International Solo Ice Dance Competition Guidelines

General Rules and Requirements
Season 2026/27

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pg. 10, Clarification to Junior PDE
pg. 13, Clarifications to Senior CDE
pg. 14, Clarification to Senior PDE
pg. 17 & 18, Updates to GOE Charts
pg. 22, Clarification to Illegal Element
pg. 23, Update to Symbol Chart
Appendix A, pg. 32 & 33, Clarification to PDEs

Index

1 General Competition Requirements 3
1.1 Category and Age Requirements for Solo Ice Dance 3
1.1.1 Category Requirements 3
1.1.2 Age Requirements 3
1.2 Segments of International Solo Ice Dance Competitions 3
1.3 Draws 3
1.4 Officials 4
1.5 Deductions 4
1.6 Costume Requirements 4
1.7 Result Calculation 4
1.8 Meetings 4
1.9 Scale of Values and Components Factors 4
2 Solo Ice Dance Novice 5
2.1 Pattern Dances 5
2.1.1 Basic Novice 5
2.1.2 Intermediate Novice 5
2.1.3 Advanced Novice 5
2.1.4 Music Requirements for Pattern Dances 6
2.1.5 Pattern Dances Diagrams 6
2.1.6 Pattern Dance Warm-Up Time 6
2.1.7 Rhythm Dance and Free Dance Warm-Up Time 6
2.1.8 Warm-Up Group Sizes 6
2.1.9 Practice Ice 6
2.2 Solo Ice Dance Basic Novice Requirements 7
2.2.1 Characteristics of Levels for Basic Novice Pattern Dances 7
2.2.2 Free Dance Requirements for Solo Ice Dance Basic Novice 7
2.3 Solo Ice Dance Intermediate Novice Requirements 8
2.3.1 Characteristics of Levels for Intermediate Novice Pattern Dances 8
2.3.2 Free Dance Requirements for Solo Ice Dance Intermediate Novice 8
2.4 Solo Ice Dance Advanced Novice Requirements 9
2.4.1 Characteristics of Levels for Advanced Novice Pattern Dances 9
2.4.2 Free Dance Requirements for Solo Ice Dance Advanced Novice 9
3 Solo Ice Dance Junior 10
3.1 Rhythm Dance Requirements 10
3.2 Free Dance Requirements 12
*See page 22 for list of Choreographic Restrictions. Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element. 12
4 Solo Ice Dance Senior Requirements 13
4.1 Rhythm Dance Requirements 13
4.2 Free Dance Requirements 15
5 Marking Guide for Grades of Execution of Required Elements Solo Ice Dance 17
5.1 Grades of Execution of Pattern Dance Elements & Pattern Dances 2026/27 – Solo Ice Dance 17
5.2 Grades of Execution Required Elements (incl. PDE and Choreographic Elements) 2026/27 – Solo Ice Dance 18
6 Program Components 19
6.1 Program Components for Pattern Dances 19
6.2 Program Components for Rhythm Dance and Free Dance 20
7 Deduction Chart – Who is Responsible 21
8 Explanation of Symbols on the Judges Details per Skater 23
9 Appendix A - Pattern Dance Diagrams 24
9.1 Diagrams Solo Ice Dance Basic Novice Pattern Dance 26
9.1.1 Willow Waltz – 2026/27 (Set Pattern Dance) 26
9.1.2 Tango Fiesta – 2026/27 (Set Pattern Dance) 27
9.2 Diagrams Solo Ice Dance Intermediate Novice Pattern Dance 28
9.2.1 Foxtrot – 2026/27 (Set Pattern Dance) 28
9.2.2 American Waltz – 2026/27 (Set Pattern Dance) 29
9.3 Diagrams Solo Ice Dance Advanced Novice Pattern Dance 30
9.3.1 Paso Doble (Set Pattern Dance) 30
9.3.2 Blues (Set Pattern Dance) 31
9.4 Junior Rhythm Dance – Westminster Waltz 32
9.5 Senior Rhythm Dance – Golden Waltz A-Steps 33

1 General Competition Requirements

The requirements handbook for International Solo Ice Dance Competitions will follow the requirements announced annually in ISU Communications for International Competitions for ISU disciplines, as per Rule 711. These shall be valid for one season only:

- Pattern Dances for International Competitions (including Key Points and Key Point Features)
- Music requirements for Pattern Dances for International Competitions
- Required Elements for Rhythm Dance
- Required Elements for Free Dance
- Technical requirements for Solo Ice Dance

1.1 Category and Age Requirements for Solo Ice Dance

1.1.1 Category Requirements

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

1.1.2 Age Requirements

Novice

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

a) Basic Novice - has not reached the age of fourteen (14)
b) Intermediate Novice - has not reached the age of sixteen (16)
c) Advanced Novice - has reached the age of ten (10) and has not reached the age eighteen (18)

Junior

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

a) has reached at least the age of thirteen (13);
b) has not reached the age of twenty-one (21).

Senior

In International Solo Ice Dance Competitions Senior only Skaters may compete who have reached at least the age of seventeen before July 1 preceding the competition.

Note: ISU Member Representation
All skaters must follow the same rules and procedures for citizenship and clearance as for other disciplines.

1.2 Segments of International Solo Ice Dance Competitions

International Solo Ice Dance Competitions shall consist of:

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

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

1.3 Draws

a) A random, manual or electronic, draw will be held by the OC or Referee prior to the start of the event for all Pattern Dance and Rhythm Dance segments.
b) The Free Dance will be skated in reverse order of the Rhythm Dance or Pattern Dance Results for all categories.

1.4 Officials

a) In each event there must be at least one (1) Judge and one (1) member of the Technical with an international qualification in Ice Dance. National officials may be aged from 21 years to 75 years. **For a National Referee or National Technical Panel official, participation at an online/in-person pre-event mini seminar is required each season.**
b) For Solo Ice Dance International Competitions, the same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Ice Dance Junior and Senior International Competitions.
c) Invited officials from other countries may be responsible for their transportation/flights only.
d) Judging panels must have a minimum of 5 judges.

1.5 Deductions

For International Solo Ice Dance Competitions Senior and Junior, the same deductions apply as for International Ice Dance Competitions. For all Novice categories in International Solo Ice Dance Competitions all deductions are half the normal deductions for Junior and Senior. The Referee must give specific instructions to the calculation system operator and must check the correct input of deduction values in each instance.

1.6 Costume Requirements

- Must be modest, dignified, not give the effect of excessive nudity and appropriate for athletic competition – not garish or theatrical in design. Clothing, however, may reflect the character of the chosen music.
- Skaters may wear trousers of any length.
- Accessories and props are not permitted.

1.7 Result Calculation

The official ISU Calculation Software FSM and ISU Scoring Software FSScore is supporting the result calculation for International Solo Ice Dance Competitions and shall be used for the result calculation. The organizing ISU Member of International Solo Ice Dance Competitions however, is responsible for the correct competition relevant settings of the software and competition calculation database to ensure accuracy of the results and shall provide experienced, competent operators who shall be responsible for the entry of data into the computer and the generating of official results. Input errors may be changed prior to the medals ceremony and mathematical errors may be corrected within 24 hours after the awards ceremony.

1.8 Meetings

Prior to an International Solo Ice Dance competition, the following meetings for acting officials must be conducted:

- Initial Judges Meeting conducted by the Referee and/or a member of the International Solo Ice Dance Working Group.
- Initial Technical Panel Meeting conducted by the Technical Controller and/or a member of the International Solo Ice Dance Working Group.

1.9 Scale of Values and Components Factors

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

Level	Segment	Components	Factor
Solo Ice Dance Basic Novice	Pattern Dances	Timing Presentation Skating Skills	0.70
	Free Dance	Composition Presentation Skating Skills	1.00
Solo Ice Dance Intermediate Novice	Pattern Dances	Timing Presentation Skating Skills	0.70
	Free Dance	Composition Presentation	1.00

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

Note: For Events with two Pattern Dances the total score for each PD will be multiplied by a factor of 0.5 in Basic Novice, 0.75 in Intermediate Novice and 1.0 in Advanced Novice.

