

Communication No. 2700

ICE DANCE

GUIDELINES FOR INTERNATIONAL NOVICE COMPETITIONS 2025/26

(updated June 2, 2025)

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

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

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

Furthermore, the Communication Requirements for Technical Rules with ongoing validity, effective July 1, 2025 includes the:

- Marking Guide for GOE for Pattern Dances and Free Dance
- Criteria for Levels for all Required Elements

April 25, 2025

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1. GENERAL INFORMATION, SEASON 2025/26

Entries All entries are made based on the age and the category of the Skaters. Entries to the competitions must be made by the ISU Members (for International Competitions) or Sections/Clubs (for Interclub Competitions). The latter must be a member of the ISU Member.				
Category		BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Competition Segments		2 Pattern Dances and Free Dance	2 Pattern Dances and Free Dance	2 Pattern Dances and Free Dance
Age restriction		has not reached the age of fourteen (14)	has not reached the age of sixteen (16)	has reached the age of ten (10) and has not reached the age of sixteen (16) for girls (Singles/Pairs Skating/Ice Dance) and boys (Single Skating) and eighteen (18) for boys (Pair Skating/Ice Dance)
ALL DEDUCTIONS FOR NOVICE CATEGORIES ARE HALF THE NORMAL DEDUCTIONS FOR JUNIOR/SENIOR. THE CHART WITH ALL DEDUCTIONS IS INCLUDED ON PAGE 12-13 FOR NOVICE CATEGORIES. As the values of the deductions are different from the standard ones provided by Rule 353, paragraph 1.n), the Referee must give specific instructions to the calculation system operator and must check the correct input of deduction values in each instance.				
Officials: a) Rule 420 6, regarding the appointment of Officials apply, except for the requirement of their international qualification. However, in each event there must be at least one (1) Judge and one (1) member of the Technical Panel and the Referee with an international qualification. National officials may be aged from 21 years to 75 years. b) The same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Junior and Senior International Competitions. c) Rules 433, paragraphs 1 and 2 regarding the Report of the Referee and the Report of the Technical Controller for Advance Novice apply.				
General Information for Pattern Dances – All Novice Categories				
Calling Process without Key Points: Basic Novice	Technical Panel identifies Sequences/Sections of the Pattern Dance as Basic Level when 50% of the Sequence/Section is completed by both partners; Level 1 when 75% of the Sequence/Section is completed by both partners Technical Panel identifies and calls falls.			
Calling Process with Key Points: Intermediate and Advance Novice	Technical Panel determines the Level of every Section/Sequence. At Intermediate Novice up to Level 2 and Advanced Novice up to Level 3			
For events with two Pattern Dances	The total score for each PD will be multiplied by a factor of 0.5 in Basic Novice, 0.75 in Intermediate Novice and 1.0 in Advanced Novice			
MUSIC REQUIREMENTS FOR PATTERN DANCES FOR INTERNATIONAL COMPETITIONS				
Rule 707, paragraph 5 provides that, in International Competitions, the current series of ISU Ice Dance music shall be used for the Pattern Dance unless the Ice Dance Technical Committee has decided that the music for one or several Pattern Dances is to be provided by the Couple, following certain requirements. For season 2025/26, Couples shall provide their own music for all Pattern Dances. According to Rule 707 paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a “Pattern Dances Program time” deduction according to Rule 353, paragraph 1. n) shall apply. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dancing 2003) plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms. Music created digitally or with AI is permitted.				

2. PATTERN DANCES - BASIC, INTERMEDIATE, ADVANCED NOVICE – SEASON 2025/26

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

Note: Rule 707, para 6- After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds (exception: Quickstep + Choreographic Element). If this time limit is exceeded, a deduction according to rule 353 para 1. n) shall apply per the “Who is Responsible” chart for Novice (page 12).

BASIC NOVICE

Two (2) Pattern Dances are to be skated from the following. These will be drawn before the first practice on site:

- **Willow Waltz, Tango Canasta and Rhythm Blues**

INTERMEDIATE NOVICE

Two (2) Pattern Dances are to be skated from the following. These will be drawn before the first practice on site:

- **Rocker Foxtrot, European Waltz, Tango**

ADVANCED NOVICE

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

- **Starlight Waltz and Quickstep**
 - Duration of the Quickstep Pattern Dance (2) sequences and one (1) Choreographic Element must be completed within one 1 minute 10 seconds.

