Communication No. 2555

ICE DANCE

GUIDELINES FOR INTERNATIONAL NOVICE COMPETITIONS 2023/24
(Updated May 1, 2023)

It is a requirement for certain Technical Rules to be announced annually by the Ice Dance Technical Committee which also applies to the guidelines for Novice International Competitions.

All other rules are published in Special Regulations & Technical Rules:

- General Rules

- Requirements defined in the Technical Rules as per Rule 711 as valid for one season only:
    - Pattern Dances for International Competitions (including Key Points and Key Point Features)
    - Music requirements for Pattern Dances for International Competitions,
    - Required Elements for Free Dance
    - Components charts for Pattern Dances and Free Dance

Furthermore, the Communication "Requirements for Technical Rules with ongoing validity, effective July 1, 2023 is published separately and will include:
- Marking Guide for GOE for Pattern Dances and Free Dance
- Criteria for Levels for all Required Elements

Seoul,
      April 13, 2023
Lausanne,

Jae Youl Kim, President

Fredi Schmid, Director General

1. GENERAL INFORMATION 2023/24

Entries

Entries to the competitions are made by the ISU Members (for International Competitions) or Sections/Clubs (for Interclub Competitions), which must be a member of the ISU Member, based on the age and the level of the Skaters.

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE	
Age restriction	has not reached the age of thirteen (**13**)	has not reached the age of fifteen (**15**)	has reached the age of ten (**10**) and has not reached the age of fifteen (**15**) for girls (Singles/Pairs Skating/Ice Dance) and boys (Single Skating) and seventeen (**17**) for boys (Pair Skating/Ice Dance)	

**ALL DEDUCTIONS FOR NOVICE CATEGORIES ARE HALF THE NORMAL DEDUCTIONS FOR JUNIOR/SENIOR.
THE CHART WITH ALL DEDUCTIONS IS INCLUDED ON PAGE 12-13 FOR NOVICE CATEGORIES.**

Officials:

a) Rule 420 6, regarding the appointment of Officials apply, except for the requirement of their international qualification. However, in each event there must be at least one (1) Judge and one (1) member of the Technical Panel and the Referee with an international qualification. National officials may be aged from 21 years to 75 years.
b) The same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Junior and Senior International Competitions.
c) Rules 433, paragraphs 1 and 2 regarding the Report of the Referee and the Report of the Technical Controller for Advance Novice apply.

General Information for Pattern Dances – All Novice Categories

Calling Process without Key Points: **Basic Novice**	Technical Panel identifies Sequences/Sections of the Pattern Dance as **Basic Level** when **50%** of the Sequence/Section is completed by both partners; **Level 1** when **75%** of the Sequence/Section is completed by both partners Technical Panel identifies and calls falls.
Calling Process with Key Points: **Intermediate and Advance Novice**	Technical Panel determines the Level of every Section/Sequence. At **Intermediate** Novice **up to Level 2** and **Advanced** Novice **up to Level 3**
For events with two Pattern Dances	The total score for each PD will be multiplied by **a factor of 0.5 in Basic Novice, 0.75 in Intermediate Novice** and **1.0 in Advanced Novice**

MUSIC REQUIREMENTS FOR PATTERN DANCES FOR INTERNATIONAL COMPETITIONS

Rule 707, paragraph 5 provides that, in International Competitions, the current series of ISU Ice Dance music shall be used for the Pattern Dance unless the Ice Dance Technical Committee has decided that the music for one or several Pattern Dances is to be provided by the Couple, following certain requirements.
For season 2023/24, Couples shall provide their own music for all Pattern Dances. According to Rule 707 paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a "Pattern Dances Program time" deduction according to Rule 353, paragraph 1. n) shall apply. Other International Competitions and International Adult Competitions: As announced by the organizer in the announcement of the competition. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dancing 2003) plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms.

2. Ice Dance events shall consist of:

Basic Novice	2 Pattern Dances and Free Dance
Intermediate Novice	2 Pattern Dances and Free Dance
Advanced Novice	2 Pattern Dances and Free Dance

2.1 Pattern Dances

Rule 711, paragraph 1: for Novice International Competitions, the Pattern Dances will be announced annually by the Ice Dance Technical Committee in an ISU Communication not later than June 1st, to become effective on July 1st of the season following the announcement.