2 Solo Ice Dance Novice

2.1 Pattern Dances

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

2.1.1 Basic Novice

Two (2) Pattern Dances are to be skated from the following:
Season 2026/27

1. Willow Waltz – 2 Sequences (Tune #6 of the European Waltz ISU Music will be used for warm up)
2. Tango Fiesta – 2 Sequences (Tune #6 of the Tango ISU Music will be used for warm up)

2.1.2 Intermediate Novice

Two (2) Pattern Dances are to be skated from the following:
Season 2026/27

1. Foxtrot – 2 Sequences (Tune #6 of the Foxtrot ISU Music will be used for warm up)
2. American Waltz – 2 Sequences (Tune #6 of the American Waltz ISU Music will be used for warm up)

2.1.3 Advanced Novice

The following Two (2) Pattern Dances are to be skated:
Season 2026/27

1. Paso Doble – 2 Sequences and one Choreographic Exit Element from the following:
   - Choreographic Sliding Movement
   - Choreographic Twizzling Movement
   - Choreographic Spinning Movement

   Note: The chosen Choreographic Exit Element is to be performed after the last step of the Paso Doble and may not be repeated in the Free Dance.
   (Tune #6 of the Paso Doble ISU Music will be used for warm up)
2. Blues – 2 Sequences (Tune #6 of the Blues ISU Music will be used for warm up)

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

2.1.4 Music Requirements for Pattern Dances

For season 2026/27, skaters shall provide their own music for all Pattern Dances. The music may be ISU Ice Dance music (tunes 1-5). After the completion of the last step of the Pattern Dance, the skater must reach the final pose within 20 seconds. If this time limit is exceeded, a “Pattern Dances Program time” deduction of 0.5 up to every 5 seconds in excess of permitted time after the last prescribed step in the Pattern Dance to the ending movement/pose shall apply. **The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal.** The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms.

2.1.5 Pattern Dances Diagrams

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

2.1.6 Pattern Dance Warm-Up Time

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

2.1.7 Rhythm Dance and Free Dance Warm-Up Time

Solo Ice Dance warm up time for Junior and Senior Rhythm Dance will be 4 minutes. Solo Ice Dance warm up times for Basic Novice and Intermediate Novice will be 3 minutes. Advance Novice Free Dance will all be 4 minutes. Junior and Senior Free Dance will be 5 minutes.

2.1.8 Warm-Up Group Sizes

Solo Ice Dance will have a limit of:
Basic Novice Pattern Dance; 8 skaters per warm up - Free Dance; 8 Skaters per warm up.
Intermediate Novice Pattern Dance; 8 skaters per warm up - Free Dance; 6 Skaters per warm up.
Advance Novice Pattern Dance; 6 skaters per warm up - Free Dance; 6 Skaters per warm up.
Junior and Senior Rhythm and Free Dance – 6 skaters per warm up.

*Note: 1 skater may be added to one group only when there are time constraints with the schedule only at the referee’s discretion.

	Pattern Dance		**Rhythm Dance**		**Free Dance**	
	# skaters per warm-up	Warm-up Time*	# skaters per warm-up	Warm-up Time	# skaters per warm-up	Warm-up Time
Basic Novice	8	3:00			8	3:00
Intermediate Novice	8	3:00			6	3:00
Advanced Novice	6	3:00			6	4:00
Junior			6	4:00	6	5:00
Senior			6	4:00	6	5:00

* Solo Ice Dance warm-up time for Pattern Dances will be 30 seconds without music and 2 minutes 30 seconds using ISU tune #6.

2.1.9 Practice Ice

If official practice is not offered, skaters may practice at any time, except once a segment has started.

2.2 Solo Ice Dance Basic Novice Requirements

2.2.1 Characteristics of Levels for Basic Novice Pattern Dances

2026/27 Season: Willow Waltz and Tango Fiesta

All dances are without Key Points and evaluated up to level 2 The Judges evaluate the Pattern Dance with GOE		
Basic Level	**Level 1**	**Level 2**
50% of Pattern Dance is completed.	**75% of Pattern Dance** is completed.	**90% of Pattern Dance** is completed.

2.2.2 Free Dance Requirements for Solo Ice Dance Basic Novice

Duration	**1:30 +/- 10 seconds**
Music	The music must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program. May be vocal and must be suitable for ice dance as a sport discipline.
Edge Element	**One (1) Short Edge Element**, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	**One (1) Dance Spin, but no more.** – Specifications for Season 2026/27 Dance Spin – A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Choreographic Character Step Sequence	**One (1) Choreographic Character Step Sequence** performed on the short axis and **started with a stop or skidding movement**. **Not permitted:** Touching the ice with any other part of the body than the blades (or one (1) knee). Dance spins and Edge Elements will be considered an extra element if the requirements for Basic Level are met. *For season 2026/27, one (1) retrogressions or loop is permitted.
Sequential Twizzle Series	**One (1) Set of Sequential Twizzles**. Two twizzles skated one right after the other with up to two (2) steps in between twizzles. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step)
Maximum Level	Up to Level 1 will be considered for Level.

***See page 22 for list of Choreographic Restrictions.** **Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element.**

2.3 Solo Ice Dance Intermediate Novice Requirements

2.3.1 Characteristics of Levels for Intermediate Novice Pattern Dances

2026/27 Season: Foxtrot and American Waltz

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

2.3.2 Free Dance Requirements for Solo Ice Dance Intermediate Novice

Duration	**1:50 +/- 10 seconds**
Music	The music must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program. May be vocal and must be suitable for ice dance as a sport discipline.
Edge Element	**One (1) Short Edge Element**, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	**One (1) Dance Spin, but no more.** Specifications for Season 2026/27 Dance Spin - A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Choreographic Character Step Sequence	**One (1) Choreographic Character Step Sequence** performed on the long axis and **started with a stop or skidding movement**. **Not permitted:** Touching the ice with any other part of the body than the blades (or one (1) knee). Dance spins and Edge Elements will be considered an extra element if the requirements for Basic Level are met. *For season 2026/27, one (1) retrogression or loop is permitted.
Sequential Twizzle Series	**One (1) Set of Sequential Twizzles.** Two twizzles skated one after the other with up to two (2) steps in between twizzles. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step)
Choreographic Element	**One (1) additional chosen from the following** ● Choreographic Sliding Movement ● Choreographic Spinning Movement ● Choreographic Twizzling Movement
Maximum Level	Up to Level 2 will be considered for Level.
Additional Information	For Intermediate Novice (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified as not according to the well-balanced program requirements receives (*) symbol. The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.

***See page 22 for list of Choreographic Restrictions.** **Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element.**

2.4 Solo Ice Dance Advanced Novice Requirements

2.4.1 Characteristics of Levels for Advanced Novice Pattern Dances

2026/27 Season: Blues and Paso Doble + **Choreographic Exit Element** of choice (must be performed after the last step of the Paso Doble and not to be repeated in Free Dance)

Basic Level	Level 1	Level 2	Level 3	Level 4
50% of the Pattern Dance Element is completed	75% of the Pattern Dance Element is completed AND **1 Key Point is correctly executed**	75% of the Pattern Dance Element is completed AND **2 Key Points are correctly executed**	90% of the Pattern Dance Element is completed AND **3 Key Points are correctly executed**	100% of the Pattern Dance Element is completed without interruption AND **3 Key Points are correctly executed**

***See Appendix A, page 30**

2.4.2 Free Dance Requirements for Solo Ice Dance Advanced Novice

Duration	**2:20 +/- 10 seconds**
Music	The music must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program. May be vocal and must be suitable for ice dance as a sport discipline. Must have at least one obvious change of tempo/rhythm and expression; this change may be gradual or immediate.
Edge Element	**One (1) Short Edge Element**, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Spin	**One (1) Dance Spin, but no more.** - Specifications for Season 2026/27 Dance Spin - A spin to be performed on the spot on one foot with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Step Sequence	**One (1) Style B** Midline, Diagonal, Circular **Note:** The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen. **Not permitted:** stops, loops, and retrogressions.
Sequential Twizzle Series	**One (1) Set of Sequential Twizzles**. Two twizzles skated one after the other with up to two (2) steps in between twizzles. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step)
Choreographic Elements	**Two (2) chosen from the following:** ● Choreographic Character Step Sequence (**started with a stop or skidding movement**) *For season 2026/27, one (1) retrogressions or loop is permitted. ● Choreographic Sliding Movement ● Choreographic Spinning Movement ● Choreographic Twizzling Movement **Note: May not repeat Choreographic Element Chosen as exit to Paso Doble.** **(A repeated Choreographic Element will receive the * symbol and receive no value but no additional deduction will be given.)**
Maximum Level	Up to Level 3 will be considered for Level.

