



TECHNICAL PANEL HANDBOOK PAIR SKATING

2026-2027

General

Any element in Short Program and Free Skating started after the required time (plus the ten (10) seconds allowed) must not be identified by the Technical Panel and will have no value.

Procedure for calling falls: If a fall occurs during an element, the call should be "Fall," as in "3F, Fall". If a fall occurs outside an element, the call will be "Fall outside". If the fall is called outside the element, the replay operator must ensure that it is not included in the video clip for that element. Falls in elements and in any part of the program must be reviewed at normal speed. A fall by one partner must be called "Fall by one", a fall by both partners must be called "Fall by two".

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.

Before the TC authorizes the elements, both TS1 and TS2 should say "Agree" if the list read by the Data Operator is correct. The TC may then authorize the elements.

Calling procedure

In both Short Program and Free Skating whenever possible we should call the elements actually performed rather than the required elements.

Any wrong elements will receive an "*" that will result in "No Value". When the calculation system adds "*" to an element, the TP must check that the "*" is in the correct place.



CALLING PROCEDURE RECOMMENDATIONS – PAIRS

The following calling procedure recommendations are provided to assist the Technical Panel Work. They are designed as recommendations and guidelines.

1. INITIAL TECHNICAL PANEL MEETING (PRE EVENT MEETING)

Technical Controllers, Technical Specialists and Data & Replay Operators of International Competitions, ISU Events, the OWG and YOG must attend a closed meeting moderated by the Technical Controller in the presence of the TPA, if any, held before the competition starts.

It is the duty of the TC to prepare the meeting

- TC should communicate with the TS's prior to this meeting
- Reminder of the Code of Ethics, conflicts of interests etc.
- Review new rules for the season
- Divide the tasks on the team – who is responsible for what, as per suggestions listed
- Discuss event procedures and calling process for the event (offers TS1 to distribute the calling tasks to TS2 and TC), refer to Start of Program process
- Refer to the Review Process for suggestions listed (e.g. what to look for, clarify video replay speed with the DRO)
- Plan your practice schedule
- Schedule a time for the Technical Panel Discussion (post event meeting)

2. OFFICIAL PRACTICE (IF AVAILABLE)

- To ensure consistency, all panel members should be present for the entirety of the practice session and not selected skaters of a particular session or part of a session
- Panel members attending practice sessions should go as a team and not alone
- The panel is encouraged to identify the features attempted by the skater during the practice
- During this time, the panel should discuss all grey zone elements to ensure consistency during the event
- Headsets are recommended during practice for all panel members to properly hear the discussions
- Notes taken during practice sessions may be referenced and transferred to the competition paperwork to support panel decision making. **However, element calls must not be pre-determined or finalized during practice. All final calls shall be based solely on the elements as during the competition**
- The ISU event team should be notified of any changes to the planned program content sheet prior to the commencement of the competition

3. 10 MIN PRIOR TO THE START OF THE EVENT

- TC does a sound check with each panel member before the start of the event

Role	Task / Call
TC	"TS1 or Name of TS1?" TC to check every panel member
TS1, TS2, DRO, VRO	"Yes or Confirmed"

- No unnecessary conversations throughout the event, including during warm up period

4. START OF PROGRAM:

- If available, pre calls are done by TS2 starting from the 1st movement of the skater

Role	Task / Call
TS2	<i>"First Element – Jump / Spin / Step / Choreo"</i>

- Ensure clear calls are made by TS1 as performed by skater
- Calls should be made as skater performs the element rather than at the completion of the element by the skater to provide enough time for judges to be able to register their GOE in the appropriate corresponding box
- If any element requires a review, TS1, TS2 and TC may call "REVIEW"
Note: only the word review is to be used and no additional reason for the review is to be verbalised during this process.
- It is recommended that TS1 is given sufficient time to call a review on themselves prior to TS2 or TC calling for a review
- TC should check the DRO screen periodically throughout the program to ensure the correct input of the calls is made by the panel. If an error is identified, TC should call a review on such element
- If the skater has commenced the element, STOP the pre call to avoid speaking over TS1*

5. TWIST

TS1: Determines which tasks will best assist them

- TS1: Identifies / calls the twist and level
- TS2: Takes detailed notes of twist (revolutions and features)
- TC: Same as TS2
- TS1: Calls the twist as soon as it is performed

Role	Task / Call
TS1	Example: 3Tw2 - "Triple Twist, Level 2" - "REVIEW" if required)
TS2, TC	If TS2 / TC disagrees with the call - "REVIEW"
TC	If Input Error is identified: "Review Element Number ____"

6. LIFTS

- TS1: Identifies / calls the lift and level
- TS2: Takes detailed notes of lift (revolutions and features)
- TC: Same as TS2
- TS1: Calls the lift as soon as it is performed

Role	Task / Call
TS1	Example: 5ALi4 - "Group 5 Axel Lift, Level 4" - "REVIEW" if required)
TS2, TC	If TS2 / TC disagrees with the call - "REVIEW"
TC	If Input Error is identified: "Review Element Number ____"

7. THROW JUMPS / JUMPS

- TS1 calls the jump elements as soon as they are performed and should not wait until the end of the combination / sequence to call the entire element

Role	Task / Call
TS1	(3FTh): <i>"Throw Triple Flip"</i> ("REVIEW" if required)

8. PAIR SPIN COMBINATION / SOLO SPINS

TS1: Determines which tasks will best assist them

- TS1: Identifies / calls the spin and level
- TS2: Takes detailed notes (positions and features) / calls 6 revolutions feature
- TC: Same as TS2
- TS1: Calls the spin as soon as it is performed and does not wait until the end of the spin to call the entire element

Role	Task / Call
TS1	Example: PCoSp3 - <i>"Pair Combo Spin, Level 3"</i> - "REVIEW" if required)
TS2, TC	If TS2 / TC disagrees with the call - "REVIEW"
TC	If Input Error is identified: <i>"Review Element Number __"</i>

Role	Task / Call
TS1	Example: CCoSp2 - <i>"Solo Combination Spin with Change of Foot Level 2"</i>

Role	No Value Spin
TS1	Example: PCoSp - <i>"Pair Combo Spin No Value"</i>
TS2	<i>"Next – Steps"</i>

9. DEATH SPIRAL / PIVOT FIGURE (NOVICE)

- TS1: Identifies / calls the death spiral / pivot figure and level
- TS2: Takes detailed notes of death spiral / pivot figure (features)
- TC: Same as TS2
- TS1: Calls the death spiral / pivot figure as soon as it is performed

Role	Task / Call
TS1	Example: FoDs2 - <i>"Forward outside death spiral, Level 2"</i> - "REVIEW" if required)
TS2, TC	If TS2 / TC disagrees with the call - "REVIEW"
TC	If Input Error is identified: <i>"Review Element Number __"</i>

10. STEP SEQUENCE

TS1 determines which tasks will best assist them

Recommended Task Divisions for Steps

- **TS1**
 - Calls “Step Sequence” as soon as identifiable
 - Identifies turns and steps, calls a level according to total count
 - Cluster verification identified by TS1 or TS2
- **TS2**
 - Cluster verification identified by TS1 or TS2
 - Cluster verification turns identification and calling
 - Confirms overall turns and steps with the level called
- **TC**
 - Body movement, non separating and cluster movement
 - Identifies movement in clusters
 - Calls “Move (Yes or No)” only if the cluster is identified as a YES by TS1 or TS2. “Move” is called immediately after the awarded cluster has been called.

Role	Task / Call
TS1	<i>Step Sequence</i>
TS2	<i>Left - Yes</i>
TC	<i>Move – Yes or No</i>
TS2	<i>Right - No</i>
TC	<i>Non separating – Yes, Body - No</i>
TS1	<i>Level “ 2 ”</i>
TS2	<i>“Next – Choreo Pair Lift or Choreo Pair Spin”</i>

11. CHOREOGRAPHIC ELEMENT

Role:	Task / Call
TS1	<i>“Choreo Pair Lift” or “Choreo Pair Spin” (when identifiable)</i>
TS1	<i>“Confirmed” or “No Value”</i>
TS2	<i>“Next – Spin”</i>

- **TS2**
 - Identifies on technical panel sheet details of the element
 - “Review” if required
- **TC**
 - Identifies on technical panel sheet details of the element
 - “Review” if required

12. VARIOUS CALLING SUGGESTIONS

Element	Call
Basic Level	Level Basic
Toe Loop	Toe or Toeloop
Salchow	Sal or Salchow
Jump Sequence with axel type jump	3T + 2A + Seq “Triple Toe, Double Axel, Sequence”
Jump Errors	3T + Seq + 2A “Triple Toe, PLUS SEQUENCE, PLUS Double Axel”
	3F + Combination + 2T “Triple Flip, PLUS COMBO, PLUS Double Toe”

