

International Solo Ice Dance Competition Guidelines

**General Rules and Requirements
Season 2024/25**

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1 General Competition Requirements

The requirements for International Solo Ice Dance Competitions will follow the requirements announced annually in ISU Communications for International Competitions for ISU disciplines, as per Rule 711. These shall be 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 Rhythm Dance
- Required Elements for Free Dance
- Technical requirements for Solo Ice Dance

1.1 Category and Age Requirements for Solo Ice Dance

1.1.1 Category Requirements

In International Solo Ice Dance Competitions male and female skaters compete together in the same category.

1.1.2 Age Requirements

Novice

In International Solo Ice Dance Competitions, a Novice is a Skater who has met the following requirements before July 1 preceding the competition:

- a) Basic Novice - has not reached the age of fourteen
- b) Intermediate Novice - has not reached the age of sixteen
- c) Advanced Novice - has reached the age of ten and has not reached the age eighteen

Junior

In International Solo Ice Dance Competitions, a Junior is a Skater who has met the following requirements before July 1 preceding the competition:

- a) has reached at least the age of thirteen;
- b) has not reached the age of twenty-one.

Senior

For the Season 2024/25, in International Solo Ice Dance Competitions Senior only Skaters may compete who have reached at least the age of seventeen before July 1 preceding the competition.

1.2 Segments of International Solo Ice Dance Competitions

International Solo Ice Dance Competitions shall consist of:

Basic Novice	2 Pattern Dances and 1 Free Dance
Intermediate Novice	2 Pattern Dances and 1 Free Dance
Advanced Novice	2 Pattern Dances and 1 Free Dance
Junior	1 Rhythm Dance and 1 Free Dance
Senior	1 Rhythm Dance and 1 Free Dance

The Rhythm Dance or Pattern Dances must be skated before the Free Dance

1.3 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) For Solo Ice Dance International Competitions, the same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Ice Dance Junior and Senior International Competitions.
- c) Invited officials from other countries may be responsible for their transportation/flights only.

1.4 Deductions

For International Solo Ice Dance Competitions Senior and Junior, the same deductions apply as for International Ice Dance Competitions. For all Novice categories in International Solo Ice Dance Competitions all deductions are half the normal deductions for Junior and Senior.

1.5 Costume Requirements

- 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.
- Skaters may wear trousers may be any length.
- Accessories and props are not permitted.

1.6 Result Calculation

The official ISU Calculation and Scoring Software does currently not support the scoring and result calculation for International Solo Ice Dance Competitions. The organizing ISU Member of International Solo Ice Dance Competitions is therefore responsible for the accuracy of the results including the computer software program and shall provide experienced, competent operators who shall be responsible for the entry of data into the computer and the generating of official results. Input errors may be changed prior to the medals ceremony and mathematical errors may be corrected within 24 hours after the awards ceremony.

1.7 Scale of Value and Components Factors

A specific Scale of Value (SOV) for Solo Ice Dance will be published for each season.

Level	Segment	Components	Factor
Solo Ice Dance Basic Novice	Pattern Dances	Timing Presentation Skating Skills	0.70
	Free Dance	Composition Presentation Skating Skills	1.00
Solo Ice Dance Intermediate Novice	Pattern Dances	Timing Presentation Skating Skills	0.70
	Free Dance	Composition Presentation Skating Skills	1.00
Solo Ice Dance Advanced Novice	Pattern Dances	Timing Presentation Skating Skills	0.93
	Free Dance	Composition Presentation Skating Skills	1.33
Solo Ice Dance Junior	Rhythm Dance	Composition Presentation Skating Skills	1.33
	Free Dance	Composition Presentation Skating Skills	2.00
Solo Ice Dance Senior	Rhythm Dance	Composition Presentation Skating Skills	1.33
	Free Dance	Composition Presentation Skating Skills	2.00

Note: 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.

2 Solo Ice Dance Novice

2.1 Pattern Dances

Pattern Dances will be announced annually by the Ice Dance Technical Committee.

2.1.1 Basic Novice

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

Season 2024/25

1. Tango Fiesta – 2 Sequences
2. Rhythm Blues – 2 Sequences

2.1.2 Intermediate Novice

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

Season 2024/25

1. American Waltz – 2 Sequences
2. Killian – 4 Sequences

2.1.3 Advanced Novice

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

Season 2024/25

1. Westminster Waltz – 2 Sequences
2. Tango – 2 Sequences

All Pattern Dances must be performed with the first sequence executed in front of the judges' stand. If not, the Referee will stop the skater and instruct the skater to restart on the correct side without deduction. The first step of the dance must be on beat 1 of a measure.

2.1.4 Music Requirements for Pattern Dances

For season 2024/25, skaters shall provide their own music for all Pattern Dances. The music may be ISU Ice Dance music (tune 1-5). After the completion of the last step of the Pattern Dance, the skater must reach the final pose within 20 seconds. If this time limit is exceeded, a "Pattern Dances Program time" deduction of 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 shall apply. 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 plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms.

2.1.5 Pattern Dances Diagrams

For Solo Ice Dance Pattern Dance Diagrams, Steps, Key Points and other Pattern Dance requirements, please refer to Appendix A.

2.1.6 Pattern Dance Warm-Up Time

Solo Ice Dance warm-up time for Pattern Dances will be 30 seconds without music and 2 minutes 30 seconds using ISU tune #6 (using Blues for Rhythm Blues and Tango for Tango Fiesta).

2.1.7 Rhythm Dance and Free Dance Warm-Up Time

Solo Ice Dance warm up time for Junior and Senior Rhythm Dance will be 5 minutes. Solo Ice Dance warm up times for Basic Novice and Intermediate Novice Free Dance will be 3 minutes and for Advanced Novice, Junior and Senior Free Dance will be 5 minutes.

2.1.8 Warm-Up Group Sizes

Solo Ice Dance will have a limit of 8 skaters per warm up for Basic Novice and Intermediate Novice and 6 skaters per warm up for Advanced Novice, Junior and Senior events.

2.2 Solo Ice Dance Basic Novice Requirements

2.2.1 Characteristics of Levels for Basic Novice Pattern Dances

2024/25 Season: Tango Fiesta and Rhythm Blues

All dances are without Key Points and evaluated up to level 1 The Judges evaluate the Pattern Dance with GOE	
Basic Level	Level 1
50% of Pattern Dance is completed.	75% of Pattern Dance is completed.

2.2.2 Free Dance Requirements for Solo Ice Dance Basic Novice

Duration	1:30 +/- 10 seconds
Music	The music must have an audible rhythmic beat. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program.
Edge Element	One (1) Short Edge Element , but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	One (1) Dance Spin – Specifications for Season 2024/25 Dance Spin – A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Choreographic Character Step Sequence	One (1) Choreographic Character Step Sequence performed on the short axis and started with a stop or skidding movement. Not permitted: Touching the ice with any other part of the body than the blades (or one (1) knee), stops, pattern retrogressions, loops. Dance spins will be considered an extra element if the requirements for Basic Level are met.
Sequential Twizzle Series	One (1) Set of Sequential Twizzles. Two twizzles skated one right after the other with up to one step in between twizzles. Up to one step between twizzles is permitted for sequential twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step)
Maximum Level	Up to Level 1 will be considered for Level.