***See page 22 for list of Choreographic Restrictions.** **Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element.**

3 Solo Ice Dance Junior

3.1 Rhythm Dance Requirements

Duration	**2:50 +/- 10 seconds**
Music Requirements	The theme and music selected for the Rhythm Dances for the season 2026/27 is "Rhythm and Waltz". Any style of waltz is permitted, from traditional forms to modern interpretations. At least one (1) additional rhythm and dance style must be included to support the chosen concept or theme. Waltz section must be in 3/4 or 6/8 time. Additional rhythm(s) may be of any other rhythm, tempo and dance style. Notes: ● **The Rhythm Dance should NOT be skated in the style of a Free Dance.** ● Remixed and / or remastered music, including cover versions, is permitted. Music created by AI is also permitted. ● The skater should express the feeling, essence, and style of the selected rhythms through their movements. ● Vocal music is permitted, and the music may be without a rhythmic beat for up to 5 seconds at the beginning of the program. ● To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics.
Edge Element	**One (1) Short Edge Element**, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Step Sequence	**One (1) Step Sequence, (Style B)** ● Skated to any dance rhythm/style. ● Chosen pattern may ONLY be Midline or Diagonal. **Not permitted:** ● Loop(s) ● Retrogression(s) **Note:** The one (1) permitted stop of up to 5 seconds is permitted during the Step Sequence.
Sequential Twizzle Series	**One (1) Set of Sequential Twizzles**. Two twizzles skated one after the other with up to one (1) step between twizzles. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step) ● May be skated anywhere in the program except in the required step sequence. ● Same requirements for level as season 2025/26. **The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.**
Pattern Dance Element	**One (1)** Sequence of the Westminster Waltz evaluated as two (2) sections: ● 1WW (Section 1) steps #1-12 immediately followed by 2WW (Section 2) steps 13-22. ● Starting with Step #1 of 1WW, the dance must be skated at the Judges left side. Skated/performed to any Waltz dance music/dance style(s) with a constant tempo; minimum of 54 three-beast measures per minute; 162 beats per minutes skated in ¾ or 6/8 time. **Duration:** Any exact number of musical phrases. The first step of the dance must be skated on beat one of a musical phrase. *See Pattern Dance Appendix A for Key Points and diagrams. **The pattern is optional.**

Additional Information	**Pattern:** For this season, there is no pattern restriction. **Stops:** ● After the clock starts, the skater must not remain in one place for more than 5 seconds at the beginning and/or end of the program. ● During the program (excluding the beginning and /or end of the program); 1 full stop of no more than 5 seconds is permitted. The one (1) allowed stop may be performed during the Step Sequence. **Touching the ice with hands:** ● Touching the ice with the hands is not permitted and considered an illegal element and the appropriate deduction will be taken by the technical panel. **Notes:** ● Any stationary spinning movement is not considered as a stop. ● Kneeling or sliding on two knees is not allowed and will be considered a fall by the judging panel and technical panel.

3.2 Free Dance Requirements

Duration	**3:00 +/- 10 seconds**
Music	Vocal music is permitted and must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or at the end of the program and up to 10 seconds during the program. Music must have at least one change of tempo/rhythm and expression. These may be gradual or immediate. All music must create an interesting, colorful, entertaining dance program with different dance moods or a building effect.
Edge Elements	**Two options:** 1) One (1) Combination Edge Element OR 2) Two (2) different Types of Short Edge Elements. (Spiral Type may be repeated once with different positions in each) Combination Edge Elements may not exceed 13 seconds in total. Short Edge Elements may not exceed 8 seconds.
Spin	**One (1) Dance Spin but no more**. Minimum of three revolutions on one foot, with or without change(s) of foot by the skater. *Flying Spins or Flying Entries are illegal elements.
Step Sequence **One Foot Turn Sequence**	**One (1) Step Sequence, Style B,** from the following list: serpentine, circular, midline or diagonal. The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence if chosen as a Choreographic Element. **Not permitted:** Stop(s), Loop(s) and Retrogression(s). **One (1), One Foot Turn Sequence** to be skated anywhere in the program. It must include the following difficult turns: Rocker, Bracket, Counter, Twizzle (Single Twizzle counts for Levels 1 and 2 and Double Twizzle counts for Levels 1 - 4) *Not performing the Twizzle as the last turn will be considered a positive feature for the GOE.
Solo Twizzle Series	**One (1) Solo Twizzle Series**. At least two steps between 1st and 2nd twizzle are required but no more than four steps are permitted. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step) **The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.**
Choreographic Elements	**Two (2) Different Choreographic Elements to be selected from the following:** ● Choreographic Character Step Sequence (**started with a stop or skidding movement**) *For season 2026/27, one (1) retrogression or loop is permitted. ● Choreographic Sliding Movement ● Choreographic Spinning Movement ● Choreographic Twizzling Movement (can only be performed after required Twizzles)

***See page 22 for list of Choreographic Restrictions. <u>Touching the ice with hand(s) on purpose when</u> not permitted will be considered an illegal element.**

4 Solo Ice Dance Senior Requirements

4.1 Rhythm Dance Requirements

Duration	**2:50 +/- 10 seconds**
Music Requirements	The theme and music selected for the Rhythm Dances for the season 2026/27 is "Rhythm and Waltz". Any style of waltz is permitted, from traditional forms to modern interpretations. At least one (1) additional rhythm and dance style must be included to support the chosen concept or theme. Waltz section must be in 3/4 or 6/8 time. Additional rhythm(s) may be of any other rhythm, temp and dance style. Notes: ● **The Rhythm Dance should NOT be skated in the style of a Free Dance.** ● Remixed/ and or remastered music, including cover versions, is permitted. Music created by AI is also permitted. ● The skater should express the feeling, essence, and style of the selected rhythms through their movements. ● Vocal music is permitted, and the music may be without a rhythmic beat for up to 5 seconds at the beginning of the program. ● To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics.
Edge Element (CrEe, SpEe, SeEe, InEe)	**One (1) Short Edge Element**, but no more. The edge element must be held in position for a minimum of three (3) seconds but cannot exceed eight (8) seconds.
Step Sequence (CiSt)	**One (1) Step Sequence, Style B.** ● Skated to any dance rhythm/style. ● Chosen pattern may ONLY be Circular (clockwise direction). **Not permitted:** ● Loop(s) ● Retrogression(s) ● Stop(s)
Sequential Twizzle Series (SqTw)	**One (1) Set of Sequential Twizzles**. Two twizzles skated one after the other with up to one (1) step in between twizzles. (When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step) The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD.
Creative Dance Element (CDE)	**One (1) Choreographic Dance Element** – Skated to any dance rhythm/dance style. **Required Features** **Required Pattern:** The element must begin with a brief stop or skidding movement in order for the element to be identified by the Technical Panel. Skater performs steps/movements from the first barrier to the opposite barrier. The requirement for barrier to barrier is fulfilled when the skater is not more than 2 meters from each barrier. A brief stop to signify the start of the element will not be considered as the required stop for the CDE. Either short or long axis is permitted. **Required Stop** – Only one (1) Dance Stop for no more than 5 seconds performed anywhere within the CDE however it must be after the required brief stop or skidding movement at the start of the element. Any stop performed during (after a brief stop or skidding movement) or at the end of the CDE, will be considered as the dance stop. Any stationary spinning movement will not be considered as a stop. If the stop is longer than 5 seconds the Technical Panel will not consider as a feature for the level and the judges will consider this in their GOE mark.

	Required Movement: One (1) **Choreographic Sliding Movement** of at least two seconds. This movement must be moving. **Required Presentation:** It is required that the element must demonstrate presentation to all four sides of the rink. Execution directed exclusively toward the judges does not fulfill this requirement. **Permitted:** Loops and Retrogressions are permitted. **Notes:** **Touching the ice:** Touching the ice with any part of the body is permitted only during the required Choreographic Sliding Movement. Any additional touching of the ice is subject to the appropriate fall or illegal element deduction taken by the technical panel.
Pattern Dance Element	**A section of the Golden Waltz Pattern Dance. Starting with Step 33, including the restart, and concluding with step 20.** **Rhythm:** skated/performed to any Waltz dance music/dance style(s) with constant tempo: **minimum 62** three-beat measures per minute; **186 beats per minute**, skated in ¾ time or 6/8 time. **Duration:** The first step of the dance must be skated on beat one. **Pattern:** Started from A-Step 33 (LFO) on the Judge's side right side, past the short axis. **Note: See Appendix A for diagram and key points. The pattern is optional.**
Additional Information	**Pattern:** For this season, there is no pattern restriction. **Stops**: ● After the clock starts, the skater must not remain in one place for more than 5 seconds at the beginning and/or end of the program. ● During the program (excluding the one (1) 5 seconds stop at the beginning and /or end of the program); 1 brief stop and 1 full stop of up to 5 seconds are permitted only during the CDE. **Touching the ice with hands:** ● Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element. The exception this season is in the Rhythm Dance CDE element. ● **Note:** Kneeling or sliding on two knees is not allowed and will be considered a fall by the judging panel and technical panel except where permitted in the CDE.