5 Reverse Lasso Lift	Group 5 Reverse
Throw Salchow	Throw Sal or Salchow

13. REVIEW PROCESS

Role	Task / Call
DRO	<i>"We have (number of elements) elements, (number of review) for review. First review element (number of element to review)"</i> Note: DRO only says this at the start of the review process
TC	<i>"Element number, Name and role of TS or TC who called the review?"</i>
TS1, TS2, TC	<i>"Checking fall, landing, spin positions, lift features, etc."</i>
TC	TC to instruct the DRO how to conduct the replay and speed
TS1, TS2	State their opinion. If a pair spin combination / solo spin combination is being reviewed, TS1 is to MARK and Count the spin revolution aloud for her during the review process to ensure TS2 can confirm for him and all panel members can confirm if they agree or disagree with the call
TS1	<i>Example PCoSp4: When position is achieved - "Regular Entry, Mark, 1, 2, 3, Two difficults, change direction, lifting, Mark, 1, 2, third difficult, difficult exit - Level 4"</i>
TS2	<i>Agree/ Disagree/ different call</i>
TC	<i>Summarise opinion and state theirs if they disagree</i>
TC	<i>"Element 2: Pair Combo Spin Level 4"</i> Note: If there is no change to the element, the TC can say <i>"Element or Call Stays"</i> if the element input is correct on the data screen as well. If not, the correct element needs to be verbalized by the TC for input.
DRO	<i>"Element Changed" or "element stays" (to confirm a change or that no change has been done)</i>
TC	<i>"Element 6 Name/role of TS/TC who called the review?"</i> Repeat process as above until all reviews are completed
End of Review Process	
TC	When all elements have been reviewed, the TC will instruct the DRO to read back <i>"The list"</i> of elements performed and all falls and deductions <i>Any TP member who sees an input error should say "STOP" to ensure the error can be corrected prior to continuing with the rest of the read back</i>
DRO	DRO to read all elements of <i>"The list"</i> as well as all deductions and total number of falls
TC, TS2	Look at their notes to confirm that what DRO reads is what was executed by the Pair
TS1	Look at the screen to confirm that the DRO is reading exactly what was input on the computer.
TS1, TS2	<i>Upon conclusion of the read back, TS1 and TS2 are to ensure all input and calls are accurately reflected and to say "AGREE" if all calls have been inputted correctly.</i>
TC	Instruct the DRO to authorize elements: <i>"Elements Authorized"</i>
DRO	Confirms when authorization button has been sent: <i>"Elements are Authorized"</i>

- TC should ensure that the reason for the review is identified by the panel prior to commencing the video on the replay screen

- Video should not be replayed more than TWICE to ensure efficiency
- Properly marking the spin/death spiral (pivot figure for Novice) for clarity to the panel
- TC is to lead the review process ensuring both TS1 and TS2 provide their opinion of each reviewed element
- If both TS1 and TS2 provide split opinions, the TC will break the tie
- If the TC disagrees with a consensus by both TS1 and TS2, the TC should voice their opinion; however, not attempt to change the view of any panel member
- TC is to summarize the final call of the element back to the DRO to ensure accurate input
- DRO is to inform the panel that the change has been made
- When reviewing twist, lifts, jumps, throw jumps: TS1 states their opinion first, then TS2, finally TC

Recommended Video Replay Speeds

- The DRO should be informed at which speed of replay to use prior to the beginning of the event
- TC is required to confirm to the DRO the replay speed throughout the review process, if required

Falls	Regular speed
Jump Take Off & Falls	Regular speed
Jump Take Off for Edge	Slow speed
Jump / Throw Jump Landings	Super slow
Spin Positions & Features	Regular speed for checking features and / or positions
	Slow speed for checking if minimum revolutions are attained
Death Spiral Positions	Slow speed or Super slow
Twist / Lifts	Slow or Super slow for checking features

14. TECHNICAL PANEL DISCUSSION (POST EVENT MEETING)

Technical Controllers, Technical Specialists and, when possible, Data & Replay Operators of International Competitions, ISU Events, the OWG and YOG, must attend a closed meeting moderated by the TPA, if any, otherwise the Technical Controller, held as soon as possible after conclusion of each discipline but not later than the following day of the discipline in question.

It is the duty of the TC to prepare the meeting

- Evaluation of teamwork
- Evaluation of service
- Difficult decisions
- Review grey zone calls using videos from event
- Possible improvements to the calling specifications, the equipment, the printouts and the flow of information both internally and externally
- Give each other positive and constructive feedback
- TC must send in the report within 14 days after the event

Step Sequence

Rules

General: Short Program	The Step Sequence is included in the Short Program every season; there is no Step Sequence in the Free Skating program. The step sequence should be executed either together (in hold) or in close proximity, and may include unlisted jumps. 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. Credit will be given to a pair that changes places and/or holds, or performs difficult skating movements together during the step sequence. To be considered for a higher level, the workload must be evenly shared between both partners
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Level features

At least 2 difficult turns and steps must be executed on clean edges for Level basic.

- 1) Minimum variety (Level 1), simple variety (Level 2), variety (Levels 3–4) of difficult turns and steps of both partners throughout **(compulsory)**
- 2) Use of body movements for at least 1/3 of the pattern
- 3) Not separating at least half of the pattern (changes of holds are allowed).
- 4) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed by both partners with continuous flow within the sequence. One must be executed in a hold. Only the first two combinations can be counted.
- 5) Body movements included in a combination of 3 difficult turns.

Clarifications

Pattern	There is no prescribed pattern of the Step Sequence, however it must fully utilize the ice surface. The Step Sequence must be visible and identifiable and should be performed by using the full ice surface (e.g. straight line, serpentine, circle, oval or similar shape). Failure to achieve the above description will result in no value. In features 2 – 3 “pattern” and “sequence” means the pattern actually executed by the <u>Pair</u>.
Beginning and end of the pattern	This is when the <u>Pair</u> actually start and conclude the Sequence.
Definition of Turns and Steps	Turns: twizzles, brackets, loops, counters, rockers, three turns. Steps: toe steps, chasses, mohawks, choctaws, change of edge, cross rolls.
Definition of Twizzle	<u>A Twizzle needs to have at least two (2) revolutions to be counted.</u>
Definition of Choctaw	Choctaw is a step 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 directly from outside edge to inside edge or vice versa and from forward to backward or vice versa.

Definition of Difficult Turns and Steps	Difficult Turns and Steps: brackets, loops, twizzles, counters, rockers, choctaws. Turns and Steps must be executed on clean edges. If a turn is “jumped”, it is not counted as performed.
To reach Level Basic	Must include at least 2 difficult turns and steps, either two same difficult turns/steps or two different ones, by both partners
Minimum variety	Must include at least 5 difficult turns and steps, executed by both partners, none of the types can be counted more than twice.
Simple variety	Must include at least 7 difficult turns and steps, executed by both partners, none of the types can be counted more than twice.
Variety	Must include at least 9 difficult turns and steps, executed by both partners, none of the types can be counted more than twice.
Complexity	Not applicable for Pair Skating.
No basic variety, No minimum variety, no simple variety, only simple variety	<u>If the Pair (or one of the partners) do not perform 2 difficult turns/steps, no value will be called.</u> If <u>the Pair</u> (or one of the partners) does not perform a minimum variety in steps and turns throughout the sequence, the Level cannot be higher than Basic. If <u>the Pair</u> (or one of the partners) does not perform a simple variety in steps and turns throughout the sequence, the Level cannot be higher than 1. If one or both skaters perform only simple variety in steps and turns throughout the sequence, the Level cannot be higher than 2.
Balance and workload	Turns and steps must be balanced in their distribution throughout the sequence. The workload between both partners must be even. If one or both of these requirements are not fulfilled, the Level cannot be higher than Basic.
Rotations in either direction	<u>No longer a feature.</u>
Use of body movement	Use of body movements means the visible use by both skaters for a combined total of at least 1/3 of the pattern of the step sequence any movements of the arms, and/or head and/or torso and/or hips and/or legs that have an effect on the balance of the main body core. Having an effect on the balance of main body core can also be understood as having an effect on the balance of the body as a whole and influencing the balance on the blade.
Two combinations of difficult turns	Difficult turns are rockers, counters, brackets, twizzles, loops. In the combinations: - three turns are not allowed; - changes of edges are not allowed; - a jump/hop is not allowed; - changes of feet are not allowed; - the free foot must not touch the ice. - at least one turn in the combination must be of a different type than the others. - one must be executed in a hold. Only the first two combinations can be counted.

	The exit edge of a turn is the entry edge of the next turn. The combination must be executed by both partners with continuous flow within the sequence.
<u>Body movements included in a combination of 3 difficult turns</u>	The pair must execute two movements in one combination of 3 difficult turns that have an effect on the balance of the main body core. Any movements of the arms, and/or head and/or torso and/or hips and/or legs are counted. The two movements must not be executed on the same curve of a turn. For example, in a combination of rocker, counter, twizzle, both of the 2 movements cannot be executed on the entry curve of the rocker. In order to achieve the feature, all the turns must be clean in the combination. The feature must be executed during one of the first 2 combinations of 3 difficult turns that are counted for Feature 4) Two different combinations of 3 difficult turns. If the skaters are repeating wrong turns or the structure of the combination of 3 difficult turns is not correct, the feature will not be awarded. For example, the skaters are executing a combination of 3 rockers. In case the skaters execute more than 3 consecutive turns in a combination, the body movement must be executed during the turns that are counted for the feature. In order for the feature to be awarded, the combination of 3 difficult turns must be accepted by the TP.
A combination of difficult turns executed by both partners	A combination of difficult turns can consist of turns that are not the same for Man and Woman but must be done by the partners at the same time.
What makes the combinations same or different	Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edges and the same foot.
<u>Unlisted jumps</u>	Unlisted jumps, independent of their number of revolutions can be included in the step sequence without a deduction or any other consequence.
Not separating at least half of the pattern	“Not separating at least half of the pattern” presumes that the <u>Pair does</u> not separate without any breaks for at least half of the sequence pattern. Changes of holds are allowed which may include a brief moment when partners are not touching as they change holds.