2.3 Solo Ice Dance Intermediate Novice Requirements

2.3.1 Characteristics of Levels for Intermediate Novice Pattern Dances

2024/25 Season: American Waltz and Killian

There will be 1 Key Point described and up to Level 2 will be evaluated.		
Basic Level	Level 1	Level 2
50% of Pattern Dance is completed.	75% of Pattern Dance is completed.	75% of Pattern Dance is completed. 1 Key Point is correctly executed.

2.3.2 Free Dance Requirements for Solo Ice Dance Intermediate Novice

Duration	1:50 +/- 10 seconds
Music	The music must have an audible rhythmic beat. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program.
Edge Element	One (1) Short Edge Element , but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	One (1) Dance Spin - Specifications for Season 2024/25 Dance Spin - A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Choreographic Character Step Sequence	One (1) Choreographic Character Step Sequence performed on the long axis and started with a stop or skidding movement. Not permitted: Touching the ice with any other part of the body than the blades (or one (1) knee), stops, pattern retrogressions, loops. Dance spins will be considered an extra element if the requirements for Basic Level are met.
Sequential Twizzle Series	One (1) Set of Sequential Twizzles. Two twizzles skated one after the other with up to one step in between twizzles. Up to one step between twizzles is permitted for sequential twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step)
Choreographic Element	One (1) additional chosen from the following <ul style="list-style-type: none"> • Choreographic Sliding Movement • Choreographic Spinning Movement • Choreographic Twizzling Movement
Maximum Level	Up to Level 2 will be considered for Level.
Additional Information	For 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 as not according to the well-balanced program requirements receives (*) symbol. The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.

2.4 Solo Ice Dance Advanced Novice Requirements

2.4.1 Characteristics of Levels for Advanced Novice Pattern Dances

2024/25 Season: Westminster Waltz and Tango

There will be 2 Key Points described and up to Level 3 will be evaluated			
Basic Level	Level 1	Level 2	Level 3
50% of Pattern Dance is completed.	75% of Pattern Dance is completed.	75% of Pattern Dance is completed. 1 Key Point is correctly executed.	90% of Pattern Dance is completed. 2 Key Points are correctly executed.

2.4.2 Free Dance Requirements for Solo Ice Dance Advanced Novice

Duration	2:20 +/- 10 seconds
Music	The music must have an audible rhythmic beat. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program.
Edge Element	One (1) Short Edge Element , but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	One (1) Dance Spin - Specifications for Season 2024/25 Dance Spin - A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Step Sequence	One (1) Style B Midline, Diagonal, Circular Note: The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen. Not permitted: stops, loops, and retrogressions.
Sequential Twizzle Series	One (1) Set of Sequential Twizzles. Two twizzles skated one after the other with up to one step in between twizzles. Up to one step between twizzles is permitted for sequential twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step)
Choreographic Elements	Two (2) chosen from the following: <ul style="list-style-type: none"> • Choreographic Character Step Sequence (started with a stop or skidding movement) • Choreographic Sliding Movement • Choreographic Spinning Movement • Choreographic Twizzling Movement
Maximum Level	Up to Level 3 will be considered for Level.

3 Solo Ice Dance Junior

3.1 Rhythm Dance Requirements

Duration	2:50 +/- 10 seconds
Music Requirements	<p>The theme selected for the Rhythm Dances for both Junior and Senior for the season 2024/25 is “Social Dances and Styles of the 1950s, 1960s and 1970s”. The Rhythm Dance for the 2024/2025 season takes inspiration from the high energy and entertaining dance styles from these decades. These dance styles originated due to their contagious, upbeat rhythms, they became an invitation for others to join along in social settings and mass gatherings, becoming crowd pleaser favorites.</p> <p>Required characteristics: High energy, 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: This season’s dance is not based on the Classical, Contemporary, Folk and Ballroom styles of dance.</p> <p>Notes:</p> <ul style="list-style-type: none"> - Remixed and/or remastered music, including cover versions, is permitted. - The skater should demonstrate through dance movements the feeling/essence and dance style(s) from these decades. - The Rhythm Dance should NOT be skated in the style of a Free Dance. - To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics. <p>Vocal music is permitted, and the music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.</p>
Edge Element	One (1) Short Edge Element , but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Step Sequence	<p>One (1) Step Sequence, Style B.</p> <ul style="list-style-type: none"> • Skated to any dance style of the prescribed decades. • Chosen pattern may ONLY be Midline or Diagonal. • Touching the ice with any part of the body is allowed but not longer than 5 seconds. • Stops – up to one (1) permitted for up to 5 seconds (this will count as one of the permitted stops) <p>Not permitted: Loop(s) or Retrogression(s)</p> <p>Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.</p>
Sequential Twizzle Series	<p>One (1) Set of Sequential Twizzles. Two twizzles skated one after the other with up to one (1) step between twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step)</p> <p>May be skated anywhere in the program except in the required step sequence.</p> <p>The “C” feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.</p>

<p>Pattern Dance Element</p>	<p>Two (2) Sequences of the Paso Doble: skated to any dance style with the range of tempo: 56 measures of 2 beats per minute (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. 1PD and 2PD: Steps #1-28</p> <p>Two (2) Sequences of Paso Doble may be skated with B-Steps immediately followed by A-Steps or separately. Step #1 of 1PD and 2PD are skated at the Judges left side.</p> <p>1PD, must be skated using Steps A (previously Woman's steps), in accordance with the Solo Dance Steps as described in the Pattern Dance Appendix.</p> <p>2PD, must be skated using Steps B (previously Man's steps), in accordance with the Solo Dance Steps as described in the Pattern Dance Appendix.</p> <p>Note:</p> <ul style="list-style-type: none"> • Push/Transition to the next step: A change of edge within the last ½ a beat is permitted to prepare the push/transition to the next step. <p>*See Pattern Dance Appendix for Key Points and diagram.</p>
<p>Additional Information</p>	<p>Pattern:</p> <ul style="list-style-type: none"> • 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 skater may also cross the Long Axis at the entry to the Style B Step Sequence and at the entry to the Pattern Dance Elements. • Loops in any direction that do not cross the long axis are permitted. <p>Stops:</p> <ul style="list-style-type: none"> • After the clock starts, the skater must not remain in one place for more than 10 seconds at the beginning and/or end of the program. • During the program (excluding the 10 seconds at the beginning and /or end of the program); 2 full stops of up to 5 seconds or 1 full stop of up to 10 seconds is permitted. • A Dance Spin or Choreographic Spinning Movement that does not travel will be considered as a stop. <p>Touching the ice with hands:</p> <ul style="list-style-type: none"> • Touching the ice with the hands is not permitted unless otherwise allowed as specified in each season's requirements. The exception this season is in the Style B Step Sequence. <p>Note: Kneeling or sliding on two knees or sitting on the ice is not allowed and will be considered a fall by the judging panel and technical panel except when allowed in the Style B step sequence.</p>

