Full split: when the legs are spread, and extended on a same line; the corner is of 180°.
- Full biellmann: vertical position for the lifted partner, the heel of the skate (sustained by the hand) brought behind the bust (on the sagittal plane) and at the same level as the head or above the head.
- Transverse full ring: partner lifted body on the transverse plane, in horizontal position (parallel to the rink) where the upper body is arched backward with one or both heels close to the head (describing a complete circle).
- Head upside down: upside down vertical position for the lifted partner with the head close to the rink.
- From a vertical position lady is cantilevered out: lady's torso is extended away from the man and the only one additional point of support are the hands.
- Balancing in a horizontal position with only one additional point of support.
- Leaning out (forwards or backwards) with the only one additional point of support being the legs;
- Full layback with arched pose with no support from the lifting partner above the thigh.
- Extended out with the majority of body weight in a horizontal line with the only one additional point of support being shoulders and/or upper back.

When to consider a change of position of the lifted partner

- The lifted partner changes hold and position in a significant way.
- The change of hold and position are executed at the same time.
- Different positions must be clear and defined.
- In a rotational lift, the change of position happens during the rotation itself with no interruptions.
- In a rotational lift, the change of position will be considered if the position is hold for at least two (2) revolutions of the lifted partner.

Difficult position of the lifting partner (examples)

- One foot.
- Outside, inside or flat spread eagles.
- In a bauer inside and outside.
- Bended (sit position) 90°.
- One contact arm/hand.
- Execution of a turn for the stationary or combination lift.

Creative/difficulty entry (examples)

- Unexpected entry.
- Entry from difficult transition like a turn, outside mohawk, choctaw (no from runs).
- Creative/difficult entry before the first position (as ½ or 1 rotation assisted jump of the lifted partner) or, always by the lifted partner, one rotation in the air (supported by the lifting partner) on the sagittal plane or on the horizontal one.

Levels for stationary lifts

This is a lift where the lifting partner will not perform any rotation and where the lifted partner will keep just stationary position for at least three (3) seconds. It is allowed to the lifting partner to do half rotation to enter the lift and half rotation to exit.

- Level 1 – the lifted partner is lifted for at least three (3) seconds.
- Level 2 –
 - One (1) change of position (two (2) positions) for the lifted partner (each position kept for at least three (3) seconds), or;
 - The lifting partner keeps a difficult position for at least three (3) seconds, or;
 - The lifted partner holds a difficult position for at least three (3) seconds.
- Level 3 – one (1) change of position (two (2) positions held at least for three (3) seconds each) + a difficult position for the lifting partner or a difficult position of the lifted partner kept for at least three (3) seconds.
- Level 4 – same as level 3 but with a creative/difficult entry.
- Level 5 –
 - The lifted partner holds a difficult position for at least three (3) seconds + one (1) change of position (hold for at least three (3) seconds) + difficult position for the lifting partner for at least three (3) seconds + creative/difficult entry, or;
 - Three (3) different difficult positions (two (2) difficult positions as well as level 3 + a difficult position chosen between e-i) + creative/difficult entry.

Levels for rotational lifts

This is a lift where the couple must rotate for at least three (3) revolutions to get the level 1. The number of revolutions to count are those of the lifting partner.

- Level 1 – at least three (3) rotations of the lifting partner
- Level 2 – at least four (4) rotations of the lifting partner + a difficult position of the lifted partner held for at least two (2) rotations.
- Level 3 – at least five (5) rotations of the lifting partner + the lifted partner in a difficult position held for at least three (3) rotations.
- Level 4 –
 - At least six (6) rotations of the lifting partner + the lifted partner in a difficult position held for four (4) rotations, or;
 - Executing a change of position (two (2) positions) + a difficult position in one of the positions held for at least two (2) rotations.
- Level 5 –
 - Same as level 4 + a creative/difficult entry, or;
 - Executing a change of position (two (2) positions) + a difficult position in both of the positions held for at least three (3) rotations.

Levels for combination lifts

This lift is a combination of a stationary lift and a rotational lift.