BASIC NOVICE
Two (2) Pattern Dances are to be skated from the following:

- ➤ Season 2023/24: **Fourteenstep, Willow Waltz** and **Tango Canasta**

INTERMEDIATE NOVICE

One of the two groups announced for the season shall be drawn before the first practice of the competition. Each group contains **two (2) Pattern Dances**.

> Group 2: **Fourteenstep** and **Tango**
> Group 3: **Foxtrot** and **European Waltz**

- ➤ Season 2023/24: Group 2 and Group 3

ADVANCED NOVICE
　　　The following Two (2) Pattern Dances are to be skated:

- ➤ Season 2023/24: <u>**Rocker Foxtrot**</u> and **Starlight Waltz**

2.2 PATTERN DANCES 2023/24

All Novice categories	All Pattern Dances will be skated in the order listed and must be performed with the first sequence executed in front of the judges' stand. If not, the Referee will stop the couple and instruct them to restart on the correct side without deduction. The first Step of the dance must be on beat 1 of a measure. Couples shall provide their own music for all Pattern Dances. May be ISU Ice Dance music (tune 1-5). Each team's music for the official practice will be played for both Pattern Dances (Each couple skate the first Pattern Dance to their own music and then each couple skate the second dance to their own music) Warm-up 3 minutes, max 6 couples. The first 30 seconds are without music, followed by 2 minutes and 30 seconds of the 6th tune of the ISU Ice Dance music has to be played					

		Pattern Dance	# of sequences	Music	Pattern	Components/ Factors	Warm up Music
Basic Novice **No Key Points, Called to max Level 1**	Pattern Dance 1	**Fourteenstep**	4 Sequences	Rhythm: March 2/4 and 4/4; Tempo 56 measures of 2 beats per minute and 28 measures of 4 beats per minute (112 beats per minute) plus or minus 2 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6th (last) tune of the Fourteenstep ISU Ice Dance music
	Pattern Dance 2	**Willow Waltz**	2 Sequences	Rhythm: Waltz ¾; Tempo (the same as "European Waltz") 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6th (last) tune of the European Waltz ISU Ice Dance music
	Pattern Dance 3	**Tango Canasta**	3 Sequences	Rhythm: Tango 4/4; Tempo 26 measures of 4 beats (104 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6th (last) tune of the Tango ISU Ice Dance music
Intermediate Novice **Key points called to max Level 2**	Group 2 Pattern Dance 1	**Fourteenstep**	4 Sequences	Rhythm: March 2/4 and 4/4; Tempo 56 measures of 2 beats per minute and 28 measures of 4 beats per minute (112 beats per minute) plus or minus 2 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6th (last) tune of the Fourteenstep ISU Ice Dance music
	Group 2 Pattern Dance 2	**Tango**	2 Sequences	Rhythm: Tango 4/4; Tempo 27 measures of 4 beats (108 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6th (last) tune of the Tango ISU Ice Dance music
	Group 3 Pattern Dance 1	**Foxtrot**	4 Sequences	Rhythm: Foxtrot 4/4; Tempo 25 measures of 4 beats (100 beats per minute) plus or minus 2 beat per minute	Optional Pattern		the 6th (last) tune of the Foxtrot ISU Ice Dance music
	Group 3 Pattern Dance 2	**European Waltz**	2 Sequences	Rhythm: Waltz ¾; Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6th (last) tune of the European Waltz ISU Ice Dance music
Advanced Novice **Key points called to max Level 3**	Pattern Dance 1	**Rocker Foxtrot**	4 Sequences	Rhythm: Foxtrot 4/4; Tempo 26 measures of 4 beats (104 beats per minute) plus or minus 2 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.93	the 6th (last) tune of the Rocker Foxtrot ISU Ice Dance music
	Pattern Dance 2	**Starlight Waltz**	2 Sequences 4 sections Steps 1-17 & 18-32	Rhythm: Waltz ¾; Tempo 58 measures of 3 beats (174 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6th (last) tune of the Starlight Waltz ISU Ice Dance music