3.2 Free Dance Requirements

Duration	3:00 +/- 10 seconds
Music	<p>Vocal music is permitted and must have an audible rhythmic beat. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program.</p> <p>Music must have at least one change of tempo/rhythm and expression. These may be gradual or immediate.</p>
Edge Elements	<p>Two options:</p> <p>1) One (1) Combination Edge Element OR</p> <p>2) Two (2) different Types of Short Edge Elements. (Spiral Type may be repeated once with different positions in each)</p> <p>Combination Edge Elements may not exceed 13 seconds in total. Short Edge Elements may not exceed 8 seconds.</p>
Spin	<p>One (1) Dance Spin but no more. Minimum of three revolutions on one foot, with or without change(s) of foot by the skater.</p> <p>*Flying Spins or Flying Entries are illegal elements.</p>
Step Sequence	<p>One (1) Step Sequence, Style B, from the following list: serpentine, circular, midline or diagonal.</p> <p>The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen as a Choreographic Element.</p> <p>Not permitted: Stop(s), Loop(s) and Retrogression(s).</p>
One Foot Turn Sequence	<p>One (1), One Foot Turn Sequence to be skated anywhere in the program. It must include the following difficult turns: Rocker, Bracket, Counter, Twizzle (Single Twizzle counts for Levels 1 and 2 and Double Twizzle counts for Levels 1 - 4)</p>
Solo Twizzle Series	<p>One (1) Solo Twizzle Series. At least two steps between 1st and 2nd twizzle are required but no more than four steps are permitted. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step.)</p> <p>The “C” feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.</p>
Choreographic Elements	<p>Two (2) Different Choreographic Elements to be selected from the following:</p> <ul style="list-style-type: none"> • Choreographic Character Step Sequence (started with a stop or skidding movement) • Choreographic Sliding Movement • Choreographic Spinning Movement • Choreographic Twizzling Movement (can only be performed after required Twizzles) <p>Note: Touching the ice with the hand(s) is not permitted except within the Choreographic Sliding Movement or Choreographic Character Step.</p>

4 Solo Ice Dance Senior Requirements

4.1 Rhythm Dance Requirements

Duration	2:50 +/- 10 seconds
Music Requirements	<p>The theme selected for the Rhythm Dances for both Junior and Senior for the season 2024/25 is "Social Dances and Styles of the 1950s, 1960s and 1970s". The Rhythm Dance for the 2024/2025 season takes inspiration from the high energy and entertaining dance styles from these decades. These dance styles originated due to their contagious, upbeat rhythms, they became an invitation for others to join along in social settings and mass gatherings, becoming crowd pleaser favorites.</p> <p>Required characteristics: High energy, 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: This season's dance is not based on the Classical, Contemporary, Folk and Ballroom styles of dance.</p> <p>Notes:</p> <ul style="list-style-type: none"> - Remixed and/or remastered music, including cover versions, is permitted. - The skater should demonstrate through dance movements the feeling/essence and dance style(s) from these decades. - The Rhythm Dance should NOT be skated in the style of a Free Dance. - To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics. <p>Vocal music is permitted, and the music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program.</p>
Edge Element	One (1) Short Edge Element , but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Step Sequence	<p>One (1) Step Sequence, Style B.</p> <ul style="list-style-type: none"> • Skated to any dance style of the prescribed decades. • Chosen pattern may ONLY be Midline or Diagonal. • Touching the ice with any part of the body is allowed but not longer than 5 seconds. • Stops; up to one (1) permitted for up to 5 seconds (this will count as one of the permitted stops) <p>Not permitted: Loop(s) or Retrogression(s)</p> <p>Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.</p>
Sequential Twizzle Series	<p>One (1) Set of Sequential Twizzles. Two twizzles skated one after the other with up to one (1) step in between twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step)</p> <p>May be skated anywhere in the program except in the required step sequence or PSt.</p> <p>The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.</p>

<p>Choreographic Rhythm Sequence (ChRs)</p>	<p>One (1) Choreographic Rhythm Sequence – Skated to any Dance Style</p> <p>Pattern: The skater performs steps around the short axis and must proceed from barrier to barrier. The requirement for barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier.</p> <p>Stops – One (1) at the beginning or end of the element for no more than 5 seconds. (This will count as one (1) of the permitted stops)</p> <p>Not Permitted: Loop(s) and Retrogression(s)</p>
<p>Pattern Dance Type Step Sequence (PSt)</p>	<p>One (1) Pattern Dance Type Step Sequence – Style D</p> <p>Rhythm: Skated to any dance style – minimum of 110 beats per minute in 2/2, 2/4 or 4/4 time.</p> <p>Duration: any exact number of musical phrases</p> <p>Pattern: Circular shape</p> <ol style="list-style-type: none"> 1) Starting with steps #8 to #16 on the judge’s side of the rink with Paso Doble B-Steps and crossing the short axis during any of these steps. 2) B-Steps #15-16, OpMo, is considered as the first different difficult turn. 3) Continuing the PSt including the three additional different difficult turns 4) Concluding with Paso Doble B Steps #26 to #28 (step #28 cross roll swing only) in front of the Referee around the short axis and completing the circle shape. 5) Steps #8 to #16 and #26 to #28 must be performed on correct edges. <p>Technical Requirements: Open Mohawk (B-Steps 15-16) is the first difficult turn plus a Bracket, Back-Entry Rocker and Counter.</p> <ul style="list-style-type: none"> • Timing: No restriction in the number of beats per step for the required Paso Doble steps (excluding the OpMo). • All performed different difficult turns for level must be performed with no more than two beats for the entry edge and two beats for the exit edge. <p>Not permitted: Stop(s), Loop(s) and Retrogression(s).</p> <p>Note: The entry and/or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression.</p>
<p>Additional Information</p>	<p>Pattern:</p> <ul style="list-style-type: none"> • 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 skater may also cross the Long Axis at the entry to the Style B Step Sequence, the entry to the ChRs, and at the entry to the Pattern Dance Elements. • Loops in any direction that do not cross the long axis are permitted. <p>Stops:</p> <ul style="list-style-type: none"> • After the clock starts, the skater must not remain in one place for more than 10 seconds at the beginning and/or end of the program. • During the program (excluding the 10 seconds at the beginning and /or end of the program); 2 full stops of up to 5 seconds or 1 full stop of up to 10 seconds is permitted. • A Dance Spin or Choreographic Spinning Movement that does not travel will be considered as a stop. <p>Touching the ice with hands:</p> <ul style="list-style-type: none"> • Touching the ice with the hands is not permitted unless otherwise allowed as specified in each season’s requirements. The exception this season is the Style B Step Sequence. <p>Note: Kneeling or sliding on two knees or sitting on the ice is not allowed and will be considered a fall by the judging panel and technical panel except when allowed in the Style B step sequence.</p>

