

## Official Notice (cont'd)

as an option for test use only, using a 20 beat pattern. The new 20 beat pattern will consist of dropping steps 3, 4, 11, 12, 15, 16 and changing step 14 (XF-ROF) from 2 beats to 1 beat. This reduces the pattern appearing on page 27 of "Roller Skate Dancing" Part 1 from 28 beats to 20 beats of music.

**Competitive Recommendation:** Increase maximum time for Free Dance to 3-1/2 minutes to correspond to International time.

### 2. FIGURE

The following shall replace paragraph (B) Figure Skating on page No. 24 General Rules.

#### b. Figure Skating

The School Figures are listed in two groups for each division of a championship. One group will be drawn for the elimination and the other group will be skated in the finals. If there is a semi-final, the second group would be skated and a redraw would then be made for the finals.

When Loops are not included in the group being skated, the figures will be skated in ascending numerical order. When Loops are included, they will be skated first and the rest of the group will then be skated in ascending numerical order.

Left or Right foot starts are to be drawn within each group, where applicable. The starting foot thus determined, the remaining figures are alternately skated on the Left or Right foot.

Loops are skated first in their group and are first for the Left or Right foot drawing also.

### EXAMPLE:

#### Novice Group II

Figure 12 is skated first. If "B" is drawn for No. 19 then 28A will be skated next.

#### Senior Group I

If 38B is drawn then 21A-37B & 41A will follow

### 3. FREE STYLE

**Test Recommendations:** 1. Eliminate minimum time requirements on all tests.

2. Allow choice of two or three spins on No. 2 test; IF Upright, IB Upright change IF Upright or vice-versa.

3. Add words and/or Double Salchow so that split rotation jumps are not a must on No. 6 test. This would then read: Split Mapes or Split Toe Walley and/or Double Salchow.

4. Double Flip be optional with Split Flip or Split Lutz on No. 8 test.

**Competitive Recommendation:** The committee was unanimously opposed to the restriction on the use of reel to reel tapes. Reel to reel tapes, shall continue as an acceptable source for competitive musical programs.

### 4. GENERAL

The committee asks consideration of allowing apprentice teachers to continue to work on judges commissions while still serving in apprentice capacity.

## NEW INTERNATIONAL STYLE DANCES

(formerly USARSA Dances)

### Style "B" Waltz

Music: Waltz ¾ time

Tempo: 108 Metronome

**Hold:** Waltz Position, face to face, Lady's right hand held in Man's left hand, arms extended and slightly bent, Lady's left arm resting on Man's right arm with elbow in crook of Man's elbow and her hand resting on his upper arm near shoulder. The Man's right arm and hand should be placed firmly, fairly high, on her back.

Care should be taken during partner's Mohawk Turns, do not power stroke, stroke the mohawks smoothly and distinctly. Most of the power is obtained from the plain back and front edges which cross the imaginary line of travel. The forward strokes which employ the step and one-half timing per bar of waltz music (outer 2 beat edge followed with an Inner 1 beat edge) are progressive steps.

The start is made hand in hand, man on left of lady, changing to Waltz position after man's RIB *Open Mohawk*. The dance begins with the barrier lobe which follows the center lobe.

#### Opening Steps

Man	Beats	Lady
ROF	3	ROF
LIF	2	LIF
RIB—Mohawk	1	
LOB	3	ROF

#### The Dance

##### The Outer or Barrier Lobe

Man	Beats	Lady
ROB	3	LOF
LOF	2	RIF
RIF	1	LIF—Mohawk
LOF	3	ROB
RIF	2	LOF
LIF—Mohawk	1	RIF
ROB	3	LOF

##### The Inner or Center Lobe

Man	Beats	Lady
LOB	3	ROF
ROF	2	LIF
LIF	1	RIF—Mohawk
ROF	3	LOB
LIF	2	ROF
RIB—Mohawk	1	LIF
LOB	3	ROF

All Mohawks in this dance are of the *Open Type*. Skaters are permitted to cross midline of rink surface with the center lobes. In skating across the ends or corner of the rink, man skates a LOB 3 beat edge while lady skates a ROF 3 beat edge. These edges join the two barrier lobes.