2.3 PATTERN DANCE PERCENTAGE OF STEPS INFORMATION (SEASON 2023/24)

CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	No of Steps				
						10%	25%	50%	75%	90%
Basic Novice	Fourteenstep	110-114 bpm	10.5-10.9	4 Sequences	14	1	4	7	11	13
	Willow Waltz	132-138 bpm	23.4 – 24.6	2 Sequences	22	2	6	11	17	20
	Tango Canasta	102-106 bpm	15.8-16.5	3 Sequences	14	1	4	7	11	13
Intermediate Novice	Fourteenstep	110-114 bpm	10.5 – 10.9	4 Sequences	14	1	4	7	11	13
	Tango	106-110 bpm	28.4 – 29.4	2 Sequences	22	2	6	11	17	20
	Foxtrot	98-102 bpm	16.5 – 17.1	4 Sequences	14	1	4	7	11	13
	European Waltz	132-138 bpm	23.6 – 24.4	2 Sequences	18	2	5	9	14	16
Advanced Novice	Rocker Foxtrot	102-106 bpm	17.1-17.7	4 Sequences	14	1	4	7	11	13
	Starlight Waltz	171-177 bpm	34.8-35.6	2 Sequences/4 Sections Section One: Steps 1-17 Section Two: Steps 18-32	17 15	2 2	4 4	9 8	13 11	15 14

2.4 KEY POINTS AND KEY POINTS FEATURES FOR PATTERN DANCES SEASON 2022/23

BASIC NOVICE

For Pattern Dances, there will be no key points described and up to **Level 1** will be evaluated.
The Judges evaluate the Pattern Dance with the GOE.

Characteristics of Levels for Basic Novice Pattern Dances:

Basic Level	Level 1
50% of Pattern Dance is completed by both partners	**75% of Pattern Dance** is completed by both partners

INTERMEDIATE NOVICE

Characteristics of Levels for Intermediate Novice Pattern Dances:

Basic Level	Level 1	Level 2
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners 1 Key Point is correctly executed

Fourteenstep

Each Sequence (FO1Sq, FO3Sq)	Key Point 1 Woman Steps 1-4 (RBO, LBI-Pr, RBO, LBO-SwR)
Key Point Features	1. Correct Edges 2. Progressive: cannot be performed as a Chassé
Each Sequence (FO2Sq, FO4Sq)	Key Point 1 Man Steps 1-4 (LFO, RFI-Pr, LFO, RFO-SwR)
Key Point Features	1. Correct Edges 2. Progressive: cannot be performed as a Chassé

Tango

(TA1Sq)	Key Point 1 Man Step 7 (XF-RFO-Rk)
Key Point Features	1. Correct Edges 2. Rk (# 7): correct Turn
(TA2Sq)	Key Point 1 Woman Step 22 (RFI3)
Key Point Features	1. Correct Edges 2. Correct Turn

Foxtrot

Each Sequence (FT1Sq, FT3Sq)	Key Point 1 Man Steps **3-4** (LFO, CR-RFO3, **LBO**)
Key Point Features	1. Correct Edges 2. Correct Turn 3. Correct Cross Roll
(FT2Sq, FT4Sq)	Key Point 1 Woman Steps 11-14 (LFO ClMo, RBO)
Key Point Features	1. Correct Edges 2. ClMo: correct Turn 3. ClMo: correct placement of the free foot

European Waltz

EW1Sq	Key Point 1 Woman Steps 6-8 (RBO, LBO, RFO3)
Key Point Features	1.Correct Edges 2.Correct Turn
EW2Sq	Key Point 1 Man Steps 6-8 (LFO,CR- RFO3, LBO)
Key Point Features	1.Correct Edges 2.Correct Turn

ADVANCED NOVICE

Characteristics of Levels for Advanced Novice Pattern Dances:

Basic Level	Level 1	Level 2	Level 3
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners 1 Key Point is correctly executed	90% of Pattern Dance is completed by both partners 2 Key Points are correctly executed

Rocker Foxtrot

Each Sequence (RF1Sq, RF3Sq)	Key Point 1 Woman Steps 5, 6 (LFO-SwRk, RBO)	Key Point 2 Man Steps 11, 12 (LFO ClMo, RBO)
Key Point Features	1. Correct Edges 2. Correct Turn 3. Correct Swing Rocker free foot ("leg") movement	1. Correct Edges 2. ClMo: correct Turn 3. ClMo: correct placement of the free foot
Each Sequence (RF2Sq, RF4Sq)	Key Point 1 Man Steps 5a, 5b (LFO, RFO)	Key Point 2 Woman Steps 11, 12 (LFO, ClMo, RBO)
Key Point Features	1. Correct Edges	1. Correct Edges 2. ClMo: correct Turn 3. ClMo: correct placement of the free foot