4.2 Free Dance Requirements

Duration	**3:30 +/- 10 seconds**
Music	Vocal music is permitted and must have a rhythmic beat. The music may be without a rhythmic beat for up to 10 seconds at the beginning or end of the program and another 10 seconds during the program. Music must have at least one change of tempo/rhythm and expression. These may be gradual or immediate. All music must create an interesting, colorful, entertaining dance program with different dance moods or a building effect.
Edge Elements (CrEe, SpEe, SeEe, InEe)	**Two options:** 1) **One (1) Combination Edge Element plus one (1) Short Edge Element** of a different Type than performed in the combination. **Or** 2) **Three (3) different Types of Short Edge Elements.** (Spiral Type maybe be repeated once with different positions in each, unless otherwise permitted.) Combination Edge Element may not exceed 13 seconds in total. Short Edge Elements may not exceed 8 seconds.
Dance Spin (DSp)	**One (1) Dance Spin but no more.** Minimum of three revolutions on one foot with or without change(s) of foot by the skater. *Flying Spin or Flying Entries are illegal elements.
Step Sequence (MiSt, CiSt, DiSt, SeSt)	**One (1) Step Sequence, Style B**, from the following list: serpentine, circular, midline or diagonal. The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern and must be a different pattern type than the Choreographic Character Step Sequence as a Choreographic Element. **Not permitted:** Stop(s), Loop(s) and Retrogression(s).
One Foot Turn Sequence (OFT)	**One (1), One Foot Turn Sequence** to be skated anywhere in the program. It must include the following difficult turns: Rocker, Bracket, Counter, Twizzle. Single Twizzle counts for levels 1 and 2 and Double Twizzle counts for levels 1 – 4. A Twizzle performed as the last turn will not be considered for level.
Solo Twizzle Series (SoTw)	**One (1) Solo Twizzle Series**. ● At least three (3) twizzles (minimum of four (4) rotations per each twizzle with a minimum of two (2) steps and up to four (4) steps between the 1st and 2nd twizzles. Up to 1 step between the second and third twizzles. ● When the skating foot leaves the ice, a step is complete. Each push, including a scooter push, and/or transfer of weight while on two feet between twizzles is considered as a step. ● The "C" feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for level in the RD. (The C feature "Additional Twizzle" option, performed after the required set of Twizzles, is unchanged at three (3) rotations) Notes: During the set of Solo Twizzle, which is comprised of three (3) twizzles, a different skating foot is required on any of the three twizzles to be considered for

	Levels 3 and 4. In addition, a different entry edge and different direction of rotation for two of the twizzles are required for Levels 2, 3 and 4.
Choreographic Elements (ChSt, ChSl, ChSp, ChTw)	**Two (2) Different Choreographic Elements to be selected from the following:** ● Choreographic Character Step Sequence (**started with a stop or skidding movement**) ● Choreographic Sliding Movement ● Choreographic Spinning Movement ● Choreographic Twizzling Movement (can only be performed after required Twizzles) **Note:** For season 2026/27, one (1) retrogression or loop is permitted.

***See page 22 for list of Choreographic Restrictions. Touching the ice with hand(s) on purpose when not permitted will be considered an illegal element.**

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

5.1 Grades of Execution of Pattern Dance Elements & Pattern Dances 2026/27 – Solo Ice Dance

<table>
<tr><th></th><th>-5</th><th>-4</th><th>-3</th><th>-2</th><th>-1</th><th>0</th><th>+1</th><th>+2</th><th>+3</th><th>+4</th><th>+5</th></tr>
<tr><td>Steps held for the required number or beats</td><td colspan="5">Less than 75% of Steps held for required # of beats

Out of Musical Structure</td><td>75% or more Steps held for required # of beats</td><td colspan="2">90% or more Steps held for required # of beats</td><td colspan="2">100% of Steps/Edges held for required #of beats</td></tr>
<tr><td>Falls / Errors / Loss of Control</td><td>Two (2) Falls AND/OR many Serious errors</td><td colspan="2">One (1) Fall or Serious errors</td><td>Two (2) Stumbles or Serious errors</td><td>Stumble / touchdown or up to 25% element missed</td><td>One (1) Touchdown / Loss of Control</td><td colspan="3">Slight Loss of Control/ One (1) Touchdown (no break within the Element)</td><td colspan="2">None</td></tr>
<tr><td rowspan="2">Features</td><td colspan="5">More negative features/errors than positive features</td><td rowspan="2">Basic execution - Generally correct</td><td rowspan="2">1 – 2 positive features</td><td rowspan="2">3 – 4 positive features</td><td rowspan="2">5 – 6 positive features</td><td rowspan="2">7 – 8 positive features (no negative features/errors)</td><td rowspan="2">More than 8 positive features (no negative features/errors)</td></tr>
<tr><td>More than 8 negative features</td><td>7 – 8 negative features</td><td>5 – 6 negative features</td><td>3 – 4 negative features</td><td>1 – 2 negative features</td></tr>
<tr><td colspan="6">NEGATIVE FEATURES</td><td colspan="6">POSITIVE FEATURES</td></tr>
<tr><td colspan="12">EXECUTION THROUGHOUT ELEMENT</td></tr>
<tr><td colspan="5">1- Poor execution and/or Element labored and/or Loss of Control with or without additional support</td><td>1-4</td><td colspan="5">1- Good quality – correctness, cleanness, depth and sureness of Edges/Steps/Turns</td><td>2-4</td></tr>
<tr><td colspan="5">2- Incorrect Steps/Turns (per each)</td><td>1</td><td colspan="5">2- Smooth and Effortless</td><td>2</td></tr>
<tr><td colspan="5">3- Poor body lines and carriage</td><td>1</td><td colspan="5">3- Glide and flow maintained (movement across the ice)</td><td>2</td></tr>
<tr><td colspan="5">4- Lack of glide and flow (movement across the ice)</td><td>1-3</td><td colspan="5">4- Nuances/accents reflect character and style of the chosen rhythm</td><td>1-2</td></tr>
<tr><td colspan="5">5- Does not reflect the character and style of the chosen</td><td>1-2</td><td colspan="5">5- Body lines and carriage stylish according to the chosen Rhythm</td><td>1</td></tr>
<tr><td colspan="5">6- Not started on the prescribed beat (for each Section / Sequence)</td><td>2</td><td colspan="5">6- Timing accurate 100%</td><td>2</td></tr>
<tr><td colspan="5">7- Pattern incorrect, including crossing the long axis when not permitted.
(for season 26-27 for Novice levels only)</td><td>1-2</td><td colspan="5">7- Maximum utilization of the ice surface with the correct Pattern</td><td>2</td></tr>
<tr><td colspan="5"></td><td></td><td colspan="5"></td><td></td></tr>
</table>

5.2 Grades of Execution Required Elements (incl. PDE and Choreographic Elements) 2026/27 – Solo Ice Dance

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Musicality	Out of musical structure/rhythm pattern and/or not reflecting character/style, nuances, theme (including PDE and Choreo Elements)					Mostly with musical structure	In musical structure/rhythm pattern and reflecting character				
Falls/ Errors/ Loss of Control	**Two or more Fall(s) AND many Serious errors**	**One (1) Fall or Serious errors**		**Two (2) Stumbles or Serious errors**	**One (1) Stumble/ Touch Downs**	One (1) Touch Down/ Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			NONE	
Choreo Elements	Choreo Element that receive the "e" symbol – Reduce the GOE by one (1) grade (no Higher than +4)										
Features	NEGATIVE – More negative features than positive features					Positives = Negatives	POSITIVE – More positive features than negative features			7 – 8 (no negative features)	More than 8 (All features attempted are positive)
	More than 8	7 - 8	5 - 6	3 - 4	1 - 2		1 - 2	3 - 4	5 - 6		

NEGATIVE FEATURES		**POSITIVE FEATURES**	
EXECUTED THROUGHOUT ELEMENT			
1. Poor execution and/or Element labored and/or Loss of Control with or without additional support	1 - 4	1. Smooth and/or Effortless	2
2. Element does not reflect choreography of the chosen Music/Rhythm/Character/Theme (Including Choreographic Exit to Paso Doble in Advance Novice)	1 - 3	2. Element enhances the choreography and/or character of the chosen music/rhythm/character/theme. Element reflects the nuances in the music	1 - 3
3. Poor Entry / Poor Exit (per each)	1	3. Entry/Exit is seamless and/or unexpected and/or creative (per each)	1
4. Poses or moves awkward or not aesthetically pleasing	1 - 2	4. Body lines and poses/moves aesthetically pleasing	1 - 2
5. Lacking or reducing speed of rotation and/or speed across the ice	1 - 2	5. Element is innovative and / OR creative	1 - 3
6. Not on spot DSp (during revolutions or when changing feet*)	1 - 2	6. Speed of rotations maintained or accelerated (DSp, STw, Choreo Elements)	1 - 2
7. Pattern/Placement incorrect RD: All elements. FD: Step Seq, ChSt	1	7. Speed across the ice maintained or accelerated during the Element	1 - 2
8. Inclusion of Not Permitted item with element** (Step Seq, CDE, ChRS, ChSt DSp)	2 per each	8. Cleanness and sureness of steps and turns (STw, Step Seq, OFT)	2
9. Stop longer than permitted in Element (Step Seq, CDE, ChRS, ChSt)	2	9. Exit of Twizzles performed with smooth running edge. One Twizzle: 1 Two Twizzles: 2	1 or 2
		10. Twizzle performed well but not as the last turn of a One Foot Turn sequence in the Junior Free Dance.	1

