

UCWDC® Judge Certification

“Standards” for Line Dance

“Standards” are a list of key items that define a particular dance. UCWDC judges use “Standards” when judging. Each dancer should be sure they are striving to incorporate these crucial factors into their performance. Judges will take into consideration skill levels when judging.

Waltz 3/4 Time, Basic Counts 123,456

- Footwork - HT T TH moving forward, TH T TH moving backward.
- Accent - Dance accent 2&5, Music accent 1&4.
- Movement & Spatial Structure - Progressive counter-clockwise, danced on diagonals, streamlines (patterns that are danced down the line of dance rather than on diagonals).
- Motion - Rise & Fall is a primary characteristic through correct use of base (new/nov) with hover & collection used (int/adv). Swing & Sway from the leg & body creates movement that displays the inclination of the body. (Int/adv).
- Motion - Swing - Pendulum (swing of leg or leg & body, rise & fall essential to create up swing and down swing), Rotational (rotation of leg & body to produce momentum & progression), Metronomic (tilt of the upper body to initiate movement) - often all 3 used in combination.
- Motion - Sway - natural inclination of the body away from direction of movement.
- Movement dynamic – even is primary - steady flow of energy (new/nov), impulse - sharp to steady energy & impact steady followed by sharp energy used at higher levels (int/adv).
- Turns - Shaped turns (with pivot turns as primary).
- Elements - Box, Progressive steps, Turns.
- Signature Figures - Diagonals (open left turn), Streamlines (fallaway & spin), Pairs Rotations (pivots).
- Character - Look is elegant, formal, and regal with a sophisticated feeling.

Night Club 4/4 Time, Basic Counts 12&34&56&78&, SQQ

- Footwork - Inside edge of toe to whole foot on step 1, closing in 3rd on step 2 BF, outside edge of toe to whole foot step 3
- Accent - 1 3 5 7
- Movement & Spatial Structure- A non-progressive dance that travels parallel across the audience edge of the floor and uses geometric patterns with volume & depth.
- Motion - Sway & Counter Sway
- Movement Dynamic - even is primary (new/nov), impulse & impact may be used at int/adv levels
- Turns - Shaped turns (with pivot turns as primary).
- Elements - Reaching side steps, close & crossing steps, pivot
- Signature Figures - Promenade Passes, geometric shapes (Diamond), Carousels (Rotations)

- Character - Look is soft, fluid, and romantic.

Triple Two 4/4 Time, Basic Counts 123&45&6, 123&4 56 7&8, SSQQS QQS, SSQQS SS QQS

- Footwork - Heel flat on walks, BF on triples, inside edge of toe used before triple step taken.
- Accents - 1 3 5 7, Dancer accent 2 4 6 8
- Movement & Spatial Structure - A progressive dance that curves through shaped triples.
- Motion - Shape through the whole body that results in curved movement in every triple, with opposite shape in successive triples.
- Movement dynamic - even is primary (impulse & impact may be used at int/adv levels)
- Turns - Shaped turns - pivot turns are primary
- Elements - Walks, feather, French cross, extended chasse, flare, pas de bourre, balance
- Signature Figures - Rotating basic, Weaves, Curved Streamlines
- Character - Look of continuous soft fluid movement throughout the dance, gentle, romantic

West Coast Swing 4/4 Time, Basic Counts 123&45&6, 123&4567&8

- Footwork - HF or BF on walks, B B BF on triples
- Accents - Backbeat rhythm that emphasizes the even beats. Accents 2 4 6 8
- Motion - Smooth gliding action when travelling, with rhythmic check steps on stationary parts, settling on the anchor.
- Movement & Spatial Structure - A non-progressive dance that dances in a slotted structure parallel to the audience edge of the floor.
- Connection - uses extension and compression (Elasticity).
- Movement Dynamic - even is primary, impulse & impact used at int/adv level
- Turns - pivot turns are primary
- Elements - Walks, triple steps, anchor step
- Signature Figures - Pushes, Passes, Whips
- Character - Look is flirtatious, playful, and inviting.