4.2 Free Dance Requirements

Duration	3:30 +/- 10 seconds
Music	<p>The music must have an audible rhythmic beat. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program.</p> <p>Music must have at least one change of tempo and/or expression. These may be gradual or immediate.</p>
Edge Elements	<p>Two options:</p> <p>1) One (1) Combination Edge Element plus one Short Edge Element of a different Type than performed in the combination.</p> <p>Or</p> <p>2) Three (3) different Types of Short Edge Elements. (Spiral Type maybe be repeated once with different positions in each.)</p> <p>Combination Edge Element may not exceed 13 seconds in total. Short Edge Elements may not exceed 8 seconds.</p>
Spin	<p>One (1) Dance Spin but no more. Minimum of three revolutions on one foot with or without change(s) of foot by the skater.</p> <p>*Flying Spin or Flying Entries are illegal elements.</p>
Step Sequence	<p>One (1) Step Sequence, Style B, from the following list: serpentine, circular, midline or diagonal.</p> <p>The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence as a Choreographic Element.</p> <p>Not permitted: Stop(s), Loop(s) and Retrogression(s).</p>
One Foot Turn Sequence	<p>One (1), One Foot Turn Sequence to be skated anywhere in the program. It must include the following difficult turns: Rocker, Bracket, Counter, Twizzle (Single Twizzle counts for levels 1 and 2 and Double Twizzle counts for levels 1 - 4).</p>
Solo Twizzle Series	<p>One (1) Solo Twizzle Series. At least two steps between 1st and 2nd twizzle are required but no more than four steps between twizzles. (Each push and/or transfer of weight while on two feet between twizzles is considered as a step.)</p> <p>The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.</p>
Choreographic Elements	<p>Three (3) Different Choreographic Elements to be selected from the following:</p> <ul style="list-style-type: none"> • Choreographic Character Step Sequence (started with a stop or skidding movement) • Choreographic Sliding Movement • Choreographic Spinning Movement • Choreographic Twizzling Movement (can only be performed after required Twizzles)

5 Marking Guide for Grades of Execution of Required Elements Solo Ice Dance

5.1 Grades of Execution of Pattern Dance Elements & Pattern Dances 2024/25 – Solo Ice Dance

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Steps held for the required number or beats	Less than 75% of Steps held for required # of beats Out of Musical Structure					75% or more Steps held for required # of beats	90% or more Steps held for required # of beats			100% of Steps/Edges held for required #of beats	
Falls / Errors / Loss of Control	Two (2) Falls AND/OR many serious errors	One (1) Fall or Serious error		Two (2) Stumbles or Serious errors	Stumble / touchdown 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 features	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 THROUGHOUT ELEMENT											
1- Poor execution and/or Element labored and/or Loss of Control with or without additional support					1-4	1- Good quality – correctness, cleanness, depth and sureness of Edges/Steps/Turns					2-4
2- Incorrect Steps/Turns (per each)					1	2- Smooth and Effortless					2
3- Poor body lines and carriage					1	3- Started on the prescribed beat/strong beat (for each Section / Sequence)					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 the character and style of the chosen					1	5- Nuances/accents reflect character and style of the chosen rhythm					1-2
6- Not started on the prescribed beat (for each Section / Sequence)					1	6- Body lines and carriage stylish according to the chosen Rhythm					1
7- Pattern incorrect, including crossing the long axis when not permitted					1-2	7- Timing accurate 100%					2
						8- Maximum utilization of the ice surface with the correct Pattern					2

5.2 Grades of Execution Required Elements (incl. Choreographic Elements) 2024/25 – Solo Ice Dance

	-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	One or more Fall(s) AND many serious errors	One (1) Fall or serious error	Two (2) Stumbles or serious errors	One (1) Stumble/ Touch Downs	One (1) Touch Down/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			NONE		
Choreo Elements	Choreo Element receives the “!” symbol – Reduce the 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)
	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 the 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					1 - 2	4. Body lines and poses/moves aesthetically pleasing					1 - 2
5. Lacking or reducing speed of rotation and/or speed across the ice					1 - 2	5. Element is innovative and / OR creative					1 - 2
6. Not on spot DSp (during revolutions or when changing feet*)					1 - 2	6. Speed of rotations maintained or accelerated (DSp, STw, Choreo Elements)					1 - 2
7. Pattern/Placement incorrect RD: All elements. FD: Step Seq, ChSt					1	7. Speed across the ice maintained or accelerated during the Element					1 - 2
8. Inclusion of Not Permitted item with element**					2 per each	8. Speed of rotations maintained or accelerated (DSp, STw, Choreo Elements)					1 – 2
9. Stop longer than permitted in Element (Step Seq, PSt, ChRS, ChSt)					2	9. Cleanness and sureness of steps and turns (STw, Step Seq, OFT)					2
						10. Exit of Twizzles performed with smooth running edge, 1 per each Tw					1 or 2

6 Program Components

6.1 Program Components for Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Skater to skate in time with the music.	Though the involvement of the Skater, 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 Skater to precisely execute dance steps and movements in accordance with the description of the dance 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	Spatial awareness	Clarity of edges, steps, turns movements and body control
Skating on the strong beat		Balance and glide, flow, power, speed and ice coverage

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 guideline should be used.

Category	Mark range	Definition	Errors
Platinum	10	Outstanding	No errors
Diamond	9.75	Excellent	No serious errors
	9.00 – 9.50*		Only 1 serious error
Gold	8.00 – 8.75**	Very good	2 or more serious errors
	7.00 – 7.75	Good	
Green	6.00 – 6.75	Above average	For all Components: *When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above. Note: For the above to apply, the program as a whole is still deemed to be "Excellent". **When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.
	5.00 – 5.75	Average	
Orange	4.00 – 4.75	Below Average	
	3.00 – 3.75	Weak	
Red	2.00 – 2.75	Poor	
	1.00 – 1.75	Very poor	
	0.25 – 0.75	Extremely poor	

6.2 Program Components for Rhythm Dance and Free Dance

Composition	Presentation	Skating Skills
The intentional, developed and/or original arrangement of the repertoire of all types of movement 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.
Multidimensional movements and use of space Unity	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connection between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns movements and body control
Choreography reflecting musical phrase and form and not similar to a singles free skating program.	Spatial awareness	Balance and glide
Pattern and ice coverage		Flow
Unity		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 guideline should be used.

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

7 Deduction Chart – Who is Responsible

All deductions for Novice Categories are half the normal deductions for Junior/Senior.

Description	Penalty	Who is responsible
Program time violation	-1.0 for every 5 sec. lacking or in excess	Referee
Tempo specifications – Rhythm Dance Music Time – Novice PD Time limit	-1.0 -0.5	Referee
Interruption in performing the program in excess of 10 seconds <ul style="list-style-type: none"> • 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	-1.0 -2.0 -3.0	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 skater resumes skating within 40 seconds, the Referee will apply a deduction.
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption As the values of those deductions are not the standard ones, the Referee must give specific instructions to the system operator and check the correct input in each instance.	-5.0	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. This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Late start – for start between 30 seconds and 1 minute late.	-1.0	Referee
Part of the costume / decoration fall on the ice	-1.0 per program	Referee
Dance Edge Element exceeding permitted duration: <ul style="list-style-type: none"> • Short Edge Element: 8 sec. • Combination Edge Element: 13 sec. 	-1.0	Referee The referee will begin to time when the skater meets the definition of one of the types of Edge Elements until the position no longer meets the definition.
- Pattern and Stop Violations in the RD = Choreography Restrictions	-1.0 per program	Referee + Judges The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. 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.
Music Requirements <ul style="list-style-type: none"> • Rhythm Dance • Free Dance 	-2.0 per program	Referee + Judges The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. 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.

