

3. COMPONENTS: Rule 504

Marking Guide for Program Components – Rhythm Dance and Free Dance

RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF TRANSITIONS	CHARACTERISTICS OF PERFORMANCE	CHARACTERISTICS OF COMPOSITION	CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING
<p>10.0</p> <p>OUTSTANDING</p> <p>With a fall or serious error, 10 cannot be awarded</p>	<ul style="list-style-type: none"> ▪ deep, quiet, sure, seemingly effortless edges ▪ deep/fluid knee action ▪ excellent precision of foot placement in steps/turns ▪ seamless use of all directions ▪ effortless acceleration ▪ extensive skill range for both 	<ul style="list-style-type: none"> ▪ difficult, intriguing, varied network of edges, steps, turns, holds for both with a great predominance of face to face positions ▪ movements flow seamlessly into the next without any pause or gaps ▪ there is no pause to prepare for or following the exit of elements ▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ move as one, superb matching skate very close to each other most of the time with superb ease when changing ▪ elegant /sophisticated style ▪ refined line of body and limbs ▪ precise execution of body movements along different planes ▪ both spellbinding/captivating ▪ projection exceptional (to audience or inwards if music requires) 	<ul style="list-style-type: none"> ▪ wide range of steps, moves, positions, and design of required elements superbly motivated by music ▪ ingenious use of music, space, symmetry ▪ memorable highlights distributed evenly throughout the program ▪ all movements purposefully created and following the musical phrase ▪ change of pace/tempo incorporated seamlessly ▪ total utilization of personal and public space ▪ choreography gives the feeling of a completely unified dance (RD): 100% 	<ul style="list-style-type: none"> ▪ skaters embody the music as one ▪ genuine motivation from “heart” by both ▪ wide range of inspired movements linked with personal gestures ▪ skaters convincingly stay “in character” for the entire program. ▪ exceptional ability to relate as one and to reflect character and rhythm of the music ▪ superb embodiment of the music’s style and character ▪ timing: 100% correct ▪ expression of Rhythms (RD): 100% correct ▪ dance mood (FD): 100%
<p>9.75 – 9.00</p> <p>EXCELLENT</p> <p>With falls or serious errors, 9 cannot be awarded</p>	<ul style="list-style-type: none"> ▪ deep, quiet, sure, seemingly effortless edges ▪ deep/fluid knee action ▪ excellent precision of foot placement in steps/turns ▪ seamless use of all directions ▪ effortless acceleration ▪ extensive skill range for both 	<ul style="list-style-type: none"> ▪ difficult, intriguing, varied network of edges, steps, turns, holds for both with a great predominance of face to face positions ▪ movements flow seamlessly into the next without any pause or gaps ▪ there is no pause to prepare for or following the exit of elements ▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ move as one, superb matching skate very close to each other most of the time with superb ease when changing ▪ elegant /sophisticated style ▪ refined line of body and limbs ▪ precise execution of body movements along different planes ▪ both spellbinding/captivating ▪ projection exceptional (to audience or inwards if music requires) 	<ul style="list-style-type: none"> ▪ wide range of steps, moves, positions, and design of required elements superbly motivated by music ▪ ingenious use of music, space, symmetry ▪ memorable highlights distributed evenly throughout the program ▪ all movements purposefully created and following the musical phrase ▪ change of pace/tempo incorporated seamlessly ▪ total utilization of personal and public space ▪ choreography gives the feeling of a completely unified dance (RD): 90% 	<ul style="list-style-type: none"> ▪ skaters embody the music as one ▪ genuine motivation from “heart” by both ▪ wide range of inspired movements linked with personal gestures ▪ skaters convincingly stay “in character” for the entire program. ▪ exceptional ability to relate as one and to reflect character and rhythm of the music ▪ superb embodiment of the music’s style and character ▪ timing: 100% correct ▪ expression of Rhythms (RD): 90% correct ▪ dance mood (FD): 90%
<p>8.75 – 8.00</p> <p>VERY GOOD</p>	<ul style="list-style-type: none"> ▪ strong, sure, fluid edges ▪ supple knee action ▪ precision of foot placement, neat steps/turns ▪ ease in accelerating even during difficult steps ▪ always multidirectional broad skill range for both 	<ul style="list-style-type: none"> ▪ difficult, varied, sequences of edges/steps/turns/holds for both throughout with a great predominance of face to face positions ▪ movements flows easily into the next ▪ most elements are executed without visible preparation or conclusion ▪ creative linking of Pattern Dance Elements and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ coordinated movements, very good matching ▪ skate close to each other most the time with extreme ease when changing positions / holds ▪ very good carriage and placement of the body ▪ very good control of the body along different planes ▪ project strongly and together convincing 	<ul style="list-style-type: none"> ▪ variety of innovative and purposeful moves that develop a theme ▪ very good choreography, clearly understandable and motivated by the music ▪ change of pace/tempo incorporated with ease ▪ very good use of musical phrasing/space/symmetry ▪ choreography gives the feeling of a completely unified dance (RD): 80% 	<ul style="list-style-type: none"> ▪ skaters and music meld together ▪ internal motivation clearly seen by both ▪ use of interesting and personal gestures to express the music ▪ very good ability to relate as one to reflect the character and rhythm of the music ▪ very good embodiment of the music’s style and character ▪ timing at least: 80% correct ▪ expression of Rhythms (RD): at least 80% correct ▪ dance mood (FD): at least 80%

RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF TRANSITIONS	CHARACTERISTICS OF PERFORMANCE	CHARACTERISTICS OF COMPOSITION	CHARACTERISTICS OF INTERPRETATION OF THE MUSIC/TIMING
7.75 – 7.00 GOOD	<ul style="list-style-type: none"> ▪ strong, sure, confident edges ▪ strong, flexible knee action ▪ polished & clean foot placement in steps/turns ▪ good use of multi directional skating ▪ ability to accelerate easily ▪ good skill range 70% of time for both 	<ul style="list-style-type: none"> ▪ varied and connected edges/steps/turns/positions for both ▪ varied use of holds with a predominance of face to face positions ▪ minimal use of cross cuts or running ▪ fluid and intentional movements throughout ▪ creative linking of Pattern Dance Elements and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ move as couple, matched with ease ▪ skate close to each other at least 70% of time ▪ easy use of change of all holds and positions ▪ good carriage/lines ▪ good demonstration of control of the body along different planes. ▪ both project most of time 	<ul style="list-style-type: none"> ▪ use of known and innovative / creative moves that are motivated by the music ▪ obvious relationship between moves and musical selection. ▪ good use of musical phrasing/space/symmetry ▪ both skaters demonstrate commitment to the composition purpose ▪ directed to all sides of the rink ▪ choreography gives the feeling of a completely unified dance (RD): 70% 	<ul style="list-style-type: none"> ▪ skating/music integrated ▪ good internal motivation and feeling for the music by both ▪ skaters stay “in character” at least 70% of program ▪ good partner relationship with both communicating the details of the music through movement ▪ good expression of the music’s style and character ▪ timing: at least 70% correct ▪ expression of Rhythms (RD): at least 70% correct ▪ dance mood (FD): at least 70%
6.75 – 6.00 Above average	<ul style="list-style-type: none"> ▪ reasonable, sure edges ▪ above average knee action ▪ above average cleanness in foot placement in steps/turns demonstrated in all directions with ease at least 60% of the time ▪ steps/turns, all directions with ease 60% of the time ▪ gain and maintain speed and flow easily ▪ above average skill range for both 	<ul style="list-style-type: none"> ▪ difficult and varied of edges/steps/turns/positions for both for 60 % of time ▪ varied use of holds with a frequent use of face to face positions ▪ seldom use of cross cuts or running ▪ some breaks in continuity ▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ above average unison, move as couple 60% of time ▪ skate close to each other 60% of time ▪ above average control of body and limbs along different planes ▪ above average carriage / lines ▪ both are able to project 60% of time 	<ul style="list-style-type: none"> ▪ interesting moves derived from the concept ▪ most moves/pattern/utilization of space are related to the purpose. ▪ above average distribution of highlights and placement to match musical phrase and form ▪ use of creative set-ups for required elements ▪ above average use of ice pattern ▪ choreography gives the feeling of a completely unified dance (RD):60% 	<ul style="list-style-type: none"> ▪ skating fits music well ▪ solid internal motivation and feeling for the music by both ▪ skaters stay “in character” at least 60% of time ▪ skaters are both able to play with the music and communicate the details of the music through movement ▪ partner relationship to reflect the character and rhythm of the music at least 60% of time ▪ above average expression of the music’s style and character ▪ timing: at least 60% correct ▪ expression of Rhythms (RD): at least 60% correct ▪ dance mood (FD): at least 60%
5.75 – 5.00 average	<ul style="list-style-type: none"> ▪ moderately sure edges ▪ some variety of knee action/steps/turns ▪ even speed and flow throughout ▪ average skill range for both 	<ul style="list-style-type: none"> ▪ series of variable edges/steps/turns/positions for both ▪ average use of holds with many face to face positions ▪ limited use of cross cuts or running ▪ creative linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ unison broken occasionally ▪ skate close to each other at least 50% of time ▪ average control of body and limbs along different planes ▪ pleasing carriage/lines with some breaks ▪ projection skills variable but both are able to project 	<ul style="list-style-type: none"> ▪ variable moves often related to purpose and music ▪ moves and highlights match the musical phrasing most of the time. ▪ highlights generally well distributed but focused occasionally to one side ▪ average use of change of pace ▪ average design of movements and pattern / ice coverage ▪ choreography gives the feeling of a completely unified dance (RD): 50% 	<ul style="list-style-type: none"> ▪ slight difference in skater motivation/feeling for the music ▪ skaters stay “in character” at least 50% of the time ▪ average use of movement linked to musical accents/details ▪ average expression of music’s style and character. ▪ reasonable partner relationship to reflect the character and rhythm of the music ▪ timing: at least 50% correct ▪ expression of Rhythms (RD): at least 50% correct ▪ dance mood (FD): at least 50%

