



August Qualifier for Singles, Pairs and Ice Dance + Pre-Novice Singles Event

Announcement

17/08/20206 - 21/08/2026

Last updated: 24/06/2026



GENERAL REGULATIONS

The August Qualifier for Singles, Pairs and Ice Dance + Pre-Novice Singles Event (herein *this event, the event*) will be conducted in accordance with the International Skating Union (ISU) Constitution 2025, the ISU Sports Rules Single & Pair Skating and Ice Dance (effective 1 June 2026), the ISU Competition and Events Regulations (effective 12 June 2026), and the relevant ISU Communications.

If there is a conflict between pertinent ISU Regulations or Communications and provisions set forth in this Announcement, **the provisions set forth in this Announcement shall prevail.**

In the event the competition is oversubscribed, the Organising Committee reserves the right to stop accepting further entries even before the entry closing date. Entry will be on a first come, first served basis.

ELIGIBILITY

This event is open to all eligible competitors who are current members of British Ice Skating and qualify with regard to eligibility according to Rule 102. Competitors must meet minimum entry requirements, including achieving minimum scores where relevant, by the closing date unless otherwise stated.

VENUE INFORMATION AND TECHNICAL DATA

Arena: Bauer Arena, Ice Sheffield, Coleridge Road, Sheffield, S9 5DA; a heated indoor ice-rink with the ice surface 30 x 60 m.



CATEGORIES OF EVENTS

The following table outlines the categories comprising the event, the criteria each category will follow, and any age and level requirements to enter each category:

Category	Criteria	Age as of 1 st July 2026	Minimum Skills	Minimum National Technical	Minimum National Components
Pre-Novice Under 9 Girls	BIS Generic Criteria: Beginner	Not reached 9	Completed Passport		
Pre-Novice Under 9 Boys	BIS Generic Criteria: Beginner	Not reached 9	Completed Passport		
Pre-Novice Under 10 Girls	BIS Generic Criteria: National 1	Not reached 10	1	N/A	N/A
Pre-Novice Under 10 Boys	BIS Generic Criteria: National 1	Not reached 10	1	N/A	N/A
Pre-Novice Under 11 Girls	BIS Generic Criteria: National 2	Not reached 11	2	1	1
Pre-Novice Under 11 Boys	BIS Generic Criteria: National 2	Not reached 11	2	1	1
Pre-Novice Under 12 Girls	BIS Generic Criteria: National 3	Not reached 12	3	2	2
Pre-Novice Under 12 Boys	BIS Generic Criteria: National 3	Not reached 12	3	2	2
Basic Novice Girls	ISU Basic Novice Girls (Communication 2770)	Not reached 14	6	4	4
Basic Novice Boys	ISU Basic Novice Boys (Communication 2770)	Not reached 14	6	4	4
Advanced Novice Girls	ISU Advanced Novice Girls (Communication 2770)	Not reached 16	7	6	6
Advanced Novice Boys	ISU Advanced Novice Boys (Communication 2770)	Not reached 16	7	6	6
Junior Women	ISU Junior Women (ISU Sports Rules No. 500-504, 514, 515 & 610 – 612)	Not reached 19	8	7	7

Junior Men	ISU Junior Men (ISU Sports Rules No. 500-504, 514, 515 & 610 – 612)	Not reached 19	8	7	7
Senior Women	ISU Senior Women (ISU Sports Rules No. 500-504, 514, 515 & 610 – 612)	No age restrictions	8	8	8
Senior Men	ISU Senior Men (ISU Sports Rules No. 500-504, 514, 515 & 610 – 612)	No age restrictions	8	8	8
Basic Novice Pairs	ISU Basic Novice Pairs (Communication 2770)	Neither partner has reached 14	4	N/A	N/A
Advanced Novice Pairs	ISU Advanced Novice Pairs (Communication 2770)	Both partners have reached 10, female partner has not reached 16, male partner has not reached 18	6	N/A	N/A
Junior Pairs	ISU Junior Men (ISU Sports Rules No. 500-504, 514, 515, 610 & 619 – 621)	Both competitors have reached 11, female partner has not reached 23, male partner has not reached 25	7	N/A	N/A
Senior Pairs	ISU Senior Women (ISU Sports Rules No. 500-504, 514, 515, 610 & 619 – 621)	Both competitors have reached 15	8	N/A	N/A
Basic Novice Ice Dance	ISU Basic Novice Ice Dance (Communication 2794)	N/A	4	N/A	N/A

Intermediate Novice Ice Dance	ISU Intermediate Novice Ice Dance (Communication 2794)	N/A	5	N/A	N/A
Advanced Novice Ice Dance	ISU Advanced Novice Ice Dance (Communication 2794)	N/A	6	N/A	N/A
Junior Ice Dance	ISU Junior Ice Dance (ISU Sports Rules No. 500-504, 514, 515 & 700 – 711 & Communication 2795)	N/A	7	N/A	N/A
Senior Ice Dance	ISU Senior Ice Dance (ISU Sports Rules No. 500-504, 514, 515 & 700 – 711 & Communication 2795)	N/A	8	N/A	N/A

TECHNICAL REQUIREMENTS

For the full text of the criteria relevant to each competition, please refer to the appendices at the end of this document.

DRAWN PATTERN DANCES

Drawn pattern dances will be published in a separate document to Sportity, the code for which can be found in the **Updates** section of this document.



ENTRIES

ENTRY OF SKATERS

Entry for all categories will open **Tuesday 30th June 2026 at 12:00** and will close **Tuesday 7th July 2026 at 12:00**.

Entries must be submitted before the closing date via Sport80 at the following link:

<https://britishiceskating.sport80.com/public/wizard/e/561>

ENTRY OF COACHES

Rink-side access will be provided to those who are named on entry, and who hold a valid license with the appropriate qualifications and Continuing Professional Development (CPD).

ENTRY OF CHAPERONES

There is no accreditation given for chaperones. Entry to the rink is by spectator ticket which can be purchased online in advance, or at the front desk on arrival.

ENTRY FEES

Entry Fees are paid upon successful application and do not constitute confirmation of a place. Entry fees are as tabulated below:

Category	Entry Fee
Pre-Novice Singles – Any	£86.00
Basic Novice Singles	£86.00
Advanced Novice Singles	£132.50

Junior Singles	£132.50
Senior Singles	£132.50
Basic Novice Pairs	£86.00
Advanced Novice Pairs	£132.50
Junior Pairs	£132.50
Senior Pairs	£132.50
Ice Dance - Any	£132.50

WITHDRAWALS AND REFUNDS

All withdrawals should be filed through the Smartsheet form, a link to which is provided in the **Forms** section of this document.

- Entries are strictly non-refundable and non-transferable after closing date. Before the closing date spaces will be refunded minus a £25 administration charge plus stripe fees. This will be issued at the organiser's convenience but should be no later than 2 weeks after the scheduled event has taken place.

BIS encourages entrants to purchase entry insurance offered by Simple Refunds through Sport80, as this may allow them to recoup cost

- *Protection must have been added by the member at the time of entry/purchase.*
- *A confirmation email is then sent to the individual, including a link to submit a claim.*
- *The claimant must complete the form and provide supporting evidence, such as a doctor's note or a letter from their employer.*
- *The protection provider will review the claim and confirm whether it has been successful or unsuccessful.*
- *Any claims and follow-up queries are handled directly by the provider, so for further assistance please contact refunds@simplerefunds.com*

During the refund process, you will be asked for a protection reference number. This number can be found by following these steps.

1. Sign into your Sport80 account
2. Locate and click on the tab labelled “**transaction history.**”
3. Find the correct payment and click on the three dots that will be on the same line as the payment.
4. From here, click on download. This will download your receipt, which will contain the protection reference number.
5. If you have difficulty locating this number, please contact the office and we will be able to assist you.

FORMS

In addition to the entry form, all competitors must complete the below forms **no later than 12:00 Monday 3 August 2026 at:**

- Planned Programme Contents (elements): <https://app.smartsheet.com/b/form/019ef50dfe8f73c4b37e26c9ffa2ca04>
- Music: <https://app.smartsheet.com/b/form/019ef50d646b77edad47d999623e142d>

Skaters wishing to withdraw must do so through the following form:

<https://app.smartsheet.com/b/form/019ef9a1743d7537a3df5eb94484d6a6>

MUSIC

Music is handled via an automated system when submitted via the form in the **Forms** section. It is therefore **imperative** that skaters correctly fill out their BIS numbers and competition categories when submitting their music.

CDs **will not** be accepted by the OC. Each Competitor **must** have their **own back-up USB flash drive** for each program, in the format of an MP3 file, at the side of the rink for immediate use should it be necessary. Any other format will not be accepted.



TIMETABLES

A detailed timetable will be released in due course after all entries are closed.

Skaters are required to be available to skate up to 30 minutes ahead of their scheduled time.

PROVISIONAL OUTLINE OF EVENTS

The following outline is intended solely for guidance and is subject to change at any time before the event. Any information below is superseded by the final event timetable.

Date	Day	Planned Categories
17/08/2026	Monday	Ice Dance and Junior/Senior Singles
18/08/2026	Tuesday	Ice Dance and Junior/Senior Singles
19/08/2026	Wednesday	Novice Singles
20/08/2026	Thursday	Novice and Pre-Novice Singles
21/08/2026	Friday	Novice and Pre-Novice Singles

RESULTS AND DRAWS

The draw for all categories will be conducted electronically **Tuesday 4 August 2026** and will be published online. The link to the results site will be distributed via Sportity, details for which are available at the end of this document.

AWARDS

The three best-placed Competitors in each event will be announced and honoured at the medal presentations after the conclusion of the category.



LIABILITY

British Ice Skating assume no responsibility for or liability with respect to bodily or personal injury, or property damage incurred by Competitors and Officials. The Organizing Committee reserve the right to cancel the event without liability or refunds. Should the competition have to be cancelled for any reason the organiser accepts no liability for any arrangements made or expenses incurred by attending skaters, coaches or family members. Competitors/Officials must report any injuries to the reception desk or other BIS personnel.

The organiser will provide medical emergency first aid during the competition. Please do not attend if you are unwell or have tested positive for COVID or any other contagious disease. All Skaters with medical conditions are obliged to inform the Event Organiser of these underlying conditions in order that the medical team be fully informed.

Skaters and, if appropriate, their parents/guardians, carry all responsibility in ensuring the music they use is appropriately licensed and accept all liability. Competitors, parents and coaches are reminded that the judges, officials and helpers are all volunteers, without whom this competition would not be possible. Failure to treat them, or any member of staff, with respect will result in the individual being expelled from the event.

MEDIA CAPTURE

- At this event, British Ice Skating may reasonably wish to take general photos or videos. All attendees, but particularly children, young people and their parents should be aware this will be taking place, and we have asked for your consent to do so on the Competition Entry Form.
 - It is not reasonable, practical, proportionate or possible to preclude this type of photography. However, British Ice Skating will make every effort to ensure that, if consent has not been given, photos and videos are not taken, used in publications, or posted on social media or websites.
- At this event British Ice Skating and others may reasonably wish to take general photos or videos.
 - All entrants have been asked to give their consent for photographs and videos to be taken and used in line with this policy.



- Where consent has not been given, this information will be relayed to the Official Photographers and relevant event personnel who will make all reasonable attempts to exclude the individual, but it cannot be guaranteed.
- Parents/Guardians should be aware that photographs and videos may be taken of children for promotional and publicity purposes and to celebrate ice skating activities by British Ice Skating.
- Non-accredited individuals are anyone who has not received official approval from British Ice Skating to capture media at the event, including spectators, coaches, competitors and their families.
 - Non-accredited individuals should ensure they only capture images/videos where they have the subject/subjects' consent and, for those under 18, their parents/guardians' consent.
 - **Non-accredited individuals are not permitted to capture images or videos of any on-ice activities during the event,** including warm-up and competition.
- Accredited Photographers are professional photographers/videographers or those acting on behalf of British Ice Skating who have received official accreditation for capturing media at this event.
 - Accredited Photographers are permitted to capture images and videos, including on-ice activities, at this event.
 - British Ice Skating will ensure Accredited Photographers are clearly identifiable at all times.

MEDIA USAGE

- Media captured by British Ice Skating during this event will be stored and used in line with GDPR requirements and the Data Protection Act 2018.
- Media captured by Accredited Photographers may be used for publicity, promotional or celebratory purposes. Where children are featured, their names will typically not be included except in the case of medal winners, who may be named alongside their photo.
- British Ice Skating will take all possible steps to ensure any media captured is used solely for the purposes intended. If you become aware of images/videos being used inappropriately you should inform the Events Team immediately at entries@iceskating.org.uk.



ANTI-DOPING

British Ice Skating has determined that anti-doping testing may be carried out at this event. [British Ice Skating fully adheres to UKAD Policies](#). A summary of the key points of the policy can be found on the [UKAD website](#).

PRACTICE ICE

Unofficial practice ice will be available for booking. The cost will be £10 per 20 minute session, with strictly limited numbers. A detailed practice ice schedule will be issued after the time of registration. Skater's music will not be played.

UPDATES

Keep yourself up to date with the latest information for this event on the Sportity App with the following channel code:

BIS_AUG_2026

If you have a question not answered here, please contact the British Ice Skating Events Team at entries@iceskating.org.uk.



Appendices

- Appendix A: BIS Generic Criteria
- Appendix B: ISU Sports Rules
- Appendix C: ISU Communication 2770
- Appendix D: ISU Communication 2794
- Appendix E: ISU Communication 2795



Appendix A

BIS Generic Criteria





Generic Criteria Singles

2026/2027 Season

Updated 9th June 2026

Clarifications/Definitions

For season **2026/2027** please see ISU Special Regulations for Singles and Pair Skating 2024, ISU Communications **2788, 2770 and 2786**, the ISU Sports Rules (**1st June 2026**) and the ISU Technical Handbook for Singles

Jumps	
Jump Sequences	A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump sequence between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump sequence. After the execution of an Euler (half-loop) no change of foot before the next jump is allowed. An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating. In National 2 to 5, only 2 jumps are permitted in the jump sequence and, as per the criteria above, the second jump must be an Axel. In all levels from National 2 upwards where jump combinations and jump sequences are allowed only 1 jump sequence is allowed per program Please check the individual requirements for each National event.
Jump Combinations	A jump combination may consist of the same or another single, double, triple or quadruple jump, as allowed in the generic criteria at the relevant standard. In a jump combination the landing foot of a jump is the take-off foot of the next jump. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination. An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump combination between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump combination. An Euler jump cannot be included in the jump combination of the Short Program. An Euler (half-loop) can be executed, in between two listed jumps, only once in Free Skating. Please check the individual requirements for each National event.

Choreographic Sequences	Beginner, National 1 and National 2: A Choreographic Sequence consists of at least one (1) skating movement like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, etc. Listed elements such as jumps and spins are not allowed within the choreographic sequence. The Chorea Sequence does not have a prescribed pattern but must utilise a minimum of 2/3 of the full ice surface. Any circle in the middle of the ice or a straight line covering only 1/2 the ice will not be considered as covering a minimum of 2/3 of the ice surface. This element has a fixed base value and will be evaluated by the judges in GOE only. The intention should be to match the musical structure, showing speed and flow over the ice without the necessity to attempt difficult steps and turns. This element will be awarded half the scale of value for an ISU Choreographic sequence and marked with an L on the pdf to indicate this. Choreographic Sequences for All Other Levels: A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, etc. Steps and turns may be used to link the two or more different movements together. Listed elements included in the Choreographic Sequence will not becalled and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible. The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement. It can be performed before or after the Step Sequence. This element has a fixed base value and will be evaluated by the judges in GOE only.
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Step Sequences	A Step Sequence comprises turns and steps and, at some levels, must also include a skating movement and /or specific turns. Simple turns are three turns and simple steps are chasses, mohawks, change of edge, cross rolls. Difficult turns are twizzles, brackets, loops, counters and rockers and difficult steps are choctaws. All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Step Sequences must fully utilize the ice surface. Turns and steps must be balanced in their distribution throughout the sequence. There are no Step Sequences in Beginner to National 2 National 3: Please see the specific requirements in the criteria. National 4 and above: Please see the specific requirements in the criteria and ISU Communications 2788 and 2770 and the Technical Panel Handbook for requirements.
Spins	National 1 and 2: In the spin combination with no change of foot, if only 2 positions are attempted and one is an upright, a simple variation of the upright position is required to differentiate this from a wind up. The definition of a simple variation is below but must not be a failed attempt at a difficult variation. No difficult variation can be attempted. In the spin combination with a change of foot no enhancement in the upright position is required. Beginner to National 4: The spin in one position without change of foot must meet the minimum number of specified revolutions, must be done in a basic position and will be called maximum level basic. No level features or difficult variations are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed. For a spin to count it must have a minimum of 3 continuous revolutions on one foot. For a position to be counted within that spin it must have a minimum of 2 continuous revolutions.

Upright Spin	A basic upright spin position requires the skating leg to be straight or slightly bent. The arm and free leg positions are optional 
Sit Spins	A basic sit spin requires the upper part of the skating leg to be at least parallel to the ice. The free leg must be in front and the body should be straight or slightly forward. The arm position is the skaters choice and may on top or under the free leg. There must be no pulling of the free leg or pulling the body forward towards the leg. 

Camel Spin	In a basic camel position the free leg must be backwards with the knee of the free leg higher than the hip. The shoulders should be parallel to the ice. The arm position is the skaters choice. 
Variations	Simple Variation: A simple variation of position is a movement of a body part, leg, arm, hand or head, which does not have an effect on the balance of the main body core. A simple variation does not increase the Level. Difficult Variation: A difficult variation is a movement of a body part/leg/arm/hand/head, which requires more physical strength or flexibility and has an effect on the balance of the main body core. Any difficult variation must be held for two (2) revolutions to be counted. Only these variations can increase the Level
Choreographic Spin	Choreographic Spin (Rule 612 Single Skating) A Choreographic Spin is a spin which enhances the choreography of the program and matches the music. A Choreographic Spin must have a minimum of 3 consecutive revolutions executed on one or two blades, with any basic or non-basic positions allowed. Change of foot is optional and can be done several times during the spin. The Technical Panel identifies the Choreographic Spin and it will be confirmed once the 3 consecutive revolutions have been completed. If the Choreographic Spin cannot be identifiable to the panel, the third performed spin will be considered as the Choreographic Spin (Choreographic Spin confirmed). This element has a fixed base value and will be evaluated by the judges in GOE only. The positions in the Choreographic spin will not be considered as used in the other spins of the program.

Level Features	1) Difficult variations (count as many times as performed with limitations specified in the ISU Technical Panel Handbook) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance 6) Difficult exit 7) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position 8) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position 9) Clear increase of speed in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin) 10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) 11) Difficult variation of flying entry in flying spins/spins with a flying entrance 12) Difficult blade feature 13) Windmills (executed 3 times in a row) Additional features for the Layback spin: 14) One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the Layback position is a part of any other spin) 15) Biellmann position after Layback spin (SP - after 8 revolutions in layback spin for Junior/Senior and after 6 revolutions for Advanced Novice) Please refer to ISU Communication 2788.
Bonuses	National 1 to National 3 There are no bonuses awarded at these levels National 4 to National 6 (Novice Requirements) In the Free Skating skaters can earn bonus points when performing all types of jumps (6 different types of jumps) independent of revolutions based on the well-balanced program requirements. To be eligible for bonus points, all different type of jumps must be valid, e.g. not be identified by the Technical Panel as invalid element (*). The bonus points will be two (2) points. The computer automatically identifies the different abbreviations in the list of elements, and the Technical Panel confirms the bonus with the Authorization of elements. National 6 (Advanced Novice Requirements) In the Short Program a maximum of two (2) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point for one (1) triple jump. In the Free Skating Program, a maximum of three (3) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point each for any two (2) different triple jumps.