Description	Penalty	Who is responsible
Costume / Prop violations	-1.0 per program	Referee + Judges The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. 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.
Violation of Choreography restrictions <ul style="list-style-type: none"> • Rhythm Dance: pattern, stop(s), touching the ice with hand(s) • Free Dance: stop(s), touching the ice with hands <p>Unless otherwise specified.</p>	-1.0 per program	Referee + Judges The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. 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.
Fall Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall unless otherwise specified. A Fall is defined as a loss of control by the Skater with the result that the majority of his/her body weight is on the ice supported by any other part of the body other than the blades (hand(s), knee(s), buttock(s), or any part of the arm(s)).	-1.0 per occurrence	Technical Panel Technical Specialist identifies. Technical Controller authorizes or corrects and deducts.
Illegal Elements / Movements / Poses The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated) <ol style="list-style-type: none"> a) Jumps of more than half (1/2) revolution (including Back Flips) b) 2 or more consecutive ½ rotation jumps c) Lying on the ice (except where permitted) d) Toe Assisted Split Jumps or Edge Split jumps more than 90 degrees at the thighs e) Flying entries for Dance Spins f) Illusions of more than one rotation 	-2.0 per violation	Technical Panel Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. 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 and ignored if the minimum requirements for Basic Level are not fulfilled.
Extra Elements (ExEI) If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance, "+ExEI" will be added to the element. 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) ExEI and receives a deduction: ChSt1+ExEI	1.0 per Element	Technical Panel identified the element in accordance with the calling specifications. Technical Controller advises the Data Operator to add to the respective element "ExEI" and input the respective deduction.
Element not according to program requirements receives (*) symbol. If there is an incorrect element performed as not according to the requirements (E.g., CiSt instead of a required MiSt/DiSt) or the repetition rule for Dance Edge Elements 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.

8 Explanation of Symbols on the Judges Details per Skater

Symbol	Action	Explanation
<	Reduce by 1 Level: interruption of 1 measure or less in PDE.	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 1. It is reported on the Judges Details chart as: "<" to indicate an interruption of one (1) measure or less.
<<	Reduce by 2 Levels: interruption of more than 1 measure in PDE.	If the PDE is interrupted more than one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 2. It is reported on the Judges Details chart as: "<<" to indicate an interruption of more than one (1) measure.
>	-1.0 point deduction for Extended Dance Edge Element	If the duration of the Dance Edge Element is longer than the permitted time, the Referee applies the deduction of 1 point – the duration of the Edge Element is confirmed by the Referee electronically.
ExEI	-1.0 point deduction for "Extra Element"	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 "ExEI" 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) ExEI and receive a deduction: ChSt1+ExEI
*	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., CiSt instead of MiSt/DiSt) or the repetition rule for Dance Edge Elements is violated the element will receive No Value but will not receive a deduction.
F	Fall in Element -1.0 per Fall	If there is a Fall within an Element, this is identified by the Technical Specialist as a "Fall in Element" and the Data Operator pushes the respective button "Fall in Element" and a deduction of -1.0 will apply per each Fall
Fx	Multiple Falls in Element	If there are multiple Falls (Fx) 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".
!	Choreo Element is identified and does not fulfill all requirements.	If Choreographic Element is identified and does not fulfill all the requirements, it receives the "!" symbol on the judges' screen and the Judges will apply the appropriate GOE per the GOE chart.

9 Appendix A - Pattern Dance Diagrams

Includes Solo Ice Dance Steps, Key Points, Sequence Requirements, and Timing

Solo Ice Dance Pattern Dance Diagrams Using Solo Ice Dance Steps

Definitions:

Correct Edge: Correct Edge means that the Edge is clean for the **whole** duration of the Step. In order to be considered correct, the edge must also be held for the correct number of beats as prescribed in the rules for each pattern dance. A change of edge within the last $\frac{1}{2}$ beat of the step is permitted to prepare the push/transition to the next step (unless otherwise prescribed).

Correct Turn: Correct Turn means that the Turn has a correct foot placement, clean edge in and out of the Turn and is not jumped or scraped. For Twizzles, they must have the required number of rotations travelling on one foot and must not be performed as checked Three Turns or Pirouettes. In order to be considered correct, the turn must also be held for the correct number of beats as prescribed in the rules for each pattern dance.

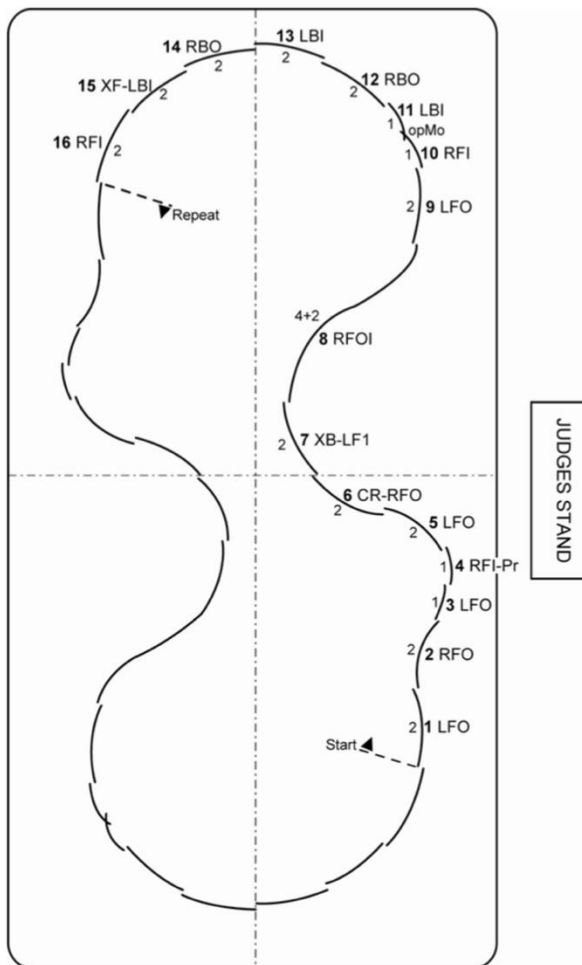
Correct Placement: The foot must be placed on the ice as described in the definition of the turn.

Solo Ice Dance Steps: The required steps for Solo Ice Dance will be the same for all competitors. Depending on the dance, A-Steps (previously the Woman's steps), B-Steps (previously Man's steps) or a combination of both may be used. Refer to the Pattern Dance Diagrams for the Solo Ice Dance Steps to be skated for each dance.

