

## VI. REVISED SCALE OF VALUES (SOV) – SHORT DANCE AND FREE DANCE (2011/2012)

| REQUIRED ELEMENTS  |   | +3         | + 2        | +1         | Base        | -1           | - 2          | -3           |
|--|---|------------|------------|------------|-------------|--------------|--------------|--------------|
| <b>DANCE SPINS</b>   |   |            |            |            |             |              |              |              |
| <b>a) Spin</b>   | <b>Sp1</b>  | 1.5        | 1.0        | 0.5        | <b>2.00</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>Sp2</b>  | 1.5        | 1.0        | 0.5        | <b>3.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>Sp3</b>  | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>Sp4</b>  | 1.5        | 1.0        | 0.5        | <b>5.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  |   |            |            |            |             |              |              |              |
| <b>b) Combination Spin</b>   | <b>CoSp1</b>  | 1.5        | 1.0        | 0.5        | <b>2.00</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>CoSp2</b>  | 1.5        | 1.0        | 0.5        | <b>3.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>CoSp3</b>  | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>CoSp4</b>  | 1.5        | 1.0        | 0.5        | <b>5.00</b> | - 0.5        | - 1.0        | - 1.5        |
| <b>LIFTS</b>   |   |            |            |            |             |              |              |              |
| <b>a) Stationary Lift</b>  | <b>StLi1</b>  | 1.5        | 1.0        | 0.5        | <b>1.50</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>StLi2</b>  | 1.5        | 1.0        | 0.5        | <b>2.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>StLi3</b>  | 1.5        | 1.0        | 0.5        | <b>3.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>StLi4</b>  | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  |   |            |            |            |             |              |              |              |
| <b>b) Straight Line Lift</b>   | <b>SLi1</b>   | 1.5        | 1.0        | 0.5        | <b>1.50</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>SLi2</b>   | 1.5        | 1.0        | 0.5        | <b>2.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>SLi3</b>   | 1.5        | 1.0        | 0.5        | <b>3.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>SLi4</b>   | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  |   |            |            |            |             |              |              |              |
| <b>c) Curve Lift</b>   | <b>CuLi1</b>  | 1.5        | 1.0        | 0.5        | <b>1.50</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>CuLi2</b>  | 1.5        | 1.0        | 0.5        | <b>2.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>CuLi3</b>  | 1.5        | 1.0        | 0.5        | <b>3.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>CuLi4</b>  | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  |   |            |            |            |             |              |              |              |
| <b>d) Rotational Lift</b>  | <b>RoLi1</b>  | 1.5        | 1.0        | 0.5        | <b>1.50</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>RoLi2</b>  | 1.5        | 1.0        | 0.5        | <b>2.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>RoLi3</b>  | 1.5        | 1.0        | 0.5        | <b>3.50</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>RoLi4</b>  | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  |   |            |            |            |             |              |              |              |
| <b>e) Serpentine Lift</b>  | <b>SeLi1</b>  | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>3.00</b> | <u>- 0.6</u> | <u>- 1.4</u> | <u>- 2.0</u> |
|  | <b>SeLi2</b>  | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>5.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  | <b>SeLi3</b>  | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>7.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  | <b>SeLi4</b>  | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>8.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  |   |            |            |            |             |              |              |              |
| <b>f) Reverse Rotational Lift</b>                                    | <b>RRoLi1</b>   | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>3.00</b> | <u>- 0.6</u> | <u>- 1.4</u> | <u>- 2.0</u> |
|  | <b>RRoLi2</b>   | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>5.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  | <b>RRoLi3</b>   | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>7.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  | <b>RRoLi4</b>   | <u>3.0</u> | <u>2.0</u> | <u>1.0</u> | <b>8.00</b> | <u>- 1.0</u> | <u>- 2.0</u> | <u>- 3.0</u> |
|  |   |            |            |            |             |              |              |              |
| <b>g) Combination Lift</b>   | The Base Values of the first two executed Short Lifts in a Combination Lift will be added and one GOE (the same as for Serpentine Lift and Reverse Rotational Lift) will be applied to the entire Combination Lift. |            |            |            |             |              |              |              |
| <b>SET OF TWIZZLES<br/>(Sequential or Synchronized<br/>Twizzles)</b> | <b>STw1</b>   | 1.5        | 1.0        | 0.5        | <b>2.50</b> | - 0.3        | - 0.7        | - 1.0        |
|  | <b>STw2</b>   | 1.5        | 1.0        | 0.5        | <b>4.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>STw3</b>   | 1.5        | 1.0        | 0.5        | <b>5.00</b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b>STw4</b>   | 1.5        | 1.0        | 0.5        | <b>6.00</b> | - 0.5        | - 1.0        | - 1.5        |