6 Program Components

6.1 Program Components for Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Skater to skate in time with the music.	**Though the involvement of the Skater, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.**	**The ability of the Skater to precisely execute dance steps and movements in accordance with the description of the dance with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide and flow.**
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	Spatial awareness	Clarity of edges, steps, turns movements and body control
Skating on the strong beat. Starting 1st Step on Beat 1.		Balance and glide, flow, power, speed and ice coverage

Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

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

6.2 Program Components for Rhythm Dance and Free Dance

Composition	Presentation	Skating Skills
The intentional, developed and/or original arrangement of the repertoire of all types of 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
Connection between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns movements and body control
Choreography reflecting musical phrase and form and not similar to a singles free skating program.	Musical sensitivity and timing Spatial awareness	Balance and glide
Pattern and ice coverage		Flow
Unity		Power and speed

Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

Category	Mark range	Definition	Errors
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	**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. **<u>Excessive Crossovers should be penalized in both Composition and Skating Skills.</u>**
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	

7 Deduction Chart – Who is Responsible

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

Description	Penalty	Who is responsible
Program time violation	**-1.0 for every 5 sec. lacking or in excess**	**Referee**
Tempo specifications – Rhythm Dance **Music Time** – Novice PD Time limit	**-1.0** **-0.5**	**Referee**
Interruption in performing the program in excess of 10 seconds ● more than 10 sec. and up to 20 sec. ● more than 20 sec. and up to 30 sec. ● more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program, until the moment he resumes performing the program.	 -1.0 -2.0 -3.0	**Referee** If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the skater resumes skating within 40 seconds, the Referee will apply a deduction.
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption As the values of those deductions are not the standard ones, the Referee must give specific instructions to the system operator and check the correct input in each instance.	**-5.0**	**Referee** If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0. This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Late start – for start between 30 seconds and 1 minute late.	**-1.0**	**Referee**
Part of the costume / decoration falls on the ice	**-1.0 per program**	**Referee**
Dance Edge Element exceeding permitted duration: ● Short Edge Element: 8 sec. ● Combination Edge Element: 13 sec.	**-1.0**	**Referee** The referee will begin to time when the skater meets the definition of one of the types of Edge Elements until the position no longer meets the definition.
Costume / Prop violations	**-1.0 per program**	**Referee + Judges** The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.
Music Requirements ● Pattern Dance (Rule 2.1.4) ● Rhythm Dance ● Free Dance	**-2.0** per program	**Referee + Judges** The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.

Description	Penalty	Who is responsible
Violation of Choreography restrictions ● Rhythm Dance: stop(s). ● After the clock starts, remaining in place for more than ten (10) seconds for Free Dance and five (5) seconds in the Rhythm Dance. ● Free Dance: stop(s) over 5 seconds, unless otherwise specified.	**-1.0** per program	**Referee + Judges** The deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the above-mentioned deductions.
Fall Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall unless otherwise specified. A Fall is defined as a loss of control by the Skater with the result that the majority of his/her body weight is on the ice supported by any other part of the body other than the blades (hand(s), knee(s), buttock(s), or any part of the arm(s).	**-1.0 per occurrence**	**Technical Panel** Technical Specialist identifies. Technical Controller authorizes or corrects and deducts.
Illegal Elements / Movements / Poses The following movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated) a) Jumps of more than half (1/2) revolution (including Back Flips) b) 2 or more consecutive ½ rotation jumps c) Lying or sitting on the ice (except where permitted) e) ½ Revolution Jumps with more than 90 degrees at the thighs f) Flying entries for Dance Spins g) Illusions of more than one rotation h) Touching the ice when not permitted	**-2.0 per violation**	**Technical Panel** Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal movement during the execution of any Element; the deduction for an illegal movement will apply and the element the element will receive a Level per the requirements performed or ignored if the minimum requirement for Basic Level is not fulfilled.
Extra Elements (ExEl) If an Extra Element is performed inside any Element in the RD or FD when not permitted, "+ExEl" will be added to the element. The element receives a deduction. For example: If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEl and receives a deduction: ChSt1+ExEl	**1.0** per Element	**Technical Panel** identified the element in accordance with the calling specifications. Technical Controller advises the Data Operator to add to the respective element "ExEl" and input the respective deduction.
Element not according to program requirements receives (*) symbol. If there is an incorrect element performed as not according to the requirements (E.g., CiSt instead of a required MiSt/DiSt) the element will receive No Value but will not receive a deduction.	Element gets NO value but will NOT receive a deduction	The computer verification identifies elements not according to requirements and applies the asterisk (*). The Technical Controller verifies and authorizes the call.

8 Explanation of Symbols on the Judges Details per Skater

Symbol	Action	Explanation
<	Reduce by 1 Level: interruption of 1 measure or less in PDE.	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 1. It is reported on the Judges Details chart as: "<" to indicate an interruption of one (1) measure or less. **(Only for dances with Key Points)**
<<	Reduce by 2 Levels: interruption of more than 1 measure in PDE.	If the PDE is interrupted more than one (1) measure or less (4 or 6 beats based on the PDE), the Key Points are called as identified and the Level will be reduced by 2. It is reported on the Judges Details chart as: "<<" to indicate an interruption of more than one (1) measure. **(Only for dances with Key Points)**
>	-1.0 point deduction for Extended Dance Edge Element	If the duration of the Dance Edge Element is longer than the permitted time, the Referee applies the deduction of 1 point – the duration of the Edge Element is confirmed by the Referee electronically.
ExEl	-1.0 point deduction for "Extra Element"	If an Extra Element is performed in addition to the allowed number of elements from an element group in Rhythm Dance or Free Dance to such element "ExEl" will be added and the element receives a deduction. For example: If a Spin(s) occurs within a Step Sequence (including ChSt) when not permitted, such Spin(s) will be identified as Extra Element(s) ExEl and receive a deduction: ChSt1+ExEl
*	Element gets No Value but will NOT receive a deduction.	**Element not according to the well-balanced program requirements (*)** If an incorrect element is performed not according to the requirements (e.g., CiSt instead of MiSt/DiSt) or the repetition rule for Dance Edge Elements is violated the element will receive No Value but will not receive a deduction.
F	Fall in Element -1.0 per Fall	If there is a Fall within an Element, this is identified by the Technical Specialist as a "Fall in Element" and the Data Operator pushes the respective button "Fall in Element" and a deduction of -1.0 will apply per each Fall
Fx	Multiple Falls in Element	If there are multiple Falls (Fx) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
e	Choreo Element is identified and contains an error.	If Choreographic Element is identified and has any errors as outlined in the chart in the Technical Handbook for Levels, it receives the "e" symbol, and the element will receive a reduction in the GOE by the judging panel.

9 Appendix A - Pattern Dance Diagrams

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

Solo Ice Dance Pattern Dance Diagrams using Solo Ice Dance Steps

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

Definitions:

Correct Edge: Correct Edge means that the Edge is clean for the **whole** duration of the Step. In order to be considered correct, the edge must also be held for the correct number of beats as prescribed in the rules for each pattern dance. A change of edge within the last ½ beat of the step is permitted to prepare the push/transition to the next step (unless otherwise prescribed).

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

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

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

Note: All illegal elements apply to pattern dance introductions and exits, this includes touching the ice with hand(s).

Note: Total time allowed for each pattern dance, unless otherwise stated (for the Paso Doble) is the skater must reach their ending pose within 20 seconds of the last step of the dance.

New for the 2026/2027 Season

Basic Novice will be evaluated up to Level 2:

All dances are without Key Points and evaluated up to level 2 The Judges evaluate the Pattern Dance with GOE		
Basic Level	**Level 1**	**Level 2**
50% of Pattern Dance is completed.	**75% of Pattern Dance** is completed.	**90% of Pattern Dance** is completed.