- Level 1 – the lifted partner is lifted for at least two (2) seconds in a static position and the lifting partner executes two (2) revolutions before or after the static position.
- Level 2 –
 - The lifted partner executes one (1) change of position (two (2) positions, each kept for two (2) seconds), or;
 - One (1) difficult position for at least two (2) seconds.

- Level 3 – one (1) change of position (two (2) positions) kept for at least two (2) seconds each + the lifting partner holds a difficult position for at least two (2) seconds + at least four (4) rotations of the lifting partner before or after to the stationary position of the lifted partner.
- Level 4 – same as level 3 + creative/difficult entry.
- Level 5 – the lifted partner holds a difficult position for at least two (2) seconds and executes one (1) change of position. The two (2) positions must be kept for at least two (2) seconds each, with the lifting partner that holds a difficult position for at least two (2) seconds and executes at least five (5) rotations and the lift must start with a creative/difficult entry.

Clarifications

- For rotational lifts, it is allowed half of rotation of the lifting partner before the lifted partner reaches the position. If to get to the final position it will take more than half of rotation the level will be decreased.
- For stationary lifts half of rotation is allowed to reach the stationary pose of the lifted partner. If to get to the final position it will take more than half of rotation, the level will be decreased.
- The difficult positions requested can be performed in the stationary part or in the rotational.

Choreographic lift

The choreographic lift will have a set value of two (2) not depending on levels. Judges will give their QOE based on the characteristics listed in the table.

The choreographic lift will be inserted to enhance or underline a part of the choreography.

It cannot last more than ten (10) seconds and can be used during a stop.

3.6 One pattern dance sequence (compulsory dance) – for style dance

For the sequence of the compulsory dance to insert in the style dance, there will be four (4) levels depending how the key points have been executed. If the compulsory dance requests two (2) sequences, the levels will be applied twice, once for each sequence.

Levels

- Level 1 – 75% of sequence/section is completed by both partners.
- Level 2 – sequence/section is not interrupted more than four (4) beats in total, either through stumbles, falls or any other reason AND one (1) or two (2) key points is correctly executed.
- Level 3 – sequence/section is not interrupted more than four (4) beats in total, either through stumbles, falls or any other reason AND three (3) key points are correctly executed.
- Level 4 – sequence/section is not interrupted at all, either through stumbles, falls or any other reason AND four (4) key points are correctly executed.

Timing faults will bring level down of a minimum of one and will be marked down in the components.

Every judge will evaluate the accuracy of skating, the positioning of each section of the pattern dance depending on the positive features and not depending on its execution (e.g. time, correctness, depth and quality of the edges, cleaning and mastery).

3.7 Clusters sequences

No hold synchronized cluster sequences

- The couple must introduce two (2) sequences of clusters separated by a change of foot (1 step).
- The sequences MUST be the same for both partners.

- The skaters have not to be in hold but skating alone.
- They should be as close as possible one another and they are free to use whatever turn they want.
- Each sequence must contain at least three (3) different turns.
- No change of edge is allowed. Change of edge will be allowed after the 3rd step if skaters choose to perform a more than three (3) steps cluster

Hold synchronized clusters sequences

- The couple must introduce two (2) sequences of clusters separated by a change of foot (1 step).
- The couple can never break the hold.
- Each sequence must contain at least three (3) different turns.
- The sequences for each partner can be different.
- No change of edge is allowed. Change of edge will be allowed after the 3rd step if skaters choose to perform a more than three (3) steps cluster

Levels

- Level 1 – the two (2) clusters are correctly executed with no interruption.
- Level 2 – one of the two (2) clusters contains four (4) turns, three (3) of them must be different.
- Level 3 –
 - One of the two (2) clusters contains five (5) turns, three (3) of them must be different, or;
 - The two sets contain four (4) turns, three (3) of them, for each cluster, must be different.
- Level 4 – the two sets contain five (5) turns, three (3) of them, for each cluster, must be different.