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4.75 – 4.00 Fair	<ul style="list-style-type: none"> shallow edges with variable edge quality and knee action fair range of steps/turns, multidirectional at least 40% of time variable skills for both, variable abilities consistent speed and flow at least 40% of time 	<ul style="list-style-type: none"> an equal amount of simple and difficult edges/steps/turns/positions one partner has some sections with simple workload varied use of holds with some face to face positions creative linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> unison sometimes broken skate close to each other at least 40% of time variable control of body and limbs carriage /lines variable, mostly pleasing posture only one projects or both only 40% of time 	<ul style="list-style-type: none"> movement design corresponds sometimes with music moves and highlights sometimes match the musical phrasing elements generally well distributed but sometimes too much emphasis to one side of the rink choreography gives the feeling of a completely unified dance (RD): at least 40% 	<ul style="list-style-type: none"> skating fits music with minor exceptions some motivated moves but balanced feeling for music missing moderate use of movement linked to musical accents and nuances correct but not personal expression of the music's style and character partner relationship to reflect the character and rhythm of the music at least 40% of time timing: at least 40% correct expression of Rhythms (RD): at least 40% correct dance mood (FD): at least 40%
3.75 – 3.00 Weak	<ul style="list-style-type: none"> some flat edges limited knee action, stiff at times few steps/turns, able to skate in all directions on simple turns and for some difficult turns; variable skills for both and occasionally differing ability lack of flow, some change in speed 	<ul style="list-style-type: none"> some basic edges/steps some simple turns/positions/holds one partner performs difficulty and other on 2 feet in some sections little use of partner facing hold poor linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> variable unison skate close to each other at least 30% of time weak control of body and limbs little demonstration of use of the body in different planes variable extensions holds relatively stable only one projects 30% of time or both only occasionally project 	<ul style="list-style-type: none"> some isolated groups of moves that are motivated by the music and fit the purpose. movements generally do not follow the musical phrasing. often moves and highlights directed to the judge's side reasonable placement of elements on ice surface choreography gives the feeling of a completely unified dance (RD): 30% 	<ul style="list-style-type: none"> some motivated moves, but often seem meaningless to skaters music is background for Required elements appropriate use of music but personal feeling is inconsistent with the skaters weaving in and out of character some partner relationship to reflect the character and rhythm of the music timing: at least 30% correct expression of Rhythms (RD): at least 30% correct dance mood (FD): at least 30%
2.75 – 2.00 Poor	<ul style="list-style-type: none"> short and poor steps/ flat edges little power, toe pushing or wide stepping few steps/turns, able to skate in both directions on simple turns only variable skills with one weaker in sections 	<ul style="list-style-type: none"> many parts have basic edges/steps simple turns/positions/holds many sections in hand-in-hand or side by side hold, minimal use of partner facing holds one partner performs difficult moves and other on two feet most of time simple linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> inconsistent stability of holds and some unison breaks do not skate close to each other most of the time poor control of the body and limbs poor carriage/extensions limited projection skills, both cautious 	<ul style="list-style-type: none"> many moves do not appear to be motivated by the musical selection the purpose of the composition is poorly developed or communicated through movement. movements do not follow the musical phrase. moves and highlights directed to judges side choreography gives the feeling of a completely unified dance (RD): 30% 	<ul style="list-style-type: none"> no relationship or feeling for music demonstrated by skaters poor use of movement linked to musical accents and details occasional partner relationship to reflect the character and rhythm of the music unmotivated/non-authentic movement timing: less than 30% correct expression of Rhythms (RD): Less than 30% correct dance mood (FD) : Less than 30%
1.75 – 1.00 Very poor	<ul style="list-style-type: none"> short and very poor steps/edges slow, little flow, toe pushing few steps/turns, mainly in one direction minimal variation in speed very poor basic skills with one being "carried" in sections 	<ul style="list-style-type: none"> predominance of stroking/simple turns/poses many large sections in hand-in-hand or side by side hold only very poor linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> struggle in holds and unison out of unison skate close to each other most of the time very poor matching of body position/extensions very poor carriage/extensions very limited projection skills 	<ul style="list-style-type: none"> most moves do not appear to be motivated by the musical selection the composition lacks a clearly defined / developed purpose. movements are mainly directed to judge's side placement of moves lacks balance with little relationship to musical phrase. composition is repetitive or monotonous choreography gives little feeling of a completely unified dance (RD) 	<ul style="list-style-type: none"> lacking or inappropriate skater dynamics in relation to the music moves seem unrelated to the music's character and / or rhythm little or no partner relationship to reflect the character and rhythm of the music timing: less than 30% correct expression of Rhythms (RD): less than 30% correct dance mood (FD): less than 30%

