



## Technical Rules 2026/2027

| FS                  | B2                                                                                  | B1                                                                                  | Springs A2                                                                          | Novice A1, Novice A2, Junior A2, Senior A2                                                              | Junior A1                                                                               | Women/Men A1                                                                            |
|---------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| ISU setup           | ISU Basic Novice <sup>1</sup>                                                       | ISU Basic Novice <sup>1</sup>                                                       | ISU Intermediate Novice <sup>1</sup>                                                | ISU Advanced Novice <sup>2</sup>                                                                        | ISU Junior <sup>3</sup>                                                                 | ISU Women/Men <sup>3</sup>                                                              |
| DK limit            | Max. 2 double jumps                                                                 |                                                                                     |                                                                                     |                                                                                                         |                                                                                         |                                                                                         |
| Elements            | Max. 5 jumps                                                                        | Max. 5 jumps                                                                        | Max. 5 jumps                                                                        | Max. 5 Jumps                                                                                            | Max. 6 Jumps                                                                            | Max. 6 Jumps                                                                            |
|                     | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(only 2-jump Combo/Seq) | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(only 2-jump Combo/Seq) | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(only 2-jump Combo/Seq) | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(Only one 3-jump Combo/Seq)                 | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(Only one 3-jump Combo/Seq) | One Axel type jump<br>Max. 2 Combo or<br>1 Combo + 1 Seq<br>(Only one 3-jump Combo/Seq) |
|                     | (F)(C) CoSp 6/8 rev. <sup>4</sup>                                                   | (F)(C) CoSp 6/8 rev. <sup>4</sup>                                                   | (C) CoSp 6/8 rev. <sup>4</sup>                                                      | CCoSp 8 rev.                                                                                            | (F)(C) CoSp 10 rev.                                                                     | (F)(C) CoSp 10 rev.                                                                     |
|                     | Spin in one position 6 rev. <sup>5</sup>                                            | Spin in one position 6 rev. <sup>5</sup>                                            | (F)(C)Spin in one position 6/8 <sup>4</sup>                                         | FCSp 6 rev.                                                                                             | Flying Spin 6 rev.                                                                      | Flying Spin 6 rev.                                                                      |
|                     |                                                                                     |                                                                                     |                                                                                     |                                                                                                         | Choreo Spin                                                                             | Choreo Spin                                                                             |
|                     | StSq <sup>6</sup>                                                                   | StSq <sup>6</sup>                                                                   | StSq <sup>6</sup>                                                                   |                                                                                                         |                                                                                         | StSq                                                                                    |
|                     |                                                                                     |                                                                                     |                                                                                     | ChSq                                                                                                    | ChSq                                                                                    | ChSq                                                                                    |
| No. of elements     | 8                                                                                   | 8                                                                                   | 8                                                                                   | 8                                                                                                       | 10                                                                                      | 11                                                                                      |
| Max. Level          | 2                                                                                   |                                                                                     |                                                                                     | 3<br>(4 for Senior A2)                                                                                  | 4                                                                                       |                                                                                         |
| Bonus               | Variety jump Bonus=2p <sup>7</sup>                                                  |                                                                                     |                                                                                     | Variety jump Bonus=2p <sup>7</sup><br>2A=1p, 3-jump=1p,<br>2 <sup>nd</sup> diff. 3-jump=1p <sup>8</sup> |                                                                                         |                                                                                         |
| Deductions          | Fall outside element: 0.5<br>Fall in element: No deduction, but will be called      |                                                                                     |                                                                                     |                                                                                                         | 1.0                                                                                     | 1st and 2nd fall: -1.0<br>3rd and 4th fall: -2.0<br>5th fall and above: -3.0            |
| Components (Factor) | Co, Pr, SS (1.67)                                                                   |                                                                                     | Co, Pr, SS (G/B): 1.70)                                                             | Co, Pr, SS (G/W: 2.13,<br>B/M: 2.40)                                                                    | Co, Pr, SS (W: 2.67, M: 3.33)                                                           | Co, Pr, SS (W: 2.67, M: 3.33)                                                           |
| Time                | Max 2.40                                                                            | 2.30 +/- 10 sec                                                                     | 2.30 +/- 10 sec                                                                     | 3.00 +/- 10 sec                                                                                         | 3.30 +/- 10 sec                                                                         | 4.00 +/- 10 sec                                                                         |
| Warm up             | 4 min.<br>Max. 8 skaters                                                            |                                                                                     | 4 min. Max. 8 skaters                                                               | 5 min. Max. 8 skaters<br>Junior, Senior: Max. 6                                                         | 6 min<br>Max. 6 skaters                                                                 |                                                                                         |

<sup>1</sup> Only one 1-Jump & one 2-Jump can be done twice, third is (\*). No 3- or 4-Jumps allowed. Eu can only be included once between two listed jumps. One jump combo needs to be without Eu and +SEQ.