Clarifications for synchronized clusters sequences

- If there is a full stop before the first cluster, by one or both partners, the level shall be reduced by one.
- If there is a full stop before the second sequence, by one or both partners, the level shall be reduced by one.
- If there is more than one step between the two sequences, if the mistake is performed by one partner the level shall be reduced by one, if the mistake is performed by both partners, the level will be reduced by two.
- If a loss of control with additional support (touch down by free leg/foot and/or hand/s) occurs after the cluster has started and the execution of the element continues after the touch down, only the part before the touchdown will be considered for the level.
- No change of edge is allowed in the first three steps of the cluster.

3.8 Travelling sequences

- The first execution of a travelling set must be the one to be called with a level or no level if the features of the first level are not fulfilled.
- The rotations of the travelling should be fast and demonstrate ability to keep the control of the body axis.
- If the skater falls or there is any interruption during the entry or the execution of the set of travelling, if the skater does immediately after another set, the element is called for what has been done before the interruption or the fall. It will have a no level if the features of the level 1 are not fulfilled.
- Maximum duration of the travelling eight (8) seconds.

Set travelling: minimum two (2) rotations on each foot with a maximum of three (3) little steps in between. It is mandatory that in each set the entry edge and foot of the turns must be different.

Type of travelling (starting edge)

- Forward inside.
- Forward outside.
- Backward inside.
- Backward outside.

Additional features (examples): the features should be performed correctly by both skaters to be considered.

- At least one hand above the head or on its line.
- Crossed hands behind the back and far from it.
- Arms crossed in front of the body between shoulders and waist (can be also one behind and the other in front like a screw).
- Free leg crossed in front or crossed behind over the knee line.
- Free leg crossed in front or behind under the knee line (pirouettes).
- Free skate wheels hold by one hand.

Levels

- Level 1 – execution of the two (2) sets of travelling with two (2) revolutions each.
- Level 2 – different rotations for the two (2) travelling and at least three (3) revolutions each.
- Level 3 – different rotations for the two (2) travelling and at least three (3) revolutions each + one (1) feature.
- Level 4 – different rotation for the two (2) travelling and at least four (4) revolutions each + two (2) different features.

3.9 QOE – Couple dance

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
SEQUENCES/ SECTIONS OF PATTERN DANCE	-3	-2	-1	Base	+1	+2	+3
Quality/correctness of edges/steps/ turns for the whole pattern dance element	40% or less clean edges/ steps/turns with many errors	50% clean edges/steps/ turns with 2 major errors	60% clean edges/steps / turns with 1 major error	75% clean edges/steps / turns with no major error	80% clean edges/steps/turns with no major error	90% clean edges/step/turns with no major error	100% clean edges/step/turns
Depth of edges	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very deep
Correct holds	40%	50%	60%	75%	80%	90%	100%
Correct tracking, restart and its repetition (if required)	40%	50%	60%	75%	80%	90%	100%
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
DANCE LIFTS	-3	-2	-1	Base	+1	+2	+3
Entry/exit	Shaky/ dropped	Fumbling	Hesitant/ abrupt	Sure/ solid	Smooth	Flowing	Seamless
Ascendant/ descent	Very brief	Struggling	Much effort	Some effort	Little effort	With easy	Floating effortless
Stability	Lose balance	Unstable	Variable	Stable	Sure	Confident	Relaxed/bold