Choreographic Sequence

Rules

Free Skating	A Choreographic Sequence <u>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 2 revolutions, spins, small lifts etc. Steps and turns may be used to link 2 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.</u> <u>The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement. The Choreographic Sequence is not included in Junior or Senior Free Skating season 2026-2027. The Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.</u>
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Clarifications

How to call the Choreographic Sequence	The call should be "Choreo Sequence confirmed" (if the Sequence will be counted) or "Choreo Sequence No Value" in the opposite case. <u>TS1 will call the element when the Pair executes the first choreographed movement.</u>
<u>Choreographed movement</u>	<u>Any movement/s of the arms, body or legs that indicate the start and end of the Choreographic sequence. They can be small steps, turns, crossovers, arm movements designed for the choreography of the element.</u>
When to confirm the Choreographic Sequence	The Choreographic Sequence can be confirmed after 2 different skating movements <u>by both partners</u> have been identified. <u>The replay operator must make sure that the videoclip of the element starts with the first choreographed movement and ends with the last choreographed movement.</u>
Two different skating movements	The two different skating movements must be done by both partners. <u>A spiral by both skaters on one edge changing to another edge is counting as two different movements.</u>
Small dance lifts	Small dance lifts count as one movement for both partners.
Sliding on the knees	Movements executed on one or two knees are counted as skating movements.
Listed single and double jumps	Listed single and double jumps except 2A included in the Choreographic Sequence will not be called and will not occupy an element's box.

Jumps with more than 2 revolutions	A jump with more than 2 revolutions is called and counted. The Choreo Sequence ends the moment this jump is executed.
Spins	Any spin included in the Choreographic Sequence will not be called and will not occupy an element's box.
Pattern	Any pattern is allowed; however, the Sequence must be clearly visible.

Choreographic Pair Spin

Rules

Free Skating	<u>Choreographic Pair Spin</u> <u>A Choreographic Pair Spin is a spin which enhances the choreography of the program and matches the music.</u> <u>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.</u> <u>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.</u>
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Clarifications

<u>How to call the Choreographic Pair Spin</u>	<u>The call should be "Choreo Pair Spin confirmed" (if the spin is counted) or "Choreo Pair Spin no value" in the opposite case.</u>
<u>Changing feet during the 3 consecutive revolutions</u>	<u>The Choreo Spin will have no value. The 3 consecutive revolutions must be executed on the same foot consecutively but can be on one or two blades or a combination of both.</u>
<u>3 consecutive revolutions</u>	<u>The 3 revs can be executed during any part of the spin.</u>
<u>Spinning on other parts of the body besides the blades</u>	<u>It is allowed to spin on other parts of the body during any part of the spin, at the beginning, during or end of the spin.</u>
<u>Intentional travel during the spin</u>	<u>Intentional travelling during the spin is allowed.</u>
<u>When to confirm the Choreographic Pair Spin</u>	<u>Choreographic pair spin can be confirmed after 3 consecutive revolutions have been completed. The replay operator must make sure to include the entire spin in the videoclip for the evaluation of the GOE.</u>
<u>Spin together</u>	<u>The pair must spin together during the choreo pair spin.</u>
<u>Lifting partner's arms during the spin</u>	<u>One of the partners can be lifted above the lifting partner's head during the spin as long as the lifting partner's arms are not fully extended. If the lifting partner has fully extended arms during the spin, the element will be called no value.</u>

Choreographic Pair Lift

Rules

Free Skating	A Choreographic Pair Lift is a lift which enhances the choreography of the program and matches the music. <u>Choreographic Pair Lift must be ascending and descending whilst moving across the ice surface. It must have a minimum of 1 rotation.</u> <u>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 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.</u> <u>The positions/features in the Choreographic lift will not be considered as used in the other lifts of the program. The take off may be the same as in another lift of the program and will not invalidate the other lift.</u>
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Clarifications

How to call the Choreographic Pair Lift	<u>The call should be "Choreo Pair Lift Confirmed" (if the lift is counted) or "Choreo Pair Lift no value" in the opposite case.</u>
When to confirm the Choreographic Pair Lift	<u>Choreographic pair lift can be confirmed after 1 revolution is complete with the lifting partner's arm/arms straight or almost straight arm(s) above the head at some point during the lift. The replay operator must make sure to include the entire lift in the videoclip for the evaluation of the GOE.</u>
One Rotation with arms straight or almost straight	<u>At least one rotation needs to be executed with the lifting partner having straight or almost straight arm(s) above the head and must happen at the same time. This can be done during any part of the lift.</u>
The exit of the lift	<u>The lifted partner has to be set down on the ice at the exit of the Choreo Pair Lift unless the lift is the last element in the program.</u>
Spinning movement on the spot	<u>No spinning movement on the spot is permitted unless this happens at the very last moment of the Choreo Pair Lift and the Choreo Pair Lift is the last element in the program.</u>

Solo Spin Combination

Rules Not for Junior & Senior season 2026/2027

General	The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If <u>one or both skaters</u> 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 filling time purpose) with this spin/movement not being counted as an element. The Solo Spin combination must have a minimum of two different basic <u>positions</u> with 2 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. 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. The spin must have a required minimum number of revolutions, the lack of which must be reflected by the Judges in their marking, however a spin with less than three (3) rotations is considered as a skating movement and not a spin. Solo Spin combinations may be commenced with a jump.
Short Program – Solo Spin combination with only one change of foot	The solo spin combination in the Short Program must have at least two (2) revolutions in two <u>different</u> basic positions (to receive full value, a Spin combination must include all three basic positions by both partners). The change of foot may be executed in the form of a step over or a jump and the change of foot and the change of position may be made either at the same time or separately.

Level features

- 1) Difficult variations (count as many times as performed with limitations specified below)
- 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 or difficult exit
- 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position
- 7) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position.
- 8) Clear increase of speed in camel, sit, layback or Biellmann or difficult variation of an upright position (except in crossfoot spin)
- 9) At least 6 rev. without changes in pos./variation, foot and edge (camel, layback, difficult variation of any basic position)
- 10) Difficult blade feature in camel, sit, layback, Biellmann or difficult variation of an upright position
- 11) Windmills (executed 3 times in a row)

If 6 revs are executed on both feet, any one of these executions can be taken in favour of the skaters.

Features 2 to 11 and any category of difficult spin variation count only once per program (first time attempted).

Any category of difficult spin variation counts only once per program (first time it is attempted). In any spin with change of foot the maximum number of features attained on one foot is two (2).

All features must be performed by both skaters at the same time in order for the feature to be awarded (e.g. for Feature 1, both skaters must perform the same difficult variation at the same time).

Clarifications

Positions

Basic Positions	There are 3 basic positions: camel, sit and upright positions. Non-basic positions are all other 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 extended or slightly bent skating leg which is not a camel position.
Positions at the same time	Both skaters must do the same basic position at the same time in order for the position to count.
Less than 2 revolutions in every basic position	If any spin does not have at least 2 continuous revolutions in a basic position, no Level will be given.
Less than 2 revolutions in basic positions	A spin combination executed with only 1 position with at least 2 revolutions by both partners (according to requirements) and in all other positions less than 2 revolutions (not according to requirements) receives no Level in the Short Program.
Only two basic positions	A spin combination with <u>or</u> without change of foot which includes only two basic positions with not less than 2 revolutions will have a lower base value. The technical panel will add "V".
Difficult change of position on the same foot	Change from a basic position to a different basic position without establishing a non-basic position, requiring significant strength, skill and control and having an impact on the ability to execute the position change. Continuous movement must be performed throughout the change. May not include a jump to execute the change. The basic positions before and after the change must be held for 2 revolutions.