Starlight Waltz

Each Section 1: Steps #1-17 (SW1Sq1Se & SW2Sq1Se)	Key Point 1 Man Steps 9-10 (LFOI, RFO-SwR)	Key Point 2 Woman Steps 16-17 (LFO ClMo, RBO)
Key Point Features	1. Correct Edges 2. Correct Change of Edge (#9)	1. Correct Edges 2. ClMo - Correct Turn 3. ClMo - Correct placement of the free foot
Each Section 2: Steps #18-32 (SW1Sq2Se & SW2Sq2Se)	**Key Point 1** **Woman Steps 21-22 (LFI,OpMo,RBI)**	**Key Point 2** **Man Steps 26 - 28 (LFO,CR-RFO-CR-LFO3)**
Key Point Features	1. Correct Edges 2. Correct Turn 3. Correct placement of the free foot	1. Correct Edges 2. Correct Turn 3. Correct Cross Roll

Notes:

Cross Roll (Forward/Backward)
- Requirement/description: Rolling action of the free leg passing continuously the skating foot to the next outside curve. At the same time, the body weight transfers from one outside curve to the new outside curve to create a rolling movement.
For Cross Rolls, the free foot passes the skating blade/foot and is placed on the ice in front/back of the skating blade/foot. There is no requirement for the new skating blade to be on an outside edge when it is placed on the ice.

Push/Transition to the next step
- A change of edge within the last ½ a beat of the step is permitted to prepare the push/transition to the next step

3. FREE DANCE REQUIRED ELEMENTS: BASIC, INTERMEDIATE, ADVANCED NOVICE

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Levels	**Called to maximum Level 1**	**Called to maximum Level 2**	**Called to maximum Level 3**
Lifts	—	**Maximum 1 Short Lifts** Maximum 7 seconds each Choice of Straight line, Curve, Stationary or Rotational lift	**Maximum 1 Short Lifts** Maximum 7 seconds each Choice of Straight line, Curve, Stationary or Rotational lift
Dance Spins	1	1	1
	• **Dance Spin - Specifications for Season 2023/24** Dance Spin - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners		
Step Sequences	—	—	**1 Style B** Circular or Serpentine, Midline or Diagonal Performed in Hold *The Step Sequence is evaluated as one unit by adding the Base Values of the Woman Step Sequence Level and the Man Step Sequence Level and then applying the GOE*
Sequential Twizzles	1	1	1
	• At least two Twizzles for each partner and must **NOT** be in contact between Twizzles • Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step) *Set of Sequential Twizzles is evaluated as one unit by adding the Base Values of the Woman Set of Twizzles and Man Set of Twizzles and then applying the GOE.*		
Choreographic Elements	**Two (2) Choreographic Elements**: • **One (1)** of which must be a **Choreographic Character Step Sequence** And • **One (1) additional chosen from**: Choreographic Lift Choreographic Spinning Movement Choreographic Twizzling Movement Choreographic Sliding Movement		**Two (2) Different Choreographic Elements** chosen from: Choreographic Lift Choreographic Spinning Movement Choreographic Twizzling Movement Choreographic Sliding Movement Choreographic Character Step Sequence

Note: **Specifications to Step Sequence Style B, Free Dance 2023/24:**
Not permitted: Stops, Loops, Retrogression, Hand-in-hand hold with fully-extended arm, Separations of more than 2 arms length and/or exceeding 5 seconds
The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

Note: For Basic Novice and Intermediate Novice (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified but shall not be confirmed (No Value). The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.

3.1 Definition of Choreographic Elements:

- **Choreographic Lift:** Dance Lift of minimum 3 seconds and up to ten (10) seconds
  The following requirements apply:
  - performed after all the other required Dance Lifts

- **Choreographic Spinning Movement:** spinning movement performed anywhere in the program, during which both partners perform at least 2 continuous rotations in any hold,
  The following requirements apply:
  - on one foot or two feet or one partner being elevated for less than 2 rotations, or a combination of the three,
  - on a common axis which may be moving.