Beginner	
Entry Requirements	Skate UK Platinum Star (Figure) A photocopy of the Skate UK passport must be submitted with the application form (unless Skills 1 or equivalent already held)
Split of Competition by Age	If there are too many entries, the competition can be split by age at the discretion of the Organisers in conjunction with the Event Referee
Program Length	1 Minute 30 Seconds (+/- 5 seconds)
Warm Up Length	2 Minutes 30 Seconds
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 3 jump elements including • Different single jumps only, excluding Axel • NO combinations or sequences are permitted. NB - A 3 (waltz) jump is not a listed jump and is not counted as a jump element. A maximum of 2 spins • In the two (2) spins only basic positions are permitted with no change of position or change of foot. • There must be a minimum of three (3) revolutions • Spins with the same ISU abbreviation can be repeated. A maximum of 1 Choreographic Sequence, see definition in clarifications.
Bonus	Not Applicable
Levels explanation	In both spins there cannot be any level features. Any spin with an attempted level feature, whether successful or not, will receive an asterisk (*) and no score will be awarded to the element. To check the list of level features that are not permitted, please refer to Clarifications/Definitions
Test Score	N/A

National 1	
Entry Requirements	A minimum of Skills 1 or equivalent
Split of Competition by age	If there are too many entries, the competition can be split by age at the discretion of the Organisers in conjunction with the Event Referee
Program Length	1 Minute 30 Seconds (+/- 5 seconds)
Warm Up Length	2 Minutes 30 Seconds
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 3 jump elements including - Any single jumps may be executed - A maximum of 1 jump combination consisting of only 2 single jumps, excluding axel. - No jump may be executed more than twice in total except the Axel jump which can only be attempted once There must be a maximum of 2 spins of a different nature (abbreviation), one of which must be a spin combination and one must be a spin with no change of position and no change of foot. - The spin combination with a change of foot must have a minimum of six (6) revolutions and without a change of foot with a minimum of four (4) revolutions. Flying entry is allowed. If only 2 positions are executed and one is an upright, there must be a simple variation in the upright to differentiate this from a “wind up”. If no simple variation is performed, the spin will receive an asterisk (*) and will receive no score. - The spin in one position without change of foot must have a minimum of three (3) revolutions, must be done in a basic position and will be called maximum level basic. No level features are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed A maximum of 1 Choreographic Sequence, see definition in clarifications.
Bonus	N/A
Levels explanation	In the combination spin only features up to Level 1 will be counted. For the list of level features, please refer to Clarifications/Definitions
Test Score	TES 5.50 PCS 6.25

National 2	
Entry Requirements	A minimum of Skills 2 or equivalent and National 1 Technical Elements and Program Components
Split of Competition by age	If there are too many entries, the competition can be split by age at the discretion of the Organisers in conjunction with the Event Referee
Program Length	2 Minutes (+/- 5 seconds)
Warm Up Length	3 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 4 jump elements, consisting of Any single jumps may be executed. • A maximum of 2 jump combinations or 1 jump combination and 1 jump sequence consisting of only 2 jumps may be executed • No jump may be executed more than twice in total. There must be a maximum of 2 spins of a different nature (abbreviation), one of which must be a spin combination and one must be a spin with no change of position and no change of foot. • The spin combination with a change of foot must have a minimum of six (6) revolutions and without a change of foot with a minimum of four (4) revolutions. Flying entry is allowed. If with change of foot, only one level feature per foot will count. If only 2 positions are executed and one is an upright, there must be a simple variation in the upright to differentiate this from a “wind up”. If no simple variation is performed, the spin will receive an asterisk (*) and will receive no score. • The spin in one position without change of foot must have a minimum of four (4) revolutions, must be done in a basic position and will be called maximum level basic. No level features are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed. A maximum of 1 Choreographic Sequence, see definition in clarification
Bonus	N/A
Levels explanation	In the combination spin only features up to Level 2 will be counted For the list of level features, please refer to Clarifications/Definitions
Test Scores	TES - 7.00 PCS - 7.50

National 3	
Entry Requirements	A minimum of Skills 3 or equivalent and National 2 Technical Elements and Program Components
Split of Competition by Age	If there are too many entries, the competition can be split by age at the discretion of the Organisers in conjunction with the Event Referee
Program Length	2 Minutes (+/- 5 seconds)
Warm Up Length	3 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 4 jump elements, consisting of • 1 single Axel must be executed. • Any Single or Double jumps may be executed. • A maximum of 2 jump combinations or 1 Jump Combination and 1 Jump Sequence consisting of only 2 jumps may be executed. • No jump may be executed more than twice in total. There must be a maximum of 2 spins of a different nature (abbreviation), one of which must be a spin combination and one must be a spin with no change of position and no change of foot. • The spin combination with a change of foot must have a minimum of six (6) revolutions and without a change of foot with a minimum of four (4) revolutions. Flying entry is allowed. If with change of foot, only one level feature per foot will count. If only 2 positions are executed and one is an upright, there must be a simple variation in the upright to differentiate this from a “wind up”. If no simple variation is performed, the spin will receive an asterisk (*) and will receive no score. • The spin in one position without change of foot must have a minimum of four (4) revolutions, must be done in a basic position and will be called maximum level basic. No level features are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed. A Maximum of 1 Step Sequence utilizing the full ice surface must include: • At least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. • At least 2 difficult turns and steps must be attempted for Level basic. Difficult turns are Rocker, Counter, Bracket, Loop and Twizzle and the difficult step is a Choctaw. If these are not attempted no value will be awarded.
Bonus	N/A
Levels explanation	In the Spin Combination and the Step Sequence a maximum of Level 2 can be awarded The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet.
Test Scores	TES - 8.00 PCS - 8.75

National 4	
Entry Requirements	A minimum of Skills 4 or equivalent and National 3 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 14 before 1 st July 2026 and skaters who are 14 or over on 1 st July 2026. If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	2 Minutes 30 Seconds (+/- 10 Seconds)
Warm Up Length	4 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 5 jump elements, consisting of • A minimum of 1 axel type jump element (either solo or in combination or sequence) • A maximum of 2 jump combinations or 1 Jump Combination (without using the Euler) and 1 Jump Sequence consisting of only 2 jumps may be executed. • Only one single jump and one double jump (including Double Axel) can be repeated once. • Triple or quadruple jumps are not permitted. There must be a maximum of 2 spins of a different nature (abbreviation), one of which must be a spin combination and one must be a spin with no change of position and no change of foot. The spin combination with a change of foot must have a minimum of eight (8) revolutions and without a change of foot with a minimum of six (6) revolutions. Flying entry is allowed. If with change of foot, only one level feature per foot will count. Difficult variation of a non-basic position is not counted as a feature in any spin, this will be ignored by the Technical Panel. • The spin in one position without change of foot must have a minimum of six (6) revolutions, must be done in a basic position (camel, sit, layback or upright) and will be called maximum level basic. No level features are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed. A Maximum of 1 Step Sequence utilizing the full ice surface must include: • at least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. • at least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.
Bonus	Variety jump bonus of 2.0 will be added as per Paragraph 2.4 of ISU Communication 2770

Levels Explanation	In the Spin Combination and the Step Sequence a maximum of Level 2 can be awarded The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet and Feature 5) Body movements included in a combination of 3 difficult turns feature.
Test Scores	TES - 10.30 PCS - 10.00

National 5	
Entry Requirements	A minimum of Skills 5 or equivalent and National 4 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 16 before 1st July 2026 and skaters who are 16 or over on 1st July 2026 If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	Girls and Boys 2 Minutes 30 Seconds (+/- 10 seconds)
Warm Up Length	4 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 5 jump elements for Girls and Boys, consisting of • A minimum of one Axel type jump. • A maximum of 2 jump combinations or 1 Jump Combination (without using the Euler) and 1 Jump Sequence consisting of only 2 jumps may be executed. • Only one single jump and one double jump (including Double Axel) can be repeated once. • No triple and quadruple jumps allowed. There must be a maximum of 2 spins of a different nature (abbreviation), one of which must be a spin combination, and one must be a spin with no change of position. • The spin combination with a change of foot must have a minimum of eight (8) revolutions and without a change of foot with a minimum of six (6) revolutions, flying entrance is not allowed. If with change of foot, only one level feature per foot will count. Difficult variation of a non-basic position is not counted as a feature in any spin, this will be ignored by the Technical Panel. • The spin in one position with a change of foot must have a minimum of eight (8) revolutions or spin in one position without change of foot must have a minimum of six (6) revolutions, flying entrance is allowed. If with change of foot, only one level feature per foot will count. A Maximum of 1 Step Sequence utilizing the full ice surface must include: • At least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. • At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.
Bonus	Variety jump bonus of 2.0 will be added as per Paragraph 2.4 of ISU Communication 2770

Levels Explanation	In the Spin Combination and the Step Sequence a maximum of Level 2 can be awarded The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet and Feature 5) Body movements included in a combination of 3 difficult turns feature.
Test Scores	Girls: TES - 11.50 PCS - 11.50 Boys: TES - 11.50 PCS - 13.5

National 6 Short Program	
Entry Requirements	A minimum of Skills 6 or equivalent and National 5 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 16 before 1 st July 2026 and skaters who are 16 or over on 1 st July 2026. If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	Girls and Boys 2 Minutes 20 Seconds (+/- 10 seconds)
Warm Up Length	4 Minutes
Requirements	Girls The Short Program for Girls' Single Skating shall consist of the following elements: a) Single Axel or double Axel b) Double or triple jump, may not repeat jump a) c) One jump combination consisting of two double jumps or one double and one triple jump, the second jump must be double or triple Toe Loop (for season 2026/27), both jumps may not repeat jump a) or b) d) Layback/sideways leaning spin or sit spin with no change of foot (minimum six (6) revolutions) and no flying entrance (for season 2026/27). e) Spin combination with only one change of foot (minimum of five (5) revolutions on each foot), flying entrance not allowed. f) One step sequence fully utilizing the ice surface. For feature 4) Two combinations of 3 difficult turns on different feet: the combinations must include forward outside counter and backward outside loop (for season 2026/27), they can be in the same combination or one in the first and the other in the second. Only one difficult turn may be repeated once in the two combinations. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. Boys The Short Program for Boys' Single Skating shall consist of the following elements: a) Single Axel or double Axel b) Double or triple jump, may not repeat jump a) c) One jump combination consisting of two double jumps or one double and one triple jump, the second jump must be double or triple Toe Loop (for season 2026/27), both jumps may not repeat jump a) or b) d) Sit spin with change of foot and no flying entrance (minimum of five (5) revolutions on each foot) (for season 2026/27). e) Spin combination with only one change of foot (minimum of five (5) revolutions on each foot) f) One step sequence fully utilizing the ice surface. For feature 4) Two combinations of 3 difficult turns on different feet: the combinations must include forward outside counter and backward outside loop (for season 2026/27), they can be in the same combination or one in the first and the other in the second. Only one difficult turn may be repeated once in the two combinations. At least 2 difficult turns and steps must be executed for Level Basic. The twizzle needs to have at least two (2) revolutions to be counted.

Bonus	In the Short Program, a maximum of two (2) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point for one (1) triple jumps.
Levels Explanation	In all elements that are subject to Levels, only features up to Level 3 will be counted.
Test Scores	N/A

National 6 Free Program	
Entry Requirements	A minimum of Skills 6 or equivalent and National 5 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 16 before 1st July 2026 and skaters who are 16 or over on 1st July 2026. If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	Girls and Boys 3 Minutes (+/- 10 seconds)
Warm Up Length	5 Minutes
Requirements	Girls and Boys Skaters should perform a well-balanced programme with linking steps, consisting of: A maximum of 5 jump elements • one of which must be an Axel type jump. • up to two (2) jump combinations or one (1) jump combination (without using the Euler) and one (1) jump sequence. One jump combination or jump sequence can consist of up to three (3) jumps, the other up to two (2) jumps. • only two triple jumps can be repeated either in a jump combination or jump sequence. • no quadruple jumps are allowed. • any single, double (including Double Axel) or triple jump cannot be executed more than twice in total. The same type of jump independent of revolutions can be included not more than three times in the Free Skating program. • The same type of jump independent of revolutions can be included not more than two times in the Free Skating program. A maximum of two (2) spins of a different nature (abbreviation). • one spin must be a spin combination with a change of foot which must have a minimum of eight (8) revolutions, a flying entrance is not allowed. • one spin must be a flying camel spin without change of foot which must have a minimum of six (6) revolutions, (for season 2026/27). There must be one Choreographic Sequence consisting of at least two different skating movements.
Bonus	In the Free Skating Program, a maximum of three (3) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point each for any two (2) different triple jumps Variety jump bonus of 2.0 will be added e as per Paragraph 2.4 of ISU Communication 2770

Levels Explanation	In all elements that are subject to Levels, only features up to Level 3 will be counted.
Test Scores	Girls: TES - 15.00 PCS - 16.00 Boys: TES - 15.00 PCS - 18.00

National 7 - Short Program	
Entry Requirements	A minimum of: Skills 7 or equivalent and National 6 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 19 before 1st July 2026 and skaters who are 19 or over on 1st July 2026 If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	Women and Men 2 Minutes 40 Seconds (+/- 10 seconds)
Warm Up Length	6 Minutes
Requirements	Women a) Double Axel b) One double or triple Lutz c) One jump combination consisting of two doubles or a double and a triple jump or two triple jumps (No repeat of a or b) d) Flying Camel spin (min. 8 revolutions in position) e) Layback or sideways leaning spin or Sit spin without change of foot (min. 8 revolutions in position) f) Spin combination with only 1 change of foot (min. 6 revolutions on each foot). g) One Step sequence fully utilizing the ice surface Men a) Double or triple Axel b) One double or triple Lutz c) One jump combination consisting of a double and a triple jump or two triple jumps (No repeat of a or b) d) Flying Camel spin (min. 8 revolutions in position) e) Sit spin with only one change of foot (min 6 revolutions in position on each foot) f) Spin combination with only 1 change of foot (min 6 revolutions on each foot). g) One Step sequence fully utilizing the ice surface
Bonus	N/A
Levels Explanation	In all elements subject to levels, only features up to level 4 will be counted.
Test Scores	N/A

National 7 Free Program	
Entry Requirements	A minimum of: Skills 7 or equivalent and National 6 Technical Elements and Program Components
Split of Competition by age	If there are too many entries the competition can be split by age. The age split must be: Skaters who have not reached the age of 19 before 1 st July 2026 and skaters who are 19 or over on 1 st July 2026 If there are still too many skaters in each section, the age split can be broken down further within each group.
Program Length	Women and Men 3 Minutes 30 Seconds (+/- 10 seconds)
Warm Up Length	6 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps consisting of A maximum of 6 jump elements which must contain: - • An axel type jump element (either solo or in combination or sequence) • A maximum of two (2) jump combinations or one (1) jump combination without using an Euler (half loop) and one (1) jump sequence. One (1) jump combination or one (1) jump sequence may consist of up to three jumps, the other two up to two jumps each. • The same type of jump, independent of the number of revolutions can be included not more than three (3) times in the Free Skating program There must be a maximum of 3 spins with different ISU abbreviations, • 1 of which must be a combination spin (min 10 revs), • 1 a flying spin or spin with a flying entrance (min 6 revs) and • 1 choreographic spin A Maximum of 1 Choreographic Sequence utilizing the full ice surface
Bonus	N/A
Levels Explanation	In all elements subject to levels, only features up to level 4 will be counted.
Test Scores	Women: TES - 22.00 PCS - 22.00 Men: TES - 22.00 PCS - 27.50

National 8 - Short Program	
Entry Requirements	A minimum of: Skills 8 or equivalent and National 7 Technical Elements and Program Components
Split of Competition by age	N/A.
Program Length	Women and Men 2 Minutes 40 Seconds (+/- 10 seconds)
Warm Up Length	6 Minutes
Requirements	Women a) Double or triple Axel b) One triple jump c) One jump combination consisting of a double and a triple jump or two triple jumps (No repeat of a or b) d) Flying spin (min. 8 revolutions in position) e) Layback or sideways leaning spin or sit or camel spin without change of foot (min. 8 revolutions in position) f) Spin combination with only 1 change of foot (min. 6 revolutions on each foot). g) One Step sequence fully utilizing the ice surface. Men a) Double or triple Axel b) One triple or quadruple jump c) One jump combination consisting of a double and a triple jump or two triple jumps or a quadruple jump and a double jump or a triple jump (No repeat of a or b) d) Flying spin (min. 8 revolutions in position) e) Camel or a sit spin with only 1 change of foot (min. 6 revolutions in position on each foot) f) Spin combination with only 1 change of foot (min. 6 revolutions on each foot). g) One Step sequence fully utilizing the ice surface.
Bonus	N/A
Levels Explanation	In all elements subject to levels, only features up to level 4 will be counted.
Test Scores	N/A

National 8 Free Program	
Entry Requirements	A minimum of: Skills 8 or equivalent and National 7 Technical Elements and Program Components
Split of Competition by age	N/A.
Program Length	Women and Men 4 Minutes (+/- 10 seconds)
Warm Up Length	6 Minutes
Requirements	Skaters should perform a well-balanced programme with linking steps consisting of A maximum of 6 jump elements which must contain: - • An axel type jump element (either solo or in combination or sequence) • A maximum of two (2) jump combinations or one (1) jump combination without using an Euler (half loop) and one (1) jump sequence. One (1) jump combination or one (1) jump sequence may consist of up to three jumps, the other one up to two jumps. • The same type of jump, independent of the number of revolutions can be included not more than three (3) times in the Free Skating program There must be a maximum of 3 spins with different ISU abbreviations, • 1 of which must be a combination spin (min 10 revs), • 1 a flying spin or spin with a flying entrance (min 6 revs) and • 1 choreographic spin A maximum of 1 Step Sequence A Maximum of 1 Choreographic Sequence utilizing the full ice surface
Bonus	N/A
Levels Explanation	In all elements subject to levels, only features up to level 4 will be counted.
Test Scores	Women: TES - 26.00 PCS - 24.00 Men: TES - 26.00 PCS - 30.00

Appendix B

ISU Sports Rules



II. TECHNICAL SPECIFICATIONS SINGLE & PAIR SKATING / ICE DANCE

GENERAL TECHNICAL SPECIFICATIONS IN SINGLE & PAIR SKATING AND ICE DANCE

Rule 500 Definition of the skate blade

Figure Skating blades used during competitions must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.

Rule 501 Clothing

1. At ISU Events and International Competitions, the OWG and the YOG, the clothing of the Competitors must be modest, dignified and appropriate for athletic competition – not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Men must wear full length trousers. Accessories and props are not permitted.
Clothing that does not adhere to these guidelines will be penalized by a deduction (see Rule 353, paragraph 1.n).
For Ice Dance, exceptions to the restrictions may be announced by the IDTC.
2. The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction (see Rule 353, paragraph 1.n).

Rule 502 Duration of skating

The time must be reckoned from the moment the Skater (either Skater for Pair Skating and Ice Dance) begins to move or to skate until arriving at a complete stop at the end of the program.

1. Short Program)
Women, Men, Pairs for both Senior and Junior:
2 minutes and 40 seconds.
2. Free Skating
Senior:

Men	4	minutes
Women	4	minutes
Pairs	4	minutes

 Junior:

Men	3 ½	minutes
Women	3 ½	minutes
Pairs	3 ½	minutes

3. Rhythm Dance for both Senior and Junior
2 minutes and 50 seconds (unless otherwise decided by the Ice Dance Technical Committee and announced in an ISU Communication).
4. Free Dance

Senior	4	minutes
Junior	3 1/2	minutes

The Skater/Pair/Couple is allowed to finish the Short Program, Rhythm Dance, Free Skating or Free Dance within 10 seconds plus or minus the required time. If the Skater/Pair/Couple fails to finish his/their Short Program, Rhythm Dance, Free Skating or Free Dance program within the allowed range of time, there will be a deduction (see Rule 353, paragraph 1.n) for up to every 5 seconds lacking or in excess. Any element in Short Program, Rhythm Dance, Free Skating or Free Dance started after the required time (plus the 10 seconds allowed) must not be identified by the Technical Panel and will have no value. The timekeepers must inform the Referee. If the duration of the program is 30 seconds or more under the required time range, no marks will be awarded.

Rule 503 Falls

A Fall is defined as loss of control by a Skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm. For every Fall there shall be a deduction (see Rule 353, paragraph 1.n).

Rule 504 Marking of Short Program/Rhythm Dance and Free Skating/Free Dance

1. Elements Score

As per Rule 353, paragraphs 1. a) and b), the Scale of Values chart of the elements of Short Program/Rhythm Dance and Free Skating/Free Dance is published and updated in ISU Communications. This Scale of Value contains Base Values of all the elements and the numerical values of the eleven Grades of Execution.

a) Base Value

The Technical Panel will determine the name and, when required, the Level of Difficulty of every element. Base Values of elements are measured in points and increase with the increasing difficulty of the elements. The difficulty of the elements depends:

Single & Pair Skating	Ice Dance
- in jumps (Singles and Pairs) and throw jumps (Pairs): on the names of the jumps or the throw jumps listed in order of their difficulty (Toeloop, Salchow, Loop, Flip, Lutz, Axel) and the number of revolutions; - in lifts (pairs): on the Groups of the lifts (1 - 5), their names and Levels of Difficulty; - in twist lifts (Pairs): on the number of revolutions and Levels of Difficulty; - in death spirals (Pairs): on the names and Levels of Difficulty; - in other elements: on their names and Levels of Difficulty.	on their Levels of Difficulty

b) Levels of Difficulty of elements

The description of characteristics (features) that give an element a certain Level of Difficulty is published and updated in ISU Communications.

Single & Pair Skating	Ice Dance
Lifts, twist lifts and death spirals (pairs), spins and steps (singles and pairs) are divided depending on their difficulty in five Levels of Difficulty according to the number of features achieved: Basic Level – in case of no features, Level 1 – in case of one feature, Level 2 – in case of two features, Level 3 – in case of three features and Level 4 – in case of four or more features.	All Required Elements are divided into five Levels of Difficulty according to the number of features achieved. Choreographic Elements, are confirmed if the minimum requirements defining the Element are met.

c) Grade of Execution (GOE)

Each Judge will mark the quality of execution of every element depending on the positive and/or negative features of the execution and errors on an eleven Grade of Execution scale: +5, +4, +3, +2, +1, Base Value, -1, -2, -3, -4, -5. Elements as per Rule 353, paragraphs 1.h) (i) and (ii) (in Single & Pair Skating) and 1.i) (in Ice Dance) are evaluated as one unit. The guidelines for marking GOE's are published and updated in ISU Communications.

2. Illegal Elements/Movements/Pose

Every Illegal Element/Movement/Pose as defined in Rules 610 (Single & Pair Skating), 704, paragraph 21, (Ice Dance), performed in the program will be penalized by a deduction (see Rule 353, paragraph 1.n). If an Illegal Element/Movement/Pose is performed during the execution of any element, the deduction for an Illegal Element/Movement/Pose will apply and the element will be called:

- Single & Pair Skating: Basic Level if the requirements for at least Basic Level are fulfilled. Otherwise the element will be called "no level".
- Ice Dance: A Level per the requirements performed or ignored if the minimum requirement for Basic Level are not fulfilled.

3. Program Component Score

a) Definition of Program Components

The Skater's/Pair's/Couple's whole performance is evaluated by three Program Components: Composition, Presentation and Skating Skills.

For Pair Skating and Ice Dance there must be equal demonstration of the criteria by both Skaters.

Composition

The intentional, developed and/or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern, and musical structure.

In evaluating the Composition, the following must be considered:

- Multidimensional movements and use of space;
- Connections between and within elements;
- Choreography reflecting musical phrase and form;
- Pattern and ice coverage;
- Unity.

Presentation

The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.

In evaluating the Presentation, the following must be considered:

- Expressiveness and projection;
- Variety and contrast of energy and of movements;
- Musical sensitivity and timing;
- Oneness and awareness of space (Pair Skating, Ice Dance).

Skating Skills

The ability of the Skater to execute the skating repertoire of steps, turns, and skating movements, with blade and body control.

In evaluating the Skating Skills, the following must be considered:

- Variety of edges, steps, turns, movements and directions;
- Clarity of edges, steps, turns, movements and body control;
- Balance and glide;
- Flow;
- Power and speed;
- Unison (Pair Skating, Ice Dance).

b) Marking of Program Components

After completion of a program, as per Rule 353, paragraph j), each Judge marks the Program Components on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges correspond to the following degrees of the Program Components: less than 1 – extremely poor, 1-1.75 - very poor, 2 - 2.75 - poor, 3-3.75 - weak, 4 - 4.75 – below average, 5 - 5.75 - average, 6 - 6.75 - above average, 7 -7.75 - good, 8 -8.75 - very good, 9 – 9.75 excellent, 10 outstanding. Increments are used for evaluation of performances containing some features of one degree and some of the next degree.

Guidelines for marking Program Components are published and updated in ISU Communications.

4. Deductions

Deductions are applied for certain violations of the Regulations (see Rule 353).

Rules 505 – 510 (reserved)

- Skaters/Couples, who have not received any ISU World Standing points will be listed at the bottom of the ISU World Standing list in alphabetical order of the ISU Member. There will be a separate draw between those Skaters/Couples with no World Standing points to determine the starting order, following the principles of ISU Rule 513, paragraph 1. a).
- ii) ISU Grand Prix of Figure Skating Semifinal and Final (Senior and Junior): The starting order for the Short Program / Rhythm Dance will be the reverse order of the final standings of the ISU Grand Prix of Figure Skating Series (Senior and Junior). In the case of a tie, there will be a draw to determine the skating order.
2. Free Skating/Free Dance
 - a) For the Free Skating / Free Dance the starting order will be the reverse order of the result after the Short Program/Rhythm Dance or Pattern Dance(s);
 - b) the Competitors will be divided into the smallest possible number of equal groups (see Table I of the Technical Rules), in the order in which they finished the preceding Segment;
 - c) If the number of Competitors is not equally divisible, the last group to skate (and as many preceding groups as necessary) must contain one more Competitor than the first group. The lowest placed group must skate first, the next lowest second and so on;
 - d) If two or more Competitors are tied for the same place at the end of the preceding Segment, the Competitors concerned shall be assigned in the same group. If necessary, the immediately preceding group shall be smaller by the number of Competitors so added to the following group. The starting order for tied Competitors is determined in a manual draw by lot. The draw for tied competitors is carried out by the Referee with the Technical Controller being present.
 3. If one or more Competitors having obtained scores that would have qualified them for the next Segment decide to withdraw their participation before the beginning of that Segment, then the open spot(s) will not be substituted by any other Competitor(s) and the number of maximum qualified Competitors for that Segment will be reduced by the number of withdrawn Competitors.
If the withdrawal(s) is announced after the draw for the starting order of the following Segment, then the starting order and the warm-up groups will not be changed and the spot of the withdrawn Competitor(s) remains empty.
 4. If one or more Competitors having obtained scores that would have qualified them for the next Segment are disqualified before the beginning of that Segment, then the open spot(s) will be filled by the first placed Competitor(s), who, in the concerned Segment, initially had not reached the following Segment.
Such Competitors will receive the first starting numbers in the first warm-up group and this warm-up group will be complemented with the concerned number of Competitors. If necessary:
 - (i) the starting order of the added Competitors in the first subgroup will be decided by an additional separate draw;
 - (ii) Rule 514, paragraph 3 shall apply.

