



**Bradford IJS**  
**Solo Dance Series & Couples**  
**Open Competition 2020**

Monday 16<sup>th</sup> - Tuesday 17<sup>th</sup> March 2020

Bradford Ice Skating Club are inviting entries for the above competition based on the criteria set out below.

Closing Date: 5.00pm on Friday 28 February 2020

Announcement Rules and Regulations

<http://www.bradfordopens.co.uk/>

**Event being held at:**

Bradford Ice Arena  
19 Little Horton Lane  
Bradford  
BD5 0AD

## Criteria: Bradford Solo Dance Series 2019/2020

Category	Entry requirements Solo Dance Series	Pattern Dance / Short Dance	Free Dance
<b>Beginner</b>	Skate UK Star Max. Level	Novice Foxtrot (2 seq) Rhythm Blues (3 seq)	1 min 30 sec +/- 5 secs
<b>Juvenile</b>	Min. Level 1 PD / FM / FD Max. Level 2 PD (Max. Level 3 FM/FD)	Dutch Waltz (2 seq) Tango Canasta (3 seq)	1 min 30 sec +/- 5 secs
<b>Basic Novice</b>	Min. Level 3 PD / FM / FD	Willow Waltz (2 seq) Fourteen Step (4 seq)	1 min 30 sec +/- 5 secs
<b>Intermediate Novice</b>	Min. Level 5 PD / FM / FD	Foxtrot (4 seq) European Waltz (2 seq)	2 min +/- 10 secs
<b>Advanced Novice</b>	Min. Level 7 PD / FM / FD	Starlight Waltz (2 seq) Quickstep (4 seq)	2 mins 30 secs +/- 10 secs
<b>Junior</b>	Min. Level 8 PD / FM / FD	Rhythm Dance Quickstep 2 min 50 sec +/- 10 secs	3 min +/- 10 secs
<b>Senior</b>	Min. Level 9 PD / FM / FD	Rhythm Dance Finnstep 2 min 50 sec +/- 10 secs	3 min 30 sec +/- 10 sec

For Solo Dance Series Competitions, there are no mandatory age restrictions in any category.

For Solo Dance Championships, please see page 17 for mandatory age restrictions.

Ladies and Men will be combined for all levels, there will not be separate events for each category.

For Free Dances of 1 minute 30 seconds +/- 5 sec, a change of Tempo and Expression is optional.

For Free Dances of 2 minutes +/- 10 sec duration and greater, a change of Tempo and Expression is required.

## **BEGINNER**

**Pattern Dances** - All Pattern Dance Music will be ISU. All dances will be without Key Points and evaluated up to Level 1.

Novice Foxtrot (2 seq.)

Rhythm Blues (3 seq.)

### **Characteristics of Levels for Beginner Pattern Dances**

<b>Basic Level</b>	<b>Level 1</b>
50% of Pattern Dance is completed	75% of Pattern Dance is completed

The Program Components for Pattern Dances are judged in:

- Skating Skills
- Performance
- Timing

The factor of the Components is 0.7.

For events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5

### **Free Dance – 1 min 30 secs +/- 5 secs**

Element features up to level 1 will be considered for level

- 1)** 1 (one) Single Pose. <sup>[L]</sup><sub>[SEP]</sub>
- 2)** 1 (one) Dance Spin (combination spin not permitted) <sup>[L]</sup><sub>[SEP]</sub>
- 3)** 1 set of Synchronised Twizzles (FD Variation) <sup>[L]</sup><sub>[SEP]</sub>
  - a) Minimum 1x clockwise and 1x anti-clockwise.
- 4)** 1 (one) Choreographic element chosen from the following:
  - a) Choreographic Character Step Sequence
  - b) Choreographic Spinning Movement
  - c) Choreographic Sliding Movement

The Program Components are judged in:

- • Skating Skills
- • Performance
- • Interpretation

The factor of the Program Components is 1.0

## JUVENILE

**Pattern Dances** - All Pattern Dance Music will be ISU. All dances will be without Key Points and evaluated up to level 1

Dutch Waltz (2 seq.) – without Key Points

Tango Canasta (3 seq.) without Key Points

### **Characteristics of Levels for Juvenile Pattern Dances**

<b>Basic Level</b>	<b>Level 1</b>
50% of Pattern Dance is completed	75% of Pattern Dance is completed

The Program Components for Pattern Dances are judged in:

- Skating Skills
- Performance
- Timing

The factor of the Components is 0.7.

For events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5

### **Free Dance - 1 min 30 secs +/- 5 secs**

Element features up to level 1 will be considered for level

- 5)** 1 (one) Single Pose. <sup>[L]</sup><sub>[SEP]</sub>
- 6)** 1 (one) Dance Spin (combination spin not permitted) <sup>[L]</sup><sub>[SEP]</sub>
- 7)** 1 set of Synchronised Twizzles (FD Variation) <sup>[L]</sup><sub>[SEP]</sub>
  - b) Minimum 1x clockwise and 1x anti-clockwise.
- 8)** 1 (one) Choreographic element chosen from the following:
  - d) Choreographic Character Step Sequence
  - e) Choreographic Spinning Movement
  - f) Choreographic Sliding Movement

The Program Components are judged in:

- • Skating Skills
- • Performance
- • Interpretation

The factor of the Program Components is 1.0

## **BASIC NOVICE**

### **Pattern Dances**

**Willow Waltz:** Music - Waltz 3/4; Tempo (the same as “European Waltz”) 45 measures of 3 beats (135 per minute) plus or minus 3 beats per minute; Set Pattern; 2 Sequences to be skated.

**Fourteen Step:** Music - March 4/8 or 2/4; Tempo – 56 measures of 2 beats per minute or 28 measures of 4 beats per minute (112 beats per minute) plus or minus 2 beats per minute; Set Pattern; 4 Sequences to be skated.

Skaters can choose their own music for all dances. The music must fit the rhythm pattern and tempo set for the dance within the prescribed tolerances.

All dances will be without Key Points and evaluated up to level 1

### **Characteristics of Levels for Basic Novice Pattern Dances**

<b>Basic Level</b>	<b>Level 1</b>
50% of Pattern Dance is completed	75% of Pattern Dance is completed

The Program Components for Pattern Dances are judged in:

- Skating Skills
- Performance
- Timing

The factor of the Components is 0.7

For events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.5

### **Free Dance - 1 min 30 secs +/- 5 secs**

Element features up to level 1 will be considered for level

- 1) 1 (one) Single Pose.
- 2) 1 (one) Dance Spin. Spin or Combination Spin permitted <sup>[L]</sup><sub>[SEP]</sub>
- 3) 1 (one) set of Synchronised Twizzles (FD Variation)
  - a) Minimum 1x clockwise and 1x anti-clockwise <sup>[L]</sup><sub>[SEP]</sub> <sup>[L]</sup><sub>[SEP]</sub>
- 4) 1 (one) Choreographic Character Step Sequence
- 5) 1 (one) additional Choreographic element chosen from the following:
  - a) Choreographic Spinning Movement
  - b) Choreographic Sliding Movement

The Program Components are judged in:

- Skating Skills
- Performance
- Interpretation

The factor of the Program Components is 1.0

## **INTERMEDIATE NOVICE**

### **Pattern Dances**

**Foxtrot:** Music – Foxtrot 4/4; Tempo 25 measures of 4 beats (100 beats per minute) plus or minus 2 beats per minute; Set Pattern; 4 Sequences to be skated.

**European Waltz:** Music – Waltz 3/4; Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute; Set Pattern; 2 Sequences to be skated.

Skaters can choose their own music for all dances. The music must fit the rhythm pattern and tempo set for the dance within the prescribed tolerances.

There will be 1 key point described and up to Level 2 will be evaluated.

The Judges evaluate the Pattern Dance with the GOE.

<b>Basic Level</b>	<b>Level 1</b>	<b>Level 2</b>
50% of Pattern Dance is completed	75% of Pattern Dance is completed	1 Key Point is correctly executed

### **Key Points and Key Point Features**

#### **European Waltz**

<b>Each Sequence – LADY</b>	<b>Key Point 1</b> <b>Lady Steps 6-8 (RBO, LBO, RFO3)</b>
<b>Key Point Features</b>	1. Correct Edges 2. Correct Turn
<b>Each Sequence – MAN</b>	<b>Key Point 1</b> <b>Man Steps 6-8 (LFO, CR-RFO3*, LBO))</b>
<b>Key Point Features</b>	1. Correct Edges 2. Correct Turn 3. Correct Cross Roll*

#### **Foxtrot**

<b>Each Sequence – LADY</b>	<b>Key Point 1</b> <b>Lady Step 11 - 14 (LFO CIMo, RBO, LFI, RFI)</b>
<b>Key Point Features</b>	1. Correct edges 2. Correct turn 3. CIMo: correct placement of the free foot
<b>Each Sequence – MAN</b>	<b>Key Point 1</b> <b>Man Step 11a - 14 (RBO, LBI-Pr, RBO, LFI, RFI)</b>
<b>Key Point Features</b>	1. Correct edges 2. Correct turn

**\*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.**

**Note: For Cross Rolls, while the free foot is passing the skating blade/foot, the placement on the ice with the new skating blade/foot is NOT required to be on an outside edge.**

Note: A change of edge within the last beat of the step is permitted to prepare the push/transition to the next step.