2.1 PATTERN DANCES SEASON 2025/26

All Novice categories		All Pattern Dances will be skated in the order listed and must be performed with the first sequence executed in front of the judges' stand. If not, the Referee will stop the couple and instruct them to restart on the correct side without deduction. The first Step of the dance must be on beat 1 of a measure. Couples shall provide their own music for all Pattern Dances. Tunes 1-5 of the ISU Ice Dance music may also be chosen. 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 skates the second dance to their own music) Warm-up 3 minutes, max 6 couples. The first 30 seconds are without music, followed by 2 minutes and 30 seconds of the 6 th tune of the ISU Ice Dance music to be played					
		Pattern Dance	# of sequences	Music	Pattern	Components/ Factors	Warm up Music
Basic Novice No Key Points, Called to max Level 1	Pattern Dance 1	Willow Waltz	2 Sequences	Rhythm: Waltz 3/4; Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6 th (last) tune of the <u>European</u> Waltz ISU Ice Dance music
	Pattern Dance 2	Tango Canasta	2 Sequences	Rhythm: Tango 4/4; Tempo 26 measures of 4 beats (102 - 108 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (last) tune of the Tango ISU Ice Dance music
	Pattern Dance 3	Rhythm Blues	2 Sequences	Rhythm: Blues 4/4; Tempo 22 measures of 4 beats (88 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (last) tune of the Blues ISU Ice Dance music
Intermediate Novice Key points called to max Level 2	Pattern Dance 1	Rocker Foxtrot	2 Sequences	Rhythm: Foxtrot 4/4; Tempo 26 measures of 4 beats (104 beats per minute) plus or minus 2 beat per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6 th (last) tune of the Foxtrot ISU Ice Dance music
	Pattern Dance 2	European Waltz	2 Sequences	Rhythm: Waltz 3/4; 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
	Pattern Dance 3	Tango	2 Sequences	Rhythm: Tango 4/4; Tempo 27 measures of 4 beats (108 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6 th (last) tune of the Tango ISU Ice Dance music
Advanced Novice Key points called to max Level 3	Pattern Dance 1	Starlight Waltz	2 Sequences	Rhythm: Waltz 3/4; Tempo 54 measures of 3 beats (174 beats per minute) plus or minus 3 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.93	the 6 th (last) tune of the Starlight Waltz ISU Ice Dance music
	Pattern Dance 2	Quickstep	2 Sequences	Rhythm: Quickstep 2/4; Tempo 56 measures of 2 beats (112 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (last) tune of the Quickstep ISU Ice Dance music

2.2 PATTERN DANCE PERCENTAGE OF STEPS INFORMATION SEASON 2025/26

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	Willow Waltz	13 <u>2</u> – 13 <u>8</u> bpm	23.4 – 24.6	2 Sequences (1 round)	22	2	6	11	17	20
	Tango Canasta	102 - 10 <u>8</u> bpm	15. <u>5</u> – 16.5	2 Sequences (1 round)	14	1	4	7	11	13
	Rhythm Blues	86 - 90 bpm	21.3 – 22.3	2 Sequences (1 round)	16	2	4	8	12	14
Intermediate Novice	Rocker Foxtrot	102 - 106 bpm	17.1 – 17.7	2 Sequences (1 round)	14	1	4	7	11	13
	European Waltz	132 - 138 bpm	23. <u>4</u> – 24. <u>6</u>	2 Sequences (1 round)	18	2	5	9	14	16
	Tango	106-110 bpm	28.4 – 29.4	2 Sequences (1 round)	22	2	6	11	16	20
Advanced Novice	Starlight Waltz	171 - 177 bpm	34.8 – 35.6	2 Sequences (2 rounds)	32	3	8	16	24	29
	Quickstep	110 - 114	14.7 – 15.3	2 Sequences (1 round)	18	2	5	9	14	16

2.3 KEY POINTS AND KEY POINTS FEATURES FOR PATTERN DANCES, SEASON 2025/26

General note:

The process used by the Technical Panel to identify Key Points and their correct execution is the same process as for identification of Required Elements and Levels (i.e by majority).

Correct or incorrect execution of Key Points is reported on the Judges Details per Skater chart as:

- "Yes": meaning, "all Key Point Features are met and all Edges/Steps are held for the required number of beats", or
- "Timing": meaning, "all Key Points Features are met but one or several Edges/Steps are not held for the required number of beats", or
- "No": meaning, "one or several Key Point Features are not met, whether or not Edges/Steps are held for the correct number of beats.
- "X": meaning, "none of the steps within a Key Point were attempted".

