

IJS Element Codes

Dance Codes

Pattern Dance Portion of Rhythm Dance – Section or sequence number + Dance abbreviation + level (e.g. 1AT4)

2022-23 Codes

Junior rhythm dance:

1AT Argentine Tango section 1

2AT Argentine Tango section 2

Pattern Dance Type Step Sequence – pattern + St + level (e.g. PSt4 = pattern dance type step sequence level 4)

PSt Pattern dance type sequence Style D

Dance Spin – DSp + level (e.g. DSpB = dance spin level base)

DSp Spin

Lifts – type of lift + Li + level (e.g. CuLi1 = curve lift level 1)

StaLi Stationary lift

SILi Straight line lift

CuLi Curve lift

RoLi Rotational lift

Combination Lift – The code is written for each lift in the order skated; “+” signs connect the lifts (e.g. CuLi+RoLi = curve lift, rotational lift combination)

Twizzles – type of twizzle (determined by event) + W and level for woman + M and level for man (e.g. SqTwW2+SqTwM3 = combination set of sequential twizzles woman level 2, man level 3)

SqTwW +SqTwM Sequential twizzles (woman plus man) (rhythm dance)

SyTwW + SyTwM Synchronized twizzles (woman plus man) (free dance)

pSTw Synchronized twizzle (juvenile and adult free dance only)

Step Sequences – pattern + St + W and level for woman + M and level for man (e.g.

CiStW3+CiStM2 = circular step sequence woman level 3, man level 2)

OFTW+OFTM One foot turns sequence (woman plus man)

DiStW+DiStM Diagonal step sequence Style B (woman plus man)

MiStW+MiStM Midline step sequence Style B (woman plus man)

CiStW+CiStM Circular step sequence Style B (woman plus man)

SeStW+SeStM Serpentine step sequence Style B (woman plus man)

pChSt Choreographic step sequence (juvenile and adult free dance only)

Choreographic Elements – Ch + element + 1 (if confirmed) (e.g. ChLi1 = choreographic lift confirmed)

ChLi Choreographic dance lift

ChSp Choreographic spinning movement

ChAJ Choreographic assisted jumps

ChTw Choreographic twizzling movement

ChSl Choreographic sliding movements

ChSt Choreographic character step sequence

ChRS Choreographic rhythm sequence

IJS Element Codes

Pairs Codes

Jumps – See singles codes

Solo Spins – See singles codes

Step Sequences – See singles codes

Lifts – Group lift number + Li + level (e.g. 4Li2 = Group 4 lift level 2)

Group

- 1Li Group 1 lift (armpit take off (not fully extended))
- 2Li Group 2 lift (hand to waist take off)
- 3Li Group 3 lift (hand to hip – star and platter (table top) take off)
- 4Li Group 4 lift (hand to hand press take off)
- 5Li Group 5 lift (hand to hand lasso take off (five different types))
 - 5TLi – Toe lasso
 - 5SLi – Step in lasso
 - 5BLi – Backward lasso
 - 5ALi – Axel lasso
 - 5RLi – Reverse lasso

Twist Lifts – Rotations + Tw + level (e.g. 2Tw3 = double Lutz twist lift level 3)

- Tw Lutz/flip/toe loop/Axel twist lift

Throw Jumps – Rotations + jump code + Th

Throw	Code	Single	Double	Triple	Quad
Toe loop	TTh	1TTh	2TTh	3TTh	4TTh
Salchow	STh	1STh	2STh	3STh	4STh
Loop	LoTh	1LoTh	2LoTh	3LoTh	4LoTh
Flip	FTh	1FTh	2FTh	3FTh	4FTh
Lutz	LzTh	1LzTh	2LzTh	3LzTh	4LzTh
Axel	ATh	1ATh	2ATh	3ATh	4ATh

Death Spiral – Lady's edge and direction followed by Ds followed by level (e.g. FiDs1 = forward inside death spiral level 1)

- FiDs Forward inside
- BiDs Backward inside
- FoDs Forward outside
- BoDs Backward outside
- PiF Pivot Figure

Pairs Spins – Type of spin followed by level (e.g. PSp4 = pair spin level 4)

- PSp Pair spin (no change of foot and/or no change of position)
- PCoSp Pair spin combination (change of foot and position)

IJS Element Codes

Singles Codes

Jumps – Add the rotation before the jump code

Jump	Code	Single	Double	Triple	Quad
Toe loop	T	1T	2T	3T	4T
Salchow	S	1S	2S	3S	4S
Loop	Lo	1Lo	2Lo	3Lo	4Lo
Euler	Eu	1Eu	-	-	-
Flip	F	1F	2F	3F	4F
Lutz	Lz	1Lz	2Lz	3Lz	4Lz
Axel	A	1A	2A	3A	4A

Jump Combination – The code is written for each jump in the order skated; “+” signs connect the jumps. E.g. 3S+2T = triple Salchow, double toe loop combination.

Jump Sequence – The code is written for each jump in the order skated; “+” signs connect the jumps, and a “+ SEQ” is added at the end. E.g. 2A+2A+SEQ = double Axel, double Axel, jump sequence.

q = landed on the quarter

< = under-rotated

<< = downgraded

e = wrong edge

! = edge attention

Solo Spins – Type of spin + Sp + level (e.g. LSp2 = layback spin level 2)

USp	Upright spin (no change of position or foot)
LSp	Layback spin (no change of position or foot)
CSp	Camel spin (no change of position or foot)
SSp	Sit spin (no change of position or foot)
CoSp	Combination spin (change of position, no change of foot)

- **Flying entry** – Letter “F” precedes the element code. FCSp = camel spin with flying entry.
- **Change of foot** – Letter “C” precedes the element code (noted only once no matter how many changes of foot occur). CSSp = sit spin with change of foot. CCoSp = combination spin with a change of foot.
- **Change of foot and flying entry** – Letter “F” precedes letter “C”. FCSSp = sit spin with change of foot and flying entry.

V = reduced value on spins

Step Sequences – Code + level (e.g. StSq1 = step sequence level 1)

StSq	Leveled step sequence
ChSt	Choreographic step sequence
ChSq	Choreographic sequence