The **Program Components for Pattern Dances** are judged in:

- Skating Skills
- Performance
- Timing

The factor of the Components is 0.7

For events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 0.75

### **Free Dance – 2 mins +/- 10 secs**

Element features up to level 2 will be considered for level

- 1) 1 (one) Single Pose.
- 2) 1 (one) Dance Spin. Spin or Combination spin permitted
- 3) 1 (one) set of Synchronised Twizzles (FD Variation)
  - a) Minimum 1x clockwise and 1x anti-clockwise
- 4) 1 (one) Choreographic Character Step Sequence
- 5) 1 (one) Additional choreographic element chosen from the following:
  - a) Choreographic Spinning movement
  - b) Choreographic Sliding Movement

The Program Components are judged in:

- Skating Skills
- Performance
- Interpretation

The factor of the Program Components is 1.0

## ADVANCED NOVICE

### Pattern Dance

**Starlight Waltz:** Music – Waltz 3/4; Tempo 58 measures of 3 beats (174 beats per minute) plus or minus 3 beats per minute; Set Pattern; 2 Sequences to be skated.

**Quickstep:** Music – Quickstep 2/4; Tempo 56 measures of 2 beats (112 beats per minute) plus or minus 2 beats per minute; Set Pattern; 4 Sequences to be skated.

Skaters can choose their own music for all dances. The music must fit the rhythm pattern and tempo set for the dance within the prescribed tolerances.

There will be 2 key points described and up to Level 3 will be evaluated.

The Judges evaluate the Pattern Dance with the GOE

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

### Key Points and Key Point features

#### Starlight Waltz

Each Section 1 – <b>LADY: Steps 1 – 17</b>	<b>Key Point 1 – <u>Section 1</u></b>	<b>Key Point 2 – <u>Section 2</u></b>
Each Section 2 – <b>LADY: Steps 18 – 32</b>	<b>Lady Steps 16 - 17 (LFO CIMo, RBO)</b>	<b>Lady Steps 21 – 22 ( LFI, OpMo, RBI)</b>
<b>Key Point Features</b>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. CIMo – Correct Turn</li> <li>3. CIMo – Correct placement of the free foot.</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Correct Turn</li> <li>3. Correct Placement of the free foot</li> </ol>
Each Section 1 – <b>MAN: Steps 1 – 17</b>	<b>Key Point 1 – <u>Section 1</u></b>	<b>Key Point 2 – <u>Section 2</u></b>
Each Section 2 – <b>Man: Steps 18 – 32</b>	<b>Man Steps 9 – 10 (LFOI, RFO-SwR)</b>	<b>Man Steps 27 – 28 (CR-RFO*, CR-LFO3)</b>
<b>Key Point features</b>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Correct Change of Edge (#9)</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Correct turn</li> <li>3. Correct Cross Roll*</li> </ol>



## Quickstep

<b>Each Sequence – LADY</b>	<b>Key Point 1 Lady Steps 5-6 (LFO Sw-CICho, RBIO)</b>	<b>Key Point 2 Lady Steps 11-12 (LFI, RFI)</b>
<b>Key Point Features</b>	<ol style="list-style-type: none"> <li>1) Correct edges</li> <li>2) Correct Turn</li> <li>3) Sw-CICho: correct placement of the free foot</li> <li>4) Sw-CICho: correct swing movement of the free leg</li> </ol>	1) Correct Edges
<b>Each Sequence – MAN</b>	<b>Key Point 1 Man Steps 5-6 (LFO Sw-CICho, RBIO)</b>	<b>Key Point 2 Man Steps 11-12 (LFI, RFI)</b>
<b>Key Point features</b>	<ol style="list-style-type: none"> <li>1. Correct edges</li> <li>2. Correct Turn</li> <li>3. Sw-CICho: correct placement of the free foot</li> <li>4. Sw-CICho: correct swing movement of the free leg</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2.</li> </ol>

**\*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.**

**Note: For Cross Rolls, while the free foot is passing the skating blade/foot, the placement on the ice with the new skating blade/foot is NOT required to be on an outside edge.**

**Note: 1QS and 2QS Key point 2 – foot placement during LFI and RFI must be no more than 1 blade length.**

Note: A change of edge within the last beat of the step is permitted to prepare the push/transition to the next step.

All **Components of Pattern Dances** are judged:

- Skating Skills
- Performance
- Interpretation
- Timing

The factor of the Components is 0.7

For events with two (2) Pattern Dances, the Total Score for each dance will be multiplied by a factor of 1.0

## Free Dance – 2 mins 30 secs +/- 10 secs

Element features up to level 3 will be considered for level

- 1) 1 (one) Single Pose.
- 2) 1 (one) Straight line Step Sequence (barrier to barrier) **OR** 1 (one) Curved Step Sequence covering the full width of the ice. The Level of the Step Sequence shall be given using the Characteristics of Levels Style B <sup>[1]</sup><sub>[SEP]</sub>
- 3) 1 (one) Dance Spin. Spin or Combination Spin permitted <sup>[1]</sup><sub>[SEP]</sub>
- 4) 1 (one) set of Synchronised Twizzles (FD Variation)
  - a) Minimum 1x clockwise and 1x anti-clockwise
- 5) 2 (two) Choreographic elements chosen from the following:
  - a) Choreographic Spinning Movement
  - b) Choreographic Sliding Movement
  - c) Choreographic Character Sequence

The Program Components are judged in:

- Skating Skills
- Transition
- Performance
- Interpretation

The factor of the Program Components is 1.0

## Junior

### Rhythm Dance

Vocal Music is permitted. Duration of the Short Dance: 2 minutes 50 sec +/- 10 secs.

Junior and Senior: Music from Musicals and/or Operettas: ALL selected music should be recognized as from the following Rhythms: Quickstep, Blues, March, Polka, Foxtrot, Swing, Charleston, Waltz. The number of rhythms is not restricted. The selected music may be from the same or different Musicals and/or Operettas.

Note:

- Musicals and/or Operetta – Can be a play (on the stage) or film in which music, singing and/or dancing play an essential part “to tell the story”. Juke Box Musicals are allowed (Examples – Mamma Mia, Jersey Boys)
- Music from movie soundtracks which are not movie musicals such as Mr and Mrs Smith, A Star is Born or soundtrack music from Star Wars, James Bond are “compilations of music/songs/tracks” and not a “musical”.

Note:

- When submitting the Music information, skaters must include the title(s) of the Musical/Operetta and the Rhythms selected for the Rhythm Dance.

**Junior: The Pattern Dance Element, Quickstep**, must be skated to a Quickstep rhythm and in the style of the Quickstep. The Tempo of the music throughout the Pattern Dance Element must be constant and in accordance with the required Tempo: 56 two-beat measures per minute (112 beats per minute) +/- 2 beats.

Element features up to level 4 will be considered for level

- 1) 2 (Two) Sequences of Quickstep to be skated one after the other

**Option 1**

Sequence 1 followed by Sequence 2 with step #1 skated on judge's left side

**Option 2**

Sequence 2 followed by Sequence 1 with step #1 skated on judge's right side

- 2) 1 (One) Single Pose. Up to 7 seconds.
- 3) 1 (One) Step Sequence (Style B)

Specifications to Style B, Rhythm Dance 2019/2020:

- Must be skated to a different Rhythm than the one chosen for the Pattern Dance Element
- Chosen pattern may ONLY be **Midline or Diagonal**
- Retrogression – NOT permitted
- Loops NOT permitted

Stops – up to one (1) permitted for up to 5 seconds

- 4) 1 (One) Set of Sequential Twizzles
  - At least two Twizzles must be performed.
  - Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step).

## Characteristics of Level for Junior Pattern Dance (Rhythm Dance)

There will be 3 key points described and up to **Level 4** will be evaluated. The Judges evaluate the Pattern Dance with the GOE

Basic Level	Level 1	Level 2	Level 3	Level 4
50% of pattern dance element completed	75% of pattern dance element completed	1 key point is correctly executed	2 key points are correctly executed	3 key points are correctly executed

### Key Points and Key Point Features Quickstep

Each Sequence – LADY 1QS & 2QS	Key Point 1 Lady Steps 5-6 (LFO Sw-CICho, RBIO)	Key Point 2 Lady Steps 11-12 (LFI, RFI)	Key Point 3 Lady Steps 15-16 (CR-RFO, XB-LFIO)
<b>Key Point Features</b>	<ol style="list-style-type: none"> <li>1. Correct edges</li> <li>2. Correct Turn</li> <li>3. Sw-CICho: correct placement of the free foot</li> <li>4. Sw-CICho: correct swing movement of the free leg</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Correct CR</li> <li>3. Correct Change of edge</li> </ol>
Each Sequence – MAN 1QS & 2QS	Key Point 1 Man Steps 5-6 (LFO Sw-CICho, RBIO)	Key Point 2 Man Steps 11-12 (LFI-RFI)	Key Point 3 Man Steps 16-16 (CR-RFO, XB-LFIO)
<b>Key Point features</b>	<ol style="list-style-type: none"> <li>1. Correct edges</li> <li>2. Correct Turn</li> <li>3. Sw-CICho: correct placement of the free foot</li> <li>4. Sw-CICho: correct swing movement of the free leg</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Correct CR</li> <li>3. Correct Change of edge</li> </ol>

**Note: 1QS and 2QS Key point 2 – Foot placement during the LFI and RFI must be no more than 1 blade length apart**

## Free Dance – 3 mins +/- 10 secs

Element features up to level 4 will be considered for level

- 1) 1 (one) Combination Pose or 2 Single Poses. No Pose of the same type may be repeated. If performed the Single Poses must be separated by more than 3 steps between them. [L][SEP]
- 2) 1 (one) Straight Line Step Sequence (Mid Line or Diagonal) skated barrier to barrier **OR** 1 (one) Curved (Circular or Serpentine) Step Sequence utilizing the full width of the ice surface. Style B
- 3) 1 (one) One Foot Step Sequence [L][SEP]
- 4) 1 (one) Dance Spin. Spin or Combination spin permitted [L][SEP]
- 5) 1 (one) set of Synchronised Twizzles (FD Variation)[L][SEP]
  - a) Minimum 1x clockwise and 1x anti-clockwise
- 6) 2 (two) Choreographic elements chosen from the following
  - a. Choreographic Spinning movement
  - b. Choreographic Sliding movement
  - c. Choreographic Character Step Sequence

## Senior

### Rhythm Dance

Vocal Music is permitted. [L][SEP] Duration of the Short Dance: 2 minutes 50 sec +/- 10 secs.