9.1 Diagrams Solo Ice Dance Basic Novice Pattern Dance

9.1.1 Tango Fiesta – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: All Competitors Skate A-Steps



2 sequences required for Solo Ice Dance Competitions - Tango 4/4

Number of Measures per Pattern: 8 measures of 4 beats

108 beats per minute plus or minus 2 beats per minute

Minimum Pattern Time: 17.5 seconds - Maximum Pattern Time: 18.1 seconds

Approximate Duration for entire dance for event planning: 1:15

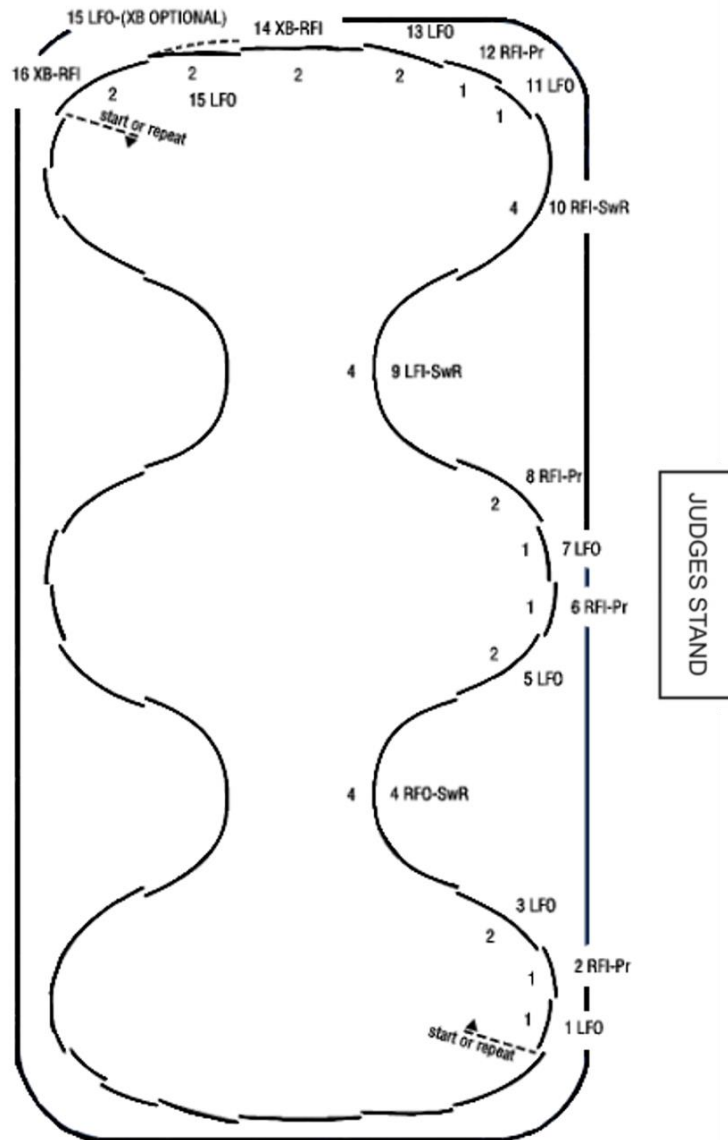
Basic Level: 50% of pattern completed

Level 1: 75% of pattern completed

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-16	16	2	4	8	12	14

9.1.2 Rhythm Blues – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: All Competitors Skate A-Steps



2 sequences required for Solo Ice Dance Competition - Blues 4/4

Number of Measures per Sequence: 8 measures of 4 beats

88 beats per minute plus or minus 2 beats per minute

Minimum Sequence Time: 21.3 seconds - Maximum Sequence Time: 22.3 seconds

Approximate Duration for entire dance for event planning: 1:25

Basic Level: 50% of pattern completed

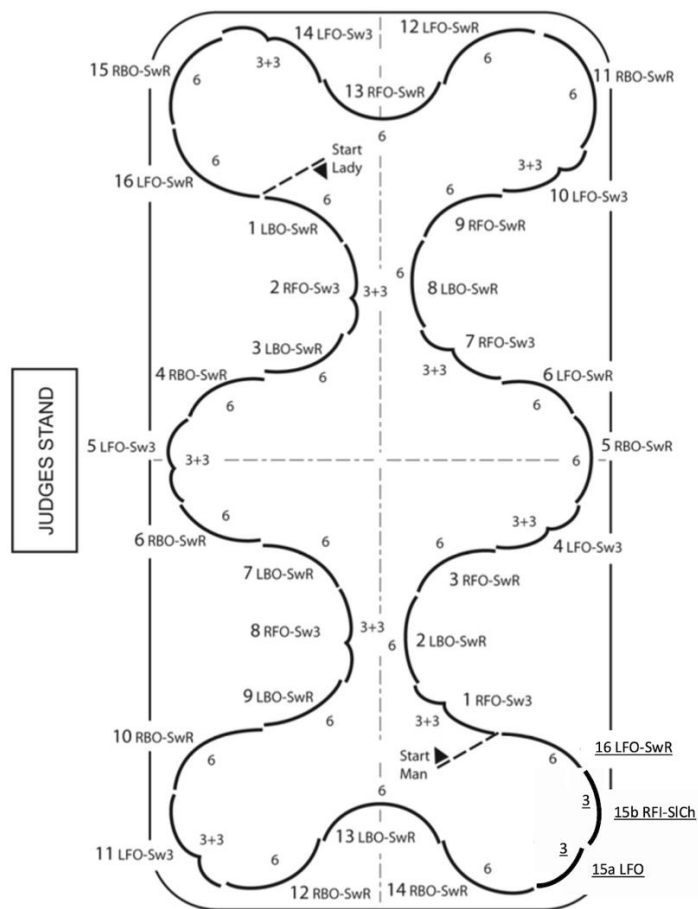
Level 1: 75% of pattern completed

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-16	16	2	4	8	12	14

9.2 Diagrams Solo Ice Dance Intermediate Novice Pattern Dance

9.2.1 American Waltz – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: Sequence 1, A-Steps and Sequence 2, B-Steps



2 sequences required for Solo Ice Dance Competition - Waltz 3/4

198 beats per minute plus or minus 3 beats per minute

Number of Measures per Pattern: 16 measures of 6 beats

Minimum Pattern Time: 28.8 seconds Maximum Pattern Time: 29.4 Seconds

Approximate Duration for entire dance for event planning: 1:35

Note: For A steps, a new step 15b, RFI SICH has been added and step 16 is now a LFO SwR

Sequence 1 – A-Steps

Key Point 1: Step 7-9 (LBO-SwR, RFO-Sw3, LBO-SwR)