Change of position	Awkward	Discontinuous	Labored	Controlled	Smooth	Flowing	Effortless
Rotation technique	Awkward/ very slow	Unstable, scraped turns	Discontinuo us weak turns	Continuous	Smooth	Flowing and fast	Flowing and very fast
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
CHOREO LIFT	-3	-2	-1	Base	+1	+2	+3
Entry/exit	Shaky/ dropped	Fumbling	Hesitant/ abrupt	Sure/ solid	Smooth	Flowing	Seamless
Ascendant/ descent	Very brief	Struggling	Much effort	Some effort	Little effort	With easy	Floating effortless
Music	Not coherent with the music and choreography	No choreographic reason	Good but meaningless	Some coherence with the music and choreo	On the music	Coherent with the theme and the choreography	Absolutely in the flow of the music and on the meaning of the theme
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
STEP SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Edges/sureness	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong, confident	Deep and quite bold
Speed and flow	Struggling, labored, forced	Deteriorates or limited	Inconsistent /variable	Some speed and some flow	Good speed with variable flow	Considerable speed and constant flow	Considerable speed achieved effortlessly and fluidly
Partner balance	Both very poor	Both poor	Unequal	Differ slightly	Both good	Both very good	Both excellent
Footwork	Both on two feet or both toe-pushing	Wide stepping or one on two feet or toe- pushing	Variable	Generally correct	Correct	Clean and neat	Clean and effortless
Turns	Jumped/ awkward	Skidded	Forced	Majority correct	Clean	Clean and neat	Clean and effortless
Spacing between partners (not touching)	Uncontrolled	Deteriorates	Variable	Little variation	Controlled	Consistent and close	Consistent and very close with ease
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
SET SYNCHRONIZED CLUSTERS	-3	-2	-1	Base	+1	+2	+3
Entry/completion	Awkward/ off balance	Hesitant/ lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Edges	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong confident	Deep and quite bold
Spacing between partners	Completely uncontrolled	Deteriorates	Variable	Little variation	Consistent	Consistent and close	Consistent and very close
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
TRAVELLING SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Entry/ Completion	Awkward/ off balance	Hesitant/ lack of control	Abrupt	Sure/ stable	Sure and smooth	With ease	Seamless

Connecting steps footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/ clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Spacing between partners	Completely uncontrolled	Deteriorates	Variable	Little variation	Consistent	Consistent and close	Consistent and very close

Falls: in addition to the deduction to the sum at the end of the program, the judges should apply a negative QOE like this: -2 for the fall of one skater, -3 for the fall of two skaters.

4 SOLO DANCE

The solo dance competition consists in one style dance and one free dance.

The scores for style dance and free dance will be two:

- Technical content.
- Artistic impression.

4.1 Style dance

Following the rules for the style dance.

- The duration of the style dance will be 2:40 minutes +/- 10 seconds.
- The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two (2) different music selections for the same rhythm.

The elements to perform will be always four (4). There will be always the Pattern Dance sequence, the others will change each year and will be chosen in between:

1. Straight step sequence (will be decided each year).
2. Circular step sequence (will be decided each year).
3. Cluster sequence (see couple dance).
4. Travelling sequence (see couple dance).

4.2 Free dance

The duration of the free dance will be 3:00 minutes +/- 10 seconds.

Following the rules for the free dance:

1. One straight step sequence (will be decided each year).
2. One circular or serpentine step sequence (will be decided each year).
3. One travelling sequence (see couple dance).
4. One cluster sequence (see couple dance).
5. Choreographic step sequence.

4.3 One straight step sequence – one circular step sequence: for style and free dance

Levels

- Level 1 – must include at least four (4) turns.
- Level 2 – must include at least six (6) turns.
- Level 3 – must include at least three (3) turns all executed at least once in both directions (six (6) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).

- Level 4 – must include at least four (4) turns all executed at least once in both directions (eight (8) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
- Level 5 – must include at least five (5) turns all executed at least once in both directions (ten (10) turns in total). Skaters must add one (1) cluster and one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).

Clarifications

- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2 and 3.
- The steps of the cluster are included in the ones required for the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- For level 3, 4, 5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3, 4, 5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this is not fulfilled, the level cannot be higher than 1.
- The step sequence must start from a stop position.

4.4 Choreographic step sequence

- This step sequence is free.
- The skaters must demonstrate the ability to skate on the music and to interpret the music using technical elements such as: steps, turns, arabesque, pivot, ina bauer, spread eagles, (not declared) one rotation jumps (included in the permitted jumps), quick spins.
- The sequence must start from a standing position from a long side to the other long side of the skating surface.
- There is not a set pattern to follow.
- The time to do this step sequence is maximum 20 seconds.
- Non Stop is allowed during the sequence.
- It has a fixed value of two (2) points.