Junior and Senior: Music from Musicals and/or Operettas: ALL selected music should be recognized as from the following Rhythms: Quickstep, Blues, March, Polka, Foxtrot, Swing, Charleston, Waltz. The number of rhythms is not restricted. The selected music may be from the same or different Musicals and/or Operettas.

Note:

- Musicals and/or Operetta – Can be a play (on the stage) or film in which music, signing and/or dancing play an essential part “to tell the story”. Juke Box Musicals are allowed (Examples – Mamma Mia, Jersey Boys)
- Music from movie soundtracks which are not movie musicals such as Mr and Mrs Smith, A Star is Born or soundtrack music from Star Wars, James Bond are “compilations of music/songs/tracks” and not a “musical”.

Note:

- When submitting the Music information, skaters must include the title(s) of the Musical/Operetta and the Rhythms selected for the Rhythm Dance.

**Senior: The Pattern Dance Element, Finnstep**, must be skated to a Quickstep, Charleston or Swing Rhythm, in the style of the chosen rhythm. The Tempo of the music throughout the Pattern Dance Element must be constant and in accordance with the required Tempo: 52 two-beat measures per minute (104 beats per minute) +/- 2 beats.

**Choreographic Character Step Sequence (ChSt)** must be skated to the same rhythm for the selected Pattern Dance Element (Finnstep). The chosen tune may be the same as for Finnstep or different but must have the same tempo, The Tempo of the music throughout the Finnstep and

ChSt must be constant and in accordance with the required Tempo.

Element features up to level 4 will be considered for level

- 1) One (1) Section of Finnstep. 1FS: Section 1steps #1-33.
- 2) One (1) Choreographic Character Step Sequence. Performed on the short axis from barrier to barrier.
- 3) 1 (One) Single Pose. Up to 7 seconds.
- 4) 1 (One) Step Sequence (Style B)  
Specifications to Style B, Rhythm Dance 2019/2020:
  - Must be skated to a different Rhythm than the one chosen for the Pattern Dance Element
  - Chosen pattern may ONLY be **Midline or Diagonal**
  - Retrogression – NOT permitted
  - Loops NOT permitted
  - Stops – up to one (1) permitted for up to 5 seconds
- 5) 1 (One) Set of Sequential Twizzles
  - At least two Twizzles must be performed.
  - Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step).

### **Characteristics of Level for Senior Pattern Dance (Rhythm Dance)**

There will be 3 key points described and up to **Level 4** will be evaluated.

The pattern of the dance must start with step #1 on the judges left side.

The Judges evaluate the Pattern Dance with the GOE

Basic Level	Level 1	Level 2	Level 3	Level 4
50% of pattern dance element completed	75% of pattern dance element completed	1 key point is correctly executed	2 key points are correctly executed	3 key points are correctly executed

### Key Points and Key Point Features Finnstep

<b>Each Sequence – LADY (1FS) Steps 1-33</b>	<b>Key Point 1 Lady Steps 10-12 (LFO, RFI-Pr, LFO-Tw 1½/)</b>	<b>Key Point 2 Lady Steps 20-21 (XB-LBO, XF RBI/RBI Tw 1½/RFO)</b>	<b>Key Point 3 Lady Steps 32-33 (LFO Sw-CICho, RBI/RBO/RBO Tw 1½/RFI slide into stop)</b>
<b>Key Point Features</b>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Tw 1½ : correct turn</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Tw 1½ : correct turn</li> <li>3. XB-LBO: free leg crossed behind the skating leg below the knee</li> <li>4. XF-RBI: free leg crossed on front of the skating leg below the knee</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Sw-CICho, Tw 1½ correct turns</li> <li>3. Sw-CICho: correct placement of the free foot</li> <li>4. Sw-CICho: correct swing movement of the free leg</li> </ol>
<b>Each Sequence – MAN (1FS) Steps 1-33</b>	<b>Key Point 1 Man Steps 10-13 (LFO, RFI-Pr, LFO, RFI-Ch, LFO)</b>	<b>Key Point 2 Man Steps 20-21 (XB-LFI, RFO-Sw3/RBI Tw1/RBI)</b>	<b>Key Point 3 Man Steps 32 to 33c (LFO Sw-CICho, RBI OpMo, LFI, RFI/RFI Tw1/RFI slide into stop)</b>
<b>Key Point features</b>	<ol style="list-style-type: none"> <li>1. Correct edges</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct edges</li> <li>2. Sw3, Tw1: correct Turns</li> <li>3. XB-LFI: free leg crossed behind the skating leg below the knee</li> </ol>	<ol style="list-style-type: none"> <li>1. Correct Edges</li> <li>2. Sw-CICho, Tw 1½ correct turns</li> <li>3. Sw-CICho: correct placement of the free foot</li> </ol>

		4. Sw3/RBI: correct swing movement of the free leg	4. Sw-CICho: correct swing movement of the free leg
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## Free Dance – 3 mins 30 secs +/- 10 secs

Element features up to level 4 will be considered for level

- 1) 1 (one) Combination Pose and 1 (one) Single Pose or 3 Single Poses. No Pose of the same type may be repeated. If performed the Single Poses or the Combination Pose and the Single Pose, must be separated by more than 3 steps between them. [SEP]
- 2) 1 (one) Straight Line Step Sequence (Mid Line or Diagonal) skated barrier to barrier **OR** 1 (one) Curved (Circular or Serpentine) Step Sequence utilizing the full width of the ice surface. Style B
- 3) 1 (one) One Foot Step Sequence
- 4) 1 (one) Dance Spin. Spin or combination spin permitted
- 5) 1 (one) set of Synchronised Twizzles (FD Variation) [SEP]
  - a) Minimum 1x clockwise and 1x anti-clockwise
- 6) 1 (one) Choreographic Character Step Sequence
- 7) 1 (one) Choreographic Spinning movement
- 8) 1 (one) Choreographic Sliding movement

## MUSIC REQUIREMENTS FOR PATTERN DANCES

From season 2019/20, Intermediate, Basic and Advanced Novice Skaters shall provide their own music for all Pattern Dances. After the completion of the last step of the Pattern Dance, the skater must reach their final pose within 20 seconds. If this time limit is exceeded, a "Pattern Dances Program time" deduction according to ISU 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.

Notes:

- • The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen and the Skater shall provide competition music in accordance with ISU Rule 343, paragraph 1 and 2.
- • Violation of the above music requirements or tempo specifications shall be penalized as per ISU Rule 353, paragraph 1.n).
- • All music chosen by the Skater must be in accordance to the style/character of the Pattern Dance.
- • For the application of ISU Rule 708 paragraph 1.d) with music provided by the skater, it is specified that the start of the first Step of the dance must be on beat 1 of a measure (unless otherwise specified in the description of the dance).

**Warm up music** - the 6th (last) tune of any ISU Ice Pattern Dance music will be played during each warm up group for categories Beginner up to Advanced Novice.

## Categories of Poses

The basic categories of poses are listed below.

Difficult \ original \ imaginative variations are encouraged and accepted e.g. a Hydro blade is considered a difficult variation of a Tea Pot / Shoot the Duck, a Biellmann is a difficult variation of an Attitude.

\*\*\* To be of a different Type a Pose, the Pose must be from a different category i.e. Attitude, Crouch, Lunge etc. \*\*\*

- **ATTITUDE (sAPo)** – A position or stance on 1 leg during which the skater moves either forwards, backwards or on a curve with the supporting leg extended or slightly bent and the free leg either
  - Raised higher than the level of the hip and
  - In front, behind or on the side and <sup>[L]</sup><sub>[SEP]</sub>
  - Bent or extended and <sup>[L]</sup><sub>[SEP]</sub>
  - Free or held (by knee or blade) i.e. Biellmann <sup>[L]</sup><sub>[SEP]</sub>
- **CROUCHING POSE (sCPo)** – A movement on 2 feet during which a skater moves on the ice with both legs bent more than 90° <sup>[L]</sup><sub>[SEP]</sub>
- **INA BAUER (sIPo)**– A movement on 2 feet during which a skater moves on the ice with 1 foot on a forward edge and the other on the same backward edge, on different but parallel curves. <sup>[L]</sup><sub>[SEP]</sub>
- **LUNGE/DRAW (sLPo)**– A movement during which the skater moves on the ice with the skating knee bent more than 90° with the other leg extended behind and touching the ice. <sup>[L]</sup><sub>[SEP]</sub>
- **TEA POT/SHOOT THE DUCK (sTPo)** – A movement on 1 foot where the skater moves on the ice with the skating knee bent to 90° and the thigh parallel to the ice, with the other leg extending forwards either parallel to the ice or pulled towards the core with the head and body bent to meet the knee. <sup>[L]</sup><sub>[SEP]</sub>
- **SPREAD EAGLE (sSPo)** – A movement on 2 feet on an edge during which a skater moves on the ice with 1 foot on a forward edge and the other on the same backward edge, on the same curve. <sup>[L]</sup><sub>[SEP]</sub>

## **Single Pose - Combination Pose**

A position or stance attained and held for a minimum of 3 seconds. The maximum duration of a Single Pose is **7 seconds**.

