

# Rollart



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

**By  
Nicola Genchi**

## INDEX

<b>INDEX</b> .....	<b>2</b>
<b>1 OWNERSHIP</b> .....	<b>3</b>
<b>2 DANCE - GENERAL DEFINITIONS</b> .....	<b>3</b>
<b>3 COUPLE DANCE</b> .....	<b>4</b>
3.1 STYLE DANCE .....	4
3.2 FREE DANCE .....	4
3.3 ONE NO HOLD STEP SEQUENCE (STRAIGHT, LINE OR DIAGONAL) .....	4
3.4 ONE DANCE HOLD STEP SEQUENCE .....	5
Levels .....	5
3.5 DANCE LIFTS.....	6
Difficult positions .....	6
Levels for stationary lifts.....	7
Levels for rotational lifts .....	8
Levels for combination lifts.....	8
Clarifications .....	9
Choreographic lift .....	9
3.6 ONE PATTERN DANCE SEQUENCE (COMPULSORY DANCE) – FOR STYLE DANCE .....	9
3.7 CLUSTERS SEQUENCES.....	9
No hold synchronized cluster sequences .....	9
Hold synchronized clusters sequences .....	10
Levels .....	10
Clarifications for synchronized clusters sequences .....	10
3.8 TRAVELLING SEQUENCES.....	10
Levels .....	11
3.9 QOE – COUPLE DANCE .....	11
<b>4 SOLO DANCE</b> .....	<b>13</b>
4.1 STYLE DANCE .....	13
4.2 FREE DANCE .....	13
4.3 ONE STRAIGHT STEP SEQUENCE – ONE CIRCULAR STEP SEQUENCE: FOR STYLE AND FREE DANCE .....	13
4.4 QOE – SOLO DANCE.....	14
<b>5 ARTISTIC IMPRESSION</b> .....	<b>15</b>
5.1 SKATING SKILLS .....	15
5.2 TRANSITIONS.....	15
5.3 PERFORMANCE .....	16
5.4 CHOREOGRAPHY/COMPOSITION.....	16
<b>6 ILLEGAL ELEMENTS</b> .....	<b>16</b>

## 1 OWNERSHIP

---

This document has been edited and written by Nicola Genchi – FIRS ARTISTIC TECHNICAL COMMITTEE so it cannot be copied.

## 2 DANCE – general definitions

---

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

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

**Cluster:** sequence of at least three different turns executed on one foot, the three turn will be counted as a turn for the cluster. Change of edge between turns is allowed.

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

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

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

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

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

**Extra features list:**

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

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

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

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

**Coupèe:** free leg bended by the side of the skating leg.

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

### 3 COUPLE DANCE

---

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

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

- Technical content.
- Artistic impression.

#### 3.1 Style dance

---

Following the rules for the style dance.

- The duration of the style dance will be: 2:40 minutes +/- 0:10.
- The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two different music selections for the same rhythm.

Required elements in a style dance (they can change every year, the only element that will be always used is the pattern dance sequence).

- One no hold step sequence.
- One dance hold step sequence.
- One dance lift.
- One pattern dance sequence (compulsory dance).

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

#### 3.2 Free dance

---

Following the rules for the free dance.

- One no hold cluster sequence or a hold cluster sequence (this will change each year).
- One no hold step sequence or one dance hold step sequences (this will change each year).
- Three dance lifts one for each kind (stationary, rotational, combination).
- One choreographic lift.
- No hold synchronized rotational travelling sequences.

Note:

- The first required element performed of each type will be the one evaluated by the judges as the required one for the current year.
- If the hold cluster sequence will be required, then they will have to present the no hold step sequence and viceversa.

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

---

##### Levels

---

Levels for step sequences can be given if the following features are fulfilled. Steps should be evenly distributed between turns.

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

- Level 4 – must include at least four (4) different types of turns all executed at least once in both directions (eight (8) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa)
- Level 5 – must include at least five (5) different types of turns all executed at least once in both directions (ten (10) turns in total). Skaters must add one (1) cluster and one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2-3. The steps of the cluster are included in the ones required for the level.
- For level 3-4-5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3-4-5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.

