

2027



Turn/Rotation Skill Set Guidelines

Failure to comply will result in a 5 point deduction

SKILL / VARIATION

STARZ OF TOMORROW

RISING STARZ

ELITE STARZ

Pirouettes – Turns executed in passé, attitude, or other standard pirouette positions on one supporting leg

All variations of single & double pirouettes

✓

✓

✓

All variations of 3 / triple pirouettes

✗

✓

✓

All variations of 4 / quad pirouettes

✗

✓

✓

All variations of 5 or more pirouettes

✗

✗

✓

Leg Hold Turns – Turns performed while holding the gesture leg (e.g. développé, penché, or attitude hold)

Single leg hold turn

✓

✓

✓

Double leg hold turn

✗

✓

✓

Triple leg hold turn

✗

✓

✓

4 or more leg hold turns

✗

✗

✓

Floats – Turns performed with a slower rotation sustained on releve with leg extended out or in attitude position

Up to 2 rotations of floats in isolation and/or within a turn sequence

✗

✓

✓

Up to 3 rotations of floats in isolation and/or within a turn sequence

✗

✓

✓

Floats in isolation and/or within a turn sequence, no limit

✗

✗

✓

Consecutive Turn Sequences – Combinations of turn elements performed consecutively on the same supporting leg, with or without arm variations. Each rotation is counted by a completed spot (head whip to the original focal point). *Not permitted at the Starz of Tomorrow level.*

Up to 8 consecutive rotations

✗

✓

✓

Including:

- À la secondés and fouetté turn combinations
- Up to 4 pirouettes
- Up to triple leg hold turn
- Up to 3 floats

9 consecutive rotations or more

✗

✗

✓

Including:

- À la secondés and fouetté turn combinations
- 5 or more pirouettes
- 4 or more leg hold turns
- 4 or more floats
- Box turns
- Changing spots

GENERAL RULES & DEFINITIONS

- Chainé, piqué, or an illusion are considered transitional movements, not rotation elements, and are not restricted by level.
- Pliés are transitional movements in consecutive pirouettes, but are not transitional in à la seconde or fouetté turns.
- A consecutive turn sequence is any combination of rotations in which the gesture leg stays the same. The sequence ends the moment the gesture leg or weight changes to the opposite leg.
- Ambidexterity is only permitted for Rising Starz and Elite Starz level dancers.
- Group performances that include dancers from a higher registered level must perform only the skills permitted for the performance's registered level. Performances that include skills prohibited for the registered level may be subject to a point deduction and/or be required to compete in a higher level.