A position or stance composing of 2 different Types of Single Pose combined. Each Pose within the Combination Pose must be attained and held for a minimum of 3 seconds. A maximum of 1 linking step is allowed between the 2 types of pose. The maximum duration of a combination pose is **12 seconds**. (Exception: <sup>[11]</sup><sub>[SEP]</sub> a Combination Pose comprising two Attitudes on different edges connected by a change of edge or difficult turn is permitted as a Combination Pose)

### **Sets of Twizzles**

<b><u>Rhythm Dance</u></b> <b><u>One (1) Set of Sequential Twizzles</u></b>	<b><u>Free Dance</u></b> <b><u>One (1) Set of Synchronized Twizzles (FD variation) Specifications for Season 2019/2020</u></b>
<ul style="list-style-type: none"> <li>• <u>At least two Twizzles must be completed</u></li> <li>• <u>Up to 1 step between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step)</u></li> </ul>	<ul style="list-style-type: none"> <li>• <u>At least two Twizzles must be completed</u></li> <li>• <u>A minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step)</u></li> </ul>

### **Solo Choreographic Movements**

Choreographic movements are elements which must fit the phrasing / rhythm pattern of the music and enhance the choreography of the program.

**Choreographic Spinning Movement** - A continuous spinning (rotating) movement (other than a twizzle or a Dance Spin) on two feet or, alternate feet or, one foot and one knee / boot (but not two knees) with at least 3 full rotations which may be stationary or travelling.

**Choreographic Sliding Movement** - Performed anywhere in the program, during which the skater performs a controlled sliding movement on the ice. The following requirements apply:

- Continuous controlled sliding movement on any part of the body
- 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 cannot finish as a stop on 2 knees or sitting/lying on the ice, otherwise it will be identified as a Fall/Illegal Element and shall be called accordingly.

**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.
- Touching the ice with hand(s) is allowed

## Entry Criteria for the Solo Ice Dance Championships.

To co-ordinate the Solo Dance Series and ISU Couples criteria:

In the Basic Novice category, there is no maximum test standard for skaters who have not reached the age of 13 before the 1st of July 2019

In the Intermediate Novice category, there is no maximum test standard for skaters who have not reached the age of 15 before the 1st of July 2019

In the Advanced Novice category, there is no maximum test standard for skaters who have not reached the age of 15 (Ladies) and 17 (Men) before the 1st of July 2019.

In the Junior category, there is no maximum test standard for skaters who have not reached the age of 19 (Ladies) and 21 (Men) before the 1st of July 2019

Beginner	NISA UK Passport But not Level 1 CD	Not reached the age of Ladies 9, Men 10 before 1 <sup>st</sup> July 2019
Juvenile	Min. Level 1 PD / FD / FM Max. Level 2 CD and Level 2 FD	Not reached the age of Ladies 10, Men 11 before 1 <sup>st</sup> July 2019
Basic Novice	Min. Level 3 CD / FD / FM	Not reached the age of 13 Ladies/Men before 1 <sup>st</sup> July 2019
Intermediate Novice	Min. Level 5 CD / FD / FM	Not reached the age of 15 Ladies/Men before 1 <sup>st</sup> July 2019
Advanced Novice	Min. Level 7 CD / FD / FM	Has reached the age of 10 and has not reached the age of 15 for Ladies and 17 for Men before 1 <sup>st</sup> July 2019
Junior	Min. Level 8 CD / FD / FM	Not reached the age of 19 for Ladies and 21 for Men before 1 <sup>st</sup> July 2019
Senior	Min. Level 9 CD / FD / FM	Not reached the age of 29 for Ladies and Men before 1 <sup>st</sup> July 2019

## 1. BASIC PRINCIPLES OF CALLING APPLICABLE TO ALL REQUIRED ELEMENTS

1. The Technical Panel shall identify what is performed despite what is listed on the Program Content Sheet.
2. The Levels shall be determined according to the Basic and Additional Principles of Calling and Characteristics of Levels fulfilled. They shall not result in giving No Level to a Required Element as long as the requirements for Basic Level are met.
3. To be given any Level, a Required Element must meet all the requirements for Basic Level.
4. If a Fall or interruption occurs at the attempt of any Required Element, refer to the Additional Principles of Calling for each Required Element.
5. If a Fall or interruption occurs during a Required Element, the Required Element shall be identified and given a Level according to the requirements met before the Fall or interruption, or No Level if the requirements for Basic Level are not met. This does not apply to Pattern Dance, Pattern Dance Element or Step Sequence (except One Foot Step Sequence).
6. If a Fall or Interruption occurs at any part of the Required Element and the skater tries to continue the same element as a 2<sup>nd</sup> attempt to fill the time, this part is not identified as an Element. This does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Step Sequence).
7. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs after a Required Element has commenced and the Element continues without interruption its Level shall be reduced by 1 Level per error - Refer to the Additional Principles of Calling for these elements: Dance Spin, Pose, Set of Twizzles, One Foot Step Sequence. This Basic Principle does not apply to Pattern Dance, Pattern Dance Element, Step Sequence (except One Foot Step Sequence) - Refer to the Additional Principles of Calling for these elements.
8. If a program concludes with the skater starting an element within the required duration of the program (including the additional 10 seconds allowed), the element and its Level shall be identified until the Element stops completely. Elements started after the required duration of the program (including the additional 10 seconds allowed) shall not be identified.
9. If a Spin (FD) or a Pose (RD and FD) is performed in a Step Sequence, such element will receive the abbreviation +ExEI. It indicates that the element receives No Value, the deduction -1 is applied and it will occupy a separate box, and NOT count as a Required Element (i.e. RoLi+ExEI, Sp+ExEI)
10. If a Dance Spin is performed in a Step Sequence in Rhythm Dance, the Dance Spin is not identified (Dance Spin is not a required element and there is no provision to identify it as an extra element)
11. The Technical Panel shall decide whether any feature to fulfill the Characteristics of Levels is given credit, unless this feature is expressly designated as not eligible for Level in the present Communication or in the Q&A for Technical Panels.
12. The definition of "intricate" when referring to technical elements does not necessarily mean difficult.
13. If there is an illegal element(s)/movement(s) during the execution of any element (excluding Choreographic Elements), the deduction for an illegal element(s)/movement(s) will apply and the element will receive Level 1 if the requirements for at least Level 1 are fulfilled. Otherwise the element will be called Basic Level if the element fulfills the requirements for Basic Level, or No Level if the minimum requirement for Basic Level are not fulfilled.
14. 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" (E).

## **ADDITIONAL PRINCIPLES OF CALLING**

1. 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”. Or the Key Point is not identified due to a fall or interruption.
2. Evaluating the percentage of steps for Pattern Dances is based on the total number of steps completed.
3. If a Fall or interruption occurs at the attempt to or during a Pattern Dance Element and the element is resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or No Level if the requirements for Basic Level are not met.
4. For Pattern Dance Elements, an interruption may be but is not limited to Fall(s), missing step(s), touchdown(s), etc.

### **Junior and Senior**

1. Level 4 shall be considered only when the Pattern Dance Element is not interrupted at all, either through Stumbles, Falls or any other reason
2. If the Pattern Dance Element is interrupted 4 beats or less – the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: “<” to indicate an interruption of 4 beats or less. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 3.
3. If the Pattern Dance Element is interrupted more than 4 beats but 75% of the steps are completed by the skater, the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: “<<” to indicate an interruption of more than 4 beats. Example: Yes, Yes, Yes, Yes – Level 4 becomes Level 2.
4. If a skater completes less than 75% of the Pattern Dance Element, the Technical Specialist calls the Key Points as performed (Yes, No, Timing, Yes), identifies with the Pattern Dance Element Name and **“NO Level”** adding **“Attention”**. It is reported on the Judges Details per Skater chart as: “!” to indicate that less than 75% of the Pattern Dance Element has been completed.

### **Beginner, Juvenile and Novice Categories**

1. Level 3 For Advanced Novice and Level 2 for Intermediate Novice shall only be considered when the Pattern Dance is not interrupted at all, either through Stumbles, Falls or any other reason
2. If the Pattern Dance is interrupted less than 25% (through stumble, falls, etc), the key points are called as identified and the level will be reduced by 1, adding “downgraded <”. It is reported on the Judges Details per Skater chart as: “<” to indicate an interruption of less than 25%.