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0.75 – 0.25 Extremely poor	<ul style="list-style-type: none"> ▪ extremely poor steps and shaky edges ▪ mostly on two feet for both ▪ uncontrolled movements ▪ struggle with steps/turns: always in one direction ▪ extremely poor basic skills for both ▪ cannot gain speed 	<ul style="list-style-type: none"> ▪ basic stroking and extremely poor posing throughout ▪ few sustained edges, and pattern consists of straight lines ▪ mostly use of hand in hand or side by side hold ▪ very poor linking of Pattern Dance Element(s) and rest of the dance (RD) 	<ul style="list-style-type: none"> ▪ unstable holds, uncontrolled matching and unison ▪ do not skate close to each other most of the time ▪ extremely poor line of body and limbs/carriage/extensions ▪ projection skills lacking, both labored 	<ul style="list-style-type: none"> ▪ moves do not appear to be motivated by the musical selection. ▪ entire program directed to judges side placement of moves appears random, not linked to musical phrase ▪ movement and element placement lacks balance. ▪ some areas of ice untouched and often use of straight lines or barrier skating ▪ choreography does not give any feeling of a unified dance (RD) 	<ul style="list-style-type: none"> ▪ lacks any skater(s) dynamics to the music ▪ isolated and apparently random non personal gestures independent of the music's character ▪ Little use of movement linked to musical accents / details. ▪ no partner relationship to reflect the character and rhythm of the music, two "solos" ▪ timing: less than 30% correct ▪ expression of Rhythms (RD): less than 30% correct ▪ dance mood (FD): less than 30%

Notes:

- Under Interpretation of the Music/Timing, the characteristic "timing" means:
 - skating primarily to rhythmic beat,
- If a Fall or Interruption affects the rest of the program or part of the program, certain characteristics of one or several Program Components may be impacted.
- With a fall or serious error, 10 cannot be awarded for any Component
- With falls or serious errors, marks in 9's cannot be awarded for any Component.