Key Point Features: Correct Swing Three Turn

Sequence 2 – B-Steps

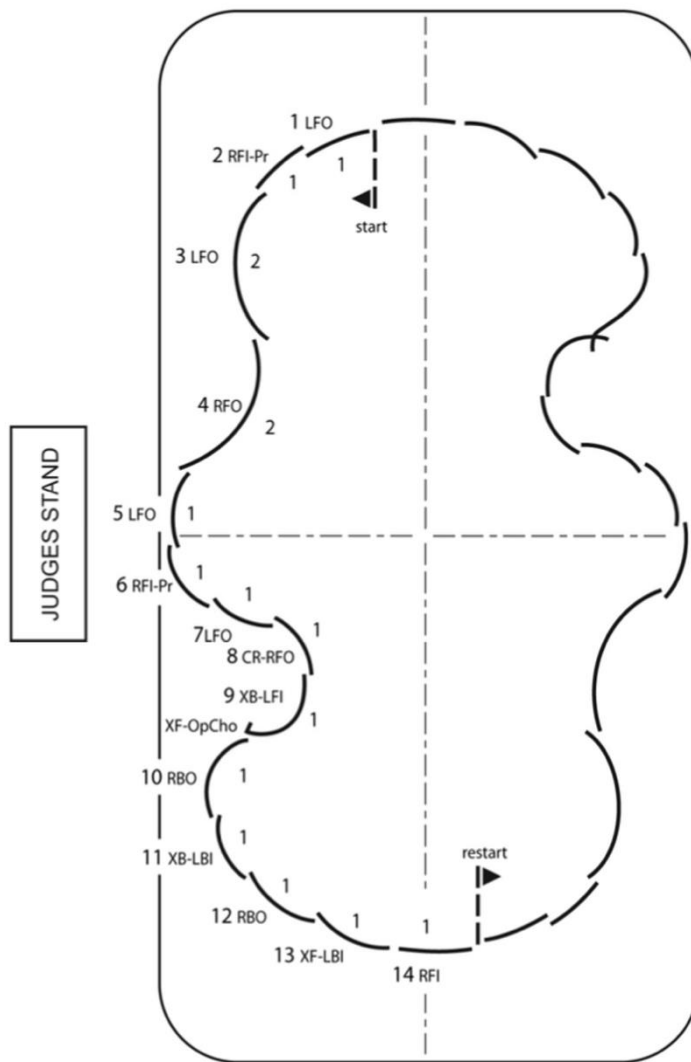
Key Point 1: Steps 1-3 (RFO-Sw3, LBO-SwR, RFO-SwR)

Key Point Features: Correct Swing Three Turn

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-16	16	2	4	8	12	14

9.2.2 Killian – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: All skaters skate the same steps for all sequences



4 sequences required for Solo Ice Dance Competition – Up Tempo 4/4
 Number of Measures per Sequence: 4 measures of 4 beats
 116 beats per minute plus or minus 2 beats per minute
 Minimum Pattern Time: 8.1 seconds - Maximum Pattern Time: 8.5 seconds
 Approximate Duration for entire dance for event planning: 1:10

All 4 Sequences – Same Steps

Key Point 1: Step 3-5 (LFO, RFO, LFO)

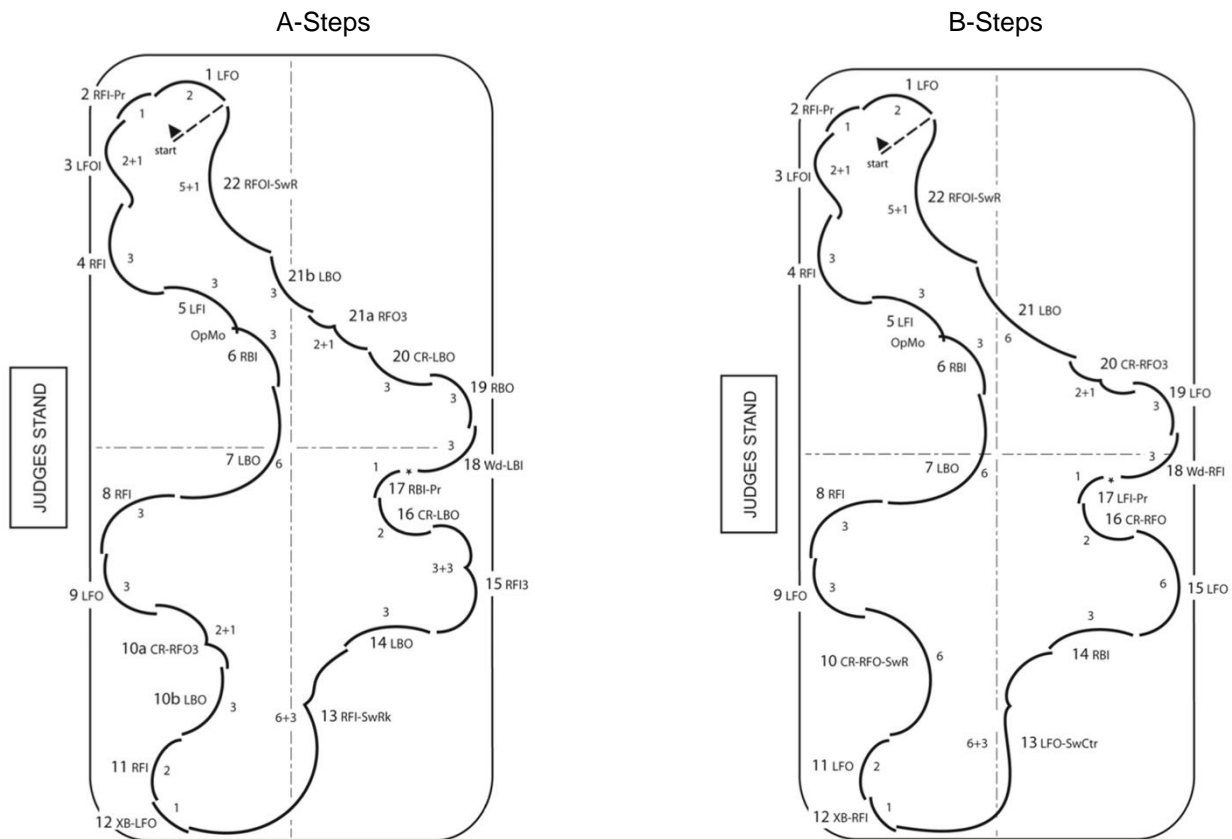
Key Point Features: Correct Edges

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-14	14	1	4	7	11	13

9.3 Diagrams Solo Ice Dance Advance Novice Pattern Dance

9.3.1 Westminster Waltz – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: Sequence 1, A-Steps and Sequence 2, B-Steps



2 sequences required for Solo Ice Dance Competition – Waltz 3/4

Number of Measures per Sequence: 13 of 6 beats

162 beats per minute plus or minus 3 beats per minute

Minimum Sequence Time: 28.4 Seconds - Maximum Sequence Time: 29.5 Seconds

Approximate Duration for entire dance for event planning: 1:36

Sequence 1 (A-Steps)

Key Point 1: Steps 5-7, LFI OpMo, RBI, LBO

Key Point Features: Correct Turn and Correct Edge

Key Point 2: Steps 16 – 19, CR-LBO, RBI-Pr, Wide LBI, RBO

Key Point Features: Correct Cross Roll and Correct Edges

Sequence 2 (B-Steps)