Intermediate Novice will be evaluated up to Level 3:

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

Advance Novice and Junior Rhythm will be evaluated up to Level 4:

There will be 3 Key Points described and up to Level 4 will be evaluated				
Basic Level	**Level 1**	**Level 2**	**Level 3**	**Level 4**
50% of the Pattern Dance Element is completed	75% of the Pattern Dance Element is completed AND **1 Key Point is correctly executed**	75% of the Pattern Dance Element is completed AND **2 Key Points are correctly executed**	90% of the Pattern Dance Element is completed AND **3 Key Points are correctly executed**	100% of the Pattern Dance Element is completed without interruption AND **3 Key Points are correctly executed**

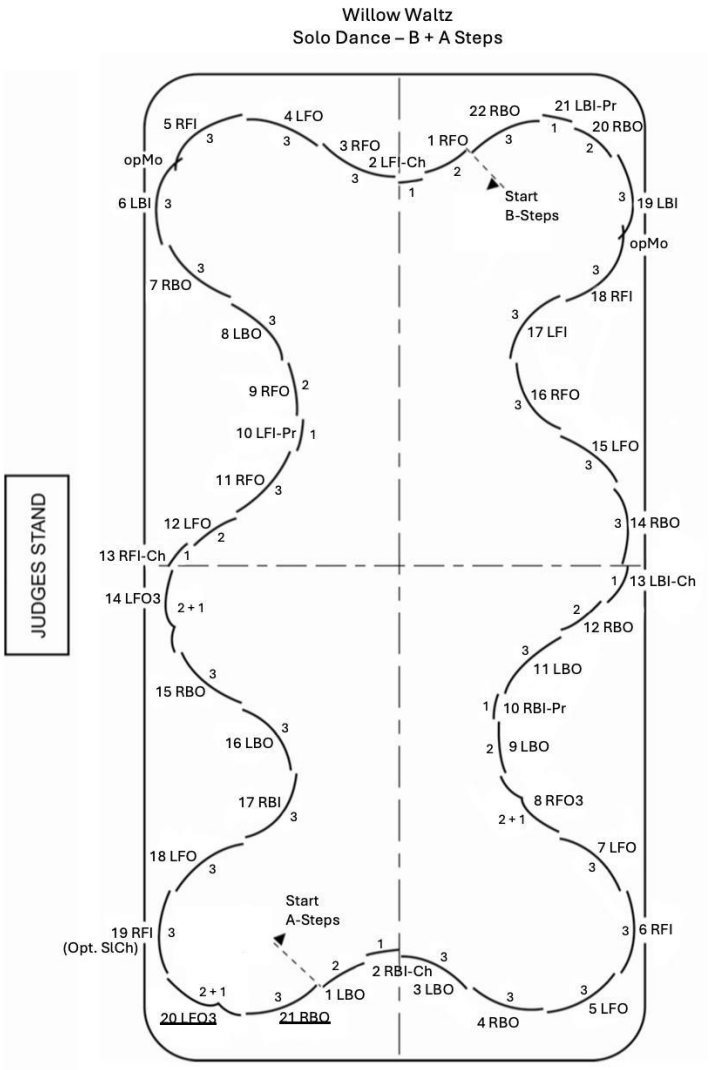
Senior Rhythm Dance will be evaluated up to Level 4:

Basic Level	**Level 1**	**Level 2**	**Level 3**	**Level 4**
50% of the Pattern Dance Element is completed	75% of the Pattern Dance Element is completed **1 Key Point is correctly executed**	75% of the Pattern Dance Element is completed AND **2 Key Points are correctly executed**	90% of the Pattern Dance Element is completed AND **3 Key Points are correctly executed**	100% of the Pattern Dance Element is completed without interruption AND **4 Key Points are correctly executed**

9.1 Diagrams Solo Ice Dance Basic Novice Pattern Dance

9.1.1 Willow Waltz – 2026/27 (Set Pattern Dance)

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



2 Sequences required for Solo Dance Competitions – Waltz ¾
135 beats per minute plus or minus 3 beats per minute
Number of Measures per Pattern: 18 measures of 3 beats
Minimum Pattern Time: 0:23.4 Maximum Pattern Time: 0:24.6
Approximate duration for entire Dance **for event planning, (not skating time)**: 1:20

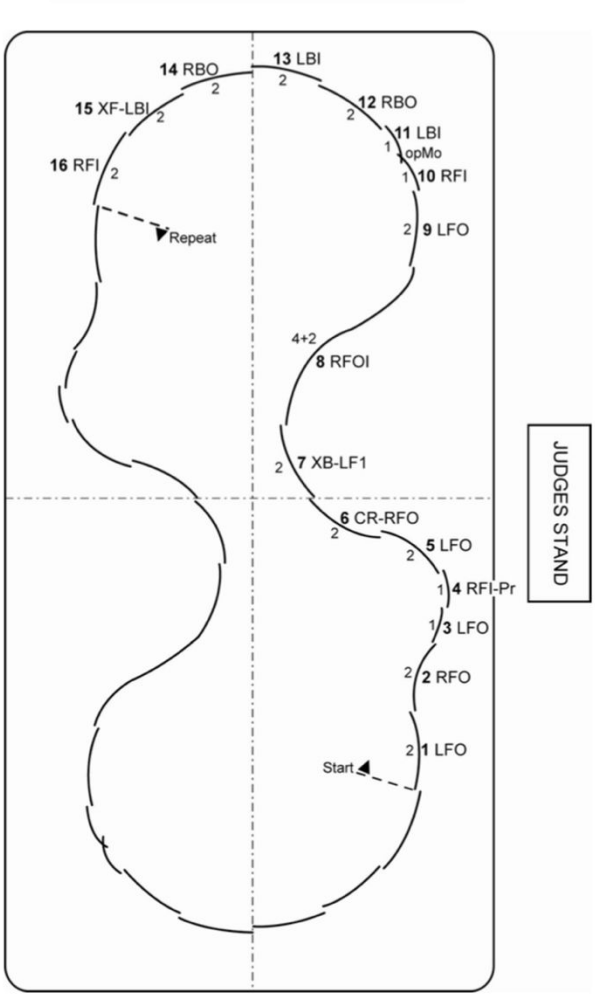
Basic Level: 50% of pattern completed
Level 1: 75% of pattern completed
Level 2: 90% of pattern completed

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

Sequence #	Steps	# of Steps	10%	25%	50%	75%	90%
Sequence 1	B Steps 1-21	21	2	6	11	16	19
Sequence 2	A Steps 1-22	22	2	6	11	17	20

9.1.2 Tango Fiesta – 2026/27 (Set Pattern Dance)

Set Pattern Dance – Solo Ice Dance Steps: All Competitors Skate Same Steps



2 sequences required for Solo Ice Dance Competitions - Tango 4/4
Number of Measures per Pattern: 8 measures of 4 beats
108 beats per minute plus or minus 2 beats per minute
Minimum Pattern Time: 17.5 seconds - Maximum Pattern Time: 18.1 seconds
Approximate Duration for entire dance **for event planning, (not skating time)**: 1:15

Basic Level: 50% of pattern completed
Level 1: 75% of pattern completed
Level 2: 90% of pattern completed

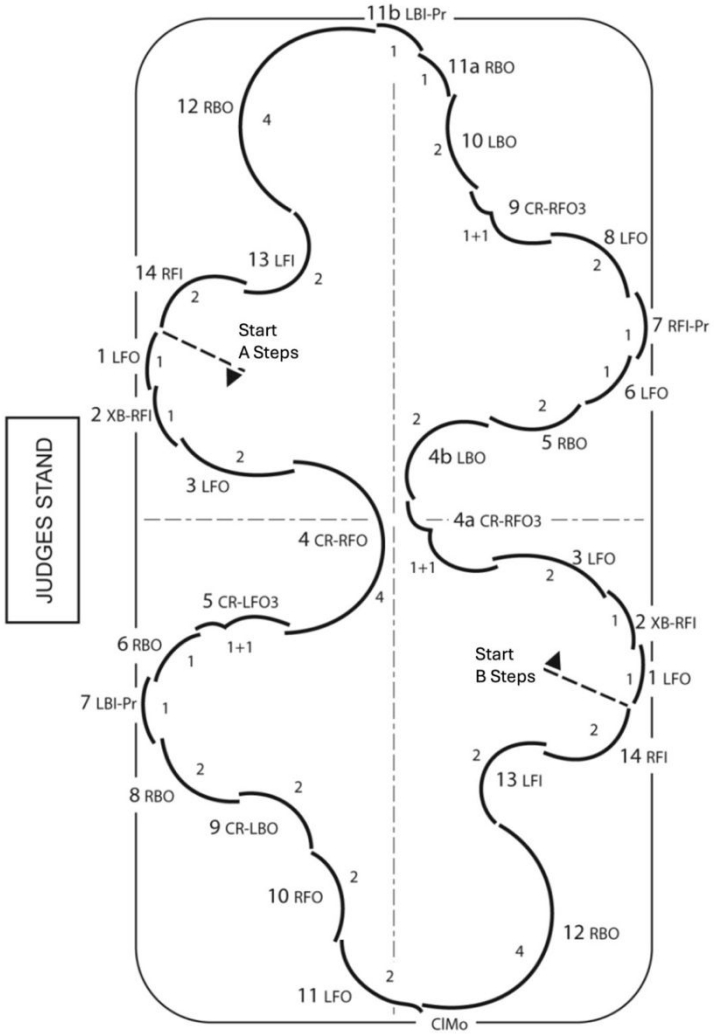
Key Point Features: Must include correct turns, edges, foot placement and timing.