Rule 514 Warm-up periods

1. Warm-up periods must be allotted to all Competitors.
2. The duration and maximum size of each warm-up (see Table II of the Technical Details) are:
 - a) Single Skating – Short Program – 6 minutes duration, Free Skating – 6 minutes duration – maximum six Competitors;

- b) Pair Skating – Short Program – 6 minutes duration, Free Skating – 6 minutes duration – maximum four Pairs;
 - c) Ice Dance – Pattern Dance(s) – 3 minutes. The first 30 seconds without music followed by 2 minutes and 30 seconds of the sixth (last) tune of the ISU Ice Dance music – maximum six Couples;
 - d) Ice Dance Rhythm Dance/Free Dance
 - i Rhythm Dance, Free Dance (Junior/Senior) – 5 minutes, - maximum five Couples;
 - ii. Free Dance (All Novice categories): – 3 minutes, – maximum five Couples.
3. In the event one or more Competitors tied or added as per Rule 513, paragraph 4 are included in the same group, the maximum number permitted to warm-up at the same time may be exceeded by one Competitor in Single Skating. However, if the maximum number permitted is exceeded by two or more Single Skaters or by one or more Pairs or Ice Dance Couples, the group in question shall be divided into two subgroups with a separate warm-up for each of them. The Competitors of each subgroup skate immediately after the warm-up of their subgroup to be immediately followed by the competitive skating in each instance.
4. Warm-ups must immediately precede the competitive skating of those in that warm-up group. In case of an interruption in the Segment due to unforeseen circumstances of more than 10 minutes, the Competitors concerned will be permitted a second warm-up period of the duration mentioned at paragraph 2, depending on the Segment.

Rule 515 Interruptions, Music Deficiencies, Adverse Conditions and Incomplete Programs

1. An Interruption is defined as the period of time starting immediately when the Competitor stops performing the program or is ordered to do so by the Referee, whichever is earlier, and ending when the Competitor resumes his performance. The Referee shall decide where the point of interruption is and communicate this to the Competitor, the Judges and the Technical Controller. The Competitor shall resume the program according to paragraphs 2, 3, 4 and 5 below. The Technical Panel decides if the interruption occurred at the entrance to or during the element. The Technical Controller shall inform the Referee accordingly.
2. Music Deficiencies:
If the tempo or quality of the music is deficient or if for any reason there is an interruption or stop in the music, the Competitor must stop skating when he becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier.
- a) If any of these problems regarding the music occurs within the 20 seconds after the start of the program, it is the choice of the Competitor whether to continue from the point of where he stops performing or restart the program. If the Competitor decides to restart the program, the Judges and Technical Panel evaluate the program from the beginning, disregarding the previous evaluation. If the Competitor decides to continue from the point where he stopped performing, the Judges and Technical Panel continue evaluating the program from the moment the Competitor resumes the program and the prior evaluation remains.

- b) If any of these problems regarding the music occurs more than 20 seconds after the start of the program, the Competitor shall resume the program from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element. If this element was identified and called by the Technical Panel before the interruption, the Technical Panel has to delete it from the list of the performed elements. The Competitor is allowed to repeat this element when resuming the program.

No deductions apply for interruptions due to music deficiencies.

- 3. Adverse conditions unrelated to the Competitor and/or his equipment
If an adverse condition unrelated to the Competitor or his equipment, such as lighting, ice condition, item thrown onto the ice etc. occurs, the Competitor may stop skating and report to the Referee when he becomes aware of the problem and must stop skating at the acoustic signal of the Referee.
When the problem is solved, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element. If this element was identified and called by the Technical Panel before the interruption, the Technical Panel shall delete it from the list of the performed elements. The Competitor is allowed to repeat this element when resuming the program.
If the interruption lasts longer than 10 minutes, there shall be a second warm-up period according to Rule 514, paragraph 2. After the second warm-up, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element.
No deductions apply for interruptions unrelated to the Competitor or his equipment.
- 4. Adverse conditions related to the Competitor and/or his Equipment occurring during the program:
If a Competitor is injured during the program or another adverse condition related to him or his equipment (such as but not limited to lace undone, damage to clothing or skates) occurs the Competitor must stop skating when he becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier. The music shall be stopped only if the Referee instructs the music technician to do so according to section b) below.

Duration of Interruptions:

- a) Up to 40 seconds
If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If he resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353, paragraph 1.n).
- b) Up to 3 minutes
If the Competitor does not resume skating within 40 seconds, the Referee shall instruct the music technician to stop the music and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee will apply a deduction of 5.0 points as per Rule 353, paragraph 1.n) or no deduction if medical attention is required as per Rule 515, paragraph 5. This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.

When the problem is solved, the Competitor shall continue from the point of interruption or, if interruption occurred at the entrance to or during an element which was called by the Technical Panel before the interruption, at the point immediately following this element. The call made prior to the interruption shall stay.

Only one resumption per program is allowed upon an allowance of additional 3 minutes. If there is a second interruption of more than 40 seconds due to an adverse condition related to a Competitor or his equipment the Competitor shall be considered withdrawn.

5. If medical attention is required (including nose bleeding), the Referee must stop the performance by an acoustic signal, follow the Medical Protocol (Communication 2267 or any update thereof) and instruct the music technician to stop the music. After consulting with the respective Team Physician, or, if not present, the medical doctor provided by the Organizer, the Referee shall decide if the Competitor is allowed back to compete. If the Referee does not allow the Skater to resume within 3 minutes since the Competitor stopped skating their program, the Competitor is withdrawn. If the Referee allows the Competitor/s to continue skating his program, no deduction will apply.
When the problem is resolved, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately following this element, which is called by the Technical Panel and the call remains.
6. Adverse condition occurring prior the beginning of the program with allowance of up to 3 minutes.
 - i) If any adverse condition related to the Competitor or his equipment occurs between his being called to the start and taking the starting position which cannot be remedied within 60 seconds (Rule 350, paragraph 2), the Referee shall allow the Competitor 3 additional minutes and apply a deduction of 5.0 points as per Rule 353, paragraph 1n).
 - ii) If any adverse condition related to the Competitor or his equipment occurs after he takes the ice but before the call to the start and the time before the start of the program is not sufficient to remedy such condition, the Referee shall allow the Competitor 3 additional minutes before being called to the start and apply a deduction of 5.0 points as per Rule 353, paragraph 1n).
7. Adverse condition occurring during the warm-up:
If an adverse condition related to the Competitor with the first starting number in the warm-up group or his equipment occurs during the warm-up, and time before the call to the start is not sufficient to remedy such condition the Referee shall allow the Competitor 3 additional minutes before being called to the start without applying any deductions. For the purposes of paragraph 4, section b) above of this situation is not considered as resumption of the program.
8. Limit of the interruptions allowed
Only one interruption, up to 3 minutes, is allowed whenever it takes place (prior or during the program). If there is a second interruption of more than 40 seconds due to an adverse condition related to a Competitor (including medical problems) or his equipment the Competitor shall be considered withdrawn.
9. Incomplete Programs
If a Competitor does not complete the program, no marks will be awarded and the Competitor shall be considered withdrawn.

Rules 516 – 519 (reserved)

III. TECHNICAL SPECIFICATIONS

SINGLE & PAIR SKATING

A. Single and Pair Skating Elements

Rules 600 – 609 (reserved)

Rule 610 Requirements to elements of Single and Pair Skating and Illegal Elements/Movements

Jump elements

A "jump element" is defined as an individual jump, a jump combination or a jump sequence.

Jump Combinations

In a jump combination the landing foot of a jump is the take-off foot of the next jump. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination.

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump combination between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump combination.

An Euler jump cannot be included in the jump combination of the Short Program. An Euler (half-loop) can be executed, in between two listed jumps, only once in Free Skating.

If the first jump of a two-jump-combination fails to be successful and turns out as a "non-listed jump", the unit will still be considered as a jump combination.

Jump Sequences

A jump sequence consists of two or three jumps in Single Skating or two jumps in Pair Skating of any number of revolutions in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.

One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence.

Jumps executed in a jump sequence receive their full value.

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump sequence between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump sequence. After the execution of an Euler (half-loop) no change of foot before the next jump is allowed. An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating.

Spins

Positions: There are three basic positions: camel (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright spins), sit (the upper part of the skating leg at least parallel to the ice), upright (any position with skating leg extended or slightly bent which is not a camel position).

Layback Spin is an upright spin in which head and shoulders are leaning backward with the back arched. The position of the free leg is optional.

Sideways Leaning Spin is an upright spin in which head and shoulders are leaning sideways and the upper body is arched. The position of the free leg is optional.

A Spin that has no basic position with two revolutions will receive no Level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.

The minimum number of revolutions required in a position is two without interruption. In case this requirement is not fulfilled, the position is not counted.

The change of foot in any spin must be preceded and followed by a spin position with at least three revolutions.

If the Skater(s) fall(s) when entering a spin, or in any failed spin, a spin or a spinning movement is allowed immediately after this fall or failure (for time filling purpose) with this spin or movement not being counted as an element.

If the spinning centers (before and after the change of foot) are too far apart and the criteria of "two spins" is fulfilled (there is a curve of exit after the first part and the curve of entry into the second part), only the part before the change of foot will be called and considered for Levels features.

Spin combinations: Must include a minimum of two different basic positions with two revolutions in each of these positions anywhere within the spin. To receive full value, a Spin combination must include all three basic positions. The number of revolutions in positions that are non-basic is counted in the total number of revolutions. Changing to a non-basic position is not considered as a change of position. A change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately.

Spin in one position and (in Singles) Flying spin (which means a spin with a flying entrance and no change of foot and position):

The concluding upright position at the end of the spin (final wind-up) is not considered to be another position independent of the number of revolutions, as long as in such a final wind-up no additional feature is executed (change of edge, variation of position etc).

When the spin is commenced with a jump, no previous rotation on the ice before the take-off is permitted and a step over must be considered by the Judges in the Grade of Execution.

Step Sequences

All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Step Sequences must fully utilize the ice surface.

Turns and steps must be balanced in their distribution throughout the sequence.

Illegal/Elements Movements are:

- lifts with wrong holds except Choreographic Pair Lift.

B. Single Skating

Rule 611 Short Program Singles

1. a) The Short Program for Single Skating (Senior and Junior) consists of seven required elements. The sequence of the elements is optional;
b) The program shall be skated in harmony with the music chosen by the Competitor. Vocal music with lyrics is permitted;
c) If an unprescribed or additional element (performed) substitutes a required element (not performed), the respective box will be blocked and this performed element will be considered as not according to the requirements (no value);

- d) Unlisted or additional elements such as jumps, spins, steps or repetitions, even of failed elements, are not marked and consequently do not block a “box” (spot) of another type of elements.

2. The Senior Short Program shall consist of the following required elements:

Men

- a) Double or triple Axel Paulsen;
- b) Triple or quadruple jump;
- c) Jump combination consisting of a double jump and a triple jump or two triple jumps or a quadruple jump and a double jump or a triple jump;
- d) Flying spin;
- e) Camel spin or sit spin with only one change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

Women

- a) Double or triple Axel Paulsen;
- b) Triple jump;
- c) Jump combination consisting of a double jump and a triple jump or two triple jumps;
- d) Flying spin;
- e) Layback/sideways leaning spin or sit or camel spin without change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

3. The Junior Short Program shall consist of the following required elements, which form three groups. The groups that are effective on July 1st of each year are:

2026-2027

Men

- a) Double or triple Axel Paulsen;
- b) Double or triple Lutz jump;
- c) Jump combination consisting of a double and a triple jump or two triple jumps;
- d) Flying camel spin;
- e) Sit spin with only one change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

Women

- a) Double Axel Paulsen;
- b) Double or triple Lutz jump;
- c) Jump combination consisting of two double jumps or one double and one triple jump or two triple jumps;
- d) Flying camel spin;
- e) Layback / sideways leaning spin or sit spin without change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

2027-2028

Men

- a) Double or triple Axel Paulsen;
- b) Double or triple Flip jump;
- c) Jump combination consisting of a double and a triple jump or two triple jumps;
- d) Flying sit spin;
- e) Camel spin with only one change of foot;

- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

Women

- a) Double Axel Paulsen;
- b) Double or triple Flip jump;
- c) Jump combination consisting of two double jumps or one double and one triple jump or two triple jumps;
- d) Flying sit spin;
- e) Layback / sideways leaning spin or camel spin without change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

2028-2029

Men

- a) Double or triple Axel Paulsen;
- b) Double or triple Loop jump;
- c) Jump combination consisting of a double and a triple jump or two triple jumps;
- d) Flying camel spin;
- e) Sit spin with only one change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

Women

- a) Double Axel Paulsen;
- b) Double or triple Loop jump;
- c) Jump combination consisting of two double jumps or one double and one triple jump or two triple jumps;
- d) Flying camel spin;
- e) Layback / sideways leaning spin or sit spin without change of foot;
- f) Spin combination with only one change of foot;
- g) Step sequence fully utilizing the ice surface.

4. Remarks

Jumps

- a) For Senior Men any triple or quadruple jump is permitted, when a quadruple jump is executed in c), a different quadruple jump can be included as a solo jump. For Senior and Junior Men and for Senior Women, when the triple Axel Paulsen is executed in a), it cannot be repeated again as a solo jump or in the jump combination. For Senior Women any triple jump is permitted. For Junior Women and Men only the prescribed double or triple jump is permitted. Quint jumps are not allowed in any disciplines.

Jump combinations

- b) For Senior Men the jump combination may consist of the same jump or another double, triple or quadruple jump. For Senior Men when a quadruple jump is executed in b), a different quadruple jump can be included in the jump combination. For Senior Women, Junior Men and Women the jump combination may consist of the same jump or another double or triple jump. However, for all categories the jumps included must be different than the solo jump.

If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted (if this repetition is in a jump combination, only the individual jump which is not according to the above requirements will not be counted). If an extra jump(s) is executed, only the individual jump(s) which is not according to requirements will have no value. The jumps are considered in the order of execution. Quint jumps are not allowed in any disciplines.

An Euler jump cannot be included in the jump combination in the Short Program.

Spins

Spin in one position and spin combination: If there is no spin position before and/or after the change of foot with at least three revolutions, the spin is not according to the requirements and no value will be given.

Except flying spins, spins cannot be commenced with a jump.

c) Flying spin:

Senior: Any type of flying spin is permitted with landing position different than in the Spin in one position.

Junior: Only the prescribed type of flying spin is permitted.

Senior and Junior: A step over must be considered by the Judges in the Grade of Execution. A minimum of eight revolutions in the landing position which may be different from the flying position. No previous rotation on the ice before the take-off is permitted. The required eight revolutions can be executed in any variation of the landing position.

d) Spin in one position

Men - spin with only one change of foot:

Senior: The Competitor must choose the camel position or the sit position to be executed, but this position must be different from the landing position of the Flying spin. The spin must consist of only one change of foot, which may be executed in the form of a step over or a jump with not less than six revolutions on each foot in the chosen basic position.

Junior: Only the prescribed sit or camel position is permitted to be executed. The spin must consist of only one change of foot, which may be executed in the form of a step over or a jump with not less than six revolutions on each foot in the chosen basic position.

e) Women - layback or sideways leaning spin:

Any position is permitted, as long as the basic layback or sideways leaning position is maintained for eight revolutions without rising to an upright position. After the required eight revolutions it is possible to execute the Biellmann position. Change of foot is not allowed.

Women - Spin in one position without change of foot:

Any variation(s) of the chosen position can be executed. Minimum of eight revolutions in this position.

For Men and Women: If the landing position of the Flying spin is the same as in the Spin in one position, the last performed of these two spins will not be counted, but will occupy a spin box.

f) Spin combination:

The spin combination must include only one change of foot with not less than six revolutions on each foot. A change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately. See general requirements for a spin combination in Rule 610.

Step Sequences

Unlisted jumps (any number of revolutions) and listed jumps (with maximum one and a half revolutions) may be included in the step sequence without any penalties. Listed jumps of not more than one and a half revolutions included in the sequence will not be called and will not occupy a box.

Rule 612 Free Skating Singles

Free Skating consists of a well-balanced program of Free Skating elements, such as jumps, spins, steps and other linking movements executed with a minimum of two footed skating in harmony with music of the Competitor's choice, vocal music with lyrics is permitted.

Senior Well Balanced Program

A well-balanced Free Skating program for Men must contain:

- maximum of six jump elements (one of which must be an Axel type jump);
- maximum of three spins, one of which must be a spin combination, one a flying spin and one choreographic spin;
- maximum of one step sequence;
- maximum of one choreographic sequence.

A well-balanced Free Skating program for Women must contain:

- maximum of six jump elements (one of which must be an Axel type jump);
- maximum of three spins, one of which must be a spin combination, one a flying spin and one choreographic spin;
- maximum of one step sequence;
- maximum of one choreographic sequence.

Junior Well-Balanced Program

A well-balanced Free Skating program for Men must contain:

- maximum of six jump elements (one of which must be an Axel type jump);
- maximum of three spins, one of which must be a spin combination, one a flying spin and one choreographic spin;
- maximum of one choreographic sequence.

A well-balanced Free Skating program for Women must contain:

- maximum of six jump elements (one of which must be an Axel type jump);
- maximum of three spins, one of which must be a spin combination, one a flying spin and one choreographic spin;
- maximum of one choreographic sequence.

2. General

The Competitor has complete freedom to select the Free Skating elements, the sum of which will comprise the program.

All elements are to be linked together by connecting steps of a different nature and by other comparable Free Skating movements while fully utilizing the entire ice surface (forward and backward crossovers are not considered to be connecting steps).

Any additional element or elements exceeding the prescribed numbers will not be counted in the results of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

Remarks

For all singles Free Programs the following will apply:

Individual Jumps

Individual jumps can contain any number of revolutions.

Jump Combinations and Jump Sequences

A jump combination and a jump sequence may consist of the same or another single, double, triple or quadruple jump. There may be up to two jump combinations or one jump combination without using an Euler (half-loop) and one jump sequence in the Free Skating. One jump combination or one jump sequence may consist of up to three jumps, the other one of up to two jumps. An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating. Quint jumps are not allowed.

Repetitions

The same type of jump independent of the number of revolutions can be included not more than three times in the Free Skating program.

Any double jump (including double Axel) cannot be included more than twice in a Single's Free Skating program (as a Solo Jump or a part of a Jump Combination / Sequence).

Of all triple and quadruple and quint jumps only two can be executed twice. Of the two repetitions only one can be a quadruple jump or quint jump.

If both executions are as solo jumps, the second of these solo jumps will be attributed 80% of its numerical value according to the Scale of Value.

Triple and quadruple and quint jumps with the same name will be considered as two different jumps. No triple jump or quadruple jump or quint jump can be attempted more than twice.

Extra jumps and jump elements:

If an extra jump(s) is executed only the individual jump which is not according to the requirements will have no value. The jumps are considered in the order of execution.

Spins

All Spins must be of a different character. Any Spin with the same character (abbreviation) as the one executed before will be deleted (but will occupy a spinning box).

The spins must have a required minimum number of revolutions: six for the flying spin and ten for the spin combination, the lack of which must be reflected by Judges in their marking. This minimum number of required revolutions must be counted from the entry of the spin until its exit (except final wind-up in Spins in one position and Flying spins). In the spin combination the change of foot is optional.

Steps

The Competitors have complete freedom in selecting the kind of step sequence they intend to execute. Any unlisted jumps of any number of revolutions and listed jumps with maximum one and a half revolutions can be included in the step sequence without any penalties. Listed jumps of not more than one and a half revolutions included in the sequence will not be called and will not occupy a box.

Listed jumps with more than one and a half revolutions can also be included in the step sequence; they will be called and will occupy a box. The step sequence must fully utilize the ice surface. Step sequences which are too short and barely visible cannot be considered as meeting the requirements of a step sequence.

Choreographic Spin

A Choreographic Spin is a spin which enhances the choreography of the program and matches the music.

A Choreographic Spin must have a minimum of 3 consecutive revolutions executed on one or two blades, with any basic or non-basic positions allowed. Change of foot is optional and can be done several times during the spin. The Technical Panel identifies the Choreographic Spin and it will be confirmed once the 3 consecutive revolutions have been completed. If the Choreographic Spin cannot be identifiable to the panel, the third performed spin will be considered as the Choreographic Spin (Choreographic Spin confirmed). This element has a fixed base value and will be evaluated by the judges in GOE only.

Choreographic Sequences

A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, etc. Steps and turns may be used to link the two or more different movements together. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement.

This element has a fixed base value and will be evaluated by the judges in GOE only.

Rules 613 – 618 (reserved)

C. Pair Skating

Rule 619 Requirements to elements of Pair Skating

General

Pair Skating is the skating of two persons in unison who perform their movements in such harmony with each other as to give the impression of genuine Pair Skating as compared with independent Single Skating; attention should be paid to the selection of an appropriate partner.

All elements are to be linked together by connecting steps of a different nature and by other comparable Free Skating movements, together with a variety of positions and holds, while fully utilizing the entire ice surface.

- a) Both partners need not always perform the same movements; they may separate from time to time, but they must give an impression of unison and harmony of composition of program and of execution of the skating. Movements performed entirely on two feet must be kept to a minimum.
- b) For the purpose of these Rules, a lift means a complete lift including full extension of the lifting arm/s, if required for the type of lift concerned. Small lifts, which may be either ascending and descending or rotational in character, in which the Man does not raise his hands higher than the shoulder level, as well as movements which may include the holding of the Woman by the legs are also permitted.
- c) One skate of the Woman must remain on the ice throughout the death spiral. Multiple execution throughout a program of movements, where neither skate is on the ice must be penalized.
- d) Harmonious steps and connecting movements, in time to the music, should be maintained throughout the program.

Lifts

Pair lifts are classified as follows:

Group One	-	Armpit Hold position
Group Two	-	Waist Hold position
Group Three	-	Hand to Hip or upper part of the leg including buttocks (above the knee) position
Group Four	-	Hand to Hand position (Press Lift type)
Group Five	-	Hand to Hand position (Lasso Lift type)

The Lift's Group is determined by the hold at the moment the Woman passes the top of the Man's head. In Groups 3–5 full extension of the lifting arm(s) is mandatory. A minimum of one revolution of the Man.

