

ABSOLUTE BALLROOM

DANCE CENTER OF PITTSBURGH
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Hustle Syllabus III

(From the International Hustle Dance Association - <http://www.i-h-d-a.com/>)

The dance syllabus figures are used in two fundamental ways. First, they provide a learning framework for the student. Second, the syllabus is also used to define competition levels. There will be a published IHDA Hustle Technique Book with a break down for all figures. To obtain this publication you must be a Member of IHDA and affiliated with a dance school or as an independent instructor.

Please be sure to start your Amateur competitor with the figures listed below.

The hustle syllabus is currently a guideline for competitors and is not currently enforced as part of the judging criteria at IHDA sanctioned events. IHDA is striving to utilize these figures in the near future. There will be IHDA workshops for IHDA member instructors on how to teach and breakdown the figures. You will be notified when the book and workshops are in effect.

Advanced Competition Syllabus

- 1) Full Cross Body or Telemark (same step, two acceptable names)
 - a. In place
 - b. Traveling
- 2) Billy's Waltz
- 3) Phillip's Fred and Ginger
- 4) Castle Walks
- 5) Butchie Pretzels (tight turns, change of hands and direction)
- 6) Traveling Moves
- 7) Blind Leads (ex. Blind Wrap)
- 8) Carousel
 - a. with connection
 - b. without connection
- 9) Multiple Illusion Turns (more than two; right or left; linear or circular)
- 10) Vega's Crazy Turns
- 11) Free Spin Variations
 - a. Syncopated
 - b. Rib Chasers
 - c. Hip Catches
- 12) Pivot Combinations
- 13) Capes
- 14) Samba Turns (Timing 1 and 2, 3 and 4, etc.)
- 15) Free New York Walk with Rotation for Leader or Follower
- 16) Pop
- 17) Snap
- 18) Horse and Cart Variations
- 19) Ronde and Battement Elements (Lead and Follow Only)
- 20) One Leg or Pirouette Variations (rotations left or right)
 - a. Wrap or Full Turn
 - b. Double Outside
 - c. Inside Turns
 - d. Leader Options
- 21) Unassisted Leaps and Jumps (within Hustle Timing)
- 22) Syncopated Timing Variations
- 23) Lead/Follow Side by Side Combinations