### 3.4 One dance hold step sequence

---

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

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

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

The change of position must be:

- Switching between recognized positions: this happens when the couple changes from a recognized position to another recognized position and during this change one of the partners changes the direction. E.g.: Kilian to Waltz, the Waltz to Foxtrot, Tango to Tandem etc.  
Note: it will not be considered a change of position, the transition Kilian to Foxtrot (positions with skaters both side by side and with the same direction) or Waltz to Tango (positions with partners in the opposite direction to each other where they both remain on the same direction).
- Pass through positions coded: this happens when a couple uses not recognized "creative positions" before assuming a recognized position. In such changes of positions, it is not necessary a change of direction.

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

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

#### Levels

---

Levels for step sequences can be given if the following features are fulfilled. Steps should be evenly distributed between turns.

- Level 1 – two (2) different holds and must include at least four (4) turns.

- Level 2 – two (2) different holds and must include at least six (6) turns.
  - Level 3 – three (3) different holds and must include at least three (3) turns, in both directions (six (6) turns in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
  - Level 4 – three (3) different holds and must include at least four (4) different types of turns, all executed at least once in both directions (eight (8) turns in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa)
  - Level 5 – minimum four (4) different holds and must include at least five (5) different types of turns, all executed at least once in both directions (ten (10) in total). In addition, the skaters must include one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa) and one (1) cluster.
- The turns can be executed simultaneously or not.
  - None of the types can be counted more than twice.
  - Three turn will not be considered as turn to be counted to get the level.
  - Performing a cluster will raise the level up of one in the levels 2-3.
  - The steps of the cluster are included in the ones required for the level.
  - For level 3-4-5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
  - For level 3-4-5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.

### 3.5 Dance lifts

---

Kinds of lifts:

- Stationary position.
- Rotational.
- Combination: stationary position + rotational.
- Choreographic.

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

#### Difficult positions

---

##### Difficult position for the lifted partner

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

- i. Extended out with the majority of body weight in a horizontal line with the only one additional point of support being shoulders and/or upper back.

#### **When to consider a change of position of the lifted partner**

The change of position will be considered when:

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

#### **Difficult position of the lifting partner (examples)**

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

#### **Creative/difficulty entry (examples)**

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

#### **Levels for stationary lifts**

---

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

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

- Three (3) different difficult positions (two (2) difficult positions as well as level 3 + a difficult position chosen between e-i) + creative/difficult entry.

### **Levels for rotational lifts**

---

This is a lift where the couple must rotate for at least two (2) revolutions to get the level 1. The number of revolutions to count are those of the lifting partner.

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

### **Levels for combination lifts**

---

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

- Level 1 – the lifted partner is lifted for at least two (2) seconds in a static position and the lifting partner executes up to one revolution and a half (1 ½) before or after the static position.
- Level 2 –
  - The lifted partner holds one (1) change of position (two (2) positions, each kept for two (2) seconds), or;
  - One (1) difficult position for at least two (2) seconds, or;
  - The lifting partner executes a difficult pose for at least two (2) seconds, or;
  - The lifting partner executes two (2) rotations before or after the stationary position of the lifted partner.
- Level 3 –
  - The lifted partner holds a difficult position for at least two (2) seconds, or;
  - One (1) change of position (two (2) positions) kept for at least two (2) seconds each + the lifting partner holds a difficult position for at least two (2) seconds + at least three (3) rotations of the lifting partner before or after to the stationary position of the lifted partner.
- Level 4 – same as level 3 + creative/difficult entry.
- Level 5 – the lifted partner holds a difficult position for at least two (2) seconds and executes one (1) change of position. The two (2) positions must be kept for at least two (2) seconds each, with the lifting partner that holds a difficult position for at least three (3) seconds and executes at least three (3) rotations and the lift must start with a creative/difficult entry.