Example for Advanced Novice: Yes, Yes – Level 3 becomes Level 2. Example for Intermediate Novice: Yes – Level 2 becomes Level 1

3. If the Pattern Dance is interrupted more than 25% but 50% of the steps are completed by the skater, the key points are called as identified and the level will be reduced to “Basic Level” adding “<<”. It is reported on the Judges Details per Skater chart as: “<<” to indicate an interruption between 25% to 50%. Example: Yes, Yes, – Level 3 becomes Basic Level
4. If a skater completes less than 50% of the steps, the Technical Specialist calls the Key Points as performed, identifies with the Pattern Dance Name and “**NO Level**” adding “**attention**”. It is reported on the Judges Details per Skater chart as: “!” to indicate that less than 50% of the Pattern Dance has been completed. Example: Yes, Yes, – Level 3 becomes No Level

## DANCE SPINS

### ADDITIONAL PRINCIPLES OF CALLING

1. The first performed Dance Spin shall be identified as the required Dance Spin, classified as a Spin or a Combination Spin and given a Level, or No Level if the requirements for Basic Level are not met. However, if a Choreographic Element is required with Choreographic Spinning Movement as an option, this element shall be identified as Choreographic Spinning Movement anywhere in the program where it is first performed. Any subsequent Dance Spin and/or Choreographic Spinning Movement performed after the Required Dance Spin and/or Choreographic Spinning Movement shall not be identified.
2. A change of direction or one foot turns on the spot before resuming the rotations shall not be considered as an “interruption”.
3. If at the change of foot in the Combination Spin the spinning action has been started and the skater is still on two feet after half a rotation, the Level shall be reduced by one Level.
4. If during the dance spin a loss of control occurs resulting in the skater needing additional support (touch down by free leg/foot and or hand(s)) for up to half a rotation the level shall be reduced by 1 Level per occurrence. But if the mistake last for more than half a rotation, this shall be considered as an interruption and additional principles of calling shall apply.
5. In case a Spin is required and a Combination Spin is not permitted, the required Dance Spin performed as a Combination Spin shall be classified as an Extra Element with no value.
6. If a Fall or interruption occurs at the entrance to or during a Dance Spin and is immediately followed by a spinning action (for the purpose of filling time), the element shall be identified and given a Level according to the requirements met before the Fall or interruption, or No Level if the requirements for Level 1 are not met, and the additional part shall not be identified (Note: an interruption in rotations to perform features such as a change of direction or one foot turns on the spot before resuming the rotations shall not be considered as such an interruption).

## ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES

### Basic Positions in Dance Spins:

**1. Upright Position:** Performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position.

**2. Sit Position:** Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back. If the angle between the thigh and shin of the skating leg is more than approximately 120 degrees, the position shall be considered as an Upright or Camel Position depending on the other criteria that characterize these positions.

**3. Camel Position:** Performed on one foot with skating leg straight or slightly bent and body bent forward and free leg extended or bent upward on a horizontal line or higher. If the waist line is not horizontal and/or the core of the body is more than 45 degrees above the horizontal line the position shall be considered as an Upright Position. If the angle between the thigh and shin of the skating leg is less than approximately 120 degrees, the position shall be considered as a Sit Position.

**Difficult Variations of Basic Positions (examples): 1. For Upright Position:**

- a) "Biellmann" type – body upright with the heel of the boot pulled by the hand behind and above the level of the head;
- b) Full layback with upper body arched back from the waist towards the ice or sideways with upper body bent to the side from the waist towards the ice;
- c) Split with both legs straight and the boot/skate of the free leg held up higher than the head;
- d) Upper body arched back or sideways with free foot almost touching the head in a full circle (doughnut/ring: maximum of half a blade length between head and blade);

**Note:**

Examples b) and e) performed by the same partner shall be considered as the same Difficult Variation of Upright Position.

**2. For Sit Position:**

- a) Free leg bent or straight directed forward with thigh of skating leg at least parallel to the ice;
- b) Free leg bent or straight directed backward with thigh of skating leg at least parallel to the ice;
- c) Free leg bent or straight directed to the side with not more than 90 degrees between thigh and shin of skating leg;
- d) Free leg crossed extended behind, and directed to the side, with not more than 90 degrees between thigh and shin of skating leg;
- e) Free leg crossed behind and touching or not touching the skating leg, with thigh of skating leg at least parallel to the ice;
- f) Free leg directed forward, with not more than 90 degrees between thigh and shin of skating leg, and back of upper body almost parallel to the ice.

**Note:**

- Example e) performed right after any other Difficult Variation of Sit Position shall be considered as the same Difficult Variation of Sit Position.

**3. For Camel Position:**

- a) Upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least 45 degrees past the vertical point;
- b) Body nearly horizontal or bent sideways horizontally with head and free foot almost touching (doughnut/ring: maximum of half a blade length between head and blade);
- c) Body nearly horizontal with the heel of the boot pulled by the hand above the level of the head;
- d) Body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between thighs about 180 degrees);



e) Simple Camel Position by the man with the free leg on horizontal line or higher.

**Note:**

- Simple camel spin by the lady shall not be considered as a Difficult Variation of Camel Position.
- Examples d) for Upright Position (doughnut/ring) and b) for Camel Position (doughnut/ring) shall be considered as the same Difficult Variations.
- Examples a) for Upright Position (Biellmann) and c) for Camel Position (heel of the boot pulled by the hand above the level of the head) shall be considered as the same Difficult Variation.
- Rotations shall be considered for total number of rotations when performed fully, continuously and on one foot.
- Rotations in Difficult Variations shall be considered for Level when performed continuously in a fully established position.

**Different Direction of spinning rotation:**

- At least 2 rotations in each direction of rotation

**Entry/Exit Feature:**

- a. Unexpected entry/exit without any evident preparation;
- b. Continuous combination of intricate steps OR a continuous combination of intricate movements, OR a continuous combination of both intricate step(s) and intricate movement(s) immediately before or after the Dance Spin.

Note: The definition of “intricate” when referring to technical elements does not necessarily mean difficult. It can also be creative, interesting, unique.

**LEVELS OF DIFFICULTY Characteristics of Levels:**

- A Difficult Variation shall be considered for Level when held for at least 3 rotations in a Spin or 3 rotations in a Combination Spin.
- In a Combination Spin, Level 3 or 4 shall be considered only when each part of the Combination Spin includes at least one of the Different Difficult Variations given credit for Level.

<b>Basic Level</b> <b>Sp – 3 rotations</b> <b>CoSp – 3 + more than 1</b>	<b>Level 1</b> <b>Sp – 3 rotations</b> <b>CoSp – 3 + more than 1</b>	<b>Level 2</b> <b>Sp – 3 rotations</b> <b>CoSp – 3 + 3</b>	<b>Level 3</b> <b>Sp – 3 rotations</b> <b>CoSp – 3 + 3</b>	<b>Level 4</b> <b>Sp – 3 rotations</b> <b>CoSp – 3 + 3</b>
<b>Spin: at least 3 rotations</b>  <b>Combination Spin: at least 3 rotations</b> in either part and more than 1 rotation on the other part	<b>1 Difficult Variation</b>  from any Basic Positions  <b>OR</b>  Different direction of spinning rotation	<b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>OR</b>  <b>1 Difficult Variation</b> from the same Basic Position  <b>AND</b>  <b>Different direction of spinning rotation</b>	<b>3 different Difficult Variations</b> from 3 different Basic Positions  <b>OR</b>  <b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>AND</b>  Different direction of spinning rotation	<b>3 different Difficult Variations</b> from 3 different Basic Positions  <b>AND</b> <b>Entry feature or Exit Feature</b> <b>OR</b>  <b>2 different Difficult Variations</b> from 2 different Basic Positions  <b>AND</b> Different direction of spinning rotation  <b>AND</b> <b>Entry feature or Exit Feature</b>

## **POSE / COMBINATION POSE**

### **Applicable to all Types of Pose:**

1. The first performed Poses(s) shall be identified as the required Pose(s) and given a Level, or No Level if the requirements for Level 1 are not met. Subsequent Poses shall be identified as a Pose and classified as an Additional Element with no value and the deduction -1 is applied
2. Any Pose or part of a Combination Pose of a repeated Type shall be classified as an „Additional Element” will receive the abbreviation\* (e.g. SPo\*). It indicates that the element receives No Value, the deduction -1 is applied, it occupies a box and it will count as a Pose (does not apply to the second part of a Combination Pose composed of two Poses on two curves forming a serpentine pattern).
3. To be considered a different Type, Poses of a similar Category must be skated on different edges.
4. Any Pose of a Type not according to the Required Elements for Short Dance or the Well Balanced Free Dance Program shall be classified as an Extra Element with no value.
5. A **brief movement**, less than 3 seconds, in which a pose position is attained but is not sustained shall not be considered as a Pose.

If a Fall or interruption occurs at the entrance to or during a Pose, the element shall be identified and given a Level according to the requirements met before the Fall or interruption, or No Level if the requirements for Base Level are not met.

### **Applicable to Combination Poses:**

1. A Combination Pose shall be identified with the first two fully established Types of Single Pose performed forming two approximately equal parts or it shall be identified as a Single Pose of the Type forming the larger part. The Level of each of the two Types of Pose shall be given separately.
2. If for any reason one of the parts of a Combination Pose cannot be identified, only the other part shall be identified, as a Single Pose, and given a Level according to the requirements met, or No Level if the requirements for Base Level are not met, and classified as "+Combo". The subsequent elements shall be identified as if both parts of the Combination Pose had been performed and identified
3. If one of the Single Poses forming the Combination Pose includes an Illegal Movement/Pose, the deduction for Illegal Element/Movement will apply once and the Part of the Combination Pose including the Illegal Movement/Pose will receive Base Level if the requirements for Base Level are met (example of call: "sPoB Illegal Element+sPo4 Combo").
4. If both Single Poses forming the Combination Pose include an Illegal Movement/Pose (same or different), the deduction for Illegal Element/Movement will apply twice and both parts of the Combination Pose will receive Base Level if the requirements for Base Level are met (example of call: "sPoB Illegal Element+sPoB Illegal Element Combo").
5. In a Combination Pose, if a skater performs an Illegal Element/Movement as an Entry Feature (such as a Jump of more than one revolution): the deduction for Illegal Element/Movement will apply and the first part of the Combination Pose will receive Base Level if the requirements for Base Level are met. The second part of the Pose will receive a Level according to the requirements met,
6. In a Combination Pose, if a skater performs an Illegal Element/Movement as an Exit Feature (such as a Jump of more than one revolution): the deduction for Illegal Element/Movement will apply and the second part of the Combination Pose will receive Base Level if the requirements for Base Level are met. The first part of the Pose will receive a Level according to the requirements met.
7. Any Difficult entry feature(s) connected with the 1<sup>st</sup> Pose and considered for Level for the chosen Type of Pose will also upgrade the 2<sup>nd</sup> Pose in a combination pose
8. Any Difficult exit feature(s) connected with the 2<sup>nd</sup> Pose and considered for Level for the chosen Type of Pose will also upgrade the 1<sup>st</sup> Lift in a combination.