- **Choreographic Twizzling Movement:** twizzling movement performed after the required Set of Twizzles, composed of 2 parts.
  The following requirements apply:
  - for both parts: on one foot or two feet or a combination of both,
  - for the first part: at least 2 continuous rotations performed simultaneously and both partners must travel (cannot be on the spot)
  - for the second part: at least one of the partners has to perform at least 2 continuous rotations with up to 3 steps between the first and second twizzling movement, one or both partners can be on the spot or traveling or a combination of both.

- **Choreographic Sliding Movement:** performed anywhere in the program, during which both partners perform sliding movements on the ice.
  The following requirements apply:
  - Sliding movement by both partners at the same time on any part of the body for at least 2 seconds. The start and ending of the Choreographic Sliding Movement does not have to be performed simultaneously.
  - May be in hold or not touching, or a combination of both and may also rotate.
  - Controlled Sliding on 2 knees or any part of the body will not be considered as a Fall/Illegal Element by the Technical Panel during this element.
  - Sliding Movement which finishes as a stop on 2 knees or sitting/lying on the ice is identified as a Choreographic Sliding Movement and a deduction for Fall/Illegal Element is applied.
  - Performing basic lunge movement by both partners at the same time will NOT be considered as a Choreographic Sliding Movement.

- **Choreographic Character Step Sequence**
  The following requirements apply:
  - Performed anywhere in the program
  - Must be placed around the Short Axis (within 10 meters on either side of the Short Axis) and must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when at least one of the partners is not more than 2 meters from each barrier.
  - May be in hold or not touching
  - Touching the ice with hand(s) is allowed
  - Touching the ice with any part (or parts) of the body with controlled movements is **allowed only for Advanced Novice**
  - Touching the barrier at the start or finish of the Choreographic Character Step is also permitted
  - Distance between partners is permitted as a maximum of 4 arms lengths apart (4 meters)

3.2 General Information for Free Dance

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE	
Duration of Free Dance	2 minutes (+/- 10 seconds)	2 minutes 30 seconds (+/- 10 seconds)	3 minutes (+/- 10 seconds)	
	Program time: Referee deduction: -0.5 up to every 5 sec lacking or in excess			
Duration of Warm-up	Free Dance (All Novice categories): three (3) minutes, maximum five (5) Couples.			
Components Factors	• Composition • Presentation • Skating Skills Factor: 1.0	• Composition • Presentation • Skating Skills Factor: 1.0	• Composition • Presentation • Skating Skills Factor: 1.33	
Music	• All music, including classical music, 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 • 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 • May be without an audible rhythmic beat for up to 10 seconds at beginning or end of the program • May be without an audible rhythmic beat for up to 10 seconds during the program			**Music Requirements:** Referee + Judges Deduction: -1.0 per program
Stops	• After the clock is started with the first movement, couple must not remain in one place for more than 10 seconds • During the program, unlimited full stops of up to five (5) seconds are allowed			**Choreography restrictions:** Applied to violations outside of elements Referee + Judges Deduction: -0.5 per program
Separations	• The number of separations to execute transitional footwork or moves is unrestricted • Distance allowed is maximum 2 arm's length apart during separations (except during Choreographic Character Step Sequence) • Duration of each separation (excluding Required Elements) can be no more than 5 seconds • Separations at the beginning and/or end of the program may be up to 10 seconds, no restrictions on the distance of separation			
Touching ice with hand(s)	• Not permitted (except during Choreographic Sliding Movement and Choreographic Character Step Sequence)			
Costume and prop	• Must be modest, dignified, not give the effect of excessive nudity and appropriate for athletic competition – not garish or theatrical in design. Clothing however may reflect the character of the chosen music • Man must wear full length trousers • Woman is permitted to wear trousers (Trousers may be any length) • Accessories and props are not permitted			**Costume and prop:** Referee + Judges deduction -0.5 per program