Partners may give each other assistance only through hand-to-hand, hand-to-arm, hand-to-body and hand to upper part of the leg (above the knee) grips. A change of hold means going from one of these grips to another or from one hand to another in a one hand hold. Changes of hold during the lift are permitted.

Woman's positions are classified as follows: Upright (Woman's upper body vertical), Star (Woman's position sideways with upper body parallel to the ice) and Platter (Woman's position flat, facing up or down with upper body parallel to the ice). A change of position means going from one of these positions to another (one full revolution in each position).

For the evaluation of the Technical Panel, the lift is concluded when the Man's arm(s) begin to bend after full extension and consequently the Woman begins to descend. Level features (except related to take-off or landing) are counted from the moment the Man's arms are fully extended until the conclusion of the Lift. Judges evaluate the entire lift from take-off to landing.

Twist lifts

The Woman must be caught in the air at the waist by the Man prior to landing and be assisted to a smooth landing on the ice on one foot.

Carry Lifts

- a) Lifts with at least one continuous revolution of the Man may include a carry.
- b) Lifts that are just "Carries" consist of the simple carrying of a partner without rotation, only half a revolution of the Man is allowed on the take-off and/or exit. All holds in "Carry" lifts are unrestricted. The carrying of one partner by the other on the back, shoulders or knees is allowed in these lifts. Carry lifts shall not be counted in the number of overhead lifts. These lifts will be considered in the component "Composition". They do not have a value and are not limited in number.

Throw jumps

Throw jumps are partner assisted jumps in which the Woman is thrown into the air by the Man on the take-off and lands without assistance from her partner on a backward outside edge.

Solo jumps, jump combinations and jump sequences

In case of unequal number of revolutions of the partners in a jump performed as a solo jump or part of a combination or a sequence, this jump will be called as a jump with lesser amounts of revolutions executed by the partners.

Death Spirals

In the final position while the Woman is performing the actual death spiral, both the Man and the Woman must execute a minimum of one revolution with the knees of the Man clearly bent and in full pivot position. For a possible higher Level, the Man should stay in a low pivot position (this is when the lower part of his buttocks is not higher than the upper part of the knee of the pivot foot). The Woman simultaneously must skate on a clean edge with her head close to the ice surface, however she must not touch the ice with her head or assist herself with the free hand or any part of the body. The Woman's body weight is supported by the force of the spiraling edge and the hold of the Man.

The Man must be in a centered position with a fully extended arm.

Any kind of position is counted as a feature if Skaters' hold lasts for at least one revolution.

Step sequences

Should be executed together or close together. Step sequence must fully utilize the ice surface. Credit will be given to a pair which changes places and holds or uses difficult skating moves together during a step sequence. The workload between both partners must be even to be taken into account for a possible higher Level.

Rule 620 Short Programs Pairs

1. a) The Short Program for pairs (Senior and Junior) consists of seven required elements. The sequence of the elements is optional;
- b) The program shall be skated in harmony with the music chosen by the Pair. Vocal music with lyrics is permitted;

- c) If an unprescribed or additional element (performed) substitutes a required element (not performed), the respective box will be blocked and this performed element will be considered as not according to the requirements (no value).
- d) Unlisted or additional elements such as jumps, spins, steps or repetitions, even of elements which have failed, are not marked and consequently do not block a "box" (spot) of another type of elements.

- 2. The Senior Short Program shall consist of the following required elements, which form three groups. The groups that are effective on July 1st of each year are:

2026-2027

- a) Any hip lift take-off (Group Three);
- b) Twist lift (double or triple);
- c) Throw jump (double or triple);
- d) Solo jump (double or triple);
- e) Pair Spin Combination;
- f) Death spiral forward inside;
- g) Step sequence fully utilizing the ice surface.

2027-2028

- a) Any hand to hand lift take-off (Group Four);
- b) Twist lift (double or triple);
- c) Throw jump (double or triple);
- d) Solo jump (double or triple);
- e) Solo spin combination with only one change of foot;
- f) Death spiral backward outside;
- g) Step sequence fully utilizing the ice surface.

2028-2029

- a) Any Lasso lift take-off (Group Five);
- b) Twist lift (double or triple);
- c) Throw jump (double or triple);
- d) Solo jump (double or triple);
- e) Pair Spin Combination;
- f) Death spiral backward inside;
- g) Step sequence fully utilizing the ice surface.

- 3. The Junior Short Program shall consist of the following required elements, which form three groups. The groups that are effective on July 1st of each year are:

2026-2027

- a) Any hip lift take-off (Group Three);
- b) Twist lift (double or triple);
- c) Double or triple loop throw jump;
- d) Double Lutz or double Axel solo jump;
- e) Pair Spin Combination;
- f) Death spiral forward inside;
- g) Step sequence fully utilizing the ice surface.

2027-2028

- a) Any hand to hand lift take-off (Group Four);
- b) Twist lift (double or triple);
- c) Double or triple Salchow throw jump;
- d) Double Flip or double Axel solo jump;
- e) Solo spin combination with only one change of foot;

- f) Death spiral backward outside;
- g) Step sequence fully utilizing the ice surface.

2028-2029

- a) Any Lasso lift take-off (Group Five);
- b) Twist lift (double or triple);
- c) Double or triple toe loop or Flip/Lutz throw jump;
- d) Double loop or double Axel solo jump;
- e) Pair Spin Combination;
- f) Death spiral backward inside;
- g) Step sequence fully utilizing the ice surface.

4. Remarks**Lifts**

- a) Only the prescribed overhead lift take-off is permitted.

Twist lifts

- b) In the Short Program a twist lift take off is limited to either a Lutz or a Flip take off by the Woman. The number of revolutions of the Woman rotating freely in the air is two or three for Seniors and Juniors.

Throw jumps

- c) For Seniors, any double or triple throw jump is permitted. For Juniors only the prescribed throw jump is permitted.

Solo jumps

- d) For Seniors, any double or triple jump is permitted. For Juniors only the prescribed jump is permitted.

Spins**Solo spin combination**

- e) The Solo spin combination must have a minimum of two different basic positions with two revolutions in each of these positions by both partners anywhere within the spin. To receive full value, a Spin combination must include all three basic positions by both partners.

Solo spin combinations may be commenced with jumps.

The spin combination must include only one change of foot with not less than five revolutions on each foot by both partners. The change of foot may be executed in the form of a step over or a jump. The change of foot and the change of positions may be made either at the same time or separately.

- f) Pair Spin Combination

The pair spin combination must have a minimum of two different basic positions with two revolutions in each of these positions by both partners anywhere within the spin.

The pair spin combination must include at least one change of position of both partners. The pair spin combination must include at least one change of foot of both partners, not necessarily executed by both partners at the same time.

If there is no change of foot or no change of position by both partners, the element will have no value.

The pair spin combination must have a minimum of eight revolutions, the lack of which must be reflected by Judges in their marking. However, a spin with less than three rotations is considered as a skating movement and not a spin. The minimum number of required revolutions must be counted from the entry of the spin until its exit.

Death Spirals

- g) Only the prescribed death spiral is permitted.

Death Spiral backward outside: Both partners are skating on a backward outside edge. The Man performs a pivot and holds the hand of the Woman with the same arm as his skating foot fully extended. The Woman is leaning backwards to the ice and her arm is fully extended as she circles around the Man in this position. Any variation of the Man's position, skating direction or edge is allowed as long as he keeps the pivot position as described and the Woman circles around him on an outside edge.

Death Spiral forward inside:

The Man is skating on a backward outside edge, and the Woman is skating on a forward inside edge. The Man performs a pivot and holds the hand of the Woman with the same arm fully extended as his skating foot. The Woman is leaning sideways to the ice and her arm is also fully extended as she circles around the Man in this position. Any variation of the Man's position, skating direction or edge is allowed as long as he keeps the pivot position as described and the Woman circles around him on an inside edge.

Death Spiral backward inside:

The Woman is leaning towards the ice and her arm is fully extended and she circles around the Man on a firm backward inside edge.

Death Spiral forward outside:

The same as for the death spiral forward inside, except that the Woman circles around the Man on a firm forward outside edge.

Step sequences

- h) Step sequence should be executed together or close together and may include any unlisted jumps. Short stops in accordance with the music are permitted.

Rule 621 Free Skating Pairs

Free Skating for pairs consists of a well-balanced program composed and skated to music of the pair's own choice for a specified period of time. Vocal music with lyrics is permitted. A good program contains moves of Single Skating executed simultaneously either symmetrically (mirror skating) or in parallel (shadow skating) and especially typical Pair Skating moves such as pair spins, spirals, lifts, partner assisted jumps and the like, linked harmoniously by steps and other movements.

A Senior Well-Balanced Program must contain:

- maximum of two lifts, not both from the same group, with full extension of the lifting arm/s;
- maximum of one choreographic pair lift;
- maximum of one twist lift;
- maximum of two different throw jumps;
- maximum of one solo jump;
- maximum of one jump combination or jump sequence;
- maximum of one choreographic pair spin;
- maximum of one death spiral different from the death spiral of the Short Program.

A Junior Well-Balanced Program must contain:

- maximum of two lifts, not both from the same group with full extension of the lifting arm/s;
- maximum of one twist lift;
- maximum of two different throw jumps;
- maximum of one solo jump;

- maximum of one jump combination or sequence;
- maximum of one choreographic pair spin;
- maximum of one death spiral.

Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a pair. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

4. Remarks

For all pair programs, the following will apply:

Lifts

All Lifts must have different abbreviations. If the take-off is not different, the second executed lift with the same abbreviation will not be marked, but will block a Lift box.

Twist lift

In Free Skating the number of revolutions in the twist lift is not limited. A Lutz, Flip, Toe loop or Axel take-off by the Woman is accepted.

Solo jumps, jump combinations and jump sequences

The jump combination/sequence consists of two jumps.

All jumps executed with more than two revolutions (Double Axel and all triple and quadruple jumps) must be of different nature (different name), however the jump combination or sequence can include two same such jumps. If an extra jump(s) is executed, only the individual jump(s) which is not according to the requirements will have no value. The jumps are considered in the order of execution.

Death Spiral

Variations of arm holds and pivot positions (backward or forward) are possible.

For Seniors the death spiral of Free Skating must be of a different type than the death spiral of the Short Program.

Choreographic Pair lift:

A Choreographic Pair Lift is a lift which enhances the choreography of the program and matches the music.

A Choreographic Pair Lift must be ascending and descending whilst moving across the ice surface. It must have a minimum of 1 rotation.

The Choreographic Pair Lift does not have any limitations regarding the hold on entry or at any point during the lift. The lifting partner must have straight or almost straight arm(s) above the head at some point during the lift. If the Choreographic Pair Lift is not identifiable to the Technical panel, the third performed lift will be taken as the Choreographic Pair Lift (Choreographic Pair Lift confirmed).

This element has a fixed base value and will be evaluated by the judges in GOE only.

Choreographic Sequences

A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, small lifts etc. Steps and turns may be used to link the two or more different movements together. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement.

This element has a fixed base value and will be evaluated by the judges in GOE only.

Choreographic Pair Spin:

A Choreographic Pair Spin is a spin which enhances the choreography of the program and matches the music.

A Choreographic Pair Spin must have a minimum of 3 consecutive revolutions executed on one or two blades at least by one partner, with any basic or non-basic positions allowed. Change of foot is optional and can be done several times during the spin. Lifting of partners is optional but should not consist of any lifting movement with full extension of the arm(s) if the lifted position is higher than a shoulder level.

The Technical Panel identifies the Choreographic Pair Spin and it will be confirmed once the 3 consecutive revolutions have been completed.

This element has a fixed base value and will be evaluated by the judges in GOE only.

III. TECHNICAL SPECIFICATIONS ICE DANCE

A. Ice Dance definitions

Rule 701 Axis

1. Long Axis – A straight line that divides the ice surface into two halves lengthwise (midline).
2. Short Axis – A straight line that divides the ice surface into two halves crosswise.
3. Continuous Axis – An imaginary line running around the ice surface that serves as the basis for the dance pattern. Usually, in Pattern Dances and Rhythm Dance, the continuous axis consists of two lines running parallel to the long axis of the ice surface, approximately halfway between the long axis and the sides. These lines are joined at each end of the ice surface by a semi-circle. These semi-circles are flattened in some dances so that they run parallel to the ends of the ice surface. In circular dances, such as the Kilian, the continuous axis approximates a circle. The continuous axis of the Paso Doble is an oval.
4. Transverse Axis – An imaginary line intersecting the Continuous Axis of a dance at right angles.

Rule 702 Patterns

The pattern of any dance is the design of the dance on the ice. The diagram of a Pattern Dance includes all the information needed to execute one complete pattern (sequence) of the dance.

1. Set Pattern Dance – A Pattern Dance for which the location, direction and curvature of all edges to be skated are designated in the diagram. This diagram must be followed as closely as possible.
2. Optional Pattern Dance – A Pattern Dance for which the pattern may be altered by a Couple provided that the original step sequences, positions and timing are maintained. Each repetition of the altered pattern must be executed in the same manner and the restart must be commenced from the same place.
3. Lobe – Any sequence of steps on one side of the Continuous Axis that is approximately semi-circular in shape.

Rule 703 Series of steps

1. Introductory Steps – All Pattern Dances (does not apply to Pattern Dance Elements) may be started with optional introductory steps.
2. Start of Pattern Dance – The first step of the Pattern Dance after the Introductory Steps.
3. Sequence – The set order of the prescribed steps/turns that compose one pattern (sequence) of a Pattern Dance.
4. Step Sequence – A series of prescribed or un-prescribed steps, turns and movements in a Rhythm Dance or a Free Dance. Step Sequences are divided into Types, Groups and Styles.
 - a) There are the following Types of Step Sequences, which may be skated either in hold or not- touching.

- i) Step Sequences in Hold must be skated in any Dance Holds or variation thereof (unless otherwise specified by the Ice Dance Technical Committee). Any separation to change a hold must not exceed one measure of music;
 - ii) Not Touching Step Sequences must incorporate mirror and/or matching footwork. Both partners may cross each other's tracing(s) and may switch from matching footwork to mirror and vice versa, unless otherwise specified by the Ice Dance Technical Committee. The partners should remain as close together as possible, but they must not touch. The distance between the partners should generally not be more than two arm length apart, except for short distances when the partners are performing edges and turns in opposite directions.
- b) Types of Step Sequences are divided into Groups:
 - i) Group A: Straight Line Step Sequences
 - Midline – skated along the full length of the ice surface on the Long Axis or Short Axis;
 - Diagonal – skated as fully corner to corner as possible.
 - ii) Group B: Curved Step Sequence
 - Circular (may be skated in anticlockwise or clockwise direction) – utilizing the full width of the ice surface on the Short Axis;
 - Serpentine – commences in either direction (clockwise or anticlockwise) at the Long Axis at one end of the rink and progresses in three bold curves or in two bold curves (S-Shaped) and ends at the Long Axis of the opposite end of the rink, the pattern utilizing the full width of the ice surface.
 - iii) Group C: Partial Step Sequences
 - Pattern Dance Type Step Sequence– performed on the ice surface anywhere or as prescribed by the Ice Dance Technical Committee.
- c) Style of Step Sequences
 Characteristics of Levels of Step Sequences, organized as Styles, are technical requirements with ongoing validity and are published in an ISU Communication.

Any variation or combination of Groups, or other Groups of Step Sequences as decided upon by the Ice Dance Technical Committee are described and published in an ISU Communication.

- 5. Section – A part of a Sequence of a Pattern Dance.
- 6. Pattern Dance Element – A series of prescribed steps, turns and movements in a Rhythm Dance, consisting of:
 - a) a Sequence of a Pattern Dance listed in Rule 707 or
 - b) a Section of a Pattern Dance listed in Rule 707 or
 - c) a combination of steps/turns from Pattern Dances listed in Rule 707.

Rule 704 Steps, Turns and Movements

- 1. *Step* – The visible tracing on the ice that is executed on one foot. It may consist of an edge, change of edge, a turn on one foot such as a Three-Turn or Counter or a flat (which usually is not acceptable).
 - a) *Edge* – The visible tracing of a skate on one foot that is on one curve;
 - b) *Change of Edge* – The visible tracing of a skate on one foot that changes from one curve and edge to a different curve and edge;
 - c) *Flat* – The visible double tracing of a skate on one foot that is straight.
- 2. *Open Stroke* – A step started close beside the skating foot without crossing in front or behind. It should be noted that on all forward edges the free leg is held behind before coming to the skating foot for the next step. On all backward edges the free leg is held forward before returning to the skating foot for the next step.

3. *Cross Stroke* – A step started with the feet crossed so that the impetus or power is gained from the outside edge of the foot that is becoming the free foot. (Note – the legs cross above the knees).
4. *Crossed Step In Front* – A step in which the free foot is placed on the ice on the outer edge side of the skating foot with the free leg tightly crossed in front of the skating leg (note – the legs cross below the knees).
5. *Crossed Step Behind* – A step in which the free foot is placed on the ice on the outer edge side of the skating foot with the free leg tightly crossed behind the skating leg (note – the legs cross below the knees).
6. *Chassé*
 - a) *Simple Chassé* – A series of two edges (usually outside, inside) in which on the second edge the free foot is placed on the ice beside the skating foot, but not ahead of or behind it, and the free foot is lifted with the blade parallel to the ice;
 - b) *Crossed Chassé* is the same as Simple Chassé except that on the second step the free foot crosses the skating foot (crossing behind if the Skater is skating forward, and crossing in front if the Skater is skating backward);
 - c) *Slide Chassé* is the same as Simple Chassé except that on the second step the free foot slides off the ice in front of the skating foot when the Skater is skating forward and to the back if the Skater is skating backward (example: Man's Step 32 in the Starlight Waltz).
7. *Progressive (or Run or Crossover)* – A step or sequence of steps in which the free foot passes the skating foot before it is placed on the ice, thereby bringing the new free foot off the ice trailing the new skating foot.
8. *Roll* – A short or long, forward or backward edge.
 - a) *Swing Roll* – A Roll held for several beats of music during which, when skating backward, the free leg lifts and then first swings forward, then backward past the skating foot, then back beside to skate the next step. When skating forward, the free leg first swings backward, then forward and then back beside to skate the next step. The swing of the leg gives the sense of a “rolling movement”;
 - b) *Cross Roll (Forward/Backward)* – Rolling action of the free leg passing continuously the skating foot to the next outside curve. At the same time, the body weight transfers from one outside curve to the new outside curve to the new outside curve to create a rolling movement.
For Cross Rolls, the free foot passes the skating blade/foot and is placed on the ice in front/back of the skating blade/foot. There is no requirement for the new skating blade to be on an outside edge when it is placed on the ice.
9. *Slip Step* – A step skated in a straight line with the blades of both skates being held flat on the ice. The weight is over the skating leg that may be well bent or straight while the free foot slides forward on the ice to full extension.
10. *Toe Step* – A step where the Skater steps from one toe to the other without jumping.
11. *Turn*
 - a) *One Foot Turn* – A rotational movement on one foot in which the Skater moves from forward to backward or backward to forward.
 - i) *Three Turn* – A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The Skater turns in the direction of the curve;

- ii) *American Waltz Type Three Turn (or Swing Three Turn)* – A Three Turn from an outside edge in which the free leg is extended and the toe and hip are well turned out and held over the tracing. The instep of the free foot is drawn close to the heel of the skating foot as the turn is made. After the turn onto an inside edge, the free foot is extended back of the tracing before being brought back beside the skating foot in time for the next step;
- iii) *European Waltz Type Three Turn* – A Three Turn which begins as in ii). After the turn the back inside edge is held for one beat before the weight is transferred to the free foot as it becomes the skating foot;
- iv) *Ravensburger Waltz Type Three Turn* – An inside Three Turn that begins as in i) and ii) with the free leg extended over the tracing and left behind during the turn, and swings through after its completion in front of the tracing before being brought back beside the skating foot in time for the next step. (example: Man's Step 1 in the Ravensburger Waltz);
- v) *Touchdown Three Turn* – A Three Turn in which the weight is almost immediately transferred to the free foot as it becomes the skating foot for the next step. The turn is made from a forward outside three to the backward outside edge of the opposite foot without full weight transfer, then the Skater immediately steps forward onto the original foot (example: Steps 1 and 2 in the Austrian Waltz). Such a sequence may be skated with forward or backward, inside or outside Three Turns and may be skated alone or as a Couple side by side;
- vi) *Walk-Around Three Turns* – Three Turns turned by a Couple at the same time around a common axis. The partners skate these turns in Waltz Hold (example: Step 29 to 31 in the Austrian Waltz, Steps 39 and 40 in the Ravensburger Waltz) or offset in partial Tango Hold (Steps 1 to 5 in the Golden Waltz);
- vii) *Bracket* – A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The Skater turns in the direction opposite to the curve;
- viii) *Rocker* – A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The Skater turns in the direction of the entry curve;
- ix) *Counter* – A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The Skater turns in the direction opposite to the entry curve (i.e. in the direction of the exit curve);
- x) *Swing Rocker or Counter* – A type of Rocker or Counter in which the free leg swings smoothly past close to the skating leg before the turn and after the turn is either moved past the skating leg and held behind over the tracing or allowed to swing forward.
- b) *Two Foot Turn* – A rotational movement from one foot to the other foot in which the Skater moves forward to backward or backward to forward
 - i) *Mohawk* – A turn from one foot to the other in which the entry and exit curves are continuous. The change of foot is from an outside edge to an outside edge or from an inside edge to an inside edge.
 - *Open Mohawk* – A Mohawk in which the heel of the free foot is placed on the ice at the inner side of the skating foot, the angle between the two feet being optional. Following the weight transfer, the immediate position of the new free foot is behind the heel of the new skating foot (examples: the Man's Steps 8 and 9 and the Woman's Steps 12 and 13 in the Fourteenstep);

- *Closed Mohawk* – A Mohawk in which the instep of the free foot is brought to the heel of the skating foot until the free foot is placed on the ice behind the heel of the skating foot. Following the weight transfer, the immediate position of the new free foot is in front of the new skating foot (examples: Steps 11 and 12 of the Rocker Foxtrot);
 - *Swing Mohawk* – An Open or Closed Mohawk in which the free leg swings forward closely past the skating leg, and then back to the skating foot to execute the turn (examples: Steps 20 and 21 in the Tango).
- ii) *Choctaw* – A turn from one foot to the other in which the curve of the exit edge is opposite to that of the entry edge. The change of foot is from outside edge to inside edge or inside edge to outside edge. Unless otherwise specified in the dance description, the free foot is placed on the ice close to the skating foot.
- *Open Choctaw* – A Choctaw in which the free foot is placed on the ice at the inner side of the skating foot. Following the weight transfer the immediate position of the new free foot is behind the heel of the new skating foot;
 - *Closed Choctaw* – A Choctaw in which the instep of the free foot is brought to the heel of the skating foot until the free foot is placed on the ice behind the heel of the skating foot. Following the weight transfer the immediate position of the new free foot is in front of the new skating foot (example: Steps 12 and 13 in the Blues);
 - *Swing Choctaw* – An Open or Closed Choctaw in which the free leg swings forward closely past the skating leg and then back to the skating foot to execute the turn (example: Steps 5 and 6 [first part] of the Quickstep);
 - *Crossed Open Choctaw* – A Choctaw in which the outside of the free foot is held in front of and at right angles to the skating foot. The hip is open after the turn. It may be wide-stepped (example: Steps 11 and 12 in the Rhumba).
- c) *Twizzle* – A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn then placed beside the skating foot to skate the next step. A series of checked Three Turns is not acceptable as this does not constitute a continuous action. If the traveling action stops during the execution, the Twizzle, it becomes a Solo Spin (Pirouette).
The four different types of entry edges for Twizzles are as follows:
- Forward Inside;
 - Forward Outside;
 - Backward Inside;
 - Backward Outside.
- d) *Twizzle Like Motion* – While the body performs one full continuous rotation, the skating foot technically executes less than a full turn followed by a step forward.
12. Turn Sequences
- i) Set of Twizzles
- a) Set of Synchronized Twizzles – A series of two Twizzles for each partner with up to four steps between Twizzles;
 - b) Set of Sequential Twizzles – A series of two Twizzles for each partner with up to one step between Twizzles.
- For both a) and b), each Twizzle shall be at least one full rotation on one foot performed simultaneously (at the same time) by both partners.