<sup>2</sup> 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. two times in Free Skating. One jump combo needs to be without Eu and +SEQ.

<sup>3</sup> 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. Same type jump max three times. Eu can only be included once between two listed jumps. One jump combo needs to be without Eu and +SEQ.

<sup>4</sup> 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).

<sup>5</sup> 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.

<sup>6</sup> 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.

<sup>7</sup> When performing all 6 different types of jumps independent of number of revolutions (no jump type can have \*).

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



## Technical Rules 2026/2027

| SP             | Novice Girls_A1                                                                | Novice Boys A1                   | Junior Women A1                   | Junior Men A1                | <u>Women A1</u>                                                              | <u>Men A1</u>                                       |
|----------------|--------------------------------------------------------------------------------|----------------------------------|-----------------------------------|------------------------------|------------------------------------------------------------------------------|-----------------------------------------------------|
| ISU setup      | ISU Advanced Novice <sup>9</sup>                                               |                                  | ISU Junior <sup>9</sup>           |                              | ISU <u>Women/Men</u> <sup>9</sup>                                            |                                                     |
| 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>2Lz or 3Lz</u>                 | <u>2Lz or 3Lz</u>            | 3- jump                                                                      | 3- or 4-jump                                        |
|                | <u>2+2T, 2+3T</u><br>Combo-jumps                                               | <u>2+2T, 2+3T</u><br>Combo-jumps | 2+2, 2+3, 3+2, 3+3<br>Combo-jumps | 2+3, 3+2, 3+3<br>Combo-jumps | 2+3, 3+2, 3+3<br>Combo-jumps                                                 | 2+3, 2+4, 3+2, 3+3, 3+4,<br>4+2, 4+3<br>Combo-jumps |
|                | LSp, <u>SSp</u> 6 rev.                                                         | <u>CSSp</u> 5+5 rev.             | <u>FCSp</u> 8 rev.                | <u>FCSp</u> 8 rev.           | FCSp, FSSp, FUSp, FLSp<br>8 rev.                                             | FCSp, FSSp, FUSp, FLSp<br>8 rev.                    |
|                | CCoSp 5+5 rev.                                                                 | CCoSp 5+5 rev.                   | LSp or <u>SSp</u> 8 rev.          | <u>CSSp</u> 6+6 rev.         | LSp, SSp, CSp 8 rev.                                                         | CSSp or CCoSp 6+6 rev.                              |
|                |                                                                                |                                  | CCoSp 6+6 rev.                    | CCoSp 6+6 rev.               | CCoSp 6+6 rev.                                                               | CCoSp 6+6 rev.                                      |
|                | StSq <sup>10</sup>                                                             | StSq <sup>10</sup>               | StSq                              | StSq                         | StSq                                                                         | StSq                                                |
| No of elements | 6                                                                              |                                  | 7                                 |                              |                                                                              |                                                     |
| Max. Level     | 3                                                                              |                                  | 4                                 |                              |                                                                              |                                                     |
| Bonus          | 2A=1p, 3-jump=1p <sup>11</sup>                                                 |                                  |                                   |                              |                                                                              |                                                     |
| Deductions     | Fall outside element: 0.5<br>Fall in element: No deduction, but will be called |                                  | 1,0                               |                              | 1st and 2nd fall: -1.0<br>3rd and 4th fall: -2.0<br>5th fall and above: -3.0 |                                                     |
| Components (F) | Co, Pr, SS (1.07)                                                              | Co, Pr, SS (1.20)                | Co, Pr, SS (1.33)                 | Co, Pr, SS (1.67)            | Co, Pr, SS (1.33)                                                            | Co, Pr, SS (1.67)                                   |
| Time           | 2.20 +/- 10 sec                                                                |                                  | 2.40 +/- 10 sec                   |                              |                                                                              |                                                     |
| Warm up        | 4 min. Max. 8 skaters                                                          |                                  | 6 min. Max. 6 skaters             |                              |                                                                              |                                                     |

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

<sup>10</sup> Clusters must include forward outside counter and backward outside loop. At least two clean difficult turns and steps for level basic.

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