4. Who is responsible? – ID Deduction Chart – Novice 2023/2024

Description	Penalty	Who is responsible
Program time violation – Free Dance – as per as per 3.1 General Information for Free Dance	**0.5 up to every 5 seconds lacking or in excess**	**Referee***
Illegal Elements / Movements / Poses – as per Rules 704 para 21 The following movements and/or poses are illegal in Rhythm Dance, Free Dance and Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication) a) sitting on the partner's head; b) standing on the partner's shoulder; c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees); d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) or without the assistance of hand(s)/arm(s); e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arms(s) and the lifted partner holding only with feet around the lifting partner's neck; f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head); g) Jumps of more than one (1) revolution. (Jump Entry/Exit is not allowed for Novice) h) Lying on the ice; A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.	**-1.0 per violation**	**Technical Panel**** Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands. If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled. Otherwise the element will be called No Level if the requirements of Basic Level are not fulfilled.
Program time violation - Pattern dance– as per Rule 706, para 6	**- 0.5 up to every 5 seconds in excess of permitted time after the last prescribed step in the Pattern Dance to the ending movement/pose**	**Referee***
Costume / prop violations – as per Rule 501, para 1	**-0.5 per program**	**Referee*** + Judges***
Part of the costume / decoration fall on the ice – as per Rule 501, para 1	**-0.5 per program**	**Referee***
Fall - per fall by one partner - per fall by both partners A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1).	**-0.5** **-1.0**	**Technical Panel****
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	**-0.5**	**Referee***

Description	Penalty	Who is responsible
Interruption in performing the program in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program, until the moment he resumes performing the program (Rule 503, para 2)	**-0.5** **-1.0** **-1.5**	**Referee***** If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the couple resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353 1n (for Novice ½ original deduction)
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption (Rule 515, para 3.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) and 843, paragraph 1.n), the Referee must give specific instructions to the system operator and check the correct input in each instance.	**-2.5**	**Referee***** If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0 points as per Rules 353 Para 1n (for Novice ½ original deduction). This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Extra Element (ExEl) If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element ExEl will be added and the element receives a deduction. For example: If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEl and receive a deduction, E.g. ChSt1ExEl If a Lift(s) occurs within a Step Sequence (including ChSt/ChRS) when not permitted or an extra lift in addition to allowed number of lifts is performed, such Lift(s) will be identified as Extra Element(s) ExEl and receive a deduction, E.g. ChStExEl, LiExEl.	**-0.5** deduction (Novice)	Technical Panel identifies the element in accordance with calling specifications. The Technical Controller advises the Data Operator to add to the respective element ExEl and input the respective deduction.
Element not according to the well-balanced program requirements (*) In case there is an incorrect element performed as not according to the requirements (E.g..Circular Step Sequence instead of E.g..a required MiSt/DiSt) or the repetition rule for Lifts is violated the element will receive NO value but will NOT receive a deduction.	Element gets NO value but will NOT receive a deduction.	The computer verification identifies elements not according to requirements and applies the asterisk (*) The Technical Controller verifies and authorizes the call.
Violation of choreographic restrictions **Free Dance:** as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication.	**-0,5 per program**	**Referee*** + Judges***
Lifts exceeding permitted duration – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift)	**-0.5 per Lift**	**Referee*****
Music requirements – according to Rule 707, paragraph 5 (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.	**-1.0 per program**	**Referee*** + Judges***
Tempo specifications – according to Rule 707, paragraph 5 (Tempo): the tempo throughout the required Sequences must be constant and in accordance with the required tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003 and patterns and descriptions for Basic Novice Pattern Dances published on the ISU website)	**-0.5 per program**	**Referee*****

* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a **50:50** split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.
** Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction requested by the Technical Controller, the initial decision of the Technical Specialists stands.
*** As the values of these deductions are different from the standard ones provided by Rule 353, paragraph 1.n), the Referee must give specific instructions to the system operator and must check the correct input in each instance

5. EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER (Novice)

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 1 measure or less in PD. (Int and Adv Novice only)	If the PD is interrupted 4 beats or less, the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "**<**" to indicate an interruption of 4 beats or less.
<<	= reduce by 2 Levels, interruption of more than 1 measure in PD (Int and Adv Novice only)	If the PD is interrupted more than 4 beats, the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "**<<**" to indicate an interruption of more than 4 beats.
>	= -0.5 point deduction for extended Dance Lift	If the duration of the Dance Lift is longer than permitted time, the Referee applies the deduction of -0.5 point. The duration of the Lift is confirmed by the Referee electronically
ExEl	-0.5 deduction	**Extra Element (ExEl)** If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element ExEl will be added and the element receives a deduction. For example: If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted such Spin(s) will be identified as Extra Element(s) ExEl and receive a deduction, E.g., ChStExEl If a Lift(s) occurs within a Step Sequence (including ChSt/ChRS) when not permitted or an extra lift in addition to allowed number of lifts is performed, such Lift(s) will be identified as Extra Element(s) ExEl and receive a deduction, E.g.., ChStExEl, LiExEl.
*	Element gets NO Value but will NOT receive a deduction.	**Element not according to the well-balanced program requirements (*)** If an incorrect element is performed not according to the requirements (E.g., Circular Step Sequence instead of E.g., a required MiSt/DiSt) or the repetition rule for Lifts is violated the element will receive NO value but will NOT receive a deduction.
F	= Fall in Element, 0.5 per Fall per Partner	If there is a Fall(s) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
S	= reduced by 1 Level, if in hold/contact/touch during the SqTw.	If partners are in Hold/contact/touch during the Sequential Twizzles (FD) the Level shall be reduced by 1 Level (per each partner for Sequential Twizzles
!	= Choreo Element is identified and does not fulfill all requirements.	If a Choreographic Element is identified and does not fulfil all the requirements, it receives the "!" symbol on the Judges screen and the Judges will apply the appropriate GOE per the GOE chart.

6. Program Components – Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Couple to skate strictly in time with the music.	**Through the involvement of the couple, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.**	**The ability of the Couple to precisely execute dance steps and movements in accordance with the dance description with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide, and flow.**
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	Unison, oneness and awareness of space	Clarity of edges, steps, turns, movements and body control
Skating on the Strong Beat		Balance and Glide Flow, Power and Speed Ice Coverage
Start of the first Step on beat 1		

Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the Pattern Dance. 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 Pattern Dance. The following guidelines should be used.

Category	Mark range	Definition	Errors	Maximum score per program component
Platinum	10	Outstanding	1 serious error	9.50*
Diamond	9.00 – 9.75	Excellent	2 or more serious errors	8.75**
Gold	8.00 – 8.75	Very good	**For all Components:**	
Gold	7.00 – 7.75	Good	*When there is only one error and this error minimally impacts the Pattern Dance, the maximum score of 9.50 is possible as noted above.	
Green	6.00 – 6.75	Above average	**Note**: For the above to apply, the Pattern Dance, as a whole, is still deemed to be "Excellent".	
Green	5.00 – 5.75	Average		
Orange	4.00 – 4.75	Fair	**When there are 2 or more errors and these errors only minimally impact the Pattern Dance, the maximum score of 8.75 is possible.	
Orange	3.00 – 3.75	Weak		
Red	2.00 – 2.75	Poor		
Red	1.00 – 1.75	Very poor		
Red	0.25 – 0.75	Extremely poor		

Program Components – Single & Pair Skating, Ice Dance and Synchronized Skating (to be used for Free Dance)

Composition	Presentation	Skating Skills
The intentional, developed and / or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.	The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.
Unity	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connections between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns, movements and body control
Pattern and ice coverage	Musical sensitivity and timing	Balance and glide
Multidimensional movements and use of space	Unison, oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating)	Flow
Choreography reflecting musical phrase and form		Power and speed

Serious Error(s)
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. The following guidelines should be used.

Category	Mark range	Definition	Errors	Maximum score per program component
Platinum	10	Outstanding	1 serious error	9.50*
Diamond	9.00 – 9.75	Excellent	2 or more serious errors	8.75**
Gold	8.00 – 8.75	Very good	**For all Components:**	
	7.00 – 7.75	Good	*When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above.	
Green	6.00 – 6.75	Above average	**Note**: For the above to apply, the program as a whole is still deemed to be "Excellent".	
	5.00 – 5.75	Average		
Orange	4.00 – 4.75	Fair	**When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.	
	3.00 – 3.75	Weak		
Red	2.00 – 2.75	Poor		
	1.00 – 1.75	Very poor		
	0.25 – 0.75	Extremely poor		