

Kuviotanssit

23.9.2023



Yleistä kuviotansseista

- Verryttelyssä ennen jokaista tanssia 3 minuuttia, josta ensimmäiset 30 sekuntia ilman musiikkia ja 2,5 minuuttia ISU:n kyseiselle tanssille määrittämää verryttelymusiikkia.
- kuviotanssien verryttelyryhmässä saa olla maksimissaan 6 paria.
- Kilpailusuoritusta varten parit toimittavat oman musiikin, joka voi olla myös ISU-levyltä.
- ylituomarin tehtävään kuuluu suorituksen aikana varmistaa, että musiikin tempo ja suorituksen kesto on vaaditunlainen.
- muista musiikkivähennyksistä tuomaristo ja ylituomari äänestävät

Basic Novice

- Kuviotanssit
 - Fourteenstep
 - Willow waltz
 - Tango canasta
- Kilpailuissa tanssitaan 2 tanssia, jotka arvotaan arvonnassa
- Ei Key Pointseja, maksimissaan Level 1
- Komponentit: Timing, presentation ja skating skills

Intermediate Novice

- Kuviotanssit:
 - Kaudelle 2023-2024 ryhmät 2 ja 3, tanssittava ryhmä arvotaan joka kilpailuun
 - Ryhmä 2
 - fourteenstep
 - Tango
 - Ryhmä 3
 - Foxtrot
 - European waltz
- Komponentit: Timing, presentation ja skating skills
- 1 Key point, maksimissaan Level 2

Advance Novice

- Enimmäisikä tytöt 14v. ja poika 16v. (1.7 mennessä)
- Kuviotanssit
 - Rocker foxtrot
 - Starlight Waltz
- Komponentit: Timing, presentation ja skating skills
- 2 Key points, maksimissaan Level 3

2.2 PATTERN DANCES 2023/24

All Novice categories		<p>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.</p> <p>Couples shall provide their own music for all Pattern Dances. May be ISU Ice Dance music (tune 1-5).</p> <p>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)</p> <p>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</p>					
		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	<u>Rhythm:</u> March 2/4 and 4/4; <u>Tempo</u> 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 6 th (last) tune of the Fourteenstep ISU Ice Dance music
	Pattern Dance 2	Willow Waltz	2 Sequences	<u>Rhythm:</u> 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 6 th (last) tune of the European Waltz ISU Ice Dance music
	Pattern Dance 3	Tango Canasta	3 Sequences	<u>Rhythm:</u> Tango 4/4; Tempo 26 measures of 4 beats (104 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (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	<u>Rhythm:</u> March 2/4 and 4/4; <u>Tempo</u> 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 6 th (last) tune of the Fourteenstep ISU Ice Dance music
	Group 2 Pattern Dance 2	Tango	2 Sequences	<u>Rhythm:</u> Tango 4/4; Tempo 27 measures of 4 beats (108 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6 th (last) tune of the Tango ISU Ice Dance music
	Group 3 Pattern Dance 1	Foxtrot	4 Sequences	<u>Rhythm:</u> Foxtrot 4/4; Tempo 25 measures of 4 beats (100 beats per minute) plus or minus 2 beat per minute	Optional Pattern		the 6 th (last) tune of the Foxtrot ISU Ice Dance music
	Group 3 Pattern Dance 2	European Waltz	2 Sequences	<u>Rhythm:</u> Waltz ¾; Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6 th (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	<u>Rhythm:</u> 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 6 th (last) tune of the Rocker Foxtrot ISU Ice Dance music
	Pattern Dance 2	Starlight Waltz	2 Sequences 4 sections Steps 1-17 & 18-32	<u>Rhythm:</u> Waltz ¾; Tempo 58 measures of 3 beats (174 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6 th (last) tune of the Starlight Waltz ISU Ice Dance music

