



TECHNICAL PANEL HANDBOOK SINGLE 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 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 the Short Program and the 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. For example, a failed attempt of flying spin must be called Flying spin instead of “Spin” to avoid “*” being assigned to a wrong spin.

CALLING PROCEDURE RECOMMENDATIONS - SINGLES

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 themself 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. 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	(4F+3T): <i>"Quad Flip, Triple Toe"</i> ("REVIEW" if required)

Role	Task / Call
TS1	(No Value jump): <i>"Axel No Value"</i> ("REVIEW")
TS2	<i>"Next - Spin"</i>

6. SPINS

TS1: Determines which tasks will best assist them

- TS1: Identifies / calls the spin and level
- TS2: Takes detailed notes of spin (positions and features) / calls 8 revolutions feature and any used positions when requested
- 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: CCSp2 - <i>"Camel Spin, with Change of Foot, 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>

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

Role	No Value Spin
TS1	Example: CSp - <i>"Camel Spin No Value"</i>
TS2	<i>"Next – Steps"</i>

7. 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, rotation 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 or Used</i>
TC	<i>Rotation – Yes, Body - No</i>
TS1	<i>Level " 2 "</i>
TS2	<i>"Next – Choreo Sequence or Choreo Spin"</i>

8. CHOREOGRAPHIC ELEMENT

Role:	Task / Call
TS1	<i>"Choreo Sequence" or "Choreo 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

9. VARIOUS CALLING SUGGESTIONS

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

10. REVIEW PROCESS

Role	Task / Call
DRO	"We have (number of elements) elements, (number of review) for review. First review