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

- Correct holds are the prescribed holds per the Pattern Dance descriptions

BASIC NOVICE

For Pattern Dances, there will be no key points described and up to **Level 1** will be evaluated.

The Judges evaluate the Pattern Dance with the GOE.

Characteristics of Levels for Basic Novice Pattern Dances:

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

INTERMEDIATE NOVICE

Key Points: must include correct turns, edges, foot placement, timing and holds

Characteristics of Levels for Intermediate Novice Pattern Dances:

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

Rocker Foxtrot

Each Sequence	Key Point
RF1Sq	Woman Steps 11 - 12 (LFO CIMo, RBO)
RF2Sq	Man Steps 11 - 12 (LFO CIMo, RBO)

European Waltz

Each Sequence	Key Point
EW1Sq	Woman Steps 8 – 9 (RFO3, LBO)
EW2Sq	Man Steps 12 – 13 (LFO3, RBO)

Tango

Each Sequence	Key Point
TA1Sq	Woman Steps 20 – 21 (RFO Sw-CIMo, LBO-SwR)
TA2Sq	Man Steps 20 – 21 (LFI Sw-CIMo, RBI-SwR)

ADVANCED NOVICE

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

Characteristics of Levels for Advanced Novice Pattern Dances:

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

Starlight Waltz

Each Sequence	Key Point 1	Key Point 2
SW1Sq	Woman Steps 9 – 10 (RBOI, LBO-SwR)	Man Steps 29 – 31 (RBO, LFO, CR-RFO-SwR)
SW2Sq	Man Steps 9 – 10 (LFOI, RFO-SwR)	Woman Steps 21 – 23 (LFI, RBI opMo, LBO-SwR)

Quickstep + Choreographic Element

Each Sequence	Key Point 1	Key Point 2
QS1Sq	Woman Steps 5 – 6 (LFO Sw-cl Cho, RBIO)	Man Steps 11 – 12 (LFI, RFI)
QS2Sq	Man Steps 5 – 6 (LFO Sw-cl Cho, RBIO)	Woman Steps 11 – 12 (LFI, RFI)
Choreographic Element	One (1) Choreographic Element chosen from the following and performed either before or after the (2) Quickstep Sequences. May not be performed in between the Quickstep Sequences. Choreographic Character Step Sequence Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement	

3. FREE DANCE REQUIRED ELEMENTS: BASIC, INTERMEDIATE, ADVANCED NOVICE, SEASON 2025/26

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Levels	Called to maximum Level 1	Called to maximum Level 2	Called to maximum Level 3
Lifts	—	Maximum 1 Short Lift Maximum 7 seconds Choice of Straight line, Curve, Stationary or Rotational lift	Maximum 1 Short Lift Maximum 7 seconds Choice of Straight line, Curve, Stationary or Rotational lift
Dance Spins	1	1	1
	<ul style="list-style-type: none"> Dance Spin - Specifications Dance Spin - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners 		
Step Sequences	—	—	1 Style B Circular or Serpentine, Midline or Diagonal Performed in Prescribed Holds
Sequential Twizzles	1	1	1
	<ul style="list-style-type: none"> At least two Twizzles for each partner and must NOT be in contact between Twizzles Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step) 		
Choreographic Elements	Two (2) Choreographic Elements: <ul style="list-style-type: none"> One (1) of which must be a Choreographic Character Step Sequence And One (1) additional chosen from: Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement 		Two (2) Different Choreographic Elements chosen from: Choreographic Character Step Sequence Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement *The type of Choreographic Element attempted in the Pattern Dance “Quickstep + Choreographic Element” cannot be repeated in the Free Dance. A repeated Choreographic Element will receive the “!” symbol.

Note: Specifications to Step Sequence Style B, Free Dance:

Not permitted: Stops, Loops, Retrogression, Hand-in-hand hold with fully-extended arm, Separations of more than 2 arms length and/or exceeding 5 seconds

The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

Note: For Basic Novice and Intermediate Novice (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified 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.

3.1 DEFINITION OF CHOREOGRAPHIC ELEMENTS

- **Choreographic Character Step Sequence**

The following requirements apply:

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

- **Choreographic Lift: Dance Lift of minimum 3 seconds and up to ten (10) seconds**

The following requirements apply:

- performed after all the other required Dance Lifts

- **Choreographic Sliding Movement:** performed anywhere in the program, during which both partners perform sliding movements on the ice.