Entrance and Exit

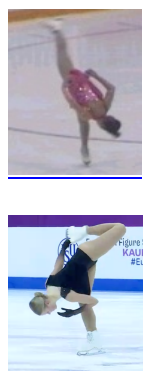
Difficult entrance or Difficult exit	Only one of the two can be counted as a level feature. The entrance is defined as the preparation immediately preceding a spin and may include the beginning phase of a spin. Difficult entrance must have a significant impact on the balance, control, and execution of the spin and must be performed on the first spinning foot. The intended basic spin position must be reached within the first 2 revolutions. If using "traveling threes" as difficult entry, at least 2 revolutions
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	<u>must be executed during the turns without touching the ice with the free foot.</u> The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin. Difficult exit: Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control, and execution of the spin.
Simple variation	A simple variation of position is a movement of a body part, leg, arm, hand <u>and/or</u> head, which enhances but does not change the basic position 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 <u>and/or</u> head, which requires more physical strength or flexibility and has an effect on the balance of the main body core. Only these variations can increase the level. Difficult variations relate to both partners.
Categories of difficult variations	There are <u>10</u> categories of difficult variations: For CAMEL POSITION there are 3 categories based on direction of the shoulder line: - (CF) Camel Forward: shoulder line parallel to the ice - (CS) Camel Sideways: shoulder line twisted to a vertical position - (CU) Camel Upward: shoulder line twisted more than to a vertical position For SIT POSITION there are 3 categories based on position of free leg: - (SF) Sit Forward: free leg forward - (SS) Sit Sideways: free leg sideways - (SB) Sit Behind : free leg behind For UPRIGHT POSITION there are 3 categories based on position of torso: - (UF) Upright Forward: torso leaning forward - (US) Upright Straight or Sideways: torso straight up or sideways - (UB) Upright Biellmann: in Biellmann position For LAYBACK POSITION there is 1 category - (UL) Upright Layback
Cross foot spin 	"Cross foot Spin" must be executed on both feet with toes together and heels apart the weight equally divided on both feet. A Cross foot Spin is considered as a difficult variation of the Upright position (US). Increase of speed during a cross foot spin is not considered as a feature.
Sit Forward and Sit Side	The Sit forward and Sit Side positions must also include a difficult variation which is a movement of a body part/leg/arm/hand <u>and/or</u> head, which requires more physical strength or flexibility and has an effect on the balance of the main body core. In Sit Side position where the arms are placed underneath the legs, the skater must show effect on the balance of the main body core by bending the upper body and head downwards.
<u>Camel sideways difficult variation</u>	<u>A camel sideways position must also include a difficult variation which is a movement of a body part/leg/arm/hand and/or head, which requires more physical strength or flexibility and has an effect on the balance of the main body core.</u>
<u>Difficult camel variations</u>	<u>When executing any difficult variation of a camel position, the skaters' upperbody must not reach close to an upright position. If the position becomes too upright, the difficult variation feature is not awarded. The basic</u>

	<u>position still remains camel (free leg backwards with the knee higher than the hip level). Other features may also be counted in this position.</u> 
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Biellmann position	“Biellmann position” is a difficult variation of the Upright position (UB) when the skaters’ free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skaters.
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<u>Windmills</u> <u>(executed 3 times</u> <u>in a row)</u>	<u>The feature “Windmills” must be executed 3 times in a row. Windmills 3 times in a row is a separate feature and is no longer considered as a difficult non-basic variation. To get credit for the feature, a basic position is not required before or after the feature. Each windmill movement in a row must reach close to a split position (at least 135 degrees). The skaters may execute more than 3 windmill movements in a row and in this case TP will evaluate 3 consecutive windmills. The movements must be continuous and executed right after each other. If the skaters touch the ice with one or two hands, the feature is not counted.</u>
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<u>Illusion (one</u> <u>windmill</u> <u>movement)</u> 	<u>Illusion</u> is considered as a difficult movement for a feature only if it reaches close to a split position (at least 135 degrees). This movement must show physical strength or flexibility and have an effect on the balance of the main body core. These requirements apply also to the <u>illusion</u> holding the blade (picture below). <u>Illusion</u> can be considered as a Level feature for difficult change of position on the same foot. <u>Illusion</u> is no longer considered as a difficult entry or exit except when holding the blade and executed on the spinning foot. If the skater touches the ice with one or two hands, the feature is not counted. If the <u>illusion</u> is attempted as an entry into a spin using any free leg position, it is considered as used even if not awarded as difficult entry.
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<u>Limitation of</u> <u>Windmill/Illusion</u> <u>movements in a</u> <u>program</u>	<u>Any feature including windmills or illusion is counted only once in the program and only the first time it is attempted. For example, if the skaters have in the solo spin combination windmills 3 times and difficult exit with an illusion holding the blade, the exit with the illusion is considered as used.</u>
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Difficult blade feature	The <u>Pair</u> is using the blade in a way that has a significant impact on the balance, control, and execution of the spin. The feature must be executed in camel, sit, Layback, Biellmann or difficult variation of an upright position. The position must be maintained throughout the whole feature and can be achieved, for example, by spinning on the heel or toe of the blade. The feature must be performed in control inside the spin, and spinning must
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	continue after the feature <u>on the same foot</u> . The movement needs to be clearly identifiable and visible. The difficult blade feature is not considered as a difficult exit. If the <u>Pair</u> executes the difficult blade feature together with another feature, only one feature will be counted. It is allowed to execute blade feature together with a difficult variation position. In this case both features will be counted (for example sit forward difficult variation and difficult blade feature).
Repetitions	Any category of difficult spin variation in a basic position counts only once (first time it is attempted).
Features in repeated variations	Once a difficult spin variation has been attempted and a difficult variation of the same category is executed, the variation cannot be counted, but any additional feature in this difficult variation can still be counted.
What is an attempt?	A difficult variation is considered as attempted when this variation is clearly visible, independent of the fact this variation was counted or not.
Jump on the same foot within a Spin	In any spin a clear jump started and landed on the same foot will be counted as a feature only if the Pair reaches the basic position within the first 2 revolutions after the landing. This jump has no requirements to the air position, but it must show significant strength and skill. The jump is considered as a Level feature only when it "requires significant strength".
Increase of speed	For camel, sit, layback, Biellmann, or difficult variation of upright position (except crossfoot spin), once the position has been established, a clear increase of speed by both partners will be considered as a Level feature. It is not valid as a feature if the increase of speed happens while going from one basic position to another basic position. It is allowed to perform increase of speed going from layback to sideways position or vice versa as long as the Pair does not execute the change by rising to an upright position. If a Pair executes increase of speed changing the position from sit sideways to sit behind difficult variation, this is counted as long as the skater maintains the basic sit position and does not rise to a non-basic position.

Edges & directions

Clear change of edge	A clear change of edge can only be counted as a feature in: – Sit position from backward inside to forward outside edge – Camel position – Layback position – Biellmann position – Difficult variation of Upright position Any other attempt of a change of edge will be ignored, not blocking the possibility to credit it elsewhere. Not considered as an attempt of a change of edge is the short phase following a landing of a fly or a step-in (mostly from flat to edge, or executing a three turn, etc). A clear change of edge can only be counted as a feature, if there are at least 2 continuous revolutions on one edge followed by at least 2 continuous revolutions on the other edge in the same position (sit, camel, Layback, Biellmann or difficult variation of upright position).
Spinning in both directions	Spinning in both directions (clockwise & counter clockwise or visa-versa) in sit, camel, Layback or difficult variation of an upright position or in a combination of the two immediately following each other can be counted as a feature. A minimum of 3 revolutions in each direction is required. A spin

	executed in both directions (clockwise & counter clockwise) is considered as one spin. <u>A curve of exit and a curve of entry is allowed during the change of foot when changing direction.</u>
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Number of Revolutions

6 revolutions	At least 6 revolutions by both partners without changes in position/variation, foot or edge count as a feature only once; if 6 revs are executed on both feet, any one of these executions can be taken by the Technical Panel in favour of the <u>Pair</u> . The 6 revolutions to be counted as a feature must be performed in: camel, layback or difficult variation of any basic position.
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Change of foot	To be considered, a change of foot in a spin requires at least three (3) revolutions before and after the change (these revolutions can be in any positions, including non-basic positions). If there are not three (3) revolutions before or after the change, this results in the following: Short Program - the spin is not fulfilling the requirements; no Level will be given.
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Simple change of foot	A simple change of foot, e.g. a step or a small hop does not require significant strength and skill and does not increase the Level.
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Change of foot executed by jump	Such change of foot can be counted as a feature only if the <u>Pair</u> reaches <u>camel or sit position</u> within the first 2 revolutions after the landing. <u>Change of foot executed by jump is not counted when done into an upright position or its variation.</u> This jump has no requirements to the air position, but it must show significant strength and skill.
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Toe Arabian as change of foot	This change of foot is allowed, will be considered as a change of foot executed by jump and will count as a feature.
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Spin with a second change of foot	The second change of foot (if attempted) in a spin with change of foot is not allowed in Short Program (wrong element). <u>No value will be given.</u>
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Spinning centres too far apart	If the spinning centres <u>by one or both partners</u> (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), the second part of the spin will not be called and will not be valid for the Level features. That results in the following: Short Program- the spin is not fulfilling the requirements, no value <u>will be given</u> ;
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Number of features on one foot for spin combinations with change of foot	The maximum number of features that a skater can get on one foot is 2. The feature for difficult entry will be counted in the quota of the foot before the change. The features "Change of foot executed by jump" and "Spinning in both directions" will be counted in the quota of the foot after the change of foot during which the feature is performed. The feature for a cross foot spin will be counted in the quota of the foot on which the cross position was started.
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Pair Spin Combination

Pair Spin (Novice)

Rules

General Pair Spin Combination Pair Spin - Novice	The pair spin combination must consist of at least one change of foot and one change of position (sit, camel, upright or any variation thereof) of both partners. The Pair spin combination must have a minimum of two different basic positions with 2 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. A spin combination executed with less than two (2) revolutions in all executed basic positions receives no Level and therefore no value. A spin with less than three (3) rotations is considered as a skating movement and not a spin. The rotation must be continuous, and no stop is permitted, except a short stop when changing direction. If one or both skaters fall when entering a spin, a spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/ movement not being counted as an element. If there is no change of foot or no change of position by both partners, the element will be called a pair spin.
Short Program	<u>Short program for Seniors & Juniors season 2026/2027 must contain one Pair Spin Combination.</u> <u>There must be at least one change of foot (can have more than one) of both partners not necessarily executed by both partners at the same time. Spin can commence with a fly.</u>

Level features

- 1) 3 difficult variations of positions of partners, two of which can be in non-basic position (each variation of each partner counts separately, each partner must have at least one difficult variation)
- 2) Difficult entrance or any flying entrance by one or both partners.
- 3) Difficult exit
- 4) Both directions immediately following each other.
- 5) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)
- 6) Lifting the woman while the man is on 1 foot when executed for at least 2 revolutions.