## **ADDITIONAL DEFINITIONS, SPECIFICATIONS OT DEFINITIONS AND NOTES**

### **Difficult Poses**

- a) An Attitude with a full split: when the legs of the skater are extended in one line with the angle between thighs about 180 degrees;
- b) A "Biellmann": body in any orientation (e.g. upright, horizontal etc.) in relation to the vertical line of the body, with the heel of the boot pulled by the hand behind and above the level of the head;

- c) An Attitude comprising a full doughnut/ring: upper body arched back, with one foot almost touching the head in a full circle (maximum of half a blade length between head and blade);
- d) An Ina Bauer
- e) Hydro blade. The core of the body must be clearly positioned away from the vertical axis. f) A Spread Eagle.
- g) A Spiral / Simple Camel Position with the free leg in a horizontal position or higher for Men only.

Notes:

- a chosen example of Difficult Pose on skated on the same edge shall be considered for Level only the first time it occurs;
- examples b) (full "Biellmann) and c) (full doughnut/ring) shall be considered as the same

### **Difficult Turn as a connecting step**

A difficult turn as a connecting step between two Single Poses to form a Combined Pose is defined as either, a Rocker, a Counter or a Bracket. No extra steps, pushes or touch downs are allowed.

### **Change of edge between two Poses**

The change of edge connecting two Poses should be a clean change of edge from one definite edge to a different definite edge with the second edge being clearly established within 2 seconds. When the two Poses are Attitudes, the free leg must be held higher than the hip.

### **Entry Feature**

- a) unexpected entry without any evident preparation;
- b) difficult/transitional entry (Example; from a twizzle or jump)
- c) continuous combination of different intricate steps OR a continuous combination of different movements, OR a continuous combination of both intricate step(s) and intricate movement(s) performed immediately before the Pose.

### **Exit Feature**

- a) continuous combination of different intricate steps OR a continuous combination of different movements, OR a continuous combination of both intricate step(s) and intricate movement(s) performed immediately after the Pose.
- b) Difficult/transitional exit.

### **Arm Feature**

- a) Significant and continuous movement of the arm/s. Where one arm is being used to support the free leg in position the free arm should be used in a significant and continuous motion.

**Note: Simple use of the hands and/or forearms only is not sufficient to be given credit for the feature**

## LEVELS OF DIFFICULTY Characteristics of Levels:

Basic Level	Level 1	Level 2	Level 3	Level 4
A Pose position is established for at least 3 seconds	A simple Pose Position is established and held for at least 3 seconds on a definite clean edge	The Pose position is difficult and established for at least 3 seconds on a definite clean edge	<p><b><u>2 Features out of a)-e);</u></b></p> <p>a) Ina Bauer on definite opposing edges established for at least 3 seconds and performed in a straight line or on a curve</p> <p>Or</p> <p>b) A Difficult Pose position which is established for at least 3 seconds on a definite clean edge</p> <p><b>AND</b></p> <p><b><u>1 additional feature from</u></b></p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p><b><u>a) or b) features must be included</u></b></p>	<p><b><u>3 Features out of a) to e);</u></b></p> <p>a) Ina Bauer on definite opposing edges established for at least 3 seconds and performed in a straight line or on a curve</p> <p>Or</p> <p>b) A Difficult Pose position which is established for at least 3 seconds on a definite clean edge</p> <p><b>AND</b></p> <p><b><u>2 additional features from</u></b></p> <p>c) <b>Entry</b> feature</p> <p>d) <b>Exit</b> Feature</p> <p>e) <b>Arm</b> feature</p> <p><b><u>a) or b) features must be included</u></b></p>

### Adjustments to level

1. If there is more than one connecting step between the two poses in a combination pose the level of difficulty is reduced by one level.
2. For a change of edge between poses in a combination pose, if the change of edge is not established within 2 seconds the Level shall be reduced by 1.

## TWIZZLES

### ADDITIONAL PRINCIPLES OF CALLING

1. The first performed Set of Twizzles shall be identified as the required Set of Twizzles and given a Level, or No Level if the requirements for Basic Level are not met.
2. If a loss of control with additional support (e.g. stumble/touch down by free leg/foot and/or hand(s)) occurs within a set of Twizzles and the set of Twizzles continues without interruption, it's level shall be reduced by 1 per error. If more than two uncontrolled steps are performed during the set of twizzles, this mistake is considered as an interruption.
  - Any loss of control resulting in an error of up to two uncontrolled steps is a stumble/touchdown - reduce one level.
  - More than two uncontrolled steps is an interruption.
3. If a Fall or interruption occurs at the entry edge to the first Twizzle, the element is given No Level.
4. If a Fall or interruption occurs during any part of the Set of Twizzles, the Set of Twizzles shall be identified and given a level according to the requirements met before the Fall or interruption.
5. If any part of first two Twizzles becomes a Pirouette or checked Three Turns, its Level shall be reduced:
  - by one Level if one of the two Twizzles become Pirouettes or checked Three Turns
  - by two Levels if both Twizzles become Pirouettes or checked Three Turns
6. If there is a full stop before the first or the second Twizzle, the Level of the Set of Twizzles shall be reduced by one Level per stop
7. If there is more than the maximum or less than the minimum permitted number of steps between required Set of Twizzles, the Level shall be reduced by 1 Level. Each push and/or transfer of weight while on two feet between Twizzles is considered as a step.

## **ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES**

### **Additional Features (Groups of examples):**

#### **Group A (upper body and hands):**

- elbow(s) at least at level with or higher than the level of the shoulders. Elbow(s) could be above the head, same level as the head, or lower than the head. Hand(s) not clasped.
- significant continuous motion of arm(s);
- hands clasped behind back and extended away from the body.
- straight arms clasped in front and extended away from the body.
- core of body is shifted off vertical axis.

#### **Group B (skating leg and free leg):**

- Coupé in front or behind with free foot in contact with the skating leg in at least 45 degrees open hip position;
- holding the blade or boot of the free foot;
- free foot crossed behind the skating foot and close to the ice  
free leg held out (i.e. extended or bent with an angle of 90 degrees or more between thigh and shin, to the front, to the side or to the back or combination of those) at 45 degrees or more from vertical;
- sit position (at least 90 degrees between the thigh and shin of the skating leg)
- changing the level of the skating leg (knee) with a continuous wave (up/down) motion

### Group C (pattern, entry, exit):

- skater performs a third Twizzle of at least 3 rotations, performed correctly, started with different entry edge from the first two Twizzles, and preceded by a maximum of one step for Set of Sequential Twizzles and for Set of Synchronized Twizzles
- entry to the first or second Twizzle from a Dance Jump (the entry edge for the Twizzle will be determined by the landing edge of the Dance Jump)
- Two Twizzles performed on one foot without change of foot, with no limit on turns or movements performed on one foot between Twizzles (option possible in Rhythm Dance between all Twizzles and in the Free Dance only between 2<sup>nd</sup> and 3<sup>rd</sup> Twizzles)
- Set of Twizzles performed directly from difficult/creative, intricate or unexpected entry.

### Notes for Additional Features:

- A chosen Additional Feature from Groups A and B shall be considered for a Level if it is fully achieved and established:
  - within the first half rotation of the Twizzle, and
  - held until the number of rotations needed for that Level is fully completed (2 rotations for Level 2, 3 rotations for Level 3, 4 rotations for Level 4).
- There is no limit on turns or movements performed on one foot on the change of foot or the steps between Twizzles
- The definition of “intricate” when referring to technical elements does not necessarily mean difficult
- If there is more than one step performed between the 2<sup>nd</sup> and 3<sup>rd</sup> Twizzle in a Set of Twizzles, the 3<sup>rd</sup> Twizzle is no longer considered for Level as a Group C feature.
- In a Set of Twizzles to achieve the ‘C’ Feature of ‘Two twizzles performed on one foot without change of foot, with no limits on turns or movements, performed on one foot between Twizzles (for RD between all Twizzles and in Free Dance only between the 2<sup>nd</sup> and 3<sup>rd</sup> Twizzle) The requirement for this feature to be considered is that there are three completed rotations during the Twizzle immediately following this “C” feature This same requirement applies if this “C” feature is performed between the 1<sup>st</sup> and 2<sup>nd</sup> Twizzles as well as between the 2<sup>nd</sup> and the 3<sup>rd</sup> Twizzles. If, in addition, the 3<sup>rd</sup> twizzle is performed with at least three rotations AND is executed correctly, then the Technical Panel should consider this as another ‘C’ feature for Level. In this case, the couple will receive two ‘C’ features for Level.