Adjustments to Program Components	
Under Skating Skills	Loss of Balance or Stumble outside of Required Elements: <ul style="list-style-type: none"> ▪ by one partner - 0.5 per each ▪ by both partners - 1.0 per each

4. DEDUCTION CHART (Rhythm Dance and Free Dance)

Who is Responsible

Description	Penalty	Who is responsible
Program time violation – as per Rule 502	-1.0 for every 5 sec. lacking or in excess	Referee
Illegal Elements / Movements – as per Rules 709 and 710, paras 3 <ul style="list-style-type: none"> Illegal Lift Movement/Pose in the Lift (Rule 704 para 16): Jump (or throw jump) of more than one (1) revolution or jump of one (1) revolution skated at the same time by both partners; Lying on the ice. 	-2.0 per violation	Technical Panel** If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive <u>Basic</u> Level if the requirements for at least <u>Basic</u> Level are fulfilled. Otherwise the element will be called No Level.
Costume / prop violations – as per Rule 501, para 1 Note: prop violation includes using part of the costume as a support in a Dance Lift. In this case, deduction by Referee and Judges applies, and Technical Panel gives the Level of the Dance Lift according to the Calling Specifications.	-1.0 per program	Referee + Judges*
Part of the costume / decoration fall on the ice – as per Rule 501, para 2	-1.0 per program	Referee
Fall <ul style="list-style-type: none"> - per fall by one partner - per fall by both partners 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 (Rules 709 and 710, paras 1.k) <u>unless otherwise specified in an ISU Communication.</u> A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1). 	-1.0 -2.0	Technical Panel**
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-1.0	Referee
Interruption in performing the program in excess of 10 seconds <ul style="list-style-type: none"> - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program until the moment he resumes performing the program (Rule 503, para 2)	-1.0 -2.0 -3.0	Referee If an Interruption lasts more than 40 seconds, an acoustic signal is produced by the Referee and the Couple is withdrawn.
Interruption in the program with allowance to resume from the point of interruption – as per Rule 515, para 3.b)	-5.0	Referee If one partner does not report to the Referee within 40 seconds after the interruption started, or if the Couple does not resume the program within the additional 3 minutes allowance, the Couple is withdrawn.
Violation of choreographic restrictions <ul style="list-style-type: none"> Rhythm Dance: as per Rule 709, para 1.d) (pattern), g) (separations), h) (stops) and i) (touching the ice with hand(s)) Free Dance: as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) <u>unless otherwise specified in an ISU Communication.</u> 	-1.0 per program	Referee + Judges*
Extra Elements <ul style="list-style-type: none"> <u>Extra Element</u> – for each Lift or Spin within a Step Sequence (e.g. RoLi+ExEI, Sp+ExEI) <u>Additional Element</u> – by computer verification, for elements not according to requirements for Rhythm Dance or not according to the “Well-Balanced Free Dance Program (e.g. CuLi*)” 	-1.0 per element Element receives no value	Computer applies deduction. Technical Controller authorizes or corrects the Call and confirms the deduction applied.
Music requirements <ul style="list-style-type: none"> Rhythm Dance: as per Rule 709 para 1.c) (i) and (ii) Free Dance: as per Rule 710 para 1.c) 	-2.0 per program	Referee + Judges*
Tempo specifications – Rhythm Dance: as per Rule 709 para 1.c) (iii)	-1.0 per program	Referee
Lifts exceeding permitted duration – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift) or 12 sec (Combination Lift)	-1.0 per Lift	Referee