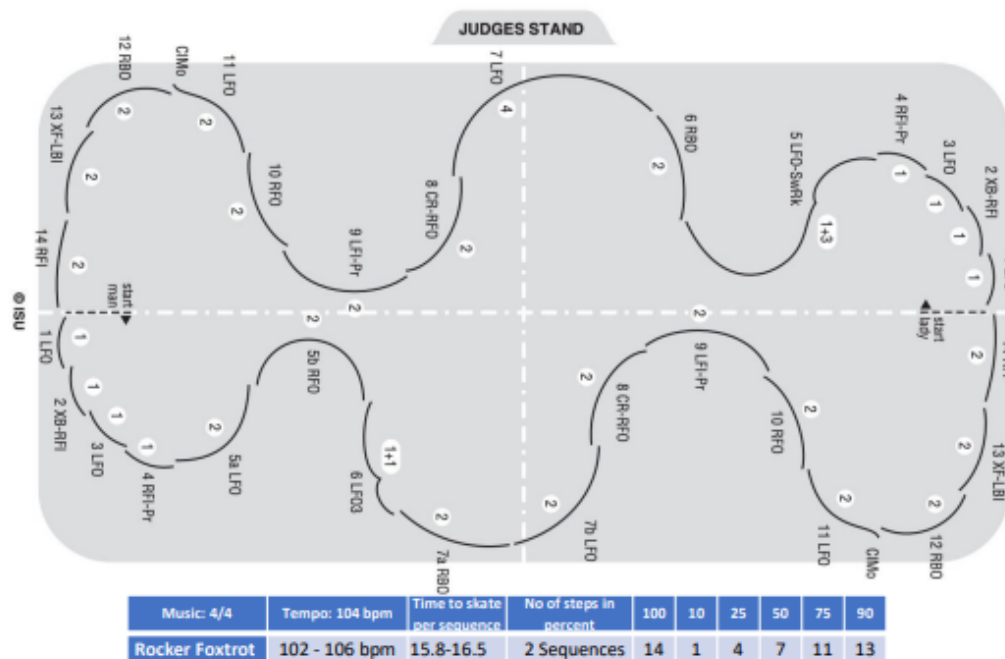
PATTERN DANCE AND PATTERN DANCE ELEMENT INFORMATION FOR SEASON 2023/24

Includes the Percentage of steps for Pattern Dance and Pattern Dance Elements

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	<u>15.8-16.5</u>	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
Junior	Rocker Foxtrot	102-106 bpm	15.8-16.5	2 Sequences	14	1	4	7	11	13

Category: **Ice Dance**
 Subject: **Drawings and Pattern Dances**

Description, chart and diagrams of Rocker Foxtrot



ROCKER FOXTROT — STEP CHART

Hold	Step No.	Man's Step	Number of beats of music		Lady's Step
Open	1	LFO	1		LFO
	2	XB-RFI	1		XB-RFI
	3	LFO	1		LFO
	4	RFI-Pr	1		RFI-Pr
Closed	5a	LFO	2	1+3	LFO-SwRk
	5b	RFO	2		
	6	LFO3	1+1	2	RBO
Open	7a	RBO	2	4	LFO
	7b	LFO	2		
	8	CR-RFO	2		CR-RFO
	9	LFI-Pr	2		LFI-Pr
	10	RFO	2		RFO
	11	LFO-CIMo	2		LFO-CIMo
	12	RBO	2		RBO
	13	XF-LBI	2		XF-LBI
	14	RFI	2		RFI

The **Rocker Foxtrot** is a **set** pattern dance.

For the definition of steps and holds refer to the *General Regulations 2022*, Rule 704-705 and for the dance itself to the *Handbook of Ice Dance 2003*.

1RF is skated according to the *Handbook of Ice Dance 2003*. Variation of holds outside KPs is allowed.
 In 2RF woman skates the man's steps and man the woman's step and they switch tracking sides. Prescribed holds in KP (**except hand-in-hand**). Variation of holds outside KPs is allowed.

Pattern Dance Element (1RF) Steps # 1-14	Key Point 1 Woman Step 5 (LFO-SwRk)	Key Point 2 Man Steps 5b- 7a (RFO, LFO3, RBO)	Key Point 3 Woman Steps 11-13 (LFO – CIMo, RBO, XF-LBI)	Key Point 4 Man Steps 11-13 (LFO – CIMo, RBO, XF-LBI)
Key Point Features Must include correct edges and holds	Correct Turn Correct Swing movement	1. Correct Turn	1. Correct Foot placement 2. Correct Cross in front	1. Correct Foot placement 2. Correct Cross in front
Pattern Dance Element (2RF) Steps # 1-14	Key Point 1 Man Steps 5b - 7a (RFO, LFO3, RBO) SKATED BY THE WOMAN	Key Point 2 Woman Step 5 (LFO-SwRk) SKATED BY THE MAN	Key Point 3 Man Steps 11-13 (LFO – CIMo, RBO, XF-LBI) SKATED BY THE WOMAN	Key Point 4 Woman Steps 11-13 (LFO – CIMo, RBO, XF-LBI) SKATED BY THE MAN
Key Point Features Must include correct edges and holds	1. Correct Turn	1. Correct Turn 2. Correct Swing movement	1. Correct Foot placement 2. Correct Cross in front	1. Correct Foot placement 2. Correct Cross in front