Cha-Cha 4/4 Time, Basic Timing 1234&5678&

- Footwork - BF BF BF B B BF (inside edge of ball for Cuban)
- Accents - music 1 & 5, dancer 2 & 6, rhythmic accent 4&
- Movement & Spatial Structure - A non progressive dance that may travel depending on the pattern used. Travel can only occur if it does not impact other dancers.
- Motion - Cuban (Hip action achieved through softer knee & continuous circular hip action) or Latin Motion (defined by quicker use of straight legs and staccato action) use should be music dependent
- Movement Dynamic - Impact is primary

- Turns - Spot turns, chase turns, chaine
- Elements - Chasse, Breaks, Locks
- Signature Figures - Basic actions, Break patterns, Spot/Rotations
- Character - Look is fiery, flirtatious, cheeky.

Polka 4/4 Time, Basic Timing 1&2, 3&4, 5&6, 7&8

- Footwork - B B BF (starting in 3rd foot position, using inside edge of ball)
- Accents - 1 3 5 7, Dancer Accent 2 4 6 8 Down on the numbered beats, up on the '&' counts, including '&' counts between triples.
- Movement & Spatial Structure - A progressive dance with accented phrase endings. Travels aggressively down the floor, even with partner rotations.
- Motion - a pulsed action using progressive lilt driven from standing leg. Forward poise (pitch) of the body is used and one side of the body leading.
- Movement dynamics - impulse is primary
- Turns - chaine are primary
- Elements - chasse, rotating triples, coaster step
- Signature Figures - Runs, Slip Weaves, Partner Rotations
- Character - Look is energetic and exciting, true 'country dance'.

East Coast Swing 4/4 Time, Basic Timing 1&2, 3&4, 56, 1&2 34 5&6 78

- Footwork - B B BF, B B BF, BF BF (using inside edge of toe when stepping to side)
- Accent - Pulsed rhythm 2 4 6 8
- Movement - A non-progressive dance with rotations and circular movements
- Motion - hip swing with hip release
- Movement dynamics - impulse is primary
- Turns - rotating triples are primary
- Elements - Chasse, rocks, turns
- Signature Figures - Passes, Lindy Patterns (8-count), rotations
- Character - Look is lively, energetic and fun.

Samba Timing 4/4, Basic Counts 1a23a45a67a8, 12&34&56&78& SQQ, SQQ

- Footwork - BF B BF
- Accent - 1357 with rhythmic accent a2, a4, a6, a8
- Movement - combination of non-progressive and progressive movement

- Motion - Pulse dance with abdominal contraction & downward dropping (lilt) action
- Movement Dynamic - Impulse & impact are primary DEFINE
- Elements - Bounce, ball change, cross side cross
- Signature Figures - Volta, Whisk, Botofogo
- Character - Carnival, fiery, exuberant, fiesta

Street

- Motion to describe various forms of dances such as break, pop, lock, hip hop, dancehall, etc.
- Groove with bounce & rock
- Timing & Musicality
- Energy & Performance
- Body and limb isolations, use of core
- Footwork, tricks
- Can be smooth, rhythmic or lyrical

Stage

- Motion to encompass 'show dancing' including theatre (Broadway), jazz, ballet, modern, lyrical, etc
- Can be an era dance such as Charleston or Disco, fun dances not motion specific.
- Can include 'Fad' dances such as Macarena, Hand Jive, Twist, Gangnam style
- Can include cinematic such as Bollywood
- Characterization of music
- Performance, show, costuming

Non-core dances used in Ascension division Solo Medleys

Rumba (International) Timing 4/4, Basic counts 1,234, 5,678

- Footwork - BF, BF BF BF
- Motion - Cuban motion with use of two straight legs to create speed
- Accent - music 1,5 dancer Break on 2, 6 (hold counts 4 & 8)
- Movement Dynamic - impulse & impact are primary
- Elements - walks, fluid body isolations
- Signature figures - cucaracha, hip twist, fan
- Character - Sensual, passionate

Jive Timing 4/4, Basic Counts - 1a2,3a4,56, 123a45a6, 123a4567a8

- Footwork - BBBF, BBBF, BF,BF
- Motion - Compact lilted dance
- Accent - 2,4,6,8
- Movement Dynamic - impulse & impact are primary
- Elements - Triple & rock steps, flicks & kicks
- Signature figures - chicken walks, toe heel swivels, simple spin
- Character - Fun, jovial, energetic