NZIFSA - 2021 Ice Dance - RHYTHM DANCE ELEMENTS - V2

• <u>Junior & Senior</u> – "Street Dance Rhythms" (such as hip hop, disco, swing, krump, popping, funk, etc.), jazz, reggae (reggaeton) and blues. Note: Music must not include aggressive and/or offending lyrics.

| Grade | Lift Elements | Twizzles | Step Sequences | PD Element |
|---------------------------------------------------------------------------------|------------------------------------|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Junior Time: 2:50 (+/- 10 sec) Falls: -1.0 Components: SS/TR/PE/CH/IN | 1 Short Lift 7 seconds max | 1 Set of Sequential Twizzles - Max one step between - No contact between twizzles | 1 Step Sequence Midline or diagonal Style B In hold/not touching/both Different rhythm to PD Elements | Two sections of Blues To character of chosen rhythm 86-90 BPM Consecutively/separately Starting on different sides. 1st on judges' side. |
| Senior Time: 2:50 (+/- 10 sec) Falls: -1.0 Components: SS / TR / PE / CH / IN | 1 Short Lift 7 seconds max | 1 Set of Sequential Twizzles - Max one step between - No contact between twizzles | 1 Step Sequence Midline or diagonal Style B In hold/not touching/both Different rhythm to PD Elements | One section Midnight Blues To character of chosen rhythm 86-96 BPM Section 1 steps # 5-14 Starting opposite Judges Followed immediately by one Pattern Dance Type Step Sequence (Style C) same rhythm and tempo Concluding at the Short Axis opposite Judges |