All features count only once per program.

Clarifications

Positions	There are 3 basic positions: Camel (free leg backwards with the knee higher than the hip level); Sit (the upper part of the skating leg at least parallel to the ice; if in a pair sit spin the Woman's free leg is behind and the Man's free leg is in front, her basic sit position is considered to be achieved, when her skating leg knee is bent 90 degrees or more); Upright (any position with extended or slightly bent skating leg which is not a camel position) and Non-basic positions (all positions that according to the above definitions are not camel, sit or upright). The number of revolutions in non-basic positions is counted in the total number of revolutions; non-basic positions can be considered as difficult variations in accordance with the definition, but going to one of these positions is not considered as a change of position.
Less revolutions in a position/variation	The minimum number of revolutions required in a position/variation is two (2). If one or both skaters perform less than two (2) revolutions in a position/variation, this position or variation will not be counted.
Change of foot	To be considered, a change of foot in a spin requires at least three (3) continuous revolutions before and after the change (these revolutions can be in any positions, including non-basic positions). If there are not 3 continuous revolutions before or after the change of foot executed by both partners, the PCoSp will be marked with a "V". <u>If there are less than 3 continuous revolutions both before and after the change of foot, the PCoSp will be called No Value.</u>
No change of foot and/or position	If there is no change of foot or no change of position by one or both partners, the spin will be called a "Pair Spin Combination No Value."
Number of difficult variations executed	Any difficult variation can be counted if it lasts for at least two (2) revolutions. Each variation of each partner is counted separately. For one Level feature the spin must contain 3 difficult variations (two can be in a non-basic position). Each partner must have at least one difficult variation.
Definition of spin variations	Related to both partners.
Simple Variation	A movement of a leg, arm, hand, <u>and/or</u> head which enhances, but does not change the basic position of the main body core. A simple variation does not increase the Level.
Difficult variation	A movement of a leg, arm, hand, <u>and/or</u> head which requires more physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level.
Both partners in sit position free legs extended forward	This position is considered as a difficult variation only when the knees of the skating feet are in a very deep bent position with free legs fully extended.

Fly/Jump entrance	Fly/Jump into spin can be executed by one or both partners. One partner can execute fly/jump and other partner can enter the spin in any position doesn't need to be difficult.
Difficult Entrance	Entrance into a spin is defined as the preparation immediately preceding a spin and may include the beginning phase of a spin. The entrance must have a significant impact on the balance, control and execution of the spin. Must be executed by both partners.
Entrance from backward outside or inside edge	The <u>Pair</u> should skate both backward outside or both backward inside right before they begin rotating and enter the spin without assistance of free leg. There are no three turns or any other turns before <u>the Pair</u> start the actual spin. The entrance from backward outside/inside edge requires the first two revolutions of each partner to be done on backward outside edge or the first two revolutions of each partner to be done on backward inside edge. Only such a backward entrance is counted as a Level feature.
Difficult Exit	Exiting in a lift or spinning movement, an innovative move that makes the exit significantly more difficult. The exit must have significant impact on the balance, control, and execution of the spin.
Woman lifted during the pair spin	The Woman is allowed to be lifted from the ice during the spin and the man must be on one foot for two revolutions. The revolutions executed while the Woman is being lifted count in the total number of revolutions. The basic position of the Woman while lifted counts as a basic position if held for 2 revolutions in a fixed position, also if the woman is in a difficult position in the lift, it will be counted as a difficult variation. The definition of an upright position is based on the position of the torso and not the legs. When the woman's position is parallel to the ice it's considered a non-basic position. When held for 6 revolutions this feature can also be awarded <u>in camel, sit and difficult upright position</u> . If executing both lifting of the woman and difficult exit, the woman must be set down using the blade before the difficult exit.
Spinning in both directions	Execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be rewarded by counting this as an additional feature in all Levels. A minimum of 3 revolutions in each direction is required. A Spin executed in both directions (clockwise and counter clockwise) as above is considered as one Spin.
At least 6 revolutions	This feature can be granted only when there are at least 6 revolutions (executed simultaneously by both partners) without any changes in camel, sit or difficult upright position or its variation.
Short stop	The rotation must be continuous, and no stop is permitted except a short stop when changing direction together with the change of foot. If there is a stop with the toe or blade, that will be the end of the spin.
Spin combination with only two basic positions	A spin combination which includes only two basic positions by one or both partners with not less than 2 revolutions will have a lower base value. This will be indicated by the technical panel using "V".



CAMEL



UPRIGHT



UPRIGHT



UPRIGHT

Jump Elements

Rules

Short Program	Short Program for the season 2026-2027 must include one solo jump: - any double or triple for Seniors ; - Double Axel or Double Lutz for Juniors .
Free Skating	A well-balanced Free Skating program for Seniors & Juniors must contain - maximum of 1 Solo Jump and - maximum of 1 Jump Combination or Sequence <u>with two jumps</u> All jumps executed with more than 2 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.
Short Program	Jumps that do not satisfy the requirements (including wrong number of revolutions) will have no value, but will block a jumping box.

Jump Combination

Free Skating	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. <u>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.</u> If in the opinion of the TP the intended Waltz jump (Axel) is used only as the preparation to the next jump, this Waltz jump will not be called. The TP has the authority not to call a single jump which is more similar to a hop than a jump that is a result of a bad landing of the previous jump.
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Jump Sequence

Free Skating	A jump sequence consists <u>of two jumps</u> of any number of revolutions, in which the second is an Axel type jump with a direct step from the landing curve of the first jump in to the take-off curve of the Axel jump. <u>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.</u> 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.
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Clarifications

Calling quarter, under-rotated, and downgraded jumps	The TP must call the attempted jump even if it is clear that it is landed on the quarter, under-rotated, or downgraded. All these jumps will count as the intended jump in the application of the Well-Balanced Program regulations. The quarter/half mark of landing are the border lines to identify cheated jumps. The camera angle is important to consider when deciding upon a cheated jump particularly when the jump is at the opposite end of the rink than the camera. In all doubtful cases, the Technical Panel should act to the benefit of the <u>Pair</u> .
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Landed on the quarter	A jump will be considered as “quarter” if it is missing rotation of a $\frac{1}{4}$. This jump will be indicated by the Technical Panel to the Judges and in the protocols with a “q” symbol after the element code.
Under-rotated jumps	A jump will be considered as “Under-rotated” if it has missing rotation of more than a $\frac{1}{4}$, but less than $\frac{1}{2}$ revolution. An under-rotated jump will be indicated by the Technical Panel to the Judges and in the protocols with a “<” symbol after the element code. Jumps identified as under-rotated will receive reduced base values which are listed in the SOV chart.
Downgraded jumps	A jump will be considered as “Downgraded” if it has “missing rotation of $\frac{1}{2}$ revolutions or more”. A downgraded jump will be indicated by the Technical Panel to the Judges and in the protocols with a “<<” symbol after the element code. A jump identified as downgraded will be evaluated using the scale of values (SOV chart) for the element of one rotation less (i.e. a downgraded triple will be evaluated with the scale of values for the corresponding double).
Over-rotated jumps	If a jump is over-rotated more than a quarter revolution, it is called as a jump with the higher revolution. For example, 2T with more than a quarter revolution will be called as 3T downgraded (<<) by the technical panel.
Evaluation of Euler	<u>An Euler (Eu) missing any revolution will not be considered as downgraded/underrotated/missing quarter by the Technical Panel.</u>
Cheated take off	A clear forward (backward for Axel type jump) take off will be considered as a downgraded jump. The toe loop is the most commonly cheated on take-off jump. The Technical Panel may only watch the replay in regular speed to determine the cheat and downgrade on the take-off (more often in combinations or sequences).
Taking off from wrong edge (Flip/Lutz)	Flip take-off is from a backward inside edge, Lutz take-off is from a backward outside edge. If the take-off edge is not clean correct, the TP indicates the error to the Judges using the signs “e” (edge) and “!” (attention). The TP may watch the replay in slow motion. The TP uses the sign “e” if the take-off edge is clearly wrong. The Base values of the jumps with the sign “e” are listed in the SOV chart. The TP uses the sign “!” if the take-off edge is not clear. In this case the Base value is not reduced.
Under-rotated jumps taken off from wrong edge (Flip/Lutz)	If both signs “e” and “<” are applied for the same jump, the Base value is indicated in the SOV chart.
Popped listed jumps	The attempt will count as one jump element. However, a small hop or jump with up to half revolution performed as a kind of “decoration” is not to be considered as a jump.
Non-listed jumps	Jumps that are not listed in the SOV (e.g. walley, split jump, Inside Axel with any number of revolutions taking off from the forward inside edge etc.) will not count as a jump element, but might be used as a special entrance to the jump. A Toe Walley, however, will be called and count as a Toe loop.