- ii) One Foot Turns Sequence
Specified Turns performed on one foot by each partner simultaneously, in Hold or separately.
- 13. *Solo Spin (Pirouette)* – A spinning movement performed on one foot on the spot by one partner alone (with or without the assistance of the other partner) or by both partners simultaneously (around separate centers);
- 14. *Dance Spin*
 - a) Dance Spin – A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners;
 - b) Basic Positions in Dance Spins
 - i) Upright Position – Performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side.
 - ii) Sit Position – Performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back;
 - iii) Camel Position – Performed on one foot with skating leg straight or slightly bent and body bent forward and free leg extended or bent upward on a horizontal line or higher.
- 15. *Leg and Foot Positions*
 - a) *Coupée* – The free foot is held up in contact with the skating leg from an open hip position so that the free foot is at a right angles to the leg of the skating foot;
 - b) *Passé* – The free foot is brought up to the side of the skating leg from a closed hip position so that the free foot is parallel to the leg of the skating foot;
 - c) *Attitude* – The free leg is bent, and brought up out and behind at a ninety degree angle to the leg of the skating foot.
- 16. *Dance Lift* – A movement in which one of the partners is elevated with active and/or passive assistance of the other partner to any permitted height, sustained there and set down on the ice. Any rotations and positions and changes of such positions during the lift are permitted. Lifts should enhance the music chosen and express its character and should be performed in an elegant manner without obvious feats of strength and awkward and/or undignified actions and poses. The minimum requirement for a Dance Lift is 3 seconds. Types of Dance Lifts are classified as follows:
 - Short Lifts*
 - a) *Stationary Lift* – A lift that is executed on the spot (stationary location) by the lifting partner who may or may not be rotating;
 - b) *Straight Line Lift* – A lift in which the lifting partner travels in a straight line in any position on one foot or two feet;
 - c) *Curve Lift* – A lift in which the lifting partner travels on one curve (lobe) in any position on one foot or two feet;
 - d) *Rotational Lift* – A lift in which the lifting partner rotates in one (clockwise or anticlockwise) direction while travelling across the ice.
 - Combination Lifts* – A lift combining:
 - e) *two Rotational Lifts (as per paragraph d) above)*; in different directions;
 - f) *two Curve Lifts*; on two different curves forming a serpentine pattern;
 - g) *two different Types of Short Lifts a), b), c) or d) above.*
- 17. *Jumps*
 - a) *Dance Jump* – A jump of not more than one revolution without any assistance.
 - b) *Jump Entry* – A jump of not more than one and a half revolutions, performed by one partner as an entry to a Required Element unless otherwise specified in an ISU Communication.

- c) *Jump Exit* – A jump of not more than one and a half revolutions, performed by one partner as an exit from a Required Element unless otherwise specified in an ISU Communication.
 - d) *Hop* – A small jump without revolution.
18. *Types of Movements*
- a) *Crouch* – A two-footed movement in which a Skater travels along the ice with both legs bent at an angle;
 - b) *Ina Bauer* – A two-footed movement in which the Skater travels along the ice with one foot on a forward edge/tracing and the other on a matching backward edge/tracing on a different but parallel tracing;
 - c) *Lunge* – A movement in which a Skater travels along the ice with one leg bent and the other leg directed behind with the boot/blade touching the ice;
 - d) *Pivot* – A two footed movement in which the toe picks of one foot are inserted into the ice by a Skater as a central pivoting point while the other foot travels in a circular pattern around the pivot point;
 - e) *Shoot the Duck* – A one foot movement in which a Skater travels along the ice with one leg in a strongly bent position and the other leg directed forward parallel to the ice;
 - f) *Spread Eagle* – A two-footed movement in which a Skater travels along the ice with one foot on a forward edge/tracing and the other on a matching backward edge/tracing on the same tracing.
19. *Choreographic Element* – Listed or unlisted movement or series of movement(s) as specified by the Ice Dance Technical Committee.
20. Any new elements or variation(s) or combination(s) of Turns/Steps/Jumps/Movements/Spins/Lifts/Choreographic Elements/Illegal Elements approved by the Ice Dance Technical Committee and published in an ISU Communication when applicable.
21. *Illegal Elements/Movements/Poses* – The following elements, movements and/or poses are illegal in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication):
- a) sitting on the partner's head;
 - b) standing on the partner's shoulder;
 - c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees);
 - d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s)
 - e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arm(s) and the lifted partner holding only with feet around the lifting partner's neck;
 - f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head);
 - g) Dance Jumps of more than one revolution except Jump Entry and/or Jump Exit;
 - h) Lying on the ice.
- A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.

Rule 705 Dance Holds

1. *Hand-in-Hand Hold*
 - a) Facing in same direction – The partners face in the same direction and are skating side by side or one behind the other with their arms extended and their hands clasped. A variation of this is the arm-in-arm side by side hold.
 - b) Facing in opposite directions – The partners usually face each other while one skates backward and the other skates forward with the arms extended to the side but sometimes the hold can be skated back to back (example: Steps 22 to 25 in the Cha Cha Congelado).
2. *Closed or Waltz Hold* – The partners are directly opposite each other. One partner faces forward while the other partner faces backward. The Man's right hand is placed firmly on his partner's back at the shoulder blade with the elbow raised and the arm bent sufficiently to hold the Woman close to him. The left hand of the Woman is placed at/on the shoulder of the Man so that her arm rests comfortably, elbow to elbow, on his upper arm. The left arm of the Man and the right arm of the Woman are extended comfortably at shoulder height. Their shoulders remain parallel.
3. a) *Open or Foxtrot Hold* – The hand and arm holds are similar to those of the Closed or Waltz Hold. The partners simply turn slightly away from each other so that they both face in the same direction.
- b) *Crossed Foxtrot Hold* – The partners are in the same hold as above except that the Man's right arm passes behind the Woman and his right hand is on her right hip, and the Woman's left arm passes behind the Man and her left hand is on his left hip.
4. *Outside or Tango Hold* – The partners face in opposite directions – one partner skating forward; the other partner backward. However, unlike the Closed Hold, the partners are offset with the Man to the right or left of the Woman so that the front of his hip is in line with the front of her corresponding hip. Tight hip-to-hip position is undesirable since it impedes flow.
5. a) *Kilian Hold* – The partners face in the same direction with the Woman to the right of the Man and his right shoulder behind her left. The left arm of the Woman is extended across the front of the Man's body to hold his left hand. His right arm crosses behind the Woman's back to clasp her right hand. Both right hands rest over her hip bone;
- b) *Reversed Kilian Hold* – This hold is similar to the Kilian Hold but with the Woman at the Man's left;
- c) *Open Kilian Hold* – The Man's left hand holds the Woman's left hand, with his right hand resting over the Woman's left hip or behind her back. The Woman's right arm is extended. This hold may also be reversed;
- d) *Crossed Kilian Hold* – The Woman's left arm is extended across the front of the Man's body to his left hand, while his right arm is extended across in front of her body with both partners' right hands resting clasped over her hip. This hold may also be reversed;
- e) *High Kilian Hold* – A Kilian Hold in which one pair of the joined hands are elevated to slightly above shoulder height with the elbows slightly bent (example: Steps 3 to 12 in the Yankee Polka).
6. *Leading Hand* – The leading hand of the Man is the right hand except in the case of "Reversed" hold when it is the left hand.
7. *Promenade* – A type of "progressive" skated in Open Hold by a Couple on the same (example: Steps 9 to 11 in the Blues) or opposite (example: Steps 16 to 19 in the Tango) feet derived from a similar forward walking movement in some ballroom dances.

Note: photographs of all Dance Holds listed above are found in the ISU Handbook Ice Dance 2003. In certain cases, some Dance Holds cannot be defined by standardized descriptions.

Rule 706 Musical definitions

1. *Beat* – A note defining the regular recurring divisions of a piece of music.
2. *Tempo* – The speed of music in Beats or Measures per minute.
3. *Rhythm* – The regularly repeated pattern of accented and unaccented Beats which gives the music its character.
4. *Measure (Bar)* – A unit of music which is defined by the periodic recurrence of the accent. Such units are of equal number of Beats.
5. *Strong Beat* – The first Beat of the Measure or group of two Measures supporting the skating count of the Rhythm.
6. *Weak beat* – For Rhythms with a skating count on two Measures, the first Beat of the second Measure (examples: skating count 3 of the Quickstep; skating count 4 of the American Waltz). The skating count of each Rhythm is explained in the ISU Ice Dance Rhythms Booklet & Compact Disc.

B. Pattern Dances

Rule 707 Introduction

1. Pattern Dances consist of the skating of prescribed Patterns, Steps and Turns to music with a defined Rhythm and constant Tempo.
2. In an International Competition including a Pattern Dance(s) Segment, the Pattern Dances to be skated will be selected from the following:

- | | |
|------------------------|-----------------------|
| 1. Fourteenstep | 20. Yankee Polka |
| 2. Foxtrot | 21. Quickstep |
| 3. Rocker Foxtrot | 22. Finnstep |
| 4. Tea Time Foxtrot | |
| 5. Ten Fox | 23. Paso Doble |
| 6. Swing Dance | 24. Rhumba |
| 7. Dutch Waltz | 25. Rhumba D'Amour |
| 8. Willow Waltz | 26. Cha Cha Congelado |
| 9. European Waltz | 27. Silver Samba |
| 10. American Waltz | 28. Tango Fiesta |
| 11. Westminster Waltz | 29. Tango Canasta |
| 12. Viennese Waltz | 30. Tango |
| 13. Austrian Waltz | 31. Argentine Tango |
| 14. Starlight Waltz | 32. Tango Romantica |
| 15. Ravensburger Waltz | 33. Rhythm Blues |
| 16. Golden Waltz | |
| 17. Hickory Hoedown | 34. Blues |
| 18. Kilian | 35. Midnight Blues |
| 19. Maple Leaf March | |

The descriptions, charts and diagrams of the Sequences of the above Pattern Dances are included in the ISU Handbook Ice Dance 2003. The Man must skate the Man's Steps and the Woman must skate the Woman's Steps. Descriptions of the additional Pattern Dances will be published in an ISU Communication.

3. The Pattern Dances must be skated in the order listed in paragraph 2 above. Each Pattern Dance must be skated by each Couple alone on the ice surface as follows, unless otherwise directed by the Ice Dance Technical Committee in an ISU Communication:

- a) For two Sequences of the dance:

Swing Dance	Austrian Waltz	Silver Samba
Dutch Walz	Golden Waltz	Argentine Tango
Willow Waltz	Yankee Polka	Tango
European Waltz	Finnstep	Tango Romantica
American Waltz	Cha Cha Congelado	Midnight Blues
Starlight Waltz		
Ravensburger Waltz		
Westminster Waltz		

- b) For three Sequences of the dance:

Tango Fiesta
Tango Canasta
Ten Fox
Viennese Waltz
Hickory Hoedown
Rhythm Blues
Blues
Paso Doble

- c) For four Sequences of the dance:

Fourteenstep Quickstep
Foxtrot Rhumba
Rocker Foxtrot

- d) For six Sequences of the dance:

Kilian

- e) The number of Sequences may vary per season and will be announced in an ISU Communication when applicable:

Rhumba D'Amour
Maple Leaf March
Tea Time Foxtrot.

- f) The number of Sequences per all Pattern Dances may vary per season and will be announced in an ISU Communication when applicable.

4. All Pattern Dances shall be started so that the steps of the first side of the pattern are skated in front of the Judges unless otherwise directed by the Ice Dance Technical Committee in an ISU Communication.
5. In International Competitions, the current series of ISU Ice Dance music shall be used for the Pattern Dance unless the Ice Dance Technical Committee has decided that the music for one or several Pattern Dances is to be provided by the Couple, following certain requirements, as announced in an ISU Communication. In this case, Pattern Dance music that does not adhere to these specifications will be penalized by deduction(s) (see Rule 353, paragraph 1. n).
When ISU Ice Dance music is used, five pieces of music will be played, unless otherwise directed in an ISU Communication, for each Pattern Dance from ISU tunes 1 to 5. For each starting group the music will be played in the above mentioned numerical order. The last (sixth) tune of each dance shall be only used during the warm-up of each starting group.
6. After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded a deduction according to Rule 353, paragraph 1. n) shall apply.

7. An interrupted Pattern Dance shall be resumed at the nearest technically practicable point in the step sequence and which must be after the point of interruption. The Couple may not skate the steps missed by the interruption.
8. Push/Transition to the next step: A change of edge within the last $\frac{1}{2}$ a beat of the step is permitted to prepare the push/transition to the next step.

Rule 708 Requirements and marking

1. General requirements for Pattern Dances
 - a) *Accuracy* – The steps, edges, elements/movements and dance holds must be in accordance with the dance description and the Rules. Subject to general conformity with the basic requirements, some latitude is given to allow a Couple to demonstrate their own individual style. This is usually accomplished by the use of a variety of arm and/or leg movements. Movements or positions of arms and/or hands, which differ from those specified in the descriptions of the required dance holds are permitted, provided that the Leading Hand of the Man remains in the prescribed position for the hold;
 - b) *Placement* – The pattern of the dances must be in accordance with the Rules. Maximum utilization of the ice surface is desirable, which requires deep edges and good flow. Ice coverage must not be obtained by the use of flat or shallow edges. In a regulation-sized rink (Rule 342), the Couples may not cross the Long Axis. In rinks less than regulation-size, the Couple may cross the Long Axis proportionally to the width of the rink;
 - c) *Skating Skills* – Good basic skating skills are required: Deep edges skated with speed, flow and easy glide in an effortless manner. Cleanness and sureness of steps, edges and lobe transitions evident. The Skaters must carry their weight over the skating foot. Footwork must be neat and precise. Two-footed skating must be avoided except where it is required. Good and equal technical ability are required for both partners. The knee of the skating leg should be flexible with a rhythmic rise and fall. On Chassés and Progressives the feet must be lifted a small distance from the ice;
 - d) *Timing* – The dances must be skated in strict time to the music with the start of the first step of the dance on beat 1 of the ninth measure of the particular tune (unless otherwise specified in the description of the Pattern Dance or by the Ice Dance Technical Committee and announced in an ISU Communication). The prescribed number of beats employed for each step/movement must be in accordance with the Rules. All movements must be coordinated with the rhythm of the music so that all steps are completed without any break in continuity;
 - e) *Style* – Carriage should be upright but not stiff with the head held up. All actions should be easy and flowing and performed in an elegant manner. The Dance Holds (see Rule 705), should be firm and the fingers neither spread nor clenched. There should be no apparent struggle for speed and speed should not be obtained at the expense of good style. The free leg should be extended; the foot turned out and pointed down;
 - f) *Unison* – The Couple should skate as close together as possible keeping a constant distance between them. All movements such as leg swings, knee bends and lean should be equal and well- coordinated and their performance should be balanced. The partners should move as one. The Man should show his ability to lead and the Woman to follow;

- g) *Presentation* – The dance must be skated smoothly and rhythmically with the character of the music being correctly displayed. Such interpretation shall be shown by variations in the execution of dance movements, which reflect the rhythm patterns in the music. The overall effect should be such that each Pattern Dance has a distinct flavor. The partners should relate to one another.
2. Required Sections of Pattern Dances
The pattern of each Pattern Dance may be divided into a certain number of Sections published and updated in an ISU Communication.
3. Marking Pattern Dances
 - a) Technical Score
 - i) Scale of Values
A table with the Scale of Values of the Sections of the Pattern Dances is published and updated in ISU Communications. This Scale of Values (SOV) contains Base Values of all the Sections of each Pattern Dance and adjustments for the correctness and quality of their execution;
 - ii) Levels of Sections
For Novice Competitions and for competitions having specified such procedure in their Announcement, Technical Specialists will determine the Level of every Section in the Pattern Dance (if a description of Levels of Sections and corresponding Scale of Value are available for that Pattern Dance in an ISU Communication);
The description of characteristics that give a Section a certain Level is published and updated in ISU Communications.
 - iii) Grade of Execution (GOE)
Every Judge will mark the quality of execution of every Section of the Pattern Dance depending on the positive and negative features of the execution and errors on the eleven grades of execution scale: +5, +4, +3, +2, +1, Base Value, -1, -2, -3, -4, -5. Each + or - grade has its own + or - numerical value indicated in the SOV Table. This value is added to the Base Value of the Section or deducted from it;
The guidelines for marking of Sections/Sequences are published and updated in ISU Communications.
 - b) Components Score
 - i) Component definitions
In addition to the Technical Score each Judge evaluates the Couple's whole performance in the Pattern Dances by three Components (Timing, Presentation, Skating Skills), unless otherwise specified in an ISU Communication.

TIMING
Definition:
The ability of the Couple to skate strictly in time with the music.

Criteria:
 - Musical sensitivity
 - Skating in time with the music
 - Skating on the strong beat
 - Start of the first Step on beat 1.

PRESENTATION

Definition:

Through the involvement of the Skaters, the display of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.

Criteria:

- Expressiveness and projection
- Oneness and awareness of space.

SKATING SKILLS

Definition:

The ability of the Couple to precisely execute dance steps and movements in accordance with the dance description with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide and flow.

Criteria:

- Overall skating quality
- Clarity of edges, steps, turns, movements
- Balance and glide
- Flow
- Power and speed
- Ice coverage
- Unison.

ii) Marking of Components

Components are evaluated by Judges after the completion of the dance on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges correspond to the following degrees of the Components: <1- extremely poor, 1 very poor, 2 - poor, 3 -weak, 4 – below average, 5 - average, 6 - above average, 7 - good, 8 - very good, 9 to 9.75 - excellent, 10 - outstanding. Increments are used for evaluation of performances containing some features of one degree and some of the next degree. Guidelines for judging are published and updated in ISU Communications.

c) Deductions

Deductions are applied for certain violations according to Rule 353.

C. Rhythm Dance

Rule 709

1. General Requirements for the Rhythm Dance

- a) Rhythm Dance is a dance created by an Ice Dance Couple to dance music with designated rhythm(s) and/or theme(s) selected by the Ice Dance Technical Committee annually for the season. The dance must:
 - i) reflect the character of the music / the selected dance rhythm(s) and/or theme(s);

- ii) be translated to the ice by demonstrating the repertoire of technical skill with a variety of steps, turns, and movements executed precisely and completely along with balance and glide, flow, power and speed and unison;
 - iii) be delivered with unison, in harmony and spatial awareness;
 - iv) fit to the phrasing of the music.

Couples must skate primarily to the rhythmic beat. The dance will contain elements selected by the Ice Dance Technical Committee from the list of required elements specified in paragraph 2 below. Elements should be integrated into the composition of the dance so the concept and choreography must produce the feeling of a unified dance. The rhythm (or group of rhythms) and/or theme(s) as well as the guidelines and technical requirements for the Junior and Senior programs, including specified elements will be decided annually by the Ice Dance Technical Committee and published in an ISU Communication.
- b) The duration of the Rhythm Dance is indicated in Rule 502, paragraph 3.
- c) The music for the Rhythm Dance, including music for the specified Pattern Dance (if required) is to be provided by the Couple. The music may be vocal and must be suitable for Ice Dance as a sport discipline. The music must have the following characteristics:
 - i) Only dance music with an audible rhythmic beat may be used. The music may be without an audible rhythmic beat for up to 10 seconds at the beginning of the program;
 - ii) The music must be selected in accordance with the designated rhythm(s) and/or theme(s);
 - iii) The music selected must have a constant tempo and be in accordance with the specified tempo, when applicable.

Rhythm Dance music that does not adhere to these specifications will be penalized by deduction(s) (see Rule 353, paragraph 1. n)). The Couple is required to submit the name/title of the selected music and the rhythm(s)/theme(s) of their program when registering their music for the information of the Referee and Judges.
- d) The pattern must proceed in a generally constant direction and must not cross the Long Axis of the ice surface except once at each end of the rink (within no more than 30 meters of the barrier). Loops in either direction are permitted provided that they do not cross the Long Axis (unless specified by the Ice Dance Technical Committee and announced in an ISU Communication).
- e) All dance steps, turns, rotations and changes of position are permitted provided that they are appropriate to the designated rhythm(s) and the music chosen. Repetition of any steps, turns and movements is permitted. Difficult, original, varied and intricate footwork is required for both partners.
- f) There are no restrictions on Dance Holds (or variation thereof). Skating in Hand-in-Hand Hold with fully extended arms is permitted only if in the character of the rhythm chosen, but must not be used excessively.
- g) Partners must not separate except to change hold or to perform Required Elements requiring a separation, Turns as transitional elements and moves during the permitted stops. The distance between partners during such separations should not exceed two arm lengths. Change of hold and Turns as transitional elements must not exceed the duration of one measure of music. Separations at the beginning and/or end of the program may be up to 10 seconds in duration without restrictions on the distance of the separation, unless otherwise specified in an ISU Communication.

- h) After the clock is started with the first movement, the Couple must not remain in one place for more than 10 seconds at the beginning and/or the end of the program. During the program up to two full stops in addition to stops required in Required Elements are permitted (duration must not exceed 5 seconds each) unless otherwise specified in an ISU Communication.
- i) The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee, or use of toe steps which should be used only to reflect the character of the dance and underlining rhythm and nuances of the chosen music. In the interest of the public in the arena, programs should be choreographed to all sides of the arena and not only focused to Judges' side.
- j) Touching the ice with the hand(s) is not permitted. Unless otherwise allowed by the IDTC and announced in a Communication.
- k) Kneeling or sliding on two knees, or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall unless otherwise announced in an ISU Communication.

2. Required Elements

The list of Required Elements to be included in the Rhythm Dance and specific requirements for these elements will be announced in an ISU Communication annually.