## Clarifications

---

- For rotational lifts, it is allowed half of rotation of the lifting partner before the lifted partner reaches the position. If to get to the final position it will take more than half of rotation the level will be decreased.
- For stationary lifts half of rotation is allowed to reach the stationary pose of the lifted partner. If to get to the final position it will take more than half of rotation, the level will be decreased.
- Difficult entry can make the level go up.

## Choreographic lift

---

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

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

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

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

---

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

Levels and key points procedure for the pattern dance sequence:

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

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

Every judge will evaluate the accuracy of skating, the positioning of each section of the pattern dance depending on the positive features and not depending on its execution (e.g. time, correctness, depth and quality of the edges, cleaning and mastery). Also, each judge will evaluate the errors on seven grades: +3, +2, +1, 0, -1, -2, -3.

## 3.7 Clusters sequences

---

### No hold synchronized cluster sequences

---

- The couple must introduce two (2) sequences of clusters separated by a change of foot (one step).
- The sequences MUST be the same for both partners.
- The skaters have not to be in hold but skating alone.
- They should be as close as possible one another and they are free to use whatever turn they want.
- Each sequence must contain at least three (3) different turns.

### Hold synchronized clusters sequences

---

- The couple must introduce two (2) sequences of clusters separated by a change of foot (one step).
- The couple can never break the hold.
- Each sequence must contain at least three (3) different turns.
- The sequences for each partner can be different.

### Levels

---

- Level 1 – the two (2) clusters are correctly executed with no interruption.
- Level 2 – one of the two (2) clusters contains four (4) turns, three (3) of them must be different.
- Level 3 –
  - One of the two clusters contains five (5) turns, three (3) of them must be different, or;
  - The two sets contain four (4) turns, three (3) of them for each cluster must be different.
- Level 4 –
  - One of the two (2) clusters contains five (5) turns, three (3) of them must be different and between three (3) of the turns and the following turns must be inserted a skating element not involving a change of foot (change of edge, swing etc.), or;
  - The two sets contain five (5) turns, three (3) of them, for each cluster, must be different.

### Clarifications for synchronized clusters sequences

---

- If there is a full stop before the first cluster, by one or both partners, the level shall be reduced by one.
- If there is a full stop before the second sequence, by one or both partners, the level shall be reduced by one.
- If there is more than one step between the two sequences, if the mistake is performed by one partner the level shall be reduced by one. If the mistake is performed by both partners, the level will be reduced by two.
- If a loss of control with additional support (touch down by free leg/foot and/or hand/s) occurs after the cluster has started and the execution of the element continues after the touch down, only the part before the touchdown will be considered for the level.

### 3.8 Travelling sequences

---

The first execution of a travelling set must be the one to be called with a level or no Level if the features of the first level are not fulfilled.

If the skater falls or there is any interruption during the entry or the execution of the set of travelling, if the skater does immediately after another set, the element is called for what has been done before the interruption or the fall. It will have a no level if the features of the level 1 are not fulfilled.

**Set travelling:** two (2) double threes with a maximum of three (3) little steps in between. It is mandatory that in each set the entry edge of the turns must be different.

#### Type of travelling (starting edge)

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

**Additional features (examples):**

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

**Levels**

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

Performing features more than requested can raise the level.

**3.9 QOE – Couple dance**

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>SEQUENCES/ SECTIONS OF PATTERN DANCE</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Quality/correctness of edges/steps/ turns for the whole pattern dance element	40% or less clean edges/ steps/turns with many errors	50% clean edges/steps / turns with 2 major errors	60% clean edges/steps / turns with 1 major error	75% clean edges/steps / turns with no major error	80% clean edges/steps/turns with no major error	90% clean edges/step/turns with no major error	100% clean edges/step/ turns
Depth of edges	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very deep
Correct holds	40%	50%	60%	75%	80%	90%	100%
Correct tracking and restart and its repetition if more than one sequence is required	40%	50%	60%	75%	80%	90%	100%
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>DANCE LIFTS</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Entry/exit	Shaky/ dropped	Fumbling	Hesitant/ abrupt	Sure/ solid	Smooth	Flowing	Seamless
Ascendant/ descent	Very brief	Struggling	Much effort	Some effort	Little effort	With easy	Floating effortless
Stability	Lose balance	Unstable	Variable	Stable	Sure	Confident	Relaxed/bold
Change of position	Awkward	Discontinuous	Labored	Controlled	Smooth	Flowing	Effortless
Rotation technique	Awkward/ very slow	Unstable, scraped turns	Discontinuous weak turns	Continuous	Smooth	Flowing and fast	Flowing and very fast