2. MARKING GUIDE FOR GRADES OF EXECUTION OF REQUIRED ELEMENTS

GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2023/24											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
STEPS HELD FOR THE REQUIRED NUMBER OF BEATS	1RF: 7 or more Steps not held for required # of beats 2RF: 7 or more Steps not held for required # of beats <u>Out of Musical Structure</u>					1RF: 4 or less Steps not held for required # of beats 2RF: 4 or less Steps not held for required # of beats		1RF: 1 Step not held for required # of beats 2RF: 1 Step not held for required # of beats		100% of Steps/Edges held for required # of beats (for both partners)	
Note: A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners.											
FALLS/ ERRORS/ LOSS OF CONTROL	<u>Two (2) Falls AND/OR many serious errors</u>		<u>One (1) Fall or Serious errors</u>		<u>Two (2) Stumbles or Serious errors</u>	<u>Stumble/ Touchdown by both Or up to 25% element missed</u>	<u>One (1) Touchdown/ Loss of Control</u>	<u>Slight Loss of Control/ One (1) Touchdown (no break within the Element)</u>		None	
Features	More negative features/errors than positive features					Basic execution – Generally correct	1 - 2 positive feature	3 - 4 positive features	5 - 6 positive features	7 - 8 positive features (no negative features/errors)	More than 8 positive features (no negative features/errors)
	More than 8 negative features	7 – 8 negative features	5 – 6 negative features	3 - 4 negative features	1 - 2 negative features						
NEGATIVE FEATURES						POSITIVE FEATURES					
EXECUTION THROUGHOUT ELEMENT											
1. Poor execution and/or Element labored and/or <u>Loss of Control with or without additional support</u>						1 - 4	1. Good quality - correctness, cleanness, deepness and sureness of Edges/Steps/Turns				2 - 4
2. Incorrect Steps/Turns (per each) Eg: Choctaw instead of Mohawk						1	2. Smooth and Effortless				2
3. Lack of unison						1 - 2	3. Unison and oneness throughout the element				2
4. Lack of glide and flow (movement across the ice)						1 - 3	4. Glide and flow maintained (movement across the ice)				2
5. Does not reflect character and style of the chosen rhythm						1 - 2	5. Nuances/accents reflects character and style of the chosen rhythm				1 - 2
6. Not started on the prescribed beat (for each Section/Sequence)						2	6. Body lines and carriage of both partners stylish according to the chosen Rhythm				1
7. Holds and positions incorrect and/or uncontrolled and/or variable spacing in between partners: - less than 50% of pattern..... - 50% or more of pattern.....					12	7. Holds and positions precise, consistent and close spacing between partners				1 - 2
							8. Timing accurate 100%				2
8. Pattern incorrect, including crossing the long axis when not permitted						1 - 2	9. Maximum utilization of the ice surface with the correct Pattern				2

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 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	Fair	
	3.00 – 3.75	Weak	
Red	2.00 – 2.75	Poor	
	1.00 – 1.75	Very poor	
	0.25 – 0.75	Extremely poor	

Note: an error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors.

Note: this basic principle applies equally when the errors occur within an element and/or outside an element.

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

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of <u>1 measure</u> or less in PD. (Int and Adv Novice only)	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 per Skater chart as: "<" to indicate an interruption of one (1) measure or less.
<<	= reduce by 2 Levels, interruption of more than <u>1 measure</u> in PD (Int and Adv Novice only)	If the PDE is interrupted more than one (1) measure (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 per Skater chart as: "<<" to indicate an interruption of more than one (1) measure
>	= -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
<u>ExEI</u>	-0.5 deduction	<u>Extra Element (ExEI)</u> 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. <u>For example:</u> <u>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, E.g., ChStExEI</u> <u>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) ExEI and receive a deduction, E.g., ChStExEI, LiExEI.</u>
*	<u>Element gets NO Value but will NOT receive a deduction.</u>	<u>Element not according to the well-balanced program requirements (*)</u> <u>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.</u>
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.	<u>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.</u>