Attempted Jump	What is an attempt? In principle, a clear preparation <u>by one or both skaters</u> for a take-off for a jump, stepping to the entry edge or placing the toe pick into the ice and leaving the ice with or without a turn is considered an attempt of a jump, receives no value and blocks a box. In some cases, which need to be decided by the Technical Panel, the preparation for the take off without leaving the ice might be also called an attempt, e.g. a loop-jump take off when <u>one or both skater(s)</u> falls before leaving the ice, or <u>one or both skater(s)</u> steps onto the forward take off edge of an Axel and pulls back the free leg and arms, starts the forward movement to jump into the air with the free leg and arms passing through forward, but at the last moment does not leave the ice, etc.
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Unequal number of revolutions	In case of unequal number of revolutions of partners in a jump performed as a solo jump or part of a combo or a sequence, this jump will be called as a jump with lesser amount of revolutions executed by the partners.
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Different Jumps performed	If the partners clearly perform different types of jumps, the result is no Value. The name of the jump will be "jump with a lesser value" without any signs. Only this jump will be blocked from repetition. Example: 3T by one partner, 3S by the other partner will result in 3T*.
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Spin and jump back to back	If skaters perform a spin, immediately followed by a jump or vice versa, the two elements are called separately with credit given to difficult take off/entry (GOE). A listed jump that is called and executed immediately after a spin is not considered as difficult exit of a spin.
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Short Program

Element other than required	If a Junior Pair performs a different solo jump than required, the element will receive no value, but will block the jumping box.
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Free Skating

Repeated jump	A repeated jump with more than 2 revolutions of the same name and number of revolutions will occupy a jumping box but will be given no value. However, within the jump combination or jump sequence the two jumps may be the same. If any jump of a combination/sequence is not according to the requirements, only the jump not according with the requirements will be deleted and not the entire combination/sequence. Jumps are considered in the order of their execution.
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Second jump combination/sequence	If a second jump combination/sequence is executed, only the jump not according with the requirements will be deleted and not the entire combination.
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Two solo jumps	If both partners execute two (2) solo jumps during the program, the second jump will be marked with the sign "+REP" and will receive <u>80%</u> Base Value with result rounded to two decimal places.
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Touch down with free foot without weight transfer	The element remains a Jump Combination or Sequence even when there are 2 three turns (or no three turns) between the jumps with a slight touch down (without weight transfer by both partners). In case of more than 1 full revolution on the ice the call will be the jumps performed prior to this revolution + combo/sequence.
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Fall/Touch down with free foot with weight transfer Combination Fall/Touch down with free foot with weight transfer Sequence	If one skater falls/steps out and the other executes a Jump Combination, the call will be "Executed Jump/s + Combo". If one skater falls/steps out of the first jump and/or second jump, but the other skater executes a jump sequence with an Axel type jump. 1) <u>Woman:2F+2T</u> – <u>Man:2F (Step-out) 2T</u> – Call is: 2F+Combo 2) <u>Woman:3T+1A</u> – <u>Man:3T (Fall/Step-out)</u> – Call is: 3T+Seq+A* 3) <u>Woman 2A+Eu+2S</u> – <u>Man 2A+Eu (step Out).</u> – Call is: 2A + Combo
Jump Combination: first/second jump is a "non-listed" jump	If the first/second jump by one or both partners of a two-jump combination fails to succeed and turns out into a "non-listed jump", but the other jump is a listed jump, the unit will be considered as a jump combo with only the listed jump receiving value.
One partner with combo, the other one with sequence	If one partner performs a jump combination, but the other partner a jump sequence, <u>the jump element with less value</u> will be called, i.e. <u>Woman: 3T+2T</u> - <u>Man: 3T+2A+SEQ</u> - Call is: 3T+2T

Throw Jumps

Rules

General	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.
Short Program	Short Program for the season 2026-2027 must include one throw jump: - Any double or triple for Seniors - Double or triple Loop for Juniors
Short Program	Throw jumps which do not satisfy the requirements (including wrong number of revolutions) will receive No value and will block the corresponding box if one is empty.
Free Skating	A well balanced Free Skating program must contain maximum of 2 different Throw Jumps (different name and/or different number of revolutions).

Clarifications

Calling quarter, under-rotated and downgraded jumps	The TP must call the attempted jump even if it is clear that it is landed on the quarter, under-rotated or downgraded. All these jumps will count as the intended jump in the application of the Well Balanced Program regulations. The quarter/half mark of landing are the border lines to identify cheated jumps. The camera angle is important to consider when deciding upon a cheated jump particularly when the jump is at the opposite end of the rink than the camera. In all doubtful cases the Technical Panel should act to the benefit of the skater.
Landed on the quarter	A jump will be considered as " quarter " if it is missing rotation of a $\frac{1}{4}$. This jump will be indicated by the Technical Panel to the Judges and in the protocols with a "q" symbol after the element code.
Under-rotated throw jumps	A throw jump will be considered as " Under-rotated " if it has missing rotation of more than a $\frac{1}{4}$ revolution, but less than $\frac{1}{2}$ revolution. An under-rotated throw jump will be indicated by the Technical Panel to the Judges and in the protocols with a "<" symbol after the element code. Throw Jumps identified as under-rotated will receive reduced base values which are listed in the SOV chart.
Downgraded throw jumps	A throw jump will be considered as " Downgraded " if it has "missing rotation of $\frac{1}{2}$ revolutions or more. A downgraded throw jump will be indicated by the Technical Panel to the Judges and in the protocols with a "<<" symbol after the element code. A throw jump identified as downgraded will be evaluated using the scale of values (SOV chart) for the element of one rotation less (i.e., a

	downgraded triple will be evaluated with the scale of values for the corresponding double).
Over-rotated throw jumps	If a throw jump is over-rotated more than a quarter revolution, it is called as a jump with the higher revolution. For example, 2TTh with more than a quarter revolution will be called as 3TTh downgraded (<<) by the technical panel.
Repetition (Free Skating)	A repeated throw jump of the same number of revolutions and name (Junior or Senior), will occupy a throw box, but will be given no value.
Flip/Lutz Throw Jumps	These two throw jumps are considered as the same for the purpose of a Well- Balanced Free Skating program; these throws have the same Base value. If these two throws with the same number of revolutions are performed in a FS program, the second one will have no value.

Lifts

Rules

General	Pair lifts are classified as follows: Group One - Armpit Hold position (See below variations of hold positions allowed) Group Two - Waist Hold position Group One and Group Two lifts without full arm extension can be done by Junior and Senior teams as part of their choreography. These lifts will not be called. 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) In any Group one hand hold may increase the difficulty of the lift. In Groups 3–5 full extension of the lifting arm(s) is mandatory. Minimum of one (1) 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. Changes of hold or of the Woman's position during the lift are permitted.
Short Program	The Short Program of the season 2026-2027 must include: <u>Group three Lift for Juniors and Seniors.</u> Only the prescribed overhead lift take-off is permitted. The Lift in the Short Program can include a carry.
Free Skating	A well-balanced Free Skating program contains: - maximum number of lifts allowed in the Senior Free Skating is <u>2 levelled lifts not both from the same group and 1 choreographic pair lift</u>. Must have different abbreviation. - maximum number of lifts allowed in the Junior Free Skating is 2, not <u>both</u> from the same Group. All Lifts must have different abbreviations Carry Lifts: 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. They do not have a value and are not limited in number.

Level features

- 1) Senior: Difficult variation of the take-off and difficult landing variety
Junior: A difficult variation of take-off or difficult landing variety.
- 2) 1 change of hold and/or Woman's position (1 rev. of the man before and after the change, counts twice if repeated)
- 3) Difficult variation of the Woman (one full revolution) awarded once per lift
- 4) Seniors: Difficult one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.)
Juniors: one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.)
- 5) Additional revolutions of the man with one-hand-hold after 2 revolutions in 4 (only in FS and only in one lift)
- 6) Change of rotational direction by the man (one revolution before and after the change, counts only once per program)

Features 1), 2), 3) and 4) must be significantly different from lift to lift and if similar, will only count first time attempted.

All the features can be counted only if executed in the first 4.0 revs.