The following requirements apply:

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

- **Choreographic Spinning Movement:** spinning movement performed anywhere in the program, during which both partners perform at least 2 continuous rotations in any hold,

The following requirements apply:

- on one foot or two feet or one partner being elevated for less than 2 rotations, or a combination of the three,
- on a common axis which may be moving.

- **Choreographic Twizzling Movement:** twizzling movement performed after the required Set of Twizzles, composed of 2 parts.

The following requirements apply:

- for both parts: on one foot or two feet or a combination of both,
- for the first part: at least 2 continuous rotations performed simultaneously and both partners must travel (cannot be on the spot)
- for the second part: at least one of the partners has to perform at least 2 continuous rotations with up to 3 steps between the first and second twizzling movement, one or both partners can be on the spot or traveling or a combination of both.

3.2 GENERAL INFORMATION FOR FREE DANCE (AND PATTERN DANCE WHEN APPLICABLE*)

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Duration of Free Dance	2 minutes (+/- 10 seconds)	2 minutes 30 seconds (+/- 10 seconds)	3 minutes (+/- 10 seconds)
	Program time: Referee deduction: -0.5 up to every 5 sec lacking or in excess		
Duration of Warm-up	Free Dance (All Novice categories): three (3) minutes, maximum five (5) Couples.		
Components Factors	<ul style="list-style-type: none">• Composition• Presentation• Skating Skills Factor: 1.0	<ul style="list-style-type: none">• Composition• Presentation• Skating Skills Factor: 1.0	<ul style="list-style-type: none">• Composition• Presentation• Skating Skills Factor: 1.33
Music	<ul style="list-style-type: none">• All music, including classical music, must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colorful, entertaining dance program with different dance moods or a building effect.• Must have at least one obvious change of tempo/rhythm and expression; this change may be gradual or immediate.• May be vocal and must be suitable for ice dance as a sport discipline.• Must have a rhythmic beat and melody, or rhythmic beat alone, but not melody alone. (per Communication 2698)• May be without an rhythmic beat for up to 10 seconds at beginning or end of the program.• May be without an rhythmic beat for up to 10 seconds during the program.		Music Requirements: Referee + Judges Deduction: -1.0 per program
Stops	<ul style="list-style-type: none">• After the clock is started with the first movement, couple must not remain in one place for more than 10 seconds.• During the program, unlimited full stops of up to five (5) seconds are allowed.		Choreography restrictions: Applied to violations outside of elements Referee + Judges Deduction: -0.5 per program
Separations	<ul style="list-style-type: none">• The number of separations to execute transitional footwork or moves is unrestricted.• Distance allowed is maximum 2 arm's length apart during separations• Duration of each separation (excluding Required Elements) can be no more than 5 seconds.• Separations at the beginning and/or end of the program may be up to 10 seconds, no restrictions on the distance of separation.		
Touching ice with hand(s)	<ul style="list-style-type: none">• Not permitted (except during Choreographic Sliding Movement and Choreographic Character Step Sequence for only Advanced Novice Pattern Dance (Quickstep) and Free Dance).		
Costume and prop (also applicable for Pattern Dance)	<ul style="list-style-type: none">• 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 of any length• Accessories and props are not permitted.		Costume and prop: Referee + Judges deduction -0.5 per program

4. WHO IS RESPONSIBLE? – ID DEDUCTION CHART – NOVICE 2025/2026

Description	Penalty	Who is responsible
Program time violation – Free Dance – as per as per 3.1 General Information for Free Dance	0.5 up to every 5 seconds lacking or in excess	Referee
Program time violation - Pattern dance– as per Rule 706, para 6	- 0.5 up to every 5 seconds in excess of permitted time after the last prescribed step in the Pattern Dance to the ending movement/pose	Referee
Part of the costume / decoration fall on the ice – as per Rule 501, para 1	-0.5 per program	Referee
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-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. <p>An interruption is defined as the time elapsed between the moment a Skater stops performing the program, until the moment he resumes performing the program (Rule 515)</p>	-0.5 -1.0 -1.5	Referee If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the couple resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353 1n (for Novice ½ original deduction)
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption (Rule 515, para 4.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) the Referee must give specific instructions to the system operator and check the correct input in each instance.	-2.5	Referee If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0 points as per Rules 353 Para 1n (for Novice ½ original deduction). This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Lifts exceeding permitted duration – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift)	-0.5 per Lift	Referee
Tempo specifications – according to Rule 707, paragraph 5 (Tempo): the tempo throughout the required Sequences must be constant and in accordance with the required tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003 and patterns and descriptions for Basic Novice Pattern Dances published on the ISU website)	-0.5 per program	Referee
Costume / prop violations – as per Rule 501, para 1	-0.5 per program	Majority deduction Referee + Judges
Music requirements Free Dance: as per Rule 710 para 1.c) (For season 2025-26, “Audible Beat” is not required per the Council decision)	-1.0 per program	Majority deduction Referee + Judges
Music requirements Pattern Dance – according to Rule 707, paragraph 5 (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.	-1.0 per program	Majority Deduction Referee + Judges
Violation of choreographic restrictions Pattern Dance: Touching the ice is not permitted (except during “Quickstep + Choreographic Element”, when touching the ice is permitted) Free Dance: as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication. In addition, Rule 710, para 1 a): The program must utilize the whole ice service. Touching the barrier is not permitted	-0,5 per program	Majority deduction Referee + Judges