The following are options but not limited to, which may be included as Required Elements:

- Dance Lift(s) – see Rule 704, paragraph 16;
- Dance Spin(s) – see Rule 704, paragraph 14;
- Turn Sequence(s) – see Rule 704, paragraph 12;
- Step Sequence(s) – see Rule 703, paragraph 4;
- Pattern Dances Element(s) – see Rule 703, paragraph 6 (Pattern Dance Element as per Rule 703, paragraph 6. a) or 6. b) included in the Junior Rhythm Dance as set Required Element(s);
- Choreographic Element(s) see Rule 704, paragraph 19.

D. Free Dance

Rule 710

1. General Requirements for the Free Dance

- a) Free Dance is the skating by the Couple of a creative dance program blending dance steps and movements expressing the character/rhythms(s) of the dance music chosen by the Couple;
The Free Dance must contain combinations of new or known dance steps and movements including Required Elements composed into a well-balanced, whole unit displaying excellent skating technique and the personal creativity of the Couple in concept, arrangement, and expression. The program, including Required Elements, must be skated in time and phrase with the music. The Couple should skate primarily in time to the rhythmic beat. The choreography should clearly reflect the dance character, accents and nuances of the chosen dance music, demonstrating a close relationship between partners with obvious, distinct changes of mood and pace with variations in speed and tempo. The program must utilize the whole ice surface. The Free Dance must not have the concept of a Pair or show program.

- b) The duration of the Free Dance is indicated in Rule 502, paragraph 4.
- c) The music for Free Dance may be vocal and must be suitable for Ice Dance as a sport discipline and must have the following characteristics:
 - i) The music must have a rhythmic beat and/or melody, or a rhythmic beat alone, and may be vocal. The music may be without a rhythmic beat for up to 10 seconds at the beginning or at the end of the program and up to 10 seconds during the program.
 - ii) The music must have at least one change of tempo/rhythm and expression. These changes may be gradual or immediate.
 - iii) All music including classical music must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colorful, entertaining dance program with different dance moods or a building effect.
Free Dance music that does not adhere to these requirements will be penalized by a deduction (see Rule 353, paragraph 1.n).
- d) All steps and turns are permitted. Deep edges and intricate footwork displaying skating skill, difficulty, variety and originality that constitute the distinct technical content of the dance must be included in the program and performed by both partners. In the interest of the public in the arena, programs should be choreographed to all sides of the arena and not only focused to Judges' side.
- e) All elements and movements are permitted provided that they are appropriate to the character of the music and to the concept of a Well-Balanced Program and are in accordance with the definitions in Rule 704.
- f) The number of separations to execute transitional footwork or moves is not restricted. The distance between partners should not exceed two arms lengths. The duration of each such separation, outside of Required Elements requiring a separation, must not exceed 5 seconds. Separations at the beginning and/or end of the program may be up to 10 seconds in duration without restrictions on the distance of separation, unless otherwise specified in an ISU Communication.
- g) All changes of hold are permitted. Many and varied holds increase the difficulty of the program and therefore, should be included. Skating face to face is considered to be more difficult than skating side by side, hand in hand, separately or one after the other.
- h) After the clock is started with the first movement, the Couple must not remain in one place for more than 10 seconds at the beginning and/or end of the program. During the program full stops (up to 5 seconds) in addition to stops required in Required Elements, in which the Couple remains stationary on the ice while performing body movements, twisting, posing and the like are permitted, unless otherwise specified in an ISU Communication.
- i) The program must be developed through skating quality rather than through non-skating actions such as sliding on one knee, or use of toe steps which should be used only to reflect the character of the dance and underlining rhythm and nuances of the chosen music.
- j) Touching the ice with the hand(s) is not permitted.
- k) Kneeling or sliding on two knees, or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall unless otherwise announced in an ISU Communication.

2. Well-Balanced Free Dance Programs

The list of Required Elements to be included in a Well-Balanced Program for Novice, Junior and Senior Free Dances and the specific requirements for those elements will be announced in an ISU Communication annually.

The following are options that may be included as Required Elements:

- Dance Lift(s) – see Rule 704 paragraph 16;

- Dance Spin(s) – see Rule 704 paragraph 14;
- Step Sequence(s) – see Rule 703 paragraph 4 (Groups A and B);
- Turn Sequence(s) – see Rule 704 paragraph 12;
- Choreographic Element(s) – see Rule 704, paragraph 19.

E. Announcement and draw of Pattern Dances and announcement of requirements for Rhythm Dance and Free Dance

Rule 711

1. For Novice International Competitions, the lists of Pattern Dances will be announced annually by the Ice Dance Technical Committee in an ISU Communication not later than June 1st, to become effective on July 1st of the year following the announcement. For other International Competitions which include a Pattern Dance(s) Segment, the Pattern Dance(s) to be skated may be decided by the Organizers and included in the Announcement. If a draw is required, the Pattern Dance(s) to be skated shall be drawn on site and announced prior to the first official practice. The draw shall be carried out by the Referee in the presence of, if possible, one participating Couple.
2.
 - a) The specific requirements for the Rhythm Dance and Free Dance will be decided annually by the Ice Dance Technical Committee and announced in an ISU Communication;
 - b) The specific requirements announced for the Rhythm Dance and Free Dance must be used at all ISU Events and International Competitions during the year, from July 1st to June 30th, for which they are announced.
3. All Communications concerning technical requirements must be published before June 1st except for pending decisions as a result of a Congress, clarifications and additional examples which may be published as needed.

Rules 712 – 799 (reserved)

Appendix C

ISU Communication 2770



Communication No. 2770

SINGLE & PAIR SKATING

GUIDELINES FOR INTERNATIONAL NOVICE COMPETITIONS 2026/27

This Communication replaces 2699

(updated May 11, 2026)

A. GENERAL

1. Entries

Entries to the competitions are made by the ISU Members (for International Competitions) or Clubs (for Interclub Competitions), which must be a member of the ISU Member, based on the age and the level of the Skaters.

2. Age requirements

Rule 9.3.3.1-3

c) In International Novice Competitions a Novice is a Skater who has met the following requirements before July 1st preceding the competition:

- Basic Novice - has not reached the age of fourteen (14).
- Intermediate Novice - has not reached the age of sixteen (16).
- Advanced Novice - has reached the age of ten (10) and has not reached the age of sixteen (16) for girls (Single & Pair Skating/Ice Dance) and boys (Single Skating) and eighteen (18) for boys (Pair Skating/Ice Dance).

3. Deductions for ALL Novice categories

a) Interruption

For every Interruption of:

- | | |
|--|------|
| • more than 10 seconds up to 20 seconds: | -0.5 |
| • more than 20 seconds up to 30 seconds: | -1.0 |
| • more than 30 seconds up to 40 seconds: | -1.5 |

Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption:

-2.5 per program

b) Program time violation up to every 5 seconds lacking or in excess -0.5

c) Part of the costume/decoration falls on the ice -0.5

d) Costume/prop violation -0.5

e) Late start -0.5

- f) Falls*
- per fall outside elements (one Skater only – Single and Pair Skating) -0.5
 - per fall outside elements (both Skaters – Pair Skating) -1.0
 - falls in elements will be called by the Technical Panel but with no deduction(s).

* A Fall is defined as loss of control by a Skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1).

- g) Illegal elements -2.0

As all the values of the deductions above are not the standard ones provided by Rules 353, paragraph 1.n), the Referee must give specific instructions to the system operator and check the correct input in each instance.

4. Officials

- a) Rule 420, paragraph 6, regarding the appointment of Officials apply, except for the requirement of their international qualification. However, the Referee, at least one (1) Judge and at least one (1) member of the Technical Panel must have an international qualification in each event. National officials may be aged from 21 years to 75 years.
- b) The same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Junior and Senior International Competitions.
- c) Rule 433, paragraphs 1 and 2: Reports of the Referee and of the Technical Controller. Reports are not required for any Novice categories in Single and Pair Skating. In case of special incidences, the Referee for Basic Novice, Intermediate and Advanced Novice in Single and Pair Skating competitions shall inform the ISU by sending an individual report by email.

B. SINGLE & PAIR SKATING

1. General Requirements for Novice competitions Single and Pair Skating

Segments of events to be skated in Novice Single and Pair Skating competitions:

- a) Single Skating events shall consist of
 - Basic Novice Free Skating only
 - Intermediate Novice Free Skating only
 - Advanced Novice Short Program and Free Skating
- b) Pair Skating events shall consist of
 - Basic Novice Free Skating only
 - Advanced Novice Short Program and Free Skating
- c) Duration of the Programs:

Single Skating	
Basic Novice	Free Skating: 2:30 min, +/-10 sec.
Intermediate Novice	Free Skating: <u>2:30 min, +/-10 sec.</u>
Advanced Novice	Short Program: 2:20 min, +/-10 sec. Free Skating: 3:00 min, +/-10 sec.
Pair Skating	
Basic Novice	Free Skating: 3:00 min, +/-10 sec.
Advanced Novice	Short Program: 2:20 min, +/-10 sec.

Free Skating: 3:00 min, +/-10 sec.

Various

- In Single Skating Boys and Girls for all Novice sub-categories: Warm-up groups can be maximum up to eight (8) Skaters.
- Warm up time: Basic Novice Free Skating 4 minutes, Intermediate Novice Free Skating 4 minutes, Advance Novice Short Program 4 minutes, Free Skating 5 minutes.
- There will be no special factor of 1.1 for jump elements performed in the second half of neither the Short Program nor the Free Skating in all Novice Categories. Instead, bonuses for achieved jumps are awarded for Advanced Novice Single Skating as per paragraph 2.4 below. All Novice Single Skating categories are eligible for "Variety jump bonus" as per paragraph 2.4 below. For Advanced Novice Pairs, bonus for death spiral is awarded as per paragraph 3.3 below.
- If an extra jump(s) is executed, only the individual jump(s) which is not according to requirements will have no value. The jumps are considered in the order of execution.
- Illegal Elements/Movements for Novices are:
 - somersault type jumps;
 - lifts with wrong holds.

2. Technical Requirements for Novice Competitions Single Skating

2.1 Single Skating Basic Novice - Boys and Girls

A well balanced Free Skating program for Single Skating must contain:

- a) Maximum of five (5) jump elements one of which must be an Axel type jump. There may be up to two (2) jump combinations or one (1) jump combination without using the Euler (half-loop) and one (1) jump sequence. Jump combinations and the jump sequence consist of two (2) jumps. In the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump into the take-off curve of the Axel jump.
One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.
An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but not considered as a listed jump, and will not be counted in the number of the jumps of the concerned jump combination or sequence. After the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.
No triple or quadruple jumps are allowed.
Only one single jump and one double jump (including Double Axel) can be repeated once.
- b) There must be a maximum of two (2) spins of a different nature (abbreviation), one of which must be a spin combination, and one must be a spin with no change of position and no change of foot.
The spin combination with a change of foot must have a minimum of eight (8) revolutions and without a change of foot with a minimum of six (6) revolutions. Flying entry is allowed. If with change of foot, only one level feature per foot will count. Difficult variation of a non-basic position is not counted as a feature in **any** spin, this will be ignored by the Technical Panel.

The spin in one position without change of foot must have a minimum of six (6) revolutions, must be done in a basic position (camel, sit, layback or upright) and will be called maximum level basic. No level features are allowed in this spin. 8 revolutions can be done but will not count as an attempted feature. Flying entry is not allowed.

- c) There must be a maximum of one (1) step sequence fully utilizing the ice surface and including at least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet, **and Feature 5) Body movements included in a combination of 3 difficult turns feature.**

Levels explanations:

For Basic Novice Singles, in all elements that are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The following Program Components are judged:

- Composition
- Presentation
- Skating Skills

The factor for the Program Components is 1.67

2.2. Single Skating Intermediate Novice - Boys and Girls

Boys and Girls

A well balanced Free Skating program for Single Skating must contain:

- a) Maximum of five (5) jump elements one of which must be an Axel type jump. There may be up to two (2) jump combinations or one (1) jump combination without using the Euler (half-loop) and one (1) jump sequence. Jump combinations and the jump sequence consist of only two (2) jumps. In the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.
An Euler(half-loop) when used in a jump combination or sequence between two listed jumps will be called but not considered as a listed jump, and will not be counted in the number of the jumps of the concerned jump combination or sequence. After the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.
No triple or quadruple jumps are allowed. Only one single jump and one double jump (including Double Axel) can be repeated once.
- b) There must be a maximum of two (2) spins of a different nature (abbreviation), one of which must be a spin combination, and one must be a spin with no change of position. The spin combination with a change of foot must have a minimum of eight (8) revolutions and without a change of foot with a minimum of six (6) revolutions, flying entrance is not allowed. If with change of foot, only one level feature per foot will count.

Difficult variation of a non-basic position is not counted as a feature in any spin, this will be ignored by the Technical Panel.

The spin in one position with a change of foot must have a minimum of eight (8) revolutions or spin in one position without change of foot must have a minimum of six (6) revolutions, flying entrance is allowed. If with change of foot, only one level feature per foot will count.

- c) There must be a maximum of one (1) step sequence fully utilizing the ice surface and including at least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet, and Feature 5) Body movements included in a combination of 3 difficult turns feature.

Levels explanations:

For Intermediate Novice Singles, in all elements that are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The following Program Components are judged:

- Composition
- Presentation
- Skating Skills

The factor for Program Components is

- for Boys 2.0
- for Girls 1.7

2.3 Single Skating Advanced Novice - Boys and Girls

Boys

The Short Program for Boys' Single Skating shall consist of the following elements:

- a) Single Axel Paulsen or double Axel Paulsen
- b) Double or triple jump, may not repeat jump a)
- c) One jump combination consisting of two double jumps or one double and one triple jump, the second jump must be double or triple **Toe Loop** (for season 2026/27), both jumps may not repeat jump a) or b)
- d) **Sit spin with change of foot** and no flying entrance (minimum of five (5) revolutions on each foot) (for season 2026/27).
- e) Spin combination with only one change of foot (minimum of five (5) revolutions on each foot), flying entrance not allowed.
- f) One step sequence fully utilizing the ice surface. For feature 4) Two combinations of 3 difficult turns on different feet: the combinations must include **forward outside counter** and **backward outside loop** (for season 2026/27), they can be in the same combination or one in the first and the other in the second. Only one difficult turn may be repeated once in the two combinations. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Girls

The Short Program for Girls' Single Skating shall consist of the following elements:

- a) Single Axel Paulsen or double Axel Paulsen
- b) Double or triple jump, may not repeat jump a)
- c) One jump combination consisting of two double jumps or one double and one triple jump, the second jump must be double or triple **Toe Loop** (for season 2026/27), both jumps may not repeat jump a) or b)
- d) Layback/sideways leaning spin or **sit spin** with no change of foot (minimum six (6) revolutions) and no flying entrance (for season 2026/27).
- e) Spin combination with only one change of foot (minimum of five (5) revolutions on each foot), flying entrance not allowed.
- f) One step sequence fully utilizing the ice surface. For feature 4) Two combinations of 3 difficult turns on different feet: the combinations must include **forward outside counter** and **backward outside loop** (for season 2026/27), they can be in the same combination or one in the first and the other in the second. Only one difficult turn may be repeated once in the two combinations. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Jumps not according to Short Program requirements (wrong number of revolutions) will receive no value.

If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted (if this repetition is in a jump combination, only the individual jump which is not according to the above requirements will not be counted). An Euler jump cannot be included in the Jump combination in the Short Program.

Boys and Girls

A well balanced Free Skating program for Single Skating Boys and Girls must contain:

- a) Maximum of five (5) jump elements one of which must be an Axel type jump. There may be up to two (2) jump combinations or one (1) jump combination without using an Euler (half-loop) and one (1) jump sequence. One jump combination or jump sequence can consist of up to three (3) jumps, the other up to two (2) jumps. A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can be executed only once in the Free Skating. No quadruple jumps are allowed. Any single, double (including Double Axel) or triple jump cannot be executed more than twice in total. Only two triple jumps can be repeated either in a jump combination or jump sequence. The same type of jump independent of revolutions can be included not more than two times in the Free Skating program.
- b) There must be a maximum of two (2) spins of a different nature (abbreviation). One spin must be a spin combination with a change of foot which must have a minimum of eight (8) revolutions, a flying entrance is not allowed. One spin must be a **flying camel spin** without change of foot which must have a minimum of six (6) revolutions, (for season 2026/27).

- c) There must be one Choreographic Sequence consisting of at least two different skating movements.

Levels explanations:

For Advanced Novice Single Skating, in all elements that are subject to Levels, only features up to Level 3 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The following Program Components are judged:

- Composition
- Presentation
- Skating Skills

The factors for the Program Components are

- a) Short Program
- for Boys 1.20
 - for Girls 1.07
- b) Free Skating
- for Boys 2.40
 - for Girls 2.13

2.4 Bonus for Single Skating

Bonus for All Novice categories Single Skating, Free Skating

In the Free Skating skaters can earn bonus points when performing all types of jumps (6 different types of jumps) independent of revolutions based on the well-balanced program requirements. To be eligible for bonus points, all different type of jumps must be valid, e.g. not be identified by the Technical Panel as invalid element (*). The bonus points will be two (2) points. The computer automatically identifies the different abbreviations in the list of elements, and the Technical Panel confirms the bonus with the Authorization of elements.

Bonus for Advanced Novice Single Skating

Skaters can earn bonus points for jumps that are achieved in Short Program and/or Free Skating. To be eligible for bonus points, jumps must be fully rotated or landed on the quarter (q) and must be in accordance with the Short Program requirements as well as the well balanced Free Skating program and the repetition rules for jumps. Jumps can be performed as a solo jump, or in jump combination or jump sequence. Jumps that are identified by the Technical Panel as under-rotated (<), downgraded (<<), with wrong edge (e) or have a fall or being identified as invalid element (*) are not eligible to receive bonus points. However, if in a jump combination or sequence there is a fall on a jump other than the bonus-generating jump, the bonus is still received. If an element has attention (!) and quarter (q), it is still valid for bonus points. Jump(s) with +REP can receive a bonus. In case of jump combinations or jump sequences, all jumps eligible for a bonus point in accordance with the above regulations and limitations can receive bonus points. For example, 3Sb+2Ab+seq.

- Short Program:

In the Short Program a maximum of two (2) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point for one (1) triple jump.

- Free Skating:

In the Free Skating Program, a maximum of three (3) bonus points can be achieved: one (1) bonus point for one (1) Double Axel and one (1) bonus point each for any two (2) different triple jumps.

The Technical Panel will decide upon the bonus points and add them respecting the above regulations and limitations to the respective jump element(s). The Technical Controller will advise the Data Operator to add the bonus point at the end of the jump by using the respective "Bonus" button on the Data Operator's screen (i.e. 2Ab, 3Lzqb+3Tb) during the review process.

The bonus will be assigned to the first two jumps in Short Program and to the first three jumps in Free Skating that fulfill the requirements of bonus, in order of their execution.

In accordance with ISU Rule 353 (ISU Judging System - determination and publication of results) paragraph 1. (Basic Principles of Calculation) and respective subparagraph f), the panel's score for each Section/Element is determined by adding the trimmed mean GOE of this Section/Element to its Base Value. The bonus points are added in addition and will determine the panel's score for jump elements where the Technical Panel identifies such bonus points (Base Value + GOE + Bonus Point(s) = Score of Panel).

Example jump element(s)	Bonus
3S+2A+seq	yes, 3Sb+2Ab+seq
3T+Eu+3S+2A+seq	yes, 3Tb+Eu+3Sb+2Ab+seq
+REP	yes
attention (!)	yes
quarter (q)	yes
quarter (q) + attention (!)	yes
3S+2T fall on second jump	yes, 3Sb+2T
3S+2T+2Lo fall on third jump	yes, 3Sb+2T+2Lo
3S+1T* in the Short Program	yes, 3Sb+1T*
3S+Combo+2T* in the Short Program	yes, 3Sb+combo+2T*
under-rotated (<)	no
downgraded (<<)	no
wrong edge (e)	no
2A or triple jump with a fall (F)	no
Invalid jump with*	no

3. Technical Requirements for Novice Competitions Pair Skating

3.1 Pair Skating Basic Novice

Basic Novice competitions will consist of a Free Skating program only.

A well balanced Free Skating program must contain a maximum of:

- a) Two lifts, from Group 1 and/or from Group 2, one arm holds not allowed (full extension of the lifting arm of the partner is not required). If from the same group, the take-off needs to be different.
- b) One throw jump (single)
- c) One solo jump (single or double)
- d) One solo spin in one position or one pair spin.
The solo spin can be executed with a change of foot and a minimum of eight (8) revolutions in total or without a change of foot and a minimum of five (5) revolutions. The pair spin must be executed with a minimum of five (5) revolutions.
- e) One pivot figure
- f) One step sequence fully utilizing the ice surface. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Levels explanations:

For Basic Novice Pair Skating, in all elements that are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The following Program Components are judged:

- Composition
- Presentation
- Skating Skills

The factor for the Program Components is:

- Free Skating 1.33

3.2 Pair Skating Advanced Novice

The Short Program for Pair Skating shall consist of the following elements:

- a) One lift of Groups 1 to 4, one arm holds not allowed
- b) One twist lift (single or double)
- c) One solo jump (double)
- d) One solo spin combination with or without change foot (minimum of five and five (5+5) revolutions if with change of foot, or six (6) revolutions without change of foot)
- e) One death spiral
- f) One step sequence fully utilizing the ice surface. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

A well balanced Free Skating program must contain a maximum of:

- a) Two lifts both from Group 1 or from Group 2, or two different lifts from Groups 1 to 4, one arm holds not allowed, (in Group 1 and 2 full extension of the lifting arm of the partner is not required) If from the same group, the take-off needs to be different.
- b) One throw jump (double)

- c) One solo jump (double)
- d) One pair spin combination (minimum of six (6) revolutions)
- e) One death spiral
- f) One Choreographic Sequence consisting of at least two different skating movements by both partners

Levels explanations:

For Advanced Novice Pair Skating, in all elements that are subject to Levels, only features up to Level 3 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

Pair Skating Lifts

Group 1 Lift where Girl's head remains up and she does not pass the Man's shoulder - possible grips to allow more variety, Hand to Armpit, Hand to Arm, Hand to Waist or Hand to Hand.

The following Program Components are judged:

- Composition
- Presentation
- Skating Skills

The factors for the Program Components are:

- Short Program 1.07
- Free Skating 2.13

3.3 Bonus for Pair Skating Advanced Novice

Pairs can earn maximum one (1) bonus point for a Death Spiral that is achieved in Short Program and in the Free Skating program. To be eligible for a bonus point, the Death Spiral must be level 2 or higher. A Death Spiral that is identified by the Technical Panel with a fall or being identified as invalid element (*) is not eligible to receive a bonus point.

The Technical Panel will decide upon the bonus point and add it respecting the above regulations and limitations to the death spiral. The Technical Controller will advise the Data Operator to add the bonus point at the end of the death spiral by using the respective "Bonus" button on the Data Operator's screen (i.e. FiDs2b, FoDs3b) during the review process.