Basic Level	Level 1	Level 2	Level 3	Level 4
At least <b>one rotation</b> in each of the two Twizzles	At least <b>2 rotations</b> in each of the two Twizzles AND At least <b>1 Additional Features</b>	Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles AND At least <b>2 rotations</b> in each of the two Twizzles AND	Different <b>entry edge</b> and different <b>direction of rotation</b> for the two Twizzles AND At least <b>3 rotations</b> in each of the two Twizzles AND	Different <b>entry edge</b> and different <b>direction of rotation</b> of the two Twizzles AND At least <b>4 rotations</b> in each of the two Twizzles AND

		<p>At least <b>2</b> different <b>Additional Features</b></p>	<p>At least <b>3</b> different <b>Additional Features</b> from <b>2</b> different <b>Groups</b></p> <p>OR</p> <p>At least <b>3</b> different <b>Additional Features</b> from <b>3</b> different <b>Groups</b></p>	<p>At least <b>4</b> different <b>Additional Features</b> from <b>3</b> different <b>Groups</b></p>
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## **STEP SEQUENCES (including PATTERN DANCE TYPE STEP SEQUENCE and ONE FOOT STEP SEQUENCE)**

### **ADDITIONAL PRINCIPLES OF CALLING**

- 1) The first performed Step Sequence of a required Group shall be identified as the required Step Sequence of that Group and given a Level, or No Level if the requirements for Basic Level are not met. Subsequent Step Sequences of that Group and Step Sequences of a Group not according to the Required Elements for Rhythm Dance or the well-balanced Free Dance Program shall not be identified.
- 2) If a Fall or interruption occurs at the attempt to or during a Step Sequence (excluding One Foot Step Sequence) and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before and after the Fall or interruption, or No Level if the requirements for Basic Level are not met.
- 3) The percentage of steps for a Step Sequence is evaluated on the overall pattern completed per the prescribed shape, i.e. straight line, circle/s-shape, diagonal, etc. (This does not apply to the One Foot Step Sequence).
- 4) If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs during the One Foot Step Sequence and continues without interruption, its Level shall be reduced by one Level per error.
- 5) If a Fall or interruption occurs at the entry edge to the first difficult turn of the One Foot Step Sequence, the element is given No Level.
- 6) If a Fall or interruption occurs during a One Foot Step Sequence and the element is immediately resumed, the element shall be identified and given a Level according to the requirements met before the fall or interruption, or No Level if the requirements for Basic Level are not met.

### **ADDITIONAL DEFINITIONS, SPECIFICATIONS TO DEFINITIONS AND NOTES**

**Types of Difficult Turns:** Bracket, Rocker, Counter, Choctaw, Outside Mohawk, Twizzle (Twizzle with one rotation - "Single Twizzle" for Level 1 and 2 or Twizzle with two rotations - "Double Twizzle" for Levels 1 – 4), skated on distinct and recognizable edges and in accordance with the description of Twizzle in Rule 704.

**Types of One Foot Step Sequence Difficult Turns:** Bracket, Rocker, Counter, Twizzle (Twizzle with one rotation - "Single Twizzle" for Level 1 and 2 or Twizzle with two rotations - "Double Twizzle" for Levels 1 – 4), skated on distinct and recognizable edges and in accordance with the description of Twizzle in Rule 704

**Note:** An error in any part of a turn will result in the turn not being considered for the Level. This also applies to an error in any part of a Twizzle or "Double Twizzle", the entire Twizzle is not considered towards the Level. As an example - If the couple includes a "Double Twizzle" as a Difficult Turn and there is a mistake in the execution within any part of the Turn, it is not considered even as a "Single Twizzle".

**Style of Step Sequences:** the Level of Difficulty of the Step Sequences shall be determined as per the following Characteristics of Levels:

- Advanced Novice Free Dance (Straight Line or Curved Step Sequence in Hold): Style B
- Junior Rhythm Dance (One (1) Step Sequence: Style B
- Senior Rhythm Dance (One (1) Step Sequence;
- Junior and Senior Free Dance: Style B

**Characteristics of Level Style B**

Basic Level	Level 1	Level 2	Level 3	Level 4
<p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p>	<p><b>Step Sequence</b> is not interrupted more than 50% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork includes at least <b>1 Type of Difficult Turn</b> (Only the first attempt of the Difficult Turn is considered for level)</p>	<p><b>Step Sequence</b> is not interrupted more than 25% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork includes at least 3 different <b>Types of Difficult Turns</b> (Only the first attempt of the Difficult Turn is considered for level)</p>	<p><b>Step Sequence</b> is not interrupted more than 10% of the pattern in total, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork includes at least 4 different <b>Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – “Double Twizzle”)</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p>	<p><b>Step Sequence</b> is not interrupted at all, either through Stumbles, Falls or any other reason</p> <p>AND</p> <p>Footwork includes at least 5 different <b>Types of Difficult Turns (if Twizzle is included it must be done with at least two rotations – “Double Twizzle”)</b> (Only the first attempt of the Difficult Turn is considered for level)</p> <p>AND</p> <p>Turns are <b>multidirectional</b></p> <p>AND</p> <p><b>All Steps/Turns are 100% clean</b></p>

## Characteristics of One Foot Step Sequence

Basic Level	Level 1	Level 2	Level 3	Level 4
At least 2 different Types of One Foot Step Sequence Turns are attempted	<p><b>1 Type of One Foot Step Sequence Turns</b></p> <p>Only the first attempt of the Difficult Turn is considered for Level.</p>	<p><b>2 different Types of One Foot Step Sequence Turns</b></p> <p>Only the first attempt of the Difficult Turn is considered for Level.</p>	<p><b>3 different Types of One Foot Step Sequence Turns</b> (Twizzle must be done with at least two rotations - "Double Twizzle")</p> <p>Only the first attempt of the Difficult Turn is considered for Level.</p>	<p><b>ALL 4 different Types of One Foot Step Sequence Turns</b> (Twizzle must be done with at least two rotations - "Double Twizzle")</p> <p><b>AND</b> All Turns are 100% clean. Only the first attempt of the Difficult Turn is considered for Level.</p>

## CHOREOGRAPHIC ELEMENTS - ADDITIONAL PRINCIPLES OF CALLING

1. If a Choreographic Element is required:
  - a) Choreographic Spinning Movement / Sliding Movement / Character Step Sequence can be performed anywhere in the program.
  - b) Subsequent Choreographic Spinning Movements and Choreographic Character Step Sequence shall not be identified.
  - c) Subsequent sliding movements, which are identified as Illegal Element/Movement and/or a Fall shall be called as Illegal Element/Movement and/or a Fall but not considered as an Additional Element (not considered as a Choreographic Sliding Movement).
2. A Choreographic Spinning Movement shall be identified at the attempt to the element and confirmed when two or more rotations are performed.
3. Choreographic Character Step Sequence shall be identified at the attempt to the element and confirmed when the skater performs steps around the short axis from barrier to barrier.
4. Any Choreographic Element/Movement combined with another Required Element as an 'Entry' or 'Exit' feature will not be considered by the Technical Panel as a required Choreographic Element/Movement. It will only be considered by the Technical Panel as an 'entry' and/or 'exit' feature.
5. Only the first performed required number of different Choreographic Elements shall be identified as the required Choreographic Elements.
6. For Senior FD, if a Choreographic Character Step Sequence is not performed within the first three Choreographic Elements, the third performed Choreographic Element is identified but shall not be confirmed (No Value). The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.
7. For Basic Novice and Intermediate Novice FD, if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified but shall not be confirmed (No Value). The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.
8. If there is an illegal element(s)/movement(s) during the execution of any Choreographic Element, the deduction for an illegal element(s)/movements) will apply and the element will receive No Value.

**NOTE:** The Base Value is the same for all Choreographic Elements

# **Bradford Couples Competitions 16<sup>th</sup> - 17<sup>th</sup> March 2020**

## **Criteria**

### **All criteria as per ISU Communications 2242, 2239, 2257 and any subsequent updates**

#### **1. Beginner Couples Criteria**

Entry Criteria: Minimum Skate UK Star and no maximum standard or age restrictions

**Beginner Pattern Dance:** Two sequences of Tango Canasta & Rhythm Blues.

#### **Beginner Free Dance:**

Free Dance Duration 1.30mins +/- 5secs

Required Elements;

- a) 1 set of synchronised twizzles (1 clockwise, 1 anti-clockwise)
- b) 1 Short Dance Lift. Lift not to exceed 7 seconds OR 1 Single Pose: the pose may be the same or different for each partner and may be done in or out of hold. The pose position(s) must be attained for a minimum of 3 seconds and must not exceed more than 7 seconds in duration.
- c) 2 Choreographic Elements: One of which must be a Choreographic Character Step Sequence and 1 additional chosen from the following:
  - Choreographic Spinning Movement
  - Choreographic Twizzling Movement
  - Choreographic Sliding Movement.
- d) A Dance Spin is not included in the list of Required Elements for the Beginner Couples Free Dance. Nevertheless, a spinning movement skated by the couple together in any hold around common axis on one foot (or two feet) with any number of rotations is permitted. A couple may choose to use this movement as part of their Choreography.

The Technical Panel will ignore these movements and the Judges will not consider these movements as one of the permitted stops.