5. Marking Guide for Program Components – Pattern Dances

Characteristics of Components				
RANGE OF MARKS	CHARACTERISTICS OF SKATING SKILLS	CHARACTERISTICS OF PERFORMANCE	CHARACTERISTICS OF INTERPRETATION	CHARACTERISTICS OF TIMING
<p>10.0</p> <p>OUTSTANDING</p> <p>With a fall or serious error, 10 cannot be awarded</p>	<ul style="list-style-type: none"> precise transfer on lobe transitions deep/fluid knee action elegant, precise steps/turns seamless ability to turn in both directions considerable speed and power extensive skill range for both both are superb 	<ul style="list-style-type: none"> move as one with flawless, matching unison and change of hold elegant/sophisticated style refined line of body and limbs both spellbinding projection exceptional by both 	<ul style="list-style-type: none"> wide range of inspired movements/gestures from the “heart” skaters stay “in themselves” or “in character” for the whole dance use of nuances as one exceptional ability to relate as one to reflect character of rhythm 	<ul style="list-style-type: none"> timing: 100% correct timing of footwork superb on strong beat: 100% all body movements synchronized with rhythm
<p>9.75 – 9.00</p> <p>EXCELLENT</p> <p>With falls or serious errors, 9 cannot be awarded</p>	<ul style="list-style-type: none"> precise transfer on lobe transitions deep/fluid knee action elegant, precise steps/turns seamless ability to turn in both directions considerable speed and power extensive skill range for both both are superb 	<ul style="list-style-type: none"> move as one with flawless, matching unison and change of hold elegant/sophisticated style refined line of body and limbs both spellbinding projection exceptional by both 	<ul style="list-style-type: none"> wide range of inspired movements/gestures from the “heart” skaters stay “in themselves” or “in character” for the whole dance use of nuances as one exceptional ability to relate as one to reflect character of rhythm 	<ul style="list-style-type: none"> timing: 100% correct timing of footwork superb on strong beat: 100% all body movements synchronized with rhythm
<p>8.75 – 8.00</p> <p>VERY GOOD</p>	<ul style="list-style-type: none"> deep supple knee action and robust stroking stylish, precise, neat on steps/turns easy action on turns in both directions broad skill range for both 	<ul style="list-style-type: none"> coordinated movements and excellent matching effortless change of hold very good carriage & lines both project strongly 	<ul style="list-style-type: none"> skaters and music meld – internal motivation very good range of interesting movements/gestures very good ability to relate as one to reflect rhythm of music 	<ul style="list-style-type: none"> timing: 100% correct timing of footwork nearly superb on strong beat: 100% most body movements reflect rhythm
<p>7.75 – 7.00</p> <p>GOOD</p>	<ul style="list-style-type: none"> strong, flexible knee action polished and clean steps/turns reasonable speed and strong stroking wide skill range for both 	<ul style="list-style-type: none"> move as couple matched and change holds with ease good carriage/lines both project most of time 	<ul style="list-style-type: none"> skating/music integrated – variable motivation skaters stay in character with rhythm for most of the dance reflect nuances good partner relationship 	<ul style="list-style-type: none"> timing: 70% correct timing of footwork very good on strong beat: 70% general relation of body movements to rhythm
<p>6.75 – 6.00</p> <p>ABOVE AVERAGE</p>	<ul style="list-style-type: none"> above average knee action generally good on steps/turns 60% of the time maintain speed and flow well above average skill range for both 	<ul style="list-style-type: none"> above average unison-move as couple 60% of the time above average line of body and limbs and above average carriage both are able to project 60% of time 	<ul style="list-style-type: none"> movements in character 60% of time some reflection of nuances partner relationship 60% of the time 	<ul style="list-style-type: none"> timing: 60% correct timing of footwork accurate on strong beat: 60% some body movements reflect rhythm
<p>5.75 – 5.00</p> <p>AVERAGE</p>	<ul style="list-style-type: none"> some knee action some ability on steps/turns and rotating in both directions even speed and flow throughout average skill range for both 	<ul style="list-style-type: none"> unison broken occasionally average carriage/lines with some breaks consistent pleasing line of body and limbs projection skills variable but both are able to project 	<ul style="list-style-type: none"> one partner has motivated moves moderate use of accents/nuances average expression of rhythms and use of accents/nuances average emotional connection to music reasonable partner relationship 	<ul style="list-style-type: none"> timing: 50% correct occasional timing errors but generally on time on strong beat: 50% some body movements do not reflect rhythms