In accordance with ISU Rule 353 (ISU Judging System - determination and publication of results) paragraph 1. (Basic Principles of Calculation) and respective subparagraph f), the panel's score for each Section/Element is determined by adding the trimmed mean GOE of this Section/Element to its Base Value. The bonus points are added in addition and will determine the panel's score for the death spiral where the Technical Panel identifies such bonus points (Base Value + GOE + Bonus Point(s) = Score of Panel).

Additional Guidelines and Clarifications for Officials at Single & Pair Skating Novice Competitions

GENERAL

Evaluation of skaters should support the development of young skaters so that they learn a good skating technique and good basic technique in jumps, spins, steps and choreographic movements. The focus is on quality and variety in elements. Costumes should be age appropriate and suitable for Novice level (and below) skaters participating in a competitive environment. Attention should also be given to the amount of cosmetics used by a young athlete.

GOE Evaluation

Jumps: correct jumping technique, clean take-off (toe jumps from proper toe), good air position, direction of jumps and clean landing.

Spins: correct basic positions with quality position of the body, including placement of free foot, arms, upper body and head. Correct change of foot is important without a long curve of exit or curve of entry. In flying spins there should be a clear jump with good air position. Difficult variations are not the key factor in spins and should be added only after the basic positions are executed with good quality.

Step Sequences: focus on turns and steps done well with correct, deep edges rather than doing a lot of turns during the step sequence with weak quality. Maintaining good body control and lean on the edge is important. Step sequences should show a good skating technique of the skater while also focusing on a connection to the music and presenting the program during the element. In Step Sequences with a mandatory skating movement, also the skating movement should be done with good quality and control, showing the ability to have balance on the blade and clarity of the chosen movement. This skating movement should be well connected to the steps and turns, and reflect the music.

Choreographic Sequences: quality of body positions and movements without long breaks in between the movements; these movements should reflect the choreography of the program and follow the character of the music.

Program Components

Choice of music should fit the skater/pair as well as their age. When the music is not appropriate for a young skater/pair, this can be affecting the criteria in Composition and Presentation and consequently result in a lower score.

Composition: placement of the jumps and spins using different areas of the ice, step and choreographic sequences covering the ice in a varied and interesting way. Elements are connected with different kinds of movements that follow the musical phrasing and show a multidimensional aspect.

Composition supports the skills and the development of the skater.

Presentation: skater acknowledges the music, presents the program with energy, and engages with the music. Both partners in pairs are performing and expressing the music in an equal way together.

Skating Skills: basic skating technique with good body and core control, balance, demonstrating different skating directions (forward/backward – clockwise/counter-clockwise), clean edges, variety of steps and turns with a soft knee bend. Both partners in pairs are having a similar skating technique, moving in unison together.

Program Components evaluation

Serious errors are falls and/or mistakes that result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component.

When awarding Program Components when there have been serious error(s), ensure each mark accurately meets the criteria for that range of mark even with serious errors.

Clarifications for Novice Singles

Basic Novice

Spin in one position without change of foot:

Technical Panel: Will be called Level basic only if there are 3 revolutions in the spin with minimum 2 revolutions in basic position. No level features are allowed. If features are performed, the spin will have no Level. 8 revolutions may be done but will not count as an attempted feature.

Judges: Evaluate correct basic positions with quality position of the body including placement of free foot, arms, upper body, and head. Spin should be well centered and controlled. Minimum 6 revolutions.

Combination spin with or without change of foot:

Technical Panel: If with change of foot, only one level feature per foot will count. If two features are done on the first foot, only one feature will be awarded. Difficult variation of a non-basic position is no longer a feature, this will be ignored by the Technical Panel.

Step Sequence:

Technical Panel: Must include at least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet, and Feature 5) Body movements included in a combination of 3 difficult turns feature.

Judges: Evaluate the quality of the skating movement, how well it matches the music, how well it is connected to the step sequence. Regarding turns and steps, see the remarks above under GOE evaluation for step sequences. The skating movement should be done with good quality and control, showing the ability to have balance on the blade and clarity of the chosen movement.

Intermediate Novice

Combination spin with or without change of foot:

Technical Panel: See remarks in Basic Novice.

Spin in one position

Technical Panel: If with change of foot, only one level feature per foot will count. If two features are done on the first foot, only one feature will be awarded.

Step Sequence

Technical Panel and Judges: See remarks in Basic Novice

Advanced Novice

Short Program

Jumps

Technical Panel and Judges: c) One jump combination consisting of two double jumps or one double and one triple jump, the second jump must be double or triple Toe Loop (for season 2026/27), both jumps may not repeat jump a) or b). If the skater performs any other jump as the required jump, such second jump will receive * and judges final GOE must be -5.

Steps Sequence

Technical Panel: f) One step sequence fully utilizing the ice surface. For feature 4) Two combinations of 3 difficult turns on different feet: the combinations must include forward outside counter and backward outside loop (for season 2026/27), they can be in the same combination or one in the first and the other in the second. The order of the turns is free. Only one difficult turn may be repeated once in the two combinations. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Free Skating

Spins

Technical Panel: b) One spin must be a flying **camel** spin, a change of foot is not allowed, and a change of position is not allowed (for season 2026/27).

Clarifications for Novice Pairs

Basic Novice

Lifts

Technical Panel: a) The two lifts can be from the same group or different groups, but only Group 1 and Group 2. If from the same group, the take-off needs to be different.

Step sequence

Technical Panel: f) At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Advanced Novice

Short Program

Death Spiral

Technical Panel: e) If the death spiral has level 2 or level 3, one (1) bonus point will be added.

Free Skating

Lifts

Technical Panel: a) The two lifts can be from the same group if they are from Group 1 and Group 2. If from the same group, the take-off needs to be different. If chosen lifts are from Group 3 and/or Group 4, the two lifts cannot be from the same group.

Death Spiral

Technical Panel: e) If the death spiral has level 2 or level 3, one (1) bonus point will be added.

Step sequence

Technical Panel: f) At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Program Components – Single & Pairs, Ice Dance and Synchronized Skating

Composition	Presentation	Skating Skills
The intentional, developed and / or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.	The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.
Multidimensional movements and use of space	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connections between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns, movements and body control.
Choreography reflecting musical phrase and form	Musical sensitivity and timing	Balance and glide
Pattern and ice coverage	Oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating)	Flow
Unity		Power and speed
		Unison (Pair Skating, Ice Dance, Synchronized Skating)

Serious Error(s)			
Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.			
Category	Mark range	Definition	Errors
Platinum	10	Outstanding	No errors
Diamond	9.75	Excellent	No serious errors
	9.00 – 9.50*		Only 1 serious error
Gold	8.00 – 8.75**	Very good	2 or more serious errors
	7.00 – 7.75	Good	
Green	6.00 – 6.75	Above average	For all Components: *When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above. Note: For the above to apply, the program as a whole is still deemed to be "Excellent". **When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.
	5.00 – 5.75	Average	
Orange	4.00 – 4.75	Below average	
	3.00 – 3.75	Weak	
Red	2.00 – 2.75	Poor	
	1.00 – 1.75	Very poor	
	0.25 – 0.75	Extremely poor	

Note: an error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors. Note: this basic principle applies equally when the errors occur within an element and/or outside an element.

March 18, 2026

Jae Youl Kim, President

Colin Smith, Director General

Appendix D

ISU Communication 2794



Communication No. 2794

ICE DANCE

GUIDELINES FOR INTERNATIONAL NOVICE COMPETITIONS 2026/27

It is a requirement for certain Technical Specifications to be announced annually by the Ice Dance Technical Committee which also applies to the guidelines for Novice International Competitions.

- Pattern Dances for International Competitions (including Key Points and Key Point Features)
- Music requirements for Pattern Dances for International Competitions,
- Required Elements for Free Dance

Furthermore, please refer to the following additional Communications to be published separately:

- Communication Requirements for Technical Specifications with ongoing validity, effective July 1, 2026:
 - Criteria for Levels for all Required Elements
- Communication Marking Guides effective July 1, 2026:
 - Marking Guide for GOE for Pattern Dances, Pattern Dance Elements, Rhythm Dance/Free Dance
 - Components charts for Pattern Dances and Rhythm Dance/Free Dance
 - Who's Responsible for Pattern Dances and Rhythm Dance/Free Dance

All other rules are published in the [Sports Rules Single & Pair Skating and Ice Dance 2026](#)

June 15, 2026

Cyörgy Elek, Vice President Figure Skating

1. GENERAL INFORMATION, SEASON 2026/27

Entries All entries are made based on the age and the category of the Skaters. Entries to the competitions must be made by the ISU Members (for International Competitions) or Sections/Clubs (for Interclub Competitions). The latter must be a member of the ISU Member.			
Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Competition Segments	2 Pattern Dances and Free Dance	2 Pattern Dances and Free Dance	2 Pattern Dances and Free Dance
Age restriction	has not reached the age of fourteen (14)	has not reached the age of sixteen (16)	has reached the age of ten (10) and has not reached the age of sixteen (16) for girls (Singles/Pairs Skating/Ice Dance) and boys (Single Skating) and eighteen (18) for boys (Pair Skating/Ice Dance)
ALL DEDUCTIONS FOR NOVICE CATEGORIES ARE HALF THE NORMAL DEDUCTIONS FOR JUNIOR/SENIOR. THE CHART WITH ALL DEDUCTIONS IS INCLUDED IN A SEPARATE COMMUNICATION As the values of the deductions are different from the standard ones provided by Rule 353, paragraph 1.n), the Referee must give specific instructions to the calculation system operator and must check the correct input of deduction values in each instance.			
Officials: a) Rule 420 6, regarding the appointment of Officials apply, except for the requirement of their international qualification. However, in each event there must be at least one (1) Judge and one (1) member of the Technical Panel and the Referee with an international qualification. National officials may be aged from 21 years to 75 years. b) The same ISU Rules regarding judging, refereeing and the work of the Technical Panel apply as in Junior and Senior International Competitions. c) Rules 433, paragraphs 1 and 2 regarding the Report of the Referee and the Report of the Technical Controller for Advance Novice apply.			
General Information for Pattern Dances – All Novice Categories			
Calling Process without Key Points: Basic Novice	Technical Panel identifies Sequences/Sections of the Pattern Dance as Basic Level when 50% of the Sequence/Section is completed by both partners; Level 1 when 75% of the Sequence/Section is completed by both partners. Level 2 when 90% of the Sequence/Section is completed by both partners. Technical Panel identifies and calls falls.		
Calling Process with Key Points: Intermediate and Advance Novice	Technical Panel determines the Level of every Section/Sequence. At Intermediate Novice up to Level 3 and Advanced Novice up to Level 4		
For events with two Pattern Dances	The total score for each PD will be multiplied by a factor of 0.5 in Basic Novice, 0.75 in Intermediate Novice and 1.0 in Advanced Novice		
MUSIC REQUIREMENTS FOR PATTERN DANCES AND FREE DANCE FOR INTERNATIONAL COMPETITIONS			
Rule 707, paragraph 5 provides that, in International Competitions, the current series of ISU Ice Dance music shall be used for the Pattern Dance unless the Ice Dance Technical Committee has decided that the music for one or several Pattern Dances is to be provided by the Couple, following certain requirements. For season 2026/27, Couples shall provide their own music for all Pattern Dances. According to Rule 707 paragraph 6: After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds. If this time limit is exceeded, a “Pattern Dances Program time” deduction according to Rule 353, paragraph 1. n) shall apply. The music must be chosen in accordance with the Rhythm of the Pattern Dance and may be vocal. The Tempo throughout the required Sequences must be constant and in accordance with the required Tempo of the Pattern Dance (see ISU Handbook Ice Dancing 2003) plus or minus 2 beats per minute (for dances with 4/4 timing) and plus or minus 3 beats per minute for waltz rhythms. Music created digitally or with AI is permitted. Music and theme must be age appropriate in tone, content, and presentation, ensuring suitability for the developmental stages of the Novice categories.			

2. PATTERN DANCES - BASIC, INTERMEDIATE, ADVANCED NOVICE – SEASON 2026/27

Rule 711, paragraph 1: for Novice International Competitions, the Pattern Dances will be announced annually by the Ice Dance Technical Committee in an ISU Communication not later than May 31st, to become effective on July 1st of the season following the announcement.

Note: Rule 707, para 6- After the completion of the last step of the Pattern Dance, the couple must reach their final pose within 20 seconds (exception: Paso Doble + Choreographic Element). If this time limit is exceeded, a deduction according to rule 353 para 1. n) shall apply per the “Who is Responsible” chart published in a separate Communication.

BASIC NOVICE

Two (2) Pattern Dances are to be skated from the following. These will be drawn before the first practice on site:

- **Willow Waltz, Hickory Hoedown and Tango Fiesta**

INTERMEDIATE NOVICE

Two (2) Pattern Dances are to be skated from the following. These will be drawn before the first practice on site:

- **Fourteen Step, Foxtrot and American Waltz**

ADVANCED NOVICE

The following two (2) Pattern Dances are to be skated:

- **Paso Doble Plus and Blues**
 - Paso Doble Plus - Timing commences with the first movement and the maximum duration of the Paso Doble Plus is one (1) minute and 10 seconds. This includes two (2) sequences of the Paso Doble and one (1) Choreographic Element performed in any order. The Choreographic Element may not be performed in between the Paso Doble sequences.

2.1 PATTERN DANCES SEASON 2026/27

All Novice categories		All Pattern Dances will be skated in the order listed and must be performed with the first sequence executed in front of the judges' stand. If not, the Referee will stop the couple and instruct them to restart on the correct side without deduction. The first Step of the dance must be on beat 1 of a measure. Couples shall provide their own music for all Pattern Dances. Tunes 1-5 of the ISU Ice Dance music may also be chosen. Each team's music for the official practice will be played for both Pattern Dances (Each couple skate the first Pattern Dance to their own music and then each couple skates the second dance to their own music) Warm-up 3 minutes, max 6 couples. The first 30 seconds are without music, followed by 2 minutes and 30 seconds of the 6 th tune of the ISU Ice Dance music to be played					
		Pattern Dance	# of sequences	Music	Pattern	Components/ Factors	Warm up Music
Basic Novice No Key Points, Called to max Level 2	Pattern Dance 1	Willow Waltz	2 Sequences	Rhythm: Waltz $\frac{3}{4}$, Tempo 45 measures of 3 beats (135 beats per minute) plus or minus 3 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6 th (last) tune of the European Waltz ISU Ice Dance music
	Pattern Dance 2	Hickory Hoedown	2 Sequences	Rhythm: Country Western (Hoedown) $\frac{4}{4}$, Tempo 26 measures of 4 beats, (104 per minute) plus or minus 2 beats per minute	Set Pattern		TBA
	Pattern Dance 3	Tango Fiesta	2 Sequences	Rhythm: Tango $\frac{4}{4}$, Tempo 27 measures of 4 beats, (108 beats per minute) plus or minus 2 beats per minute	Set Pattern		the 6 th (last) tune of the Tango ISU Ice Dance music
Intermediate Novice Key points called to max Level 3	Pattern Dance 1	Fourteenstep	4 Sequences	Rhythm: March $\frac{6}{8}$ or $\frac{2}{4}$, Tempo 56 or 28 measures of 4 beats (112 beats per minute) plus or minus 2 beats per minute	Set Pattern	Timing Presentation Skating Skills Factor: 0.7	the 6 th (last) tune of the Fourteenstep ISU Ice Dance music
	Pattern Dance 2	Foxtrot	2 Sequences	Rhythm: Foxtrot $\frac{4}{4}$, Tempo 25 measures of 4 beats, (100 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6 th (last) tune of the Foxtrot ISU Ice Dance music
	Pattern Dance 3	American Waltz	2 Sequences	Rhythm: Waltz $\frac{3}{4}$, Tempo 66 measures of 3 beats, (198 beats per minute) plus or minus 3 beats per minute	Set Pattern		the 6 th (last) tune of the American Waltz ISU Ice Dance music
Advanced Novice Key points called to max Level 4	Pattern Dance 1	Paso Doble Plus	2 Sequences	Rhythm: Paso Doble $\frac{2}{4}$, Tempo 56 measure of 2 beats, (112 beats per minute) plus or minus 2 beats per minute	Optional Pattern	Timing Presentation Skating Skills Factor: 0.93	the 6 th (last) tune of the Paso Doble ISU Ice Dance music
	Pattern Dance 2	Blues	2 Sequences	Rhythm: Blues $\frac{4}{4}$, Tempo 22 measure of 4 beats. (88 beats per minute) plus or minus 2 beats per minute	Optional Pattern		the 6 th (last) tune of the Blues ISU Ice Dance music

2.2 PATTERN DANCE PERCENTAGE OF STEPS INFORMATION SEASON 2026/27

CATEGORY	DANCE		DURATION IN SECS PER SEQUENCE	REQUIRED SECTION or SEQUENCES	No OF STEPS PER SECTION OR SEQUENCE	No of Steps				
						10%	25%	50%	75%	90%
Basic Novice	Willow Waltz	132 – 138 bpm	23.4-24.6	2 Sequences (1 round)	22	2	6	11	17	20
	Hickory Hoedown	102-106 bpm	21.3–22.3	2 Sequences (1 round)	16	2	4	8	12	14
	Tango Fiesta	106-110 bpm	15.8-16.5	2 Sequences (1 round)	14	1	4	7	11	13
Intermedia te Novice	Fourteenst ep	110-114 bpm	10.5-10.9	4 Sequences (2 rounds)	14	1	4	7	11	13
	Foxtrot	98-102 bpm	16.5 – 17.1	2 Sequences (1 round)	14	1	4	7	11	13
	American Waltz	195-201 bpm	28.8- 29.4	2 Sequences (1 round)	16	2	4	8	12	14
Advanced Novice	Paso Doble Plus	110-114 bpm	16..8-17.5	2 Sequences (1 round)	28	3	7	14	21	25
	Blues	86 - 90 bpm	24.0 – 25.2	2 Sequences (1 round)	18	2	5	9	14	16

2.3 KEY POINTS AND KEY POINTS FEATURES FOR PATTERN DANCES, SEASON 2026/27

General note:

The process used by the Technical Panel to identify Key Points and their correct execution is the same process as for identification of Required Elements and Levels (i.e by majority).

Key Points Features: Must include correct turns, edges, foot placement and timing.

Correct or incorrect execution of Key Points is reported on the Judges Details per Skater chart as:

- "Yes": meaning, "all Key Point Features are met and all Edges/Steps are held for the required number of beats", or
- "Timing": meaning, "all Key Points Features are met but one or several Edges/Steps are not held for the required number of beats", or
- "No": meaning, "one or several Key Point Features are not met, whether or not Edges/Steps are held for the correct number of beats.
- "X": meaning, "none of the steps within a Key Point were attempted".

Note:

- Cross Roll (Forward/Backward)

Requirement/description: Rolling action of the free leg passing continuously the skating foot to the next outside curve. At the same time, the body weight transfers from one outside curve to the new outside curve to create a rolling movement.

For Cross Rolls, the free foot passes the skating blade/foot and is placed on the ice in front/back of the skating blade/foot. There is no requirement for the new skating blade to be on an outside edge when it is placed on the ice.

- Push/Transition to the next step

A change of edge within the last ½ beat of the step is permitted to prepare the push/transition to the next step

- Correct holds are the prescribed holds per the Pattern Dance descriptions

BASIC NOVICE

For Pattern Dances, there will be no key points described and up to **Level 2** will be evaluated.

The Judges evaluate the Pattern Dance with the GOE.

Characteristics of Levels for Basic Novice Pattern Dances:

Basic Level	Level 1	Level 2
50% of Pattern Dance is completed by both partners	75% or more of Pattern Dance is completed by both partners	90% or more of Pattern Dance is completed by both partners

INTERMEDIATE NOVICE

Key Point Features: must include correct turns, edges, foot placement, timing and holds

Characteristics of Levels for Intermediate Novice Pattern Dances:

Basic Level	Level 1	Level 2	Level 3
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners 1 Key Point is correctly executed	75% of Pattern Dance is completed by both partners 2 Key Point are correctly executed	90% of Pattern Dance is completed by both partners 2 Key Point are correctly executed

Fourteen Step

	Key Point 1	Key Point 2
FO1Sq and FO3Sq	Woman Steps 1-4 (RBO, LBI-Pr, RBO, LBO-SwR)	Man Steps 8-10 (RFI OpMo, LBI, RBO)
Additional Key Point Features	1. Progressive: Not performed as a chasse	
	Key Point 1	Key Point 2
FO2Sq and FO4Sq	Man Steps 1-4 (LFO, RFI-Pr, LFO, RFO-SwR)	Woman Steps 12-14 (LFO OpMo, RBO, LBI)
Additional Key Point Features	1. Progressive: Not performed as a chasse	

Foxtrot

	Key Point 1	Key Point 2
FT1Sq	Man Steps 3-4b (LFO, CR-RF03, LBO)	Woman Steps 13-14 (LFI, RFI)
Additional Key Point Features	1. Correct Cross Roll	
FT2Sq	Woman Steps 5-6 (CR-LFO3, RBO)	Man Steps 13-14 (LFI, RFI)
Additional Key Point Features	1. Correct Cross Roll	

American Waltz

	Key Point 1	Key Point 2
AW1Sq, AW2Sq	Man Steps 1-3 (RFO-Sw3, LBO-SwR, RFO-SwR)	Woman Steps 7-9 (LBO-SwR, RBO-Sw3, LBO-SwR)
Additional Key Point Features	1. Correct Swing Three Turn	1. Correct Swing Three Turn

ADVANCED NOVICE

Key Point Features: Must include correct turns, edges, foot placement, timing and holds

Characteristics of Levels for Advanced Novice Pattern Dances:

Basic Level	Level 1	Level 2	Level 3	Level 4
50% of Pattern Dance is completed by both partners	75% of Pattern Dance is completed by both partners 1 Key Point is correctly executed	75% of Pattern Dance is completed by both partners 2 Key Points are correctly executed	90% of Pattern Dance is completed by both partners 3 Key Points are correctly executed	100% of Pattern Dance is completed by both partners 3 Key Points are correctly executed

Paso Doble + Choreographic Element

	Key Point 1	Key Point 2	Key Point 3
PD1Sq	Woman and Man Steps 1-6 (RBO, LBI-Pr, RBO, LBI-Ch RBO, LBI-Ch, RBO)	Woman Steps 17-23 (RFI, LFO, XB-RFI, LFO, RFI-Ch, LFO, RFI-Ch, LFO)	Man Steps 17-23 (LBI, RBO, XF-LBI, RBO, LFO, RFI-Ch, LFO)
PD2Sq	Woman Steps 12-17 (XB-LBI, RBO, XB-LBI, RBO, XF-LFI, RFI)	Man Steps 12-18 (XF-RFI, LFO, RFI-Pr, XB-LFO OpMo, RBO, LBI, RBO)	Woman and Man Steps 25-28 Woman Steps: (LFO, CR-RFO, CR-LFO, CR-RFO-SwR) <i>Note: Open Mohawk is NOT considered for the Key Point</i> Man Steps: (LFO, CR-RFO, CR-LFO, CR-RFO-SwR)
Choreographic Element	One (1) Choreographic Element chosen from the following and performed either before or after the (2) Paso Doble Sequences. May not be performed in between the Paso Doble Sequences. The Choreographic Element must reflect the chosen character of the Pattern Dance or the GOE will be no higher than -1. Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement		

Blues

	Key Point 1	Key Point 2	Key Point 3
BL1Sq	Man Steps 3-5 (RFO, CR-LFO3, RBO)	Woman Steps 12-13 (LFI-CICho, RBO)	Man Steps 12-13 (LFI-CICho, RBO)
BL2Sq	Woman and Man Steps 7-11 (CR-RFO-SW, LFO, RFI-Pr, LFO, RFI-Pr)	Woman Steps 14-17 (CR-LBO, RFI, LFO3, RBO)	Man Steps 14-17 (CR-LBO, RFI, LFO, RF-Ch, LFO)

3. FREE DANCE REQUIRED ELEMENTS: BASIC, INTERMEDIATE, ADVANCED NOVICE, SEASON 2026/27

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Levels	Called to maximum Level 1	Called to maximum Level 2	Called to maximum Level 3
Lifts	—	Maximum 1 Short Lift Maximum 7 seconds Choice of Straight line, Curve, Stationary or Rotational lift	Maximum 1 Short Lift Maximum 7 seconds Choice of Straight line, Curve, Stationary or Rotational lift
Dance Spins	1	1	1
	Dance Spin - Specifications - Dance Spin - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners		
Step Sequences	—	—	1 Style B Circular or Serpentine, Midline or Diagonal Performed in Prescribed Holds
Sequential Twizzles	1	1	1
	- At least two Twizzles for each partner and must NOT be in contact between Twizzles - Up to 2 steps between Twizzles (Each push and/or transfer of weight while on two feet between Twizzles is considered as a step)		
Choreographic Elements	Two (2) Choreographic Elements: One (1) of which must be a Choreographic Character Step Sequence And One (1) additional chosen from: Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement		Two (2) Different Choreographic Elements chosen from: Choreographic Character Step Sequence Choreographic Lift Choreographic Sliding Movement Choreographic Spinning Movement Choreographic Twizzling Movement The type of Choreographic Element attempted in the Pattern Dance “Paso Doble + Choreographic Element” cannot be repeated in the Free Dance. A repeated Choreographic Element will receive the * symbol as Element not according to the well-balanced program requirements (*), the element will receive NO value but will NOT receive a deduction.