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

## 4 SOLO DANCE

---

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

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

- Technical content.
- Artistic impression.

### 4.1 Style dance

---

Following the rules for the style dance.

- The duration of the style dance will be 2:20 minutes +/- 10 seconds.
- The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two (2) different music selections for the same rhythm.

Required elements in a style dance:

- One straight step sequence or one circular or serpentine step sequence (will be decided each year).
- One pattern dance sequence (compulsory dance) (see couple dance).
- One travelling sequence (see couple dance).
- One cluster sequence (see couple dance).

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

### 4.2 Free dance

---

Following the rules for the free dance.

- One straight step sequence (will be decided each year).
- One circular or serpentine step sequence (will be decided each year).
- One travelling sequence (see couple dance).
- One cluster sequence (see couple dance).

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

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

---

Levels for step sequences can be given if the following features are fulfilled. Steps should be evenly distributed between turns.

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

- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2-3. The steps of the cluster are included in the ones required for the level.
- For level 3-4-5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3-4-5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 as the maximum level can be given even, even if the definition of the level was reached.

#### 4.4 QOE – Solo dance

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>SEQUENCES/ SECTIONS PATTERN DANCE</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Quality/correctness of edges/steps/ turns for the whole pattern dance element	40% or less clean edges/steps/ turns with many errors	50% clean edges/steps/ turns with 2 major errors	60% clean edges/steps/ turns with 1 major error	75% clean edges/steps/ turns with no major error	80% clean edges/steps/ Turns with no major error	90% clean edges/step/ Turns with no major error	100% clean edges/step/ turns
Depth of edges	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very deep
Correct tracking and restart and its repetition if more than 1 sequence is required	40%	50%	60%	75%	80%	90%	100%
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>STEP SEQUENCES</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Edges/sureness	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong, confident	Deep and quite bold
Speed and flow	Struggling, labored, forced	Deteriorates or limited	Inconsistent/Va riable	Some speed and some flow	Good speed with variable flow	Considerable speed and constant flow	Considerable speed effortlessly and fluidly
Footwork	Two feet or both toe-pushing	Wide stepping or 1 on 2 feet or toe-pushing	Variable	Generally correct	Correct	Clean and neat	Clean and effortless
Turns	Jumped/ awkward	Skidded	Forced	Majority correct	Clean	Clean and neat	Clean and effortless
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>TRAVELLING SEQUENCES</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Entry/completion	Awkward/off balance	Hesitant/lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Connecting steps footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
<b>SET SYNCHRONIZED CLUSTERS</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>
Entry/completion	Awkward/ off balance	Hesitant/ lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Edges	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong confident	Deep and quite bold

## 5 ARTISTIC IMPRESSION

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

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

### 5.1 Skating skills

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

Criteria:

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

### 5.2 Transitions

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

Criteria:

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

### 5.3 Performance

---

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

Criteria:

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

### 5.4 Choreography/Composition

---

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

Criteria:

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

## 6 ILLEGAL ELEMENTS

---

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

- No minimum seconds for the lifts.
- More than maximum seconds for the lifts.
- More than allowed separations.
- Style dance: wrong rhythm, number of rhythms less than 2.

General

- Costume violation.
- Time of the program less than the minimum.
- Falls.
- Mandatory element not presented.
- Mandatory element characteristics not presented.
- Violation of the characteristics of the mandatory elements.