Clarifications

Basic holds, positions	Holds – Hand-to-Armpit, Hand-to-Waist, Hand-to-Hip or upper part of the leg including buttocks (higher than the knee), Hand-to-Hand/Arm. Positions – 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). If in a Lift the Woman's position is changed from Upright (head up) to Upright (head down) or from Platter to Platter, Star to Star with half a rotation of the Woman in any direction this also is considered as a change of position.
Take off	Simple – Includes but not limited to change of hand hold on ascent of lift; (Novice) Difficult – Includes but is not limited to: somersault take off, dance lift going immediately into a Pair Lift take off without the Woman touching the ice between the two lifts, one hand take off, spread-eagle, Ina-Bauer, spirals by one or both partners as the entry curve. If in the 5RLi both partners take-off forward this is considered as difficult variation. Must be executed before full extension of the arms.
Landing	Simple – Change of hold on descent; landing on the other foot is not automatically considered as a simple landing variety. (Novice) Difficult – Variation of the difficult landing which includes, but is not limited to: somersaults, variation in holds, partner positions and/or direction of landing, one hand landing, spread-eagle position of the man during dismounting; this position of the Man is counted as a difficult variation of landing only if the spread eagle is long enough: from the moment the Man starts bending his arms till the moment the Woman is placed on the ice.

Take-off and landing	A Senior Pair Difficult variation of take-off and landing A Junior Pair difficult variation of take-off or difficult landing variety. This feature can be awarded in several lifts only if its execution is significantly different from lift to lift.
One hand hold in the dismount	One hand hold counts as a Level feature only when the Man uses one hand, the Woman uses either one hand or no hands and she is not touching the partner with any part of the upper body. This hold can be counted as “a difficult landing variety” only once per program.
Difficult Carry feature	<u>Difficult Carry is no longer a feature in juniors and seniors.</u>
Changes interrupted by carry	If a “change of hold/Woman’s position/rotational direction” is interrupted by a carry, the corresponding level feature will not be awarded.
Identifying the lift Group	<u>The Lift’s Group is determined by the hold at the moment the Woman passes the top of the Man’s head</u> except in Group 1 and Group 2 as full arm extension isn’t required.
Group 1 Lift	Lift where Woman’s head remains up and she is lower than the man’s shoulder. Possible grips are Hand to Armpit, Hand to Arm, Hand to Waist or Hand to Hand.
Group 2 Lift	A Group 2 Lift is any Lift with Waist hold position. A waist hold with the Woman vertical her head up facing either direction with no other variations will result in a group 2 lift. Any other position of the Woman with the waist take off hold will result in a group 3 lift.
Group 3 Lifts	A Group 3 Lift is any Lift with Hand to Hip or upper part of the leg including buttocks (above the knee) hold position.
Group 4 Lift	A Group 4 Lift is any Lift with Hand to Hand or Hand to Arm hold position in which the Woman does not rotate around the Man/in relation to the Man during the lifting process, she can only rotate together with the Man.
Group 5 (Lasso) Lifts	In a Lasso, or Group 5 Lift, the Woman rotates around the man/in relation to the man during the lifting process between the take-off and the fully extended position. This rotation must be visible by way of shoulders and/or hips. During the lifting process one of the man’s hands must remain clearly above his shoulders. If not, the group is identified as group 4 lift. The different Types of Group 5 Lifts can be identified by the take-off of the Woman, the relative position of the partners at the moment of take-off, and the hand grip. Group 5 Toe Lift (5TLi) At the moment of take-off, partners are face to face with man skating forward and Woman backward. Man holds Woman's left hand with his left and holds her right hand with his right. Woman jumps from her toe. Group 5 Step Lift (5SLi) At the moment of take-off, partners are face to face with man skating backward and Woman forward. Man holds Woman's left hand with his left and holds her right hand with his right. Woman jumps from a forward edge.

	Group 5 Axel Lift (5ALi) At the moment of take-off, Woman is at the man's side. Man, skates forward or sometimes in a spread eagle. Man holds Woman's left hand with his left and holds her right hand with his right. Woman jumps from a forward edge. Group 5 Backward Lift (5BLi) At the moment of take-off both partners skate backwards. Woman's right hand is in the man's right hand and her left hand is in his left hand (same arm hold). The Woman takes off backward using the blade or toe pick. Group 5 Reverse Lift (5RLi) At the moment of take-off both partners skate in the same direction, either backward or forward with the hand hold being right to left and left to right (opposite hand hold) <u>the woman's hand needs to be behind her back</u>. The Woman takes off using the blade or toe pick.
Identifying the number of revolutions	The revolutions of the Man are counted from the moment the Woman leaves the ice until the moment the Man's arm(s) begin to bend after full extension and consequently the Woman begins to descend. If during the Woman's take off the Man is in a spread-eagle or in some other position sideways, the rotation of the Man will be determined by the position of his front foot at the moment the Woman leaves the ice.
Illegal Lift (illegal grip etc.)	If the Pair executes an illegal grip, the Level cannot be higher than Base. The deduction for an illegal element will apply. <u>Any kind of hold is permitted except the man holding the woman below her knee (calf, ankle, boot or blade).</u>
Man starts bending the arm (s)	When the Man begins to bend the arm after full extension, the lift is concluded (excluding while changing hold/position). Any part of the lift, executed after the new extension will be ignored for the Level features and also for the number of revolutions of the Man.
Identifying the Level features	Except features for take-off and landing, the lift Level features will be counted from the moment the Man's arm(s) are fully extended till the moment he starts bending the arm(s).
Change of hold	Change of hold requires one full revolution before and after this change. Change of hold means the Man's hands change from one lift group hold to another lift group hold. If the Man changes hold for less than one (1) revolution, it is not considered as a "change of hold". However, change from right arm hold to left arm hold or vice-versa with at least one (1) revolution in each of these holds is also considered as a change of hold. Going from a two-hand hold to a one hand hold or vice versa is not counted in the number of hold changes.
Change of hold and of Woman's position	If a change of hold and a change of Woman's position are executed at the same time, only one Level feature will be awarded. The feature for "change of hold and/or Woman's position" can be awarded in several lifts only if it's execution is significantly different from lift to lift.

	There are various holds (hand-to-hand, hand-to-arm, hand-to body and hand to upper part of the leg (above the knee)) and Woman's positions (Upright, Star and Platter. Rule 619 defines a change of hold/Woman's position as going from one of these holds/positions to another hold/position. If the same two holds/ positions are executed more than once in the same order, these executions will be considered as similar. Any other types of changes are considered as "significantly different", including repetition of two same holds/positions in a different order.
Difficult variation of Woman's position	Only if the variation of the Woman significantly impacts the balance of the Woman in the lift or requires specific strength and/or flexibility, this variation will influence the Level. The feature "Difficult variation of the Woman" can be awarded in several lifts only if the variations are significantly different from lift to lift.
Change of rotational direction by the Man	Requires one revolution before and after the change, counts only once per program (first time it's attempted)
Wrong take-off (Short Program)	If the take-off is of a different nature then the required take-off, the lift will receive no Level.
All lifts of Group 5 (Free Skating)	If in a Free Skating program for Seniors or Juniors all Lifts are from Group 5, the <u>second Group 5 lift executed</u> will be deleted.
Definition of a "small lift"	Any lift with a sustained/stabilized Woman's position in which the man's hands remain not higher than his shoulder line. This lift can be with or without rotation.
One-hand-hold of the Man	Two rotations of the Man in total using one hand hold will count as a Level feature. The third revolution with one hand hold will not count as an additional Level feature in SP and will count as an additional Level feature only in one lift (the first time it is performed) in FS . Parts on one hand shorter than one revolution will not count.
For Junior	This feature is awarded only if the Woman does not use her arms or uses only one arm for support. It is not awarded if both arms of the Woman are touching the Man.
For Senior	Feature 5) Difficult one hand hold of the man means: any lift in which there is only one point of contact between the man and the Woman and the Woman is balancing without supporting herself on the man; -lifts with more than one point of contact which require exceptional balance and control. The majority of the Woman's weight must clearly be off the axis of the man's body core. The second point of contact can only be given if not used for support.

Second point of contact without support



Second point of contact using support



Twist Lift

Rules

General	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. In the twist lift, a split position by the Woman, prior to rotating, is not mandatory, but will be one of the features that might increase the Level of this element.
Short Program	The Short Program must include one twist lift. A twist lift take-off is limited to a Lutz/Flip take-off by the Woman. The number of revolutions of the Woman rotating freely in the air is two (2) or three (3) for Seniors and Juniors.
Short Program	Twist lifts which do not satisfy the requirements (including wrong number of revolutions) will receive No value and will block the corresponding box.
Free Skating	In Free Skating the take-off can be different from Lutz/Flip take-off by the Woman (toe loop, axel). The number of revolutions in the twist lift is not limited. For Seniors and Juniors , a Well-Balanced Free Skating program must contain 1 twist lift.

Level features

- 1) Woman's split position (each leg at least 45° from the body axis and Woman's legs are straight or almost straight)
- 2) Catching the Woman at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the Man
- 3) Woman's position in the air with arm(s) above the head (minimum one full revolution)
- 4) Difficult take-off: turns, steps, movements, small lifts immediately preceding the take-off, executed with continuous flow, or difficult exit: may be executed before the landing of the woman or immediately after it.
- 5) Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the Woman.