Key Point 1: Steps 5-7, LFI OpMo, RBI, LBO

Key Point Features: Correct Turn and Correct Edge

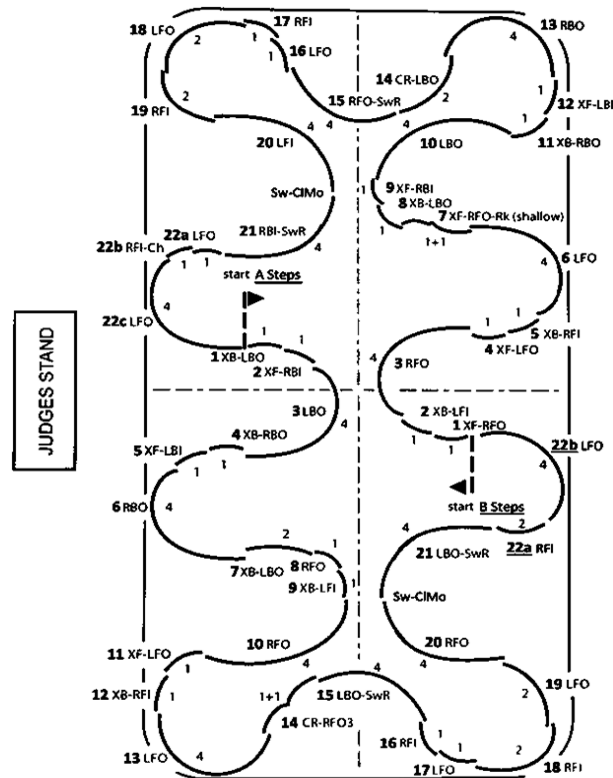
Key Point 2: Steps 16 – 19, CR-RFO, LFI-Pr, Wide RFI, LFO

Key Point Features: Correct Cross Roll and Correct Edges

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-22	22	2	6	11	16	20

9.3.2 Tango – 2024/25

Set Pattern Dance – Solo Ice Dance Steps: **Sequence 1, A-Steps and Sequence 2, B-Steps**



2 sequences required for Solo Ice Dance Competition – Tango 4/4

108 beats per minute plus or minus 2 beats per minute

Minimum Sequence Time: 28.4 Seconds - Maximum Sequence Time: 29.4 Seconds

Approximate Duration for entire dance for event planning: 1:36

Sequence 1 – A-Steps

Key Point 1: Steps 13-15 (LFO, CR-RFO3, LBO-SwR)

Key Point Features: Correct Turn and Correct Edge

Key Point 2: Steps 20-21 (RFO Sw-CIMo, LBO-SwR)

Key Point Features: Correct Placement of the Free Foot, Correct Turn and Correct Edge

Sequence 2 – B-Steps

Key Point 1: Step 7 (XF-RFO-Rk)

Key Point Features: Correct Turn

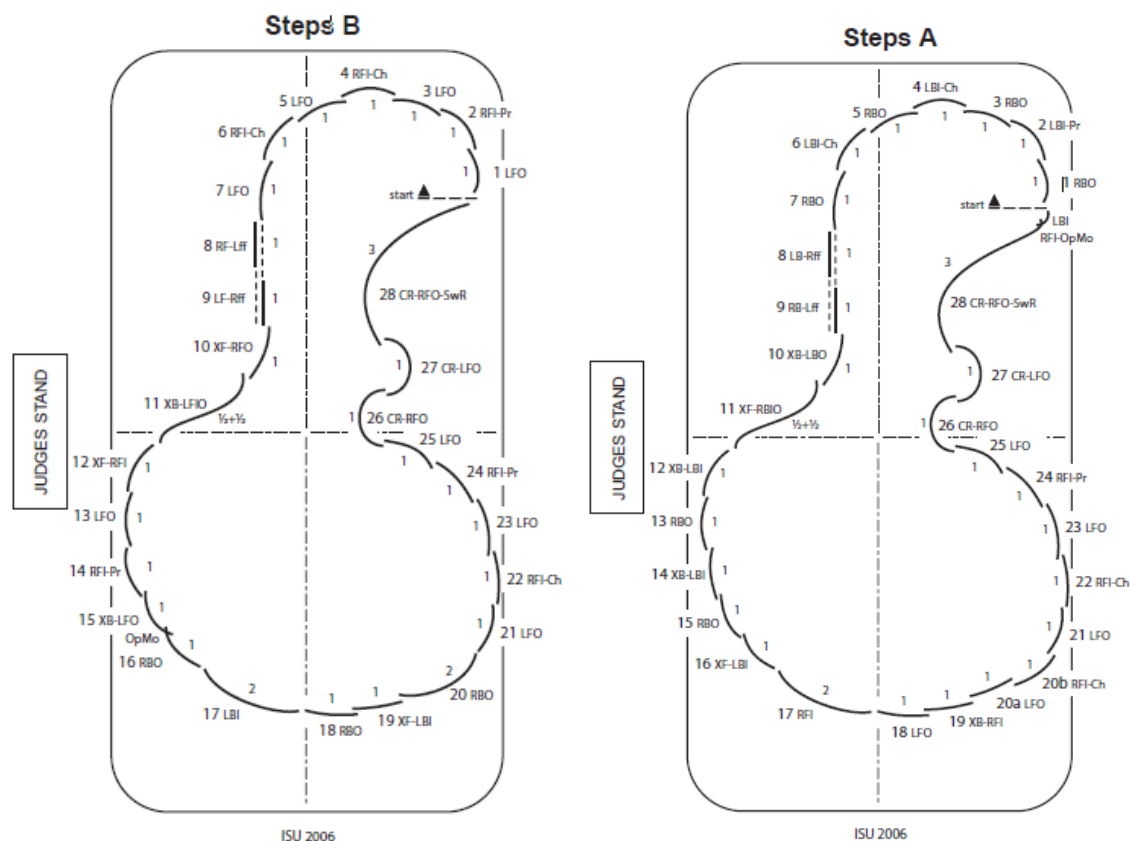
Key Point 2: Steps 20-21 (LFI Sw-CIMo, RBI-SwR)

Key Point Features: Correct Placement of the Free Foot, Correct Turn and Correct Edge

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-22	22	2	6	11	16	20

9.4 Paso Doble – 2024/25 Junior Rhythm Dance

Set Pattern Dance – Solo Series Steps: **Sequence 1, A-Steps and Sequence 2, B-Steps**



2 sequences required for Rhythm Dance, Solo Ice Dance Competition

Number of Measures per Pattern: 8 of 4 beat - Minimum Pattern Time: 0:16.8 Maximum Pattern Time: 0:17.5

Sequence 1, A-Steps (1PD)

Key Point 1: Steps 5-7, RBO, LBI-Ch, RBO

Key Point 2: Steps 11 & 12, XF-RBIO, XB-LBI

Key Point 3: Steps 18-22, LFO, XB-RFI, LFO, RFI-Ch, LFO, RFI-Ch.

Key Point 4: Step 28, CR-RFO-SwR, RFI OpMo

Sequence 1, B-Steps (2PD)

Key Point 1: Steps 5-7, LFO, RFI-Ch, LFO

Key Point 2: Steps 15 & 16, XB-LFO OpMo, RBO

Key Point 3: Steps 18-22, RBO, XF-LBI, RBO, LFO, RFI-Ch

Key Point 4: Step 28, CR-RFO-SwR,

Key Points: Must include correct turns, edges, foot placement and timing.

Note:

- 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 beat of the step is permitted to prepare the push/transition to the next step

Section	Steps	# of steps	10%	25%	50%	75%	90%
1 Sequence	1-28	28	3	7	14	21	25