4.5 QOE – Solo dance

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
SEQUENCES/ SECTIONS PATTERN DANCE	-3	-2	-1	Base	+1	+2	+3
Quality/correctness of edges/ steps/ turns for the whole pattern dance element	40% or less clean edges/steps/ turns with many errors	50% clean edges/steps/ turns with 2 major errors	60% clean edges/steps/ turns with 1 major error	75% clean edges/steps/ turns with no major error	80% clean edges/steps/ Turns with no major error	90% clean edges/step/ Turns with no major error	100% clean edges/step/ turns
Depth of edges	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very deep

Correct tracking and restart and its repetition (if required)	40%	50%	60%	75%	80%	90%	100%
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
STEP SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Edges/sureness	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong, confident	Deep and quite bold
Speed and flow	Struggling, labored, forced	Deteriorates or limited	Inconsistent/Va riable	Some speed and some flow	Good speed with variable flow	Considerable speed and constant flow	Considerable speed effortlessly and fluidly
Footwork	Two feet or both toe-pushing	Wide stepping / 1 on 2 feet / toe-pushing	Variable	Generally correct	Correct	Clean and neat	Clean and effortless
Turns	Jumped/ awkward	Skidded	Forced	Majority correct	Clean	Clean and neat	Clean and effortless
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
TRAVELLING SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Entry/completion	Awkward/off balance	Hesitant/lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Connecting steps footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
SET SYNC. CLUSTERS	-3	-2	-1	Base	+1	+2	+3
Entry/completion	Awkward/ off balance	Hesitant/ lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Edges	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong confident	Deep and quite bold

CHOREO STEP SEQUENCE POSITIVE QOE	<ul style="list-style-type: none"> • New steps, new steps sequence. • Intricate pattern. • Originality. • Variety. • Musicality. • Matching with the theme and music. • Clear movements. • Good energy. • Good control and involvement of the whole body. 			
	Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
CHOREO STEP SEQUENCE NEGATIVE QOE				
Fall		-3	Lack of musicality	-1 to -3
			Stumble	-1 or -2
			Out of time	-1 or -2
			Poor in energy	-1 or -2
			Poor performance	-1 or -2

Falls: in addition to the deduction to the sum at the end of the program, the judges should apply a negative QOE like this: -3 for the fall of the skater.

5 ARTISTIC IMPRESSION

Score for the Artistic impression will be the sum of 4 components. For each one of the components judges should award a score between 0.25 and 10.

- Skating skills.
- Transitions.
- Performance
- Choreography/Composition.

5.1 Skating skills

Over all skating quality: edge control and flow over the surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique, and the use of effortless power to accelerate and vary speed.

Criteria:

- Posture.
- Good bending knee action and stroke.
- Correct use of lean.
- Cleanness and sureness of deep edges, steps, and turns.
- Relationship between partners reflecting the nature of the dance.

5.2 Transitions

The varied and or intricate footwork, positions, movements and holds that link all elements and constitute the distinct technical content of the dance.

Criteria:

- Variety.
- Difficulty.
- Intricacy.
- Quality.
- Fluidity.
- Balance of workload between partners.
- Variety of holds (not excessive side by side and hand in hand).

5.3 Performance

Performance is the involvement of the skater/couple/teams physically, emotionally and intellectually as they translate the intent of the music and choreography. Execution: is the quality of movement and precision in delivery.

Criteria:

- Interpretation.
- Personality.
- Theatricality.
- Physical and emotional involvement.

- Sureness, clear and energy use of the lines and movements and good use of the energy variations.
- Balance in performance between partners.
- Expression of the character of the rhythm by using body moves, steps and holds to reflect the character of the music.

5.4 Choreography/Composition

Choreography/Composition an intentional, developed, and/or original arrangement of all movements according to the principles of proportion, unity, space, pattern, structure, and phrasing.

Criteria:

- Quality of the design of a program.
- Pattern and floor coverage
- Utilization of personal space.
- Originality.
- Match between skater and choreography chosen.
- Shared responsibility in achieving purpose by both.
- Conformity to pattern and stop requirements (style dance only).
- Timing.

6 ILLEGAL ELEMENTS

A deduction of one point (1.0) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

- More than maximum seconds for the lifts.
- More than allowed separations.
- Style dance: wrong rhythm, number of rhythms less than two (2).

General

- Costume violation.
- Time of the program less than the minimum.
- Falls (fall of one skater, 1.0 point, fall of two skaters, 2.0 points).
- Mandatory element not presented.