Clarifications

Cheating on landing	Twist Lifts with lacking intended rotation on the landing can be downgraded if they have "missing rotation of ½ revolutions or more". A downgraded Twist Lift will be indicated by the Technical Panel to the Judges and in the protocols with a "<<" symbol after the element code. The Technical Panel will identify any twist lift cheated by one half or more turn on the landing as the lift of the lower value. For example, if in a triple twist lift the Man is supporting the majority of the Woman's weight when her upper body turns only 2.5 revolutions, this will be called as a triple attempt and downgraded to a double twist lift. The camera angle is important to consider when deciding upon a cheated twist lift particularly when the twist lift is at the opposite end of the rink.
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Woman's split position	This feature is awarded only if each Woman's leg, being straight or almost straight, is at least 45 degrees from her body axis.
Catching the Woman without her hand(s), arm(s) or any part of the upper body touching the Man	The feature is granted when: a) both Man's hands must be on the sides of the Woman's waist (catching the Woman by one or both hands on any other part of the body is a different catching position the feature will not be given) and b) the Woman is not touching the Man at any point of the landing phase by any part of her arm(s) or upper body. When the Woman collapses on the Man (the Woman's body is supported by the Man's body prior to her blades touching the ice) or even just touches the Man when landing, the Level feature will not be granted even if she keeps her hand(s)/arm(s) off the Man.
Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the Woman	After the Man releases the Woman, his arms must change position going to the side of his body at least as low as his shoulders before he catches the Woman in the air. The arms of the Man must be straight or almost straight. If the Woman is not caught in the air, the feature is not awarded. However, the feature will be awarded in case of any catch in the air (not necessarily at the waist).
Difficult take-off	The feature is awarded only when there is (are) steps, turns, movement(s), small lifts immediately preceding the take-off and executed with continuous flow); in case of a break, no feature will be granted.
Difficult exit	The difficult exit may be executed before the landing of the woman or immediately after it. Using small lifts, steps, turns, movement(s) immediately preceding or just after landing with continuous flow.

Death Spiral

Pivot Figure (Novice)

Rules

General Death Spiral	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 (1) 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. 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 spiralling edge and the hold of the Man. The Man must be in a centred position with a fully extended arm. Any kind of position is counted as a feature if Skaters' hold lasts for at least one continuous revolution.
Pivot Figure	The man performs a pivot holding the Woman, who is following him with hand-to-hand grip. The Woman can be in a spiral, spreadeagle or have an extended leg position.
Short Program	Types of Death Spirals: 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 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 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 same as for death spiral backward outside, but the Woman is leaning backwards or forwards to 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. For both Seniors & Juniors Short Program for the season 2026-2027 must include Forward Inside Death Spiral.
Free Skating	For both Seniors & Juniors a Well-Balanced Free Skating program must contain 1 Death Spiral. In Seniors this death spiral must be a

	different type from the Short Program. Variations of arm holds are possible.
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Level features

- 1) Difficult entry (immediately preceding the death spiral).
- 2) Difficult exit (immediately exiting the death spiral).
- 3) Full revolution(s) of the Woman when both partners are in "low" positions (counts as many times as performed)

Clarifications

Positions	Woman's "low position": - for inside Death Spirals the lowest hip or buttock and head should not be higher than her skating knee. - for outside Death Spirals head should not be higher than her skating knee. Man's "low pivot position": buttocks not higher than the knee of his anchored foot. The Level of a death spiral without one full revolution in the described Man's and Woman's simultaneous position cannot be more than 1.
Number of revolutions in "low" positions	Any part of the Death Spiral with a higher Woman's or Man's position than described above is not valid for Level feature <u>3</u> . The counting starts only when the Woman and the Man are in the actual low death spiral position.
Loss of "low" position (s)	In order to get feature <u>3</u> , the "low" position of both partners has to be continuous. If the "low" position is lost, feature <u>3</u> can be counted only if performed prior to the loss.
Woman not in the prescribed position	If Woman's head (for all death spirals) and/or lowest hip (for inside death spirals) is (are) higher than skating leg knee, the Level cannot be higher than 1. If during the Death Spiral the lowest part of the Woman's head never reaches the level of her skating knee, the Death Spiral will have no <u>value</u> .
Execution of a different death spiral (Short Program)	In Short Program the death spiral is prescribed. If the Woman performs a different edge or direction, no value will be given, but the box will be blocked.
Woman skates on boot	If the Woman loses the edge and goes to the boot or knee, this is considered as the conclusion of the death spiral and no other features will be considered. The TP must decide if this is a fall.
No pivot position or Man's knee not bent, or his arm not fully extended	If the Man does not reach the pivot position at all or does not stay in this position for one revolution, or if the knee of his leg with toe pick in the ice is not clearly bent for one revolution, or if his holding arm is not fully extended for one revolution, <u>no value will be given</u> .

Man doesn't reach or hold low pivot position	If the Man is not doing one full revolution in prescribed low pivot position, the Level cannot be higher than 1.
Change of pivot position	In Short Program only the traditional pivot position of the Man is allowed in which he skates on a backward outside edge, holding the hand of the Woman with fully extended arm with both knees clearly bent and in full pivot position. No variation of this pivot position is allowed. If there is a variation element will receive no value. In Free Skating both backward and forward pivot of the Man are allowed. Any death spiral will be considered as ended, once the Man changes the pivot position. Consequently, only that part, in which the Man is in the correct pivot position, will be taken to determine the Level.
Opposite handhold (entry of death spiral)	The opposite handhold of the Man is not allowed in the Short Program , is allowed in Free Skating , but is not considered as a Level feature. Opposite handhold of the Woman is allowed both in Short Program and in Free Skating but is not considered as a Level feature.
Change of arm hold	In both SP and FS change(s) of arm hold of the Man and/or Woman is allowed at any moment but is no longer a Level feature.
Whose revolutions are counted?	For feature <u>3</u> only the Woman's revolutions are counted. It is possible that the Man does less full revolutions in the low position than the Woman if the Woman passes behind the Man during the death spiral. This would require changes of hold.
When does the death spiral start?	Entry commences at the beginning of the entry curve when one partner is on one foot on the edge of the death spiral and the other partner is also on one foot or in a position such as spread eagle, shoot the duck etc.
When does the exit start and end?	The exit from the death spiral starts when the Man starts bending his "holding" arm in the elbow and ends when the Woman comes to the vertical position.
When do the death spiral revolutions start and end?	They begin when the Man's toe for the pivot is stationary (anchored) on the ice. They end when either the Man's pivot ends or when the Woman begins to rise in order to exit the death spiral. Whichever is first, will indicate the conclusion.
<u>Difficult Entry and Difficult Exit 2 separate features</u>	Skater(s) must demonstrate positions that affect the main body core and balance. The difficult entry position must be performed while at least one of the partners must be on the entry curve and the Woman and/or the Man are moving from a difficult entry position directly and without delay to a Death Spiral position. An example of a difficult exit: Woman exits immediately with continuous flow into a lift (dance or other) or into a jump. The exit must have significant impact, on the balance and control of the execution of the death spiral. The feature for the Entry is awarded only if the low position is reached by both partners within the first revolution after the man's toe is anchored in the ice.

**Elements with no value or maximum Level B/1/2/3 in PAIRS SP & FS
2026-2027**

Max. Level SP	Problem	Max. Level FS
	Note: Pair team is awarded LOWER Level achieved by partners	
All elements with Levels		
No value	Wrong element	N/A
Basic + ded.	Illegal elements/movements (if Basic Level requirements are fulfilled); TP is responsible for illegal elements deduction	Basic + ded.
Step Sequences		
No value	Not fully utilizing the ice surface. <u>No basic variety in steps & turns throughout the sequence</u>	N/A
Basic	No minimum variety in steps and turns throughout the sequence	N/A
1	Only minimum variety in steps and turns throughout the sequence	N/A
2	Only simple variety in steps and turns throughout the sequence	N/A
Basic	No balance of steps and turns in their distribution through the sequence	N/A
Basic	The workload between partners not even	N/A
Solo Spin Combinations (Novice)		
No Value	Does not have at least 2 continuous revolutions in 2 basic positions	N/A
Solo Spin Combinations with change of foot		
No Value	Less than 2 basic positions with 2 revs	N/A
Any 'V'	2 basic positions with 2 revs	N/A
No Value	Change of foot: less than 3 revolutions before/after	N/A
Pair Spin Combinations		
No Value	One/both partners do not have at least 2 continuous revs in 2 basic positions.	N/A
No Value	Less than 3 continuous revolutions on both feet by one or both partners.	N/A
Any, "V"	Change of foot: less than 3 continuous revolutions on one foot before/after by one or both partners	N/A
Any, No feature 1	All difficult variations executed by Woman/by man (Level feature 1)	N/A
Any, "V"	Less than 3 basic positions with 2 revs	N/A
Lifts		
Basic+ded.	Illegal hold	Basic + ded.
No value	Less than the min. number of revolutions (1) by man	No value
No value	Man's arms never extended (Groups 3/4/5)	No value
No value	Wrong take-off	N/A
Death Spiral		
No value	Man does not stay in pivot with knee clearly bent & arm extended for 1 rev.	No value
1	Man and Woman do not stay simultaneously in the "low" position for 1 rev.	1
No value	Woman's head never reaches the level of her skating knee	No value