



Technical Rules 2025/2026 - FINAL

FS	<u>B2</u>	<u>B1</u>	<u>Springs A2</u>	<u>Novice A1, Novice A2, Junior A2, Senior A2</u>	<u>Junior A1</u>	<u>Senior A1</u>
ISU setup	<u>ISU Basic Novice¹</u>	<u>ISU Basic Novice¹</u>				
DK limitations	<u>Only single jumps allowed</u>	<u>Cubs B1: no limitations Others: Max. 3 double jumps</u>	<u>ISU Intermediate Novice¹</u>	<u>ISU Advanced Novice²</u>	<u>ISU Junior³</u>	<u>ISU Senior³</u>
Elements	<u>Max. 4 jumps</u>	Max. 5 jumps	Max. 5 jumps	Max. 6 Jumps	Max. 7 Jumps	Max. 7 Jumps
	<u>Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)</u>	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)
	<u>(F)(C) CoSp 6/8 rev.⁴</u>	<u>(F)(C) CoSp 6/8 rev.⁴</u>	<u>(C) CoSp 6/8 rev.⁴</u>	<u>CCoSp 8 rev.</u>	<u>(F)(C) CoSp 10 rev.</u>	<u>(F)(C) CoSp 10 rev.</u>
	<u>Spin in one position 6 rev.⁵</u>	<u>Spin in one position 6 rev.⁵</u>	<u>(F)(C) Spin in one position 6/8⁷</u>	<u>(C) FSSp 6/8 rev.</u>	<u>(C) Flying entry Spin 6 rev.</u>	<u>(C) Flying entry Spin 6 rev.</u>
					<u>(F)(C) Spin in one position 6 rev.</u>	<u>(F)(C) Spin in one position 6 rev.</u>
	<u>StSq⁶</u>	<u>StSq⁶</u>	<u>StSq⁶</u>	<u>ChSq</u>	<u>ChSq</u>	<u>StSq</u>
						<u>ChSq</u>
No. of elements	<u>7</u>	8		9	11	12
Max. Level		2		3 (4 for Senior A2)		4
Bonus				<u>2A=1p, 3-jump=1p, 2nd diff. 3-jump=1p⁸</u>		
Deductions			<u>Fall outside element: 0.5 Fall in element: No deduction, but will be called</u>		1.0	<u>1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0</u>
Components (Factor)	Co, Pr, SS (1.67)	Co, Pr, SS (G/B): 1.7)	Co, Pr, SS (G/W: 2.13, B/M: 2.40)	Co, Pr, SS (W: <u>2.67</u> , M: <u>3.33</u>)	Co, Pr, SS (W: <u>2.67</u> , M: <u>3.33</u>)	
Time	<u>Max 2.40</u>	2.30 +/- 10 sec	3.00 +/- 10 sec		3.30 +/- 10 sec	4.00 +/- 10 sec
Warm up	4 min. <u>Max. 8 skaters</u>		5 min. Max. 8 skaters	5 min. Max. 8 skaters Junior, Senior: Max. 6		6 min Max. 6 skaters

¹ Only one 1-Jump & one 2-Jump can be done twice, third is (*). No 3- or 4-Jumps allowed.

² 1-, 2- and 3-Jumps can be done twice, third is (*). Only two 3-Jumps can be repeated in Jump Combo or Sequence, if not = +REP. No 4-Jumps allowed. The same type of jump max. three times in Free Skating.

³ 2-Jumps can be done twice, third is (*). 3- and 4-Jumps can be done twice with one being in Jump Combo or Sequence, if not = +REP, only one (1) rep can be 4-Jump.

⁴ If executed with change of foot, only one level feature per foot will count. Difficult non-basic position will not be counted as level feature (ignored by technical panel).

⁵ Only in basic position, will be called max. level Basic. No level features allowed except for 8 revolutions (will not count as level feature). If level features are performed (except 8 revs), the spin will have no level.

⁶ Must include at least one skating movement. If no skating movement = no level. At least two difficult turns and steps on clean edges for level basic. Panel only awards feature 1 and 2.

⁷ If executed with change of foot, only one level feature per foot will count.

⁸ Max 3p in total in FS - Jumps identified as <, <<, e, * or have a fall are not eligible for bonus.



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SP	Novice A1 Girls	Novice A1 Boys	Junior A1 Women	Junior A1 Men	Senior A1 Women	Senior A1 Men
ISU setup	ISU Advanced Novice ⁹		ISU Junior ⁹		ISU Senior ⁹	
Elements	1A or 2A	1A or 2A	2A	2A or 3A	2A or 3A	2A or 3A
	2- or 3-jump	2- or 3-jump	<u>2Lo or 3Lo</u>	<u>2Lo or 3Lo</u>	3- jump	3- or 4-jump
	<u>2+2Lo, 2+3Lo</u> Combo-jumps	<u>2+2Lo, 2+3Lo</u> Combo-jumps	2+2, 3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3, 4+2, 4+3,2+4, 3+4 Combo-jumps
	LSp, CSp 6 rev.	(C) CSp 6/5+5 rev.	FSSp 8 rev.	FSSp 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.
	CCoSp 5+5 rev.	CCoSp 5+5 rev.	LSp or CSp 8 rev.	<u>CCSp</u> 6+6 rev.	LSp, SSp, CSp 8 rev.	CSSp or CCSp 6+6 rev.
			CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.
	StSq ¹⁰	StSq ¹⁰	StSq	StSq	StSq	StSq
No of elements	6		7			
Max. Level	3		4			
Bonus	2A=1p, 3-jump=1p ¹¹					
Deductions	Fall outside element: 0.5 Fall in element: No deduction, but will be called		1,0		1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0	
Components (F)	Co, Pr, SS (1.07)	Co, Pr, SS (1.20)	Co, Pr, SS (<u>1.33</u>)	Co, Pr, SS (<u>1.67</u>)	Co, Pr, SS (<u>1.33</u>)	Co, Pr, SS (<u>1.67</u>)
Time	2.20 +/- 10 sec		2.40 +/- 10 sec			
Warm up	4 min. Max. 8 skaters		6 min. Max. 6 skaters			

⁹Jumps included in Jump Combo can be the same, but they must be different from Solo Jump. Solojump and/or combo cannot include an Axel-type jump. 5-Jumps are not permitted in SP.

¹⁰Clusters must include forward inside bracket and backward outside counter. At least two difficult turns and steps on clean edges for level basic.

¹¹Max 2p in total in SP - Jumps identified as <, <<, e, * or have a fall are not eligible for bonus.