#### **Levels explanation:**

For Beginner Couples Free Dance, in all Required Elements, only features up to Level 1 will be given credit for level. Any additional features will not count for Level requirements and will be ignored by the Technical Panel. **Poses will have the same SOV values as lifts.**

**Judging:** The Competitions will be judged using the IJS judging system.

#### **2. Basic Novice Couples Criteria**

Entry Criteria: Minimum Level 4 CD and level 4 FM. No maximum standard or age restrictions

#### **Basic Novice Pattern Dance**

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

Group 1: Fourteenstep, Willow Waltz and Tango Canasta

**Basic Novice Free Dance;**

Duration 2.30 minutes +/- 10secs

As per ISU communication 2242 – Guidelines for International Novice Competitions

**3. Intermediate Novice Couples Criteria**

Entry Criteria: Minimum Level 5 CD and level 5 FM. No maximum standard or age restrictions

**Intermediate Novice Pattern Dance**

One of the two groups announced shall be drawn before the competition from the following:

Group 2: Fourteen step and Tango

Group 3: Foxtrot and European Waltz

**Intermediate Novice Free Dance;**

Duration 2.30 minutes +/- 10secs

As per ISU communication 2242 – Guidelines for International Novice Competitions

**4. Advanced Novice Couples Criteria**

Entry Criteria: Minimum Level 6 CD and level 6 FM. No maximum standard or age restrictions

**Advanced Novice Pattern Dance**

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

Starlight Waltz and Quickstep

**Advanced Novice Free Dance;**

Duration 2.30 minutes +/- 10secs

As per ISU communication 2242 – Guidelines for International Novice Competitions

**5. Junior Couples Criteria**

Entry Criteria: Minimum Level 9 CD and level 9 FM. No maximum standard or age restrictions

- **Free Dance as per relevant ISU communications for 2019/20 season**

**6. Senior Couples Criteria**

Entry Criteria: Minimum Level 10 CD and level 10 FM. No maximum standard or age restrictions

- **Free Dance as per relevant ISU communications for 2019/20 season**

# **Bradford Ice Skating Club Open Competition Regulations**

The competition will take place at:

Bradford Ice Arena, 19 Little Horton Lane,  
Bradford BD5 0AD

on the 16<sup>th</sup> – 17<sup>th</sup> March 2020

## **1. General.**

1.1 All competitors are required to be Eligible skaters as defined by BIS and may only skate within the events for which they are qualified by age and standard. The Competition will be held in accordance with BIS under Permit, (applied for), and it is a requirement that all competitors are a member of BIS. Skaters who have not paid their BIS membership at the time of the draw will not be entered into the draw and therefore will be unable to participate in the competition. All participants must quote their BIS membership number on the entry form or the entry cannot be accepted.

1.2 The organisers of the Competition: a) Retain the right to refuse entry without reason assigned b) to cancel, combine or split competitions into subsections. C) Retain the right of decision on all matters, their decision being final.

1.3 The personal details supplied by competitors on the application form will be held on computer files and used for the purposes of organising timetables, running the competition and calculation of results

1.4 This competition may be subject to doping control under BIS / ISU rules

1.5 Please do not contact the competition secretary for an indication of what day's events will be skated. This information will not be available to any competitor until it is officially posted on our website. All enquires of this nature will be ignored. The referee has made this decision so that they have the ability to move events to different days whilst constructing the timetable to ensure as many entrants as possible can participate in this competition.

1.6 This competition will be judged using the International Judging System (IJS)

1.7 Bradford Ice Skating Club (BISC) does not accept any responsibility for any loss of personal property or personal injury during this event. We recommend that parents/guardians of skaters remain in the vicinity as parents / Guardians should be immediately contactable in the unlikely event of an accident.

1.8 BISC cannot be held responsible for events outside of their control e.g. Ice or Power failure and will not be held responsible for any expenses incurred by competitors as a result.

1.9 Competitors, Parents and coaches are reminded that the Organisers, Helpers, Judges and Officials are all volunteers, without whom this competition would not be possible, please treat them with the respect and politeness they deserve, anyone not following this request will be reported to BIS.

1.10 Anyone booking accommodation and/or travel arrangements do so at their own risk.

1.11 **Entry is conditional upon acceptance of these rules and regulations in full.**

## **2. Entry details.**

2.1 The competition will be open to all BIS members and the number of entrants in each category may be limited. If any of the categories are over-subscribed, they may be divided at the discretion of the Organising Committee (OC) and the referee. Age and Standard as at closing date.

2.2 Standards in all events refer to the BIS National Tests and these must be attained by the closing date. The test standards will be strictly adhered to, and if this changes prior to the closing date, notification to the competition organiser is required immediately to

**bradfordopens@gmail.com** Test passes do not automatically give the right for entry to be

accepted to the new standard / level attained in particular if the event is already at the maximum number of competitors. Skaters moving up to a higher level following a test pass prior to the closing date will be considered as entered as at date of request NOT at the original entry date.

2.3 If a competitor has not passed any BIS tests they must email a copy of the SkateUK Passport to [bradfordopens@gmail.com](mailto:bradfordopens@gmail.com) at the same time as sending entry form.

2.4 Receipt of entry will be acknowledged by email within 5 days, this does not guarantee acceptance into the event.

2.5 All information regarding the programme requirements can be found in the Generic Criteria 01 July 2019 to 30 June 2020 published on the BIS website and also on our website

<http://www.bradfordopens.co.uk/>

2.6 All entries must reach the competition secretary by 5.00pm on the closing date of **28<sup>th</sup> February 2020**. Please ensure you enter in good time to avoid potential disappointment.

2.7 If applying for more than 1 event, and in the event of over-subscription, please indicate which category is priority and apply for each category separately (e.g. entry form, PCS and payment)

2.8 All entries will only be accepted via the club website <http://www.bradfordopens.co.uk/> Please do not send pictures of entry forms, these will be ignored.

2.9 Only the official entry forms and Planned Contents Sheet (PCS -which is required for all skaters / entries) should be used. Please complete the PCS (elements and timings) even if they are subject to change. Entries will not be accepted without this, resulting in the application form being returned to the skater without it being registered for the event.

2.10 Entries to the competition will be treated strictly on a first received basis per event and will only be accepted on receipt of the full entry form, completed PCS and payment, with limited entries in each section subject to time available. Oversubscribed categories will be capped & applicants will be informed shortly after closing. BISC reserve the right to close entry to any of the categories prior to the closing date should they become excessively oversubscribed. Reserve lists may operate until the closing date. If any category is over-subscribed, they may be divided using age at closing.

2.11 Events with only 1 competitor, the OC/Referee may require that the skater should skate to standard. The competitor will be given the opportunity to withdraw or skate as preferred. Any competitor affected will be notified following the closing date.

2.12 Entry fees are £60 per skater per segment for solo events and £90 per couple per segment for couples events. Withdrawals before the closing date will incur a £15 administration fee. Please note that entry fees are non-refundable after the closing date. A refund may be considered if a doctor's note is provided, but this is not an automatic right. Payment only accepted via PAYPAL and the link for payment can be found via the competition page on the clubs website <http://www.bradfordopens.co.uk/> Please enter skaters Surname and event entered as a reference or enter these details in the notes to seller section. Please note: Payment of the entry fee does not guarantee acceptance of entry.

2.13 For all enquires please check the website <http://www.bradfordopens.co.uk/> in the first instance for updated information. If you do need to contact us, please email [bradfordopens@gmail.com](mailto:bradfordopens@gmail.com)

### 3. Coaches.

3.1 BIS licensed coaches wishing to enter skaters into any IJS events must have attended the relevant discipline specific IJS seminar at the Coaches Conference to be awarded accreditation. Any coach who has not yet attended the Coaches Conference may not now be accredited - Any IJS seminar prior to 2016 has now expired.

3.1 A field moves seminar also must have been completed prior to the date of the competition – this however may have been completed prior to attendance of the Coaches Conference. If the coach named on the application form has not done so, the skater will be given the opportunity to name another coach. It is important that the correct information is provided by the coach as entry forms submitted with incorrect information or without coaches' details will be returned without being accepted for the competition.

#### 4. Competition Information

4.1 All competitors must be ready to skate at least 30 minutes before the time stated on the timetable.

4.2 The list of successful competitors and a provisional timetable will be available on <http://www.bradfordopens.co.uk/> as soon as possible after the closing date.

4.3 All music must be submitted, upon request after closing date via email [bradfordopens@gmail.com](mailto:bradfordopens@gmail.com) in **MP3 format only**. Once requested music must be supplied within 7 days, failure to do this may result in your place being offered to another skater. **It is recommended that a backup copy of the music is available at ice level with your coach.**

4.4 To comply with BIS's child protection policy It is understood that as a condition of entering this competition that all competitors (or parents if the competitor is under the age of 18) consent to being videoed for use by the Technical and Judging Panels and that any images may be used by BIS and BISC. The club (BISC) are copyright owners of the event and all rights are reserved.

**4.5 Any photography (still or moving) is not permitted anywhere in the Ice Rink during the event. Taking photographs with a flash is exceptionally dangerous for the skaters and distracting for the officials. The Event Referee has instigated a zero tolerance policy with respect to photography and videoing in the Ice Rink. Any person using any equipment to take images will be removed from the Ice Rink and not allowed re-entry for the remainder of the event.** There will be a professional photographer/videographer and you may purchase photos/dvd from them.

4.6 The first three best placed competitors in each event will be announced and presented with a medal of their achievement. Presentations will take place at the end of each skating day, or at other such suitable points as time allows. Winners of each event will have the opportunity of having podium photos taken with a generic trophy. This trophy is not to leave the Ice Arena. Medals will not be handed to skaters prior to the formal presentations.