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

9.2 Diagrams Solo Ice Dance Intermediate Novice Pattern Dance

9.2.1 Foxtrot – 2026/27 (Set Pattern Dance)

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



2 sequences required for Solo Ice Dance Competition - Foxrot 4/4
100 beats per minute plus or minus 2 beats per minute
Number of Measures per Pattern: 7 measures of 4 beats
Minimum Pattern Time: 0:16.5 seconds Maximum Pattern Time: 0:17.1 Seconds
Approximate Duration for entire dance **for event planning, (not skating time)**: 1:30

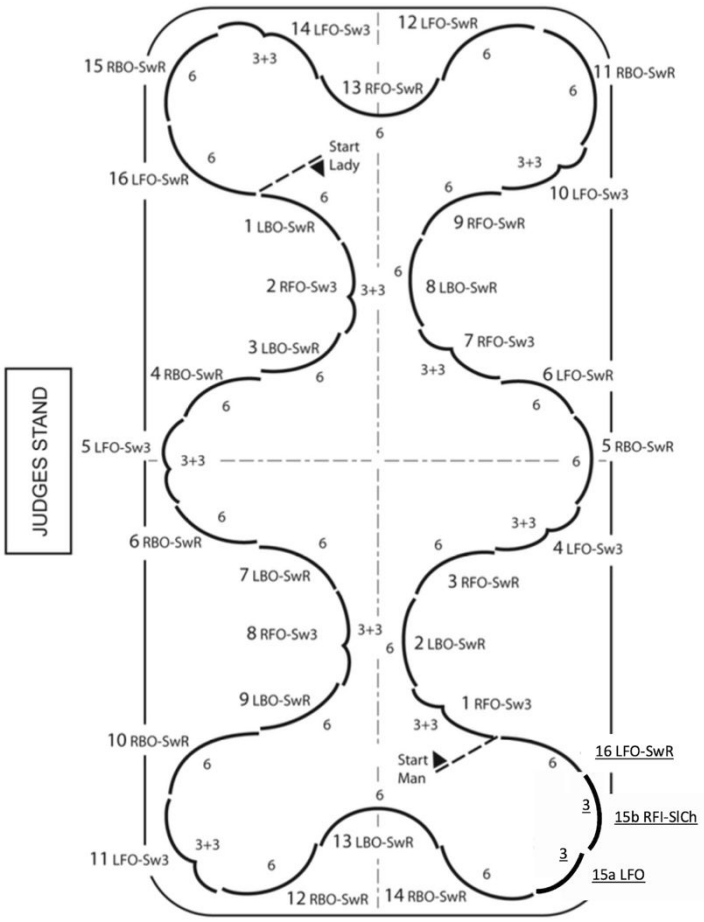
Key Point 1: Sequence 1, A-Steps 5-6 (CR-LFO3, RBO)
Sequence 2, B-Steps 3-4b (LFO, CR-RFO3, LBO)
Key Point 2: Sequence 1 & 2, Steps 13-14 (LFI, RFI)

Key Point Features: Must include correct turns, edges, foot placement and timing. (Additional Feature: Correct Cross Rolls)

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

9.2.2 American Waltz – 2026/27 (Set Pattern Dance)

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



2 sequences required for Solo Ice Dance Competition - Waltz 3/4
198 beats per minute plus or minus 3 beats per minute
Number of Measures per Pattern: 16 measures of 6 beats
Minimum Pattern Time: 28.8 seconds Maximum Pattern Time: 29.4 Seconds
Approximate Duration for entire dance **for event planning, (not skating time)**: 1:35
Note: For A steps, a new step 15b, RFI SICh has been added and step 16 is now a LFO SwR

Key Point 1: Sequence 1, A-Steps 7-9 (LBO-SwR, RFO-Sw3, LBO-SwR)
Sequence 2, B-Steps 1-3 (RFO-Sw3, LBO-SwR, RFO-SwR)

Key Point 2: Sequence 1, A-Steps 12-14 (RBO-SwR, LBO-Sw3, RBO-SwR)
Sequence 2, B-Steps 12-14 (LFO-SwR, RFO-SwR, LFO-Sw3)

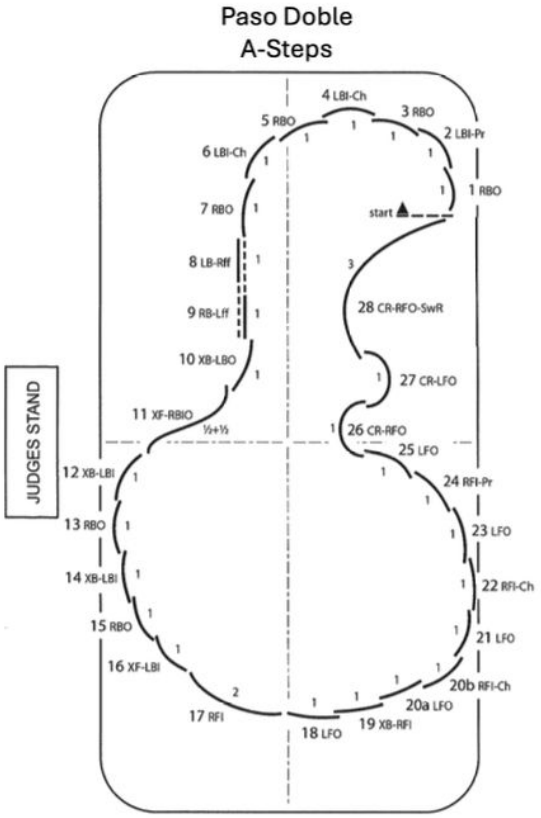
Key Point Features: Must include correct turns, edges, foot placement and correct timing (Additional feature: Correct Swing Three Turn timing)

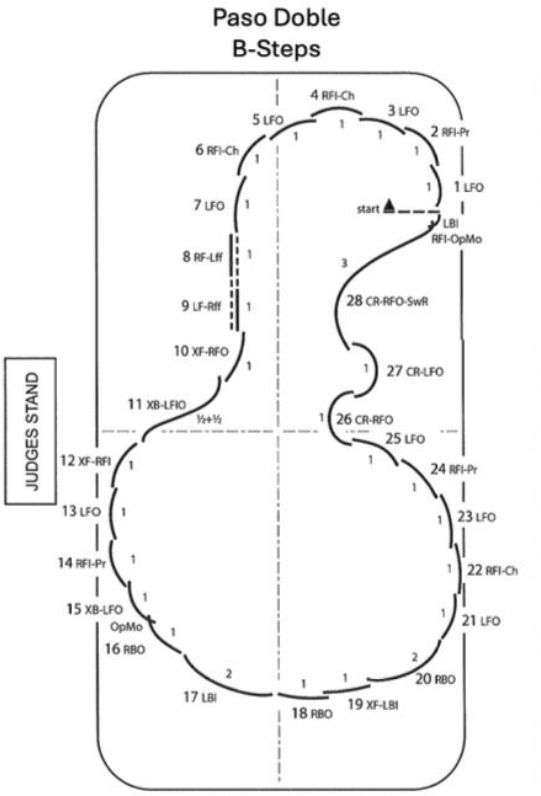
Sections	Steps	# of Steps	10%	25%	50%	75%	90%
1 Section	Steps 1-16	16	2	4	8	12	14

9.3 Diagrams Solo Ice Dance Advanced Novice Pattern Dance

9.3.1 Paso Doble (Set Pattern Dance)

Solo Series Steps: Sequence 1, **A-Steps**, Seq. 2, **B-Steps + Choreo Element**





2 Sequences and 1 Choreo Element required for Solo Dance Competitions – Paso Doble 4/4
112 BPM +/- 2 beats per minute Number of Measures per Sequence: **8 of 4 beats**
Minimum Sequence Time: **0:16.8** Maximum Sequence Time: **0:17.5**
Maximum time for Paso plus Choreographic Exit is 1:10
Approximate duration for entire Dance for event planning: 1:10

Key Point 1: Sequence 1, A-Steps 3-6 (RBO, LBI-Ch RBO, LBI-Ch)
Sequence 2, B-Steps 3-6 (LFO, RFI-Ch LFO, RFICh)
Key Point 2: Sequence 1, A-Steps 12-17 (XB-LBI, RBO, XB-LBI, RBO, XF-LFI, RFI)
Sequence 2, B-Steps 12-18 (XF-RFI, LFO, RFI-Pr, XB-LFO OpMo, RBO, LBI, RBO)
Key Point 3: **Sequence 1 & 2,** Steps 25-28 (LFO, CR-RFO, CR-LFO, CR-RFO-SwR)
***Open Mohawk in Sequence 2 is NOT part of the Key Point**