**VI. REVISED SCALE OF VALUES (SOV) – SHORT DANCE AND FREE DANCE (2011/2012)**

| REQUIRED ELEMENTS  |                      | +3  | + 2 | +1  | Base               | -1           | - 2          | -3           |
|--|----------------------|-----|-----|-----|--------------------|--------------|--------------|--------------|
| <b>STEP SEQUENCES</b>  |                      |     |     |     |                    |              |              |              |
| <b>a) Midline in Hold</b>  | <b>MiSt1</b>         | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>MiSt2</b>         | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>MiSt3</b>         | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>MiSt4</b>         | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>b) Diagonal in Hold</b>   | <b>DiSt1</b>         | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>DiSt2</b>         | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>DiSt3</b>         | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>DiSt4</b>         | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>c) Circular<br/>(anti-clockwise and clockwise)</b>                                | <b>CiSt1</b>         | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>CiSt2</b>         | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>CiSt3</b>         | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>CiSt4</b>         | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>d) Serpentine<br/>(anti-clockwise and clockwise)</b>                              | <b>SeSt1</b>         | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>SeSt2</b>         | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>SeSt3</b>         | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>SeSt4</b>         | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>Not Touching Midline</b>  | <b>NtMiSt1</b>       | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>NtMiSt2</b>       | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>NtMiSt3</b>       | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>NtMiSt4</b>       | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>Not Touching Circular</b>   | <b>NtCiSt1</b>       | 1.5 | 1.0 | 0.5 | <b>3.50</b>        | - 0.5        | - 1.0        | - 1.5        |
|  | <b>NtCiSt2</b>       | 3.0 | 2.0 | 1.0 | <b>5.00</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>NtCiSt3</b>       | 3.0 | 2.0 | 1.0 | <b>6.50</b>        | - 1.0        | - 2.0        | - 3.0        |
|  | <b>NtCiSt4</b>       | 3.0 | 2.0 | 1.0 | <b>8.00</b>        | - 1.0        | - 2.0        | - 3.0        |
| <b>Pattern Dance Elements</b>  |                      |     |     |     |                    |              |              |              |
| <b>Cha Cha Congelado<br/>Sequence with Step # 1 on the<br/>Judges' side</b>          | <b><u>CC1Sq1</u></b> | 1.5 | 1.0 | 0.5 | <b><u>3.00</u></b> | - <u>0.5</u> | - <u>1.0</u> | - <u>1.5</u> |
|  | <b><u>CC1Sq2</u></b> | 1.5 | 1.0 | 0.5 | <b><u>5.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>CC1Sq3</u></b> | 1.5 | 1.0 | 0.5 | <b><u>6.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>CC1Sq4</u></b> | 1.5 | 1.0 | 0.5 | <b><u>7.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
| <b>Cha Cha Congelado<br/>Sequence with Step # 1 on the<br/>Judges' opposite side</b> | <b><u>CC2Sq1</u></b> | 1.5 | 1.0 | 0.5 | <b><u>3.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>CC2Sq2</u></b> | 1.5 | 1.0 | 0.5 | <b><u>5.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>CC2Sq3</u></b> | 1.5 | 1.0 | 0.5 | <b><u>6.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>CC2Sq4</u></b> | 1.5 | 1.0 | 0.5 | <b><u>7.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
| <b>Rhumba<br/>Sequence with Step # 1 on the<br/>Judges' side</b>                     | <b><u>R1Sq1</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>3.00</u></b> | - <u>0.5</u> | - <u>1.0</u> | - <u>1.5</u> |
|  | <b><u>R1Sq2</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>5.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>R1Sq3</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>6.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>R1Sq4</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>7.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
| <b>Rhumba<br/>Sequence with Step # 1 on the<br/>Judges' opposite side</b>            | <b><u>R2Sq1</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>3.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>R2Sq2</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>5.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>R2Sq3</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>6.00</u></b> | - 0.5        | - 1.0        | - 1.5        |
|  | <b><u>R2Sq4</u></b>  | 1.5 | 1.0 | 0.5 | <b><u>7.00</u></b> | - 0.5        | - 1.0        | - 1.5        |