Description	Penalty	Who is responsible
<p>Illegal Elements / Movements / Poses – as per Rules 704 para 21</p> <p>The following movements and/or poses are illegal in Rhythm Dance, Free Dance and Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication)</p> <ul style="list-style-type: none"> a) sitting on the partner's head; b) standing on the partner's shoulder; c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees); d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) or without the assistance of hand(s)/arm(s); e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arms(s) and the lifted partner holding only with feet around the lifting partner's neck; f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head); g) Jumps of more than one (1) revolution. (Jump Entry/Exit is not allowed for Novice) h) Lying on the ice; <p>A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.</p>	<p>-1.0 per violation</p>	<p>Technical Panel</p> <p>Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal element/movement/pose during the execution of any element, the deduction for an illegal movement will apply and the element will receive a Level per the requirements performed or ignored if the minimum requirement for Basic Level are not fulfilled.</p>
<p>Fall</p> <ul style="list-style-type: none"> - per fall by one partner - per fall by both partners <p>A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1).</p>	<p>-0.5 -1.0</p>	<p>Technical Panel</p>
<p>Extra Element (ExEI)</p> <ul style="list-style-type: none"> - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI. <p>Examples:</p> <p>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., ChSt1t+ExEI</p> <p>If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>	<p>-0.5 deduction (Novice)</p>	<p>Technical Panel identifies the element in accordance with calling specifications.</p> <p>Technical Controller advises the Data Operator to add to the respective element ExEI and input the respective deduction.</p>
<p>Element not according to the well-balanced program requirements receives (*) symbol</p> <p>If there is an incorrect element performed as not according to the requirements (E.g..CiSt 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.</p>	<p>Element gets NO value but will NOT receive a deduction.</p>	<p>The computer verification identifies elements not according to requirements and applies the asterisk (*)</p> <p>The Technical Controller verifies and authorizes the call.</p>

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

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 1 measure or less in PD. (Int and Adv Novice only)	If the 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 1 measure 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 the permitted time, the Referee applies the deduction of -0.5 point. The duration of the Lift is confirmed by the Referee electronically.
ExEI	-0.5 deduction	<p>Extra Element (ExEI)</p> <ul style="list-style-type: none"> - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI. <p>Examples:</p> <p>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., ChSt1t+ExEI</p> <p>If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>
*	Element gets NO Value but will NOT receive a deduction.	<p>Element not according to the well-balanced program requirements (*)</p> <p>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.</p>
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".
Fx	= multiple Falls in Element, 0.5 per Fall per Partner	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".
S	= reduced by 1 Level, if in hold/contact/touch during the SqTw.	If partners are in Hold/contact/touch during the Sequential Twizzles (FD) the Level shall be reduced by 1 Level (per each partner for Sequential Twizzles)
!	= Choreo Element is identified and does not fulfill all requirements.	If a Choreographic Element is identified and does not fulfil all the requirements, and/or has an error, it receives the "!" symbol on the Judges screen and the Judges will apply the appropriate GOE per the GOE chart.

6. PROGRAM COMPONENTS - Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Couple to skate strictly in time with the music.	Through the involvement of the couple, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.	The ability of the Couple to precisely execute dance steps and movements in accordance with the dance description with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide, and flow.
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	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		Unison

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	

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.

PROGRAM COMPONENTS – Single & Pair Skating, Ice Dance and Synchronized Skating

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

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 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.
	7.00 – 7.75	Good	
Green	6.00 – 6.75	Above average	
	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	

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