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

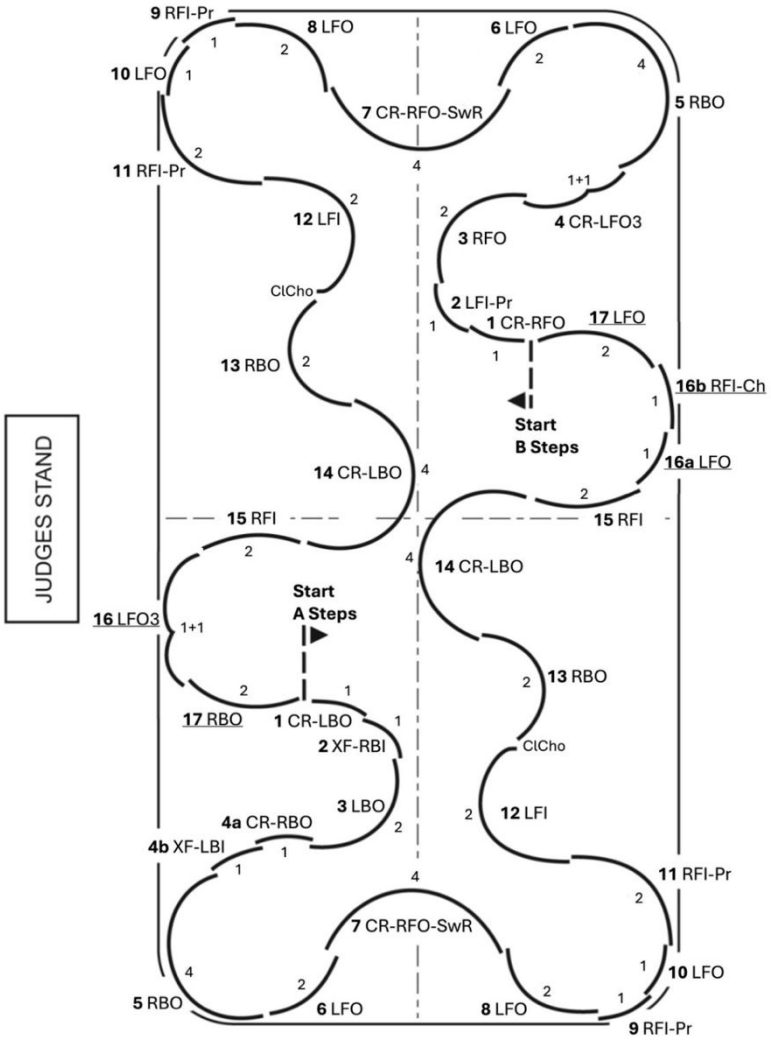
Choreographic Exit Element to be chosen from:
Choreographic Sliding Movement
Choreographic Spinning Movement
Choreographic Twizzling Movement

Notes:
- The chosen Choreographic Exit Element may not be repeated in the Free Dance
- The Choreographic /element must reflect the chosen character of the Pattern Dance or the GOE will be no higher than -1.

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

9.3.2 Blues (Set Pattern Dance)

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



2 Sequences are required for Solo Dance Competitions – 4/4 timing
88 beats per minute plus or minus 2 beats per minute
Number of Measures per Pattern: 9 measures of 4 beats
Minimum Pattern Time: 0:24 Maximum Pattern Time: 0:25.2
Approximate duration for entire Dance **for event planning, (not skating time)**: 1:40

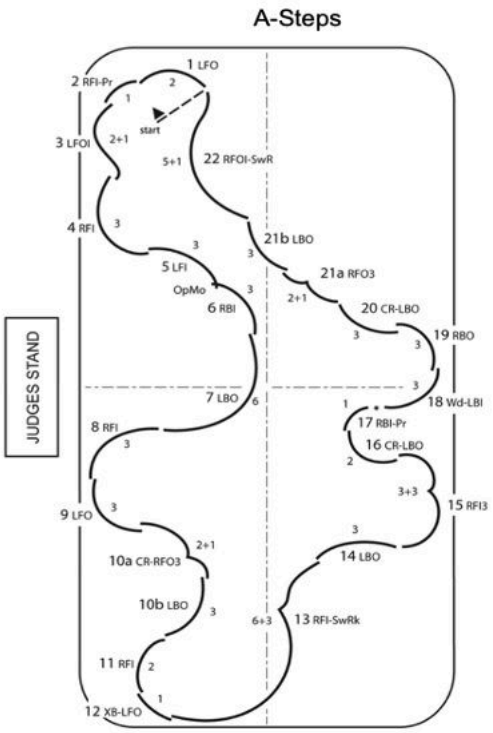
Key Point 1: Sequence 1, A-Steps 3-5 (LBO, CR-RBO, XF-LBI, RBO)
Sequence 2, B-Steps 3-5 (RFO, CR-LFO3, RBO)
Key Point 2: Sequence 1 & 2, Steps 7-8 (CR-RFO-SwR, LFO)
Key Point 3: **Sequence 1 & 2,** Steps 12-13 (LFI-ClCho, RBO)

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

Sections	Steps	# of Steps	10%	25%	50%	75%	90%
1 Section	1-17	17	2	5	9	14	16

9.4 Junior Rhythm Dance – Westminster Waltz - Pattern Optional

Solo Ice Dance Steps: Sequence 1, A-Steps for both Section 1 and Section 2



Westminster Waltz Code – 1WW

(1) sequences required for Variation Solo Dance Series Competition

At least 162 BPM beats per minute, music/dance style(s) with consistent tempo skated in ¾ time or 6/8 time.

Number of Measures per Sequence: **13 of 6 beats**

One full Sequence should not take more than 0:28.89 seconds to complete.

A Minimum of 162 beats per measure, when counted in measures of 6 beats would = 6.75 measures in 15 seconds

Section 1

Key Point 1: A-Step 3 (LFOI)
Key Point 2: A-Steps 5-7 (LFI OpMo, RBI, LBO)
Key Point 3: A-Steps 9-10b (LFO, CR-RFO3, LBO)

Section 2

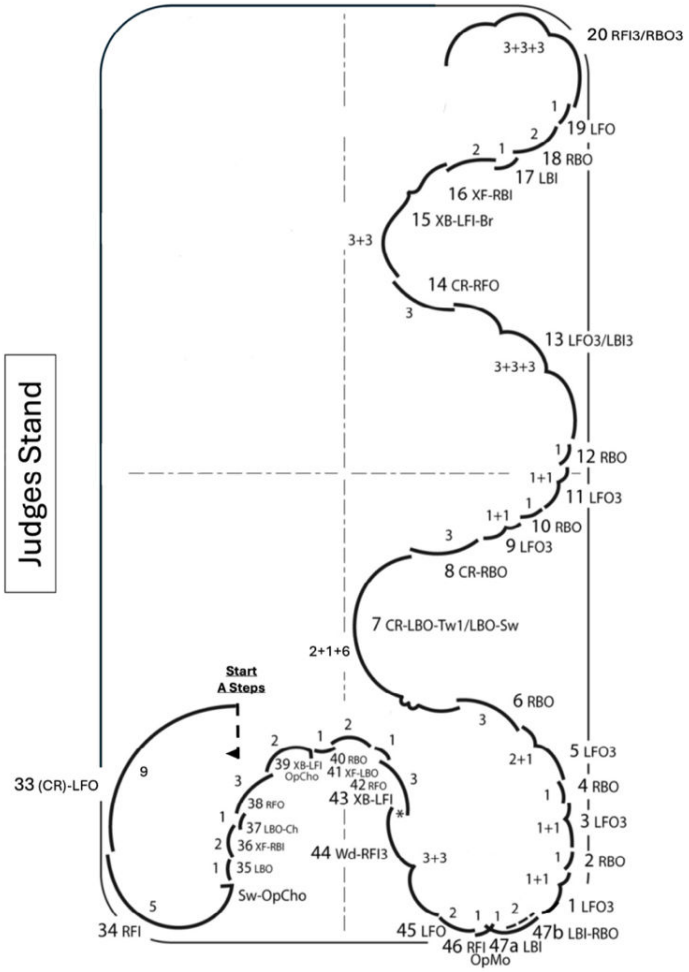
Key Point 1: A-Steps 13-14 (RFI-SwRk, LBO)
Key Point 2: A-Steps 16-19 (CR-LBO, RBI-Pr, Wd-LBI, RBO)
Key Point 3: A Step 22 (RFOI-SwR)

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

Sequence #	Steps	# of Steps	10%	25%	50%	75%	90%
Section 1	1-12	12	1	3	6	9	11
Section 2	13-22	10	1	3	5	8	9

9.5 Senior Rhythm Dance – Golden Waltz A-Steps - Pattern Optional

Solo Ice Dance Steps: (starts with A-Step 33 (LFO) through the restart and ends with step 20)



Golden Waltz Code – 1GW

(1) sequence of A-Steps 33-20 is required for Variation Solo Dance Series Competition
Skated/performed to any Waltz dance music/dance style(s) with consistent tempo:
186 beats per minute, skated in ¾ time of 6/8 time.

One full Sequence should not take more than 0:33.87 seconds to complete.
A Minimum of 186 beats per measure, when counted in measures of 6 beats would = 7.75 measures in 15 seconds

Sequence 1 (A-Steps):
Key Point 1: A-Steps 34-35 (RFI Sw OpCho, LBO)
Key Point 2: A-Step 7 (CR-LBO-Tw1/LBO-Sw)
Key Point 3: A-Step 15 (XB-LFI-Br)
Key Point 4: A-Step 20 (RFI3/RBO3)

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

Section	Steps	# of Steps	10%	25%	50%	75%	90%
1 Sequence	33-20	35	4	9	18	27	32