Note: Specifications to Step Sequence Style B, Free Dance:

Not permitted: Stops, Loops, Retrogression, Hand-in-hand hold with fully-extended arm, Separations of more than 2 arm lengths and/or exceeding 5 seconds

The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.

Note: For Basic Novice and Intermediate Novice (FD) if a Choreographic Character Step Sequence is not performed within the first two Choreographic Elements, the second performed Choreographic Element is identified as not according to the well-balanced program requirements receives a (*) symbol. The Choreographic Character Step Sequence performed as a subsequent Choreographic Element shall not be identified.

3.1 DEFINITION OF CHOREOGRAPHIC ELEMENTS - NOVICE

- **Choreographic Character Step Sequence**

The following requirements apply:

- Performed anywhere in the program
- Must be placed around the Short Axis (within 10 meters on either side of the Short Axis) and must proceed from barrier to barrier. The requirement from barrier to barrier is fulfilled when at least one of the partners is not more than 2 arm lengths from each barrier.
- May be in hold or not touching
- Touching the ice with hand(s) is allowed
- Touching the ice with any part (or parts) of the body with controlled movements is **allowed only for Advanced Novice**
- Touching the barrier at the start or finish of the Choreographic Character Step is not permitted
- Distance between partners is permitted as a maximum of 2 arms lengths apart (2 meters)
- Not permitted: Retrogressions, Loops

- **Choreographic Lift: Dance Lift of minimum 3 seconds and up to ten (10) seconds**

The following requirements apply:

- performed after all the other required Dance Lifts

- **Choreographic Sliding Movement:** performed anywhere in the program, during which both partners perform sliding movements on the ice.

The following requirements apply:

- Sliding movement by both partners at the same time on any part of the body for at least 2 seconds. The start and ending of the Choreographic Sliding Movement does not have to be performed simultaneously.
- May be in hold or not touching, or a combination of both and may also rotate.
- Controlled Sliding on 2 knees or any part of the body will not be considered as a Fall/Illegal Element by the Technical Panel during this element.
- Sliding Movement which finishes as a stop on 2 knees or sitting/lying on the ice is identified as a Choreographic Sliding Movement and a deduction for Fall is applied.
- Performing basic lunge movement by both partners at the same time will NOT be considered as a Choreographic Sliding Movement.

- **Choreographic Spinning Movement:** spinning movement performed anywhere in the program, during which both partners perform at least 2 continuous rotations in any hold,

The following requirements apply:

- on one foot or two feet or one partner being elevated for less than 2 rotations, or a combination of the three,
- on a common axis which may be moving.

- **Choreographic Twizzling Movement:** twizzling movement performed after the required Set of Twizzles, composed of 2 parts.

The following requirements apply:

- for both parts: on one foot or two feet or a combination of both,
- for the first part: at least 2 continuous rotations performed simultaneously and both partners must travel (cannot be on the spot)
- for the second part: at least one of the partners has to perform at least 2 continuous rotations with up to 3 steps between the first and second twizzling movement, one or both partners can be on the spot or traveling or a combination of both.

3.2 GENERAL INFORMATION FOR NOVICE FREE DANCE (AND PATTERN DANCE WHEN APPLICABLE)

Category	BASIC NOVICE	INTERMEDIATE NOVICE	ADVANCED NOVICE
Duration of Free Dance	2 minutes (+/- 10 seconds)	2 minutes 30 seconds (+/- 10 seconds)	3 minutes (+/- 10 seconds)
	Program time: Referee deduction: -0.5 up to every 5 sec lacking or in excess		
Duration of Warm-up	Free Dance (All Novice categories): three (3) minutes, maximum five (5) Couples.		
Components Factors	• Composition • Presentation • Skating Skills Factor: 1.0	• Composition • Presentation • Skating Skills Factor: 1.0	• Composition • Presentation • Skating Skills Factor: 1.33
Music	• All music, including classical music, must be cut/edited, orchestrated or arranged in a way that it creates an interesting, colorful, entertaining dance program with different dance moods or a building effect. • Must have at least one obvious change of tempo/rhythm and expression; this change may be gradual or immediate. • May be vocal and must be suitable for ice dance as a sport discipline. • Must have a rhythmic beat and melody, or rhythmic beat alone, but not melody alone. (per Communication 2698) • May be without an rhythmic beat for up to 10 seconds at beginning or end of the program. • May be without an rhythmic beat for up to 10 seconds during the program. • Music and theme must be age appropriate in tone, content, and presentation, ensuring suitability for the developmental stages of the Novice categories. •		Music Requirements: Referee + Judges Deduction: -1.0 per program
Stops	• After the clock is started with the first movement, couple must not remain in one place for more than 10 seconds. • During the program, unlimited full stops of up to five (5) seconds are allowed.		Choreography restrictions: Applied to violations outside of elements
Separations	• The number of separations to execute transitional footwork or moves is unrestricted. • Distance allowed is maximum 2 arm lengths apart during separations • Duration of each separation (excluding Required Elements) can be no more than 5 seconds. • Separations at the beginning and/or end of the program may be up to 10 seconds, no restrictions on the distance of separation.		Referee + Judges Deduction: -0.5 per program
Touching ice with hand(s)	• Not permitted — except during a Choreographic Sliding Movement or Choreographic Character Step Sequence in the Free Dance, and during the Advanced Novice Pattern Dance (Paso Doble + Choreographic Element, if a Choreographic Sliding Movement is performed).		
Costume and prop (also applicable for Pattern Dance)	• Must be modest, dignified, not give the effect of excessive nudity and appropriate for athletic competition – not garish or theatrical in design. Clothing however may reflect the character of the chosen music. • Skaters may wear trousers of any length • Accessories and props are not permitted.		Costume and prop: Referee + Judges deduction -0.5 per program

Appendix E

ISU Communication 2795



Communication No. 2795

ICE DANCE Requirements for Technical Specifications season 2026/27

It is a requirement for certain Technical Specifications to be announced annually by the Ice Dance Technical Committee **and all other rules are published in [Sports Rules Single & Pair Skating and Ice Dance 2026](#)**:

Requirements defined in the Technical Specifications to be announced annually:

1. Requirements for Rhythm Dance - Rhythms/theme, Required Elements (including Key Points and Key Point Features for Pattern Dance Elements) and guidelines for Rhythm Dance – Junior/Senior
2. Required Elements for Free Dance – Junior/Senior

All requirements related to Novice categories for the season 2026/27 will be published in ISU Ice Dance Guidelines for International Novice Competitions.

Furthermore, please refer to the following:

Communication: Requirements for Technical Specifications with ongoing validity, effective July 1, 2026 includes the:

- Criteria for Levels for all Required Elements

Communication: Marking Guides effective July 1, 2026 includes the:

- Marking Guide for GOE for Pattern Dances, Pattern Dance Elements, Rhythm Dance/Free Dance
- Components charts for Pattern Dances and Rhythm Dance/Free Dance
- Who's Responsible for Pattern Dances and Rhythm Dance/Free Dance

Any updates to the current ongoing Technical Specifications and Scale of Values, valid as of July 1st, 2026, will be republished in a subsequent Communication.

June 15, 2026

Cyörgy Elek, Vice President Figure Skating

1. REQUIREMENTS FOR RHYTHM DANCE SEASON 2026/27

1.1. Rhythm/Theme

Rule 709, paragraph 1. a) provides that rhythm(s) and/or theme(s) are selected by the Ice Dance Technical Committee annually for the season. For the season 2026/27, the following has been determined:

The theme and music for the Junior and Senior Rhythm Dance for the 2026/27 season is **“Rhythm and Waltz.”**

Any style of waltz is permitted, from traditional forms to modern interpretations.

At least one (1) additional rhythm, tempo and dance style must be included to support the chosen concept or theme.

Music Requirements: Waltz Section must be in 3/4 or 6/8 time.

- Note:**
- Remixed and/or remastered music, including cover versions, is permitted.
 - Music created by AI is also permitted.
 - The couple should express the feeling, essence, and style of the selected rhythms through their movements and dance holds.
 - **The Rhythm Dance should NOT be skated in the style of a Free Dance.**
 - To comply with the ethical values of sports, any music chosen for Ice Dance competitions must not include aggressive and/or offending lyrics.

1.2 RHYTHM DANCE – Required Elements 2026/27 – Junior/Senior

Junior Rhythm Dance Pattern Dance Elements	One (1) Sequence of the Westminster Waltz evaluated as two (2) sections: skated/performed to any Waltz dance music/dance style(s) with a constant tempo: minimum 54 three-beat measures per minute; 162 beats per minute, skated in 3 / 4 time or 6 / 8 time Duration: any exact number of musical phrases 1WW (Steps #1 – 12) followed by 2WW (Steps #13– 22) Duration: The first step of the dance must be skated on beat one of a musical phrase and started to the left of the Judges Pattern/Step Requirement: Starting with Step #1 of 1WW skated at the Judges' left side. Holds: Variation of Holds throughout, except extended Hand in Hand, are permitted. Tracking: Tracking between partners is optional.
Senior Rhythm Dance Pattern Dance Element	A section of the Golden Waltz Pattern Dance, 1GW. Starting with step 33, including the restart, and concluding with step 20: Rhythm: skated/performed to any Waltz dance music/dance style(s) with a consistent tempo: minimum 62 three-beat measures per minute; 186 beats per minute, skated in 3 / 4 time or 6 / 8 time Duration: The first step of the dance must be skated on beat one. Pattern/Step Requirement: Started from Woman's step 33 (LFO) and Man's step 33 (LFO3/LBI3) on the Judge's right side, past the short axis Hold(s): Must remain in contact at all times, even during changes of Holds Tracking: Tracking between partners is optional except during Key Points
Senior Rhythm Dance Creative Dance Element (CDE)	Creative Dance Element (CDE) - Performed in contact, may include Hand in Hand with fully extended arms. Note: A brief release to change hold is not considered a separation. - Skated to any dance rhythm/dance style Requirements: - Both partners must perform steps/movements from barrier to opposite barrier. The requirement for barrier to barrier is fulfilled when at least one of the partners is not more than 2 meters from each barrier. - Only One (1) Dance Stop for no more than 5 seconds must be performed anywhere within the CDE. Note: Any stop performed at the beginning, during or end of the CDE, will be considered as the Dance Stop. Any stationary spinning movement is not considered as a stop - One (1) acrobatic movement involving agility and balance must be performed by one or both, with or without partner assistance. An additional brief stop to prepare/perform the acrobatic movement is permitted and is not considered the Dance Stop. Any additional touching of the ice during the acrobatic movement is permitted and is not considered as the 5 seconds permitted to touch the ice. - The element must demonstrate presentation to all four sides of the rink. Note: Execution directed exclusively toward the judges does not fulfill this requirement. Additional Notes: - Touching the ice is permitted once for no more than five (5) seconds. One or both partners may touch the ice with any part of the body; they do not have to start and stop at the same time within the permitted five (5) seconds. - Retrogressions and Loops are permitted - One (1) separation of no more than 5 seconds is permitted and may be performed within the required stop.

Junior and Senior Dance Lift	1 Short Lift, up to 8 seconds Note: The Type of this Short Lift may not be performed in the FD except when performed within one part of a Combination Lift
Junior and Senior Step Sequence	1 Step Sequence Not Touching (Style B) Specifications to Style B, Rhythm Dance: skated to any dance rhythm/style - Chosen pattern may ONLY be Circular, clockwise direction (Senior) and Midline or Diagonal (Junior) - Skated no more than 2 arm lengths apart Not permitted: - Loop(s) - Retrogression(s) Note: The entry or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression. However, if a Difficult Turn is executed during a retrogression with both entry and exit edge, it will not be considered for Level by the Technical Panel.
Junior and Senior Sequential Twizzles	One (1) Set of Sequential Twizzles At least two Twizzles for each partner and must NOT be in contact between Twizzles Up to 1 step between Twizzles (each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered a step). Note: The C Feature(s) attempted in the RD cannot be repeated in the FD for level and will be ignored by the Technical Panel. This applies even if the Features were not given credit for level in the RD.

1.3 Key Points and Key Points Features for Junior and Senior Pattern Dance Elements Season 2026/27

- **Key Point Features: Must include correct turns, edges, foot placement and timing.**
- Note: Push/transition to the next step: A change of edge within the last ½ a beat of the step is permitted to prepare the push/transition to the next step

Westminster Waltz:

Pattern Dance Element (1WW) Steps # 1-12	Key Point 1 (Woman) Woman Steps 5, 6, 7 (LFI OpMo, RBI, LBO)	Key Point 2 (Man) Man Steps 5, 6, 7 (LFI OpMo, RBI, LBO)	Key Point 3 (Woman) Woman Steps 9, 10a, 10b (LFO, CR-RFO3, LBO)	Key Point 4 (Man) Man Steps 9, 10 (LFO, CR-RFO-SwR)
Pattern Dance Element (2WW) Steps # 13 - 22	Key Point 1 (Woman) Woman Steps 13, 14 (RFI-SwRk, LBO)	Key Point 2 (Man) Man Steps 13, 14 (LFO-SwCtr, RBI)	Key Point 3 (Woman) Woman Steps 19, 20, 21a, 21b (RBO, Cr-LBO, RFO3, LBO)	Key Point 4 (Man) Man Steps 19, 20, 21 (LFO, CR-RFO3, LBO)

Golden Waltz:

Pattern Dance Element (1GW) Steps # 33 - 20	Key Point 1 (Woman) Woman Steps 34, 35 (RFI Sw OpCho, LBO)	Key Point 2 (Man) Man Steps 34, 35 (RFI Sw OpCho, LBO)	Key Point 3 (Woman) Woman Step 15 (XB-LFI-Br)	Key Point 4 (Man) Man Steps 15a, 15b, 15c (XB-LFI OpMo, RBI, LBO)
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1.4 RHYTHM DANCE – Specifications/Restrictions 2026/27

	Specifications/Restrictions	Violations
REFEREE Deductions		
Duration	Senior/Junior: 2 minutes 50 seconds +/- 10 seconds	Program time: Referee deduction - 1.0 up to every 5 seconds lacking or in excess
General Requirements Tempo	Rule 709, para. 1. a)	Referee deduction -1.0 per program - violation of tempo specification
REFEREE AND JUDGES Deductions		
Music	Rule 709 para 1c as stated Only dance music with a rhythmic beat may be used. The music may be without a rhythmic beat for up to 5 seconds at the beginning of the program	Music Requirements: Referee + Judges deduction -2.0 per program
Holds	According to Rule 709 1d Partners must remain in hold (recognizable and/or variation of holds) except to change hold throughout. Note: Extended/sustained basic “Hand in Hand” position is not permitted, except during the CDE	Choreography restrictions: (Pattern/ Stops/ Separations/Touching ice with hands) Referee + Judges deduction - 1.0 per program Note: When performed during a Required Element when not permitted, Judges evaluate as Negative feature(s) for the GOE
Pattern	For this season, there is no pattern restriction.	
Stops	- After the clock starts, the couple must not remain in one place for more than 5 seconds at the beginning and/or end of the program. - During program (excluding the one (1) 5 seconds at the beginning and/or end of the program): Senior: 1 full stop of no more than 5 seconds is permitted only during the CDE Junior: 1 full stop of no more than 5 seconds is permitted - Note: Any stationary spinning movement is not considered as a Stop	
Separations	Rule 709, para. 1. g) Note: Couples skating more than two arm-lengths apart is an error, including in all Required Elements/Choreographic Elements, unless otherwise stated in this Communication. Two arm-lengths is defined as the distance between any part of the skaters’ body.	
Touching ice with hands	Rule 709, para. 1. j) Junior: Not permitted Senior: Only during the CDE	
Costume and prop	Rule 501 Skaters may wear trousers of any length	Costume and prop: Referee + Judges deduction -1.0 per program

2. FREE DANCE REQUIREMENTS

2.1 FREE DANCE – Required Elements 2026/27 for Junior/Senior

ELEMENTS	JUNIOR	SENIOR
Dance Lift - Not more than	Two (2) Different Types of Short Lifts up to 8 seconds Or One (1) Combination Lift up to 13 seconds The Lift type performed in the RD may not be repeated in FD unless performed within one part of a Combination Lift	Three (3) Different Types of Short Lifts up to 8 seconds Or One (1) Short Lift and One (1) Combination Lift up to 13 seconds (Short Lift must be a different type than in the Combination Lift) The Lift type performed in the RD may not be repeated in FD unless performed within one part of a Combination Lift
Dance Spin (DSp)	One (1) Dance Spin Dance Spin (DSp) - A spin skated by the Couple together in any hold. To be performed on the spot around a common axis on one foot with or without change(s) of foot by one or both partners For season 2026-27, Exit Feature is not considered for Level	
Step Sequence: Types: Straight line or Curve	One (1) Step Sequence in Hold (Style B) Not permitted: - Stops - Loops - Retrogression - Hand in hand hold with fully extended arms cannot be established - Separations of more than two arm lengths and/or exceeding 5 seconds - The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern. - It must also be a different shape than the pattern of the Choreographic Step if chosen as a Choreographic Element. Note: The entry or exit edge of a Difficult Turn resulting in a temporary deviation in the direction of travel for the step sequence pattern should not be considered as a retrogression. However, if a Difficult Turn is executed during a retrogression with both entry and exit edge, it will not be considered for Level by the Technical Panel.	
One (1) One Foot Turns Sequence (OFT)	One (1) One Foot Turns Sequence Difficult Turns performed on one foot by each partner and must be started with the first Difficult Turn at the same time. The additional Difficult Turns do not have to be performed at the same time.	
	JUNIOR One (1) One Foot Turns Sequence Not Touching Not performing the Twizzle as the last turn will be considered as a positive feature for the GOE	SENIOR One (1) One Foot Turns Sequence with Contact/Hold A minimum of two of the turns must be performed in hold The Twizzle performed in hold is not considered for level Twizzle performed as the last turn is not considered for the level

Synchronized Twizzles	One (1) Set of Synchronized Twizzles At least 2 Twizzles for each partner, with a minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step. Partners may be in contact between the 1st and 2nd Twizzles. The “C” feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for Level in the RD.	One (1) Set of Synchronized Twizzles At least 3 Twizzles for each partner (minimum 4 rotations per each Twizzle), with a minimum of 2 steps and up to 4 steps between 1st and 2nd Twizzles. Up to 1 step between the 2nd and 3rd Twizzles. Different entry edge and different direction of rotation for two of the Twizzles. Each push, including scooter push, and/or transfer of weight while on two feet between Twizzles is considered as a step. During the set of Synchronized Twizzles, a different skating foot on any of the three twizzles is required to be considered for Levels 3 and 4. Partners may be in contact between the 1st and 2nd Twizzles. The “C” feature(s) attempted in the RD cannot be repeated in the FD for Level and will be ignored by the Technical Panel. This applies even if the features were not given credit for Level in the RD.
Choreographic Element	Two (2) Different Choreographic Elements chosen from: - Choreographic Assisted Jump/Lifting Movement - Choreographic Character Step Sequence - Choreographic Hydroblading Movement - Choreographic Lift - Choreographic Sliding Movement - Choreographic Spinning Movement - Choreographic Twizzling Movement	Two (2) Different Choreographic Elements chosen from: - Choreographic Assisted Jump/Lifting Movement - Choreographic Character Step Sequence - Choreographic Hydroblading Movement - Choreographic Lift - Choreographic Sliding Movement - Choreographic Spinning Movement - Choreographic Twizzling Movement

2.2 FREE DANCE – Specifications/Restrictions 2026/27

	Specifications/Restrictions	Violations
REFEREE Deductions		
Duration	Senior: 4 minutes +/- 10 seconds Junior: 3 ½ minutes +/- 10 seconds	Program time: Referee deduction -1.0 up to every 5 seconds lacking or in excess
REFEREE + JUDGES Deductions		
Music	Rule 710 para 1c;	Music Requirements: Referee + Judges deduction -2.0 per program
Stops	- After clock started, couple must not remain on one place for more than 10 seconds - During program (excluding the 10 seconds at the beginning and/or end of the program): unlimited full stops of 5 seconds max. are allowed	Choreography restrictions: (Stops/ Separations/Touching ice with hands) Referee + Judges deduction 1.0 per program Note: When performed during a Required Element when not permitted, Judges evaluate as Negative feature(s) for the GOE
Separations	Rule 710, para 1f Note: Couples skating more than two arm-lengths apart is an error, including in all Required Elements/Choreographic Elements, unless otherwise stated in this Communication. Two arm-lengths is defined as the distance between any part of the skaters' body.	
Touching ice with hands	Touching the ice with the hand(s) is not permitted (except Choreographic Sliding Movement, Choreographic Character Step Sequence)	
Costume and prop	Rule 501, para 1 Skaters may wear trousers of any length	Costume and prop: Referee + Judges deduction -1.0 per program