

# Elemente

- [--leer--] - Element nicht im Lehrplan enthalten
- OK - Element im Lehrplan dieser oder einer niedrigeren Stufe enthalten
- OK** - Pflichtelement für IDN-Tänzerprüfungen
- Stil* - Element implizit als Stilelement enthalten
- unüblich* - Element bei IDN erlaubt, aber nicht üblich

## Basic Level

Motionen	Cottbus	Dresden	Merseburg	Blankenburg	Halle
<b>Hop Three</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Hop Seven</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Promenade Step</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Jump Three</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Jump Seven</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Side Seven</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Pass	OK	OK	OK	OK	OK
Kick	OK	OK	OK	OK	OK
Cut	OK	OK	OK	OK	OK
Cast	OK	OK	OK	OK	OK
Raise	OK	OK	OK	OK	OK
Lift	OK	OK	OK	OK	OK
Bend	OK	OK	OK	OK	OK
Step	OK	OK	OK	OK	OK
Stamp	OK	OK	OK	OK	OK
Tip	OK	OK	OK	OK	OK
Stab	OK	OK	OK	OK	OK
<b>Toe</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Heel	OK	OK	OK	OK	OK
Flop	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>
Beat	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>	<i>Stil</i>
Dig	OK	OK	OK	OK	OK
Brush	OK	OK	OK	OK	OK
Whip	OK	OK	OK	OK	OK
Spank	OK	OK	OK	OK	OK
Scuff	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Hop	OK	OK	OK	OK	OK
Leap	OK	OK	OK	OK	OK
Assemble	OK	OK	OK	OK	OK
Sissonne	OK	OK	OK	OK	OK
Push	OK	OK	OK	OK	OK
Dash	OK	OK	OK	OK	OK
Wash	OK	OK	OK	OK	OK
Lash	OK	OK	OK	OK	OK
Swash	OK	OK	OK	OK	OK
Slash	OK	OK	OK	OK	OK
Toss	OK	OK	OK	OK	OK
Snap	OK	OK	OK	OK	OK
Switch	OK	OK	OK	OK	OK
<b>Point</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Single Heel Drum</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Hit	OK	OK	OK	OK	OK
Hurl	OK	OK	OK	OK	OK
<b>Shuffle</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Treble</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>

## Primary Level

Motionen	Cottbus	Dresden	Merseburg	Blankenburg	Haile
<b>Hit</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Double-Toe</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>einfache Box</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Rock</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Ball Drop	OK	OK	OK	OK	OK
Heel Drop	OK	OK	OK	OK	OK
Ball Roll	OK	OK	OK	OK	OK
Heel Roll	OK	OK	OK	OK	OK
Strike	OK	OK	OK	OK	OK
Click	OK	OK	OK	OK	OK
Cross Click	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Toe Hit	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Smack	OK	OK	OK	OK	OK
Stub	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Whisk	OK	OK	OK	OK	OK
Yank	OK	OK	OK	OK	OK
Spring	OK	OK	OK	OK	OK
Flick	OK	OK	OK	OK	OK
Flack	OK	OK	OK	OK	OK
Switch Catch	OK	OK	OK	OK	OK
<b>Front Slice</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Heel Catch	OK	OK	OK	OK	OK
<b>Pivot Turn</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Twist</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
In Out	OK	OK	OK	OK	OK
Side In Out	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Twizzle	OK	OK	OK	OK	OK
Pigeon Toes	OK	OK	OK	OK	OK
Single Toe Drum	OK	OK	OK	OK	OK
Single Rear Drum	OK	OK	OK	OK	OK
Double Toe Drum	OK	OK	OK	OK	OK
Double Heel Drum	OK	OK	OK	OK	OK
Double Rear Drum	OK	OK	OK	OK	OK
<b>Swish (Rear Swish)</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Scrape	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Drag	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Flat Drag	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Draw	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Skid	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Ball Pickup	OK	OK	OK	OK	OK
Heel Pickup	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>

## Main Level

Motionen	Cottbus	Dresden	Merseburg	Blankenburg	Haile
<b>Smack</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Double Heel Drum</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>Double-Twizzle</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
<b>komplexe Box</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Crosskey	OK	OK	OK	OK	OK
<b>Swizzle</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Quiver	OK	OK	OK	OK	OK
<b>Shake</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Stir	OK	OK	OK	OK	OK
Swirl	OK	OK	OK	OK	OK
Wrap	OK	OK	OK	OK	OK
Wrap Catch	OK	OK	OK	OK	OK
<b>Butterfly</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Dragonfly	OK	OK	OK	OK	OK
Fan	OK	OK	OK	OK	OK
<b>Rear Slice</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Bird Jump	OK	OK	OK	OK	OK
<b>Pincers</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>	<b>OK</b>
Pincer Switch	OK	OK	OK	OK	OK
Lightning Bolt	OK	OK	OK	OK	OK
Wrapcut	OK	OK	OK	OK	OK
Wrapcut Catch	OK	OK	OK	OK	OK
Slice-cut	OK	OK	OK	OK	OK
Phoenix	OK	OK	OK	OK	OK
Pirouette Turn	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Spiral Turn (Swivel)	OK	OK	OK	OK	OK
Riff	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Scuffle	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>
Click In Out	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>	<i>unüblich</i>

## Open Level

Motionen	Cottbus	Dresden	Merseburg	Blankenburg	Halle
Stir	OK	OK	OK	OK	OK
Swirl	OK	OK	OK	OK	OK
Quiver	OK	OK	OK	OK	OK
Wrap	OK	OK	OK	OK	OK
Wrap Catch	OK	OK	OK	OK	OK
Bird Jump	OK	OK	OK	OK	OK
Toe Step	OK				
Toe Stamp					
Glide					
<b>Front Bell</b>					
Rear Bell					
Cut Bell					
Fly					
Cranefly					
Hoverfly					
Bird Hop					
Bell Slice					
<b>Double Front Slice</b>					
Double Rear Slice					
Scissors					
Scissor Catch					
<b>Rally</b>					
Triple Toe Drum					
Triple Heel Drum					
Triple Back Drum					
Fan Catch					
Kung Fu Jump					
Bicycle Hop					
Bicycle Jump					
Toe Catch					
Cross Catch					
Riffle					