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4.75 – 4.00 Fair	<ul style="list-style-type: none"> ▪ variable knee action ▪ fair skill on steps and turns ▪ skills level similar ▪ consistent speed and flow only 40% of the time 	<ul style="list-style-type: none"> ▪ unison sometimes broken ▪ carriage /lines variable, mostly pleasing posture ▪ reasonable line of body and limbs ▪ only one projects or both project only 40% of the time 	<ul style="list-style-type: none"> ▪ correct expression of rhythm ▪ some motivated moves ▪ partner relationship 40% of the time 	<ul style="list-style-type: none"> ▪ timing at least 40 % correct ▪ some minor timing errors but often mostly on time ▪ but on strong beat: 40% ▪ many body movements do not reflect rhythms
3.75 – 3.00 Weak	<ul style="list-style-type: none"> ▪ variable sureness, flow ▪ limited knee action – stiff at times ▪ variable ability in turning ▪ variable speed and power ▪ variable skills for both and occasional differing ability 	<ul style="list-style-type: none"> ▪ inconsistent holds & often move separately – variable unison ▪ variable line of body and limbs/carriage though occasionally acceptable ▪ only one projects 30% of the time 	<ul style="list-style-type: none"> ▪ some appropriate use of rhythm but expression is fair and they weave in and out of character ▪ some motivated moves ▪ some partner relationship 	<ul style="list-style-type: none"> ▪ timing only 30% correct ▪ some parts off time ▪ or on strong beat: only 30 % ▪ some of body movements off time
2.75 – 2.00 Poor	<ul style="list-style-type: none"> ▪ little power – toe pushing more than 80% of the time or wide stepping ▪ at ease only on simple turns ▪ variable skills with one weaker in sections 	<ul style="list-style-type: none"> ▪ inconsistent stability in holds and some unison breaks ▪ poor line of body and limbs/carriage/extensions ▪ limited projection skills – both cautious 	<ul style="list-style-type: none"> ▪ some steps use music, but not connected to rhythm ▪ poor use of accents and nuances ▪ occasional partner relationship 	<ul style="list-style-type: none"> ▪ timing less than 20% correct ▪ on strong beat: only 20% ▪ most body movements off time
1.75 – 1.00 Very poor	<ul style="list-style-type: none"> ▪ slow, little flow ▪ frequent toe-pushing or wide-stepping ▪ stroking on one side weak ▪ very poor basic skills with one being “carried” in sections 	<ul style="list-style-type: none"> ▪ struggle in holds & unison– ▪ out of unison and poor matching ▪ very poor line of body and limbs/carriage/extensions ▪ very limited projection skills 	<ul style="list-style-type: none"> ▪ moves seem unrelated to rhythm/character ▪ minimal attention to nuances ▪ little or no partner relationship 	<ul style="list-style-type: none"> ▪ timing less than 20% correct ▪ on strong beat: less than 20% ▪ major portion of dance off time ▪ timing of body movements lacks control
0.75 – 0.25 Extremely poor	<ul style="list-style-type: none"> ▪ off balance ▪ struggle with steps/turns ▪ lack of speed and flow ▪ extremely poor basic skills for both 	<ul style="list-style-type: none"> ▪ unstable holds, uncontrolled unison and matching ▪ extremely poor line of body and limbs/carriage/extensions ▪ projection skills lacking – both laboured 	<ul style="list-style-type: none"> ▪ isolated and apparently random gestures not related to character/nuances/accents ▪ no partner relationship – two “solos” 	<ul style="list-style-type: none"> ▪ entirely off time ▪ not on strong beat at all

Note:

- If a Fall affects the rest of the dance or part of the dance, certain characteristics of one or several Components may be impacted.
- With a fall or serious error, 10 cannot be awarded for any Component
- With falls or serious errors, marks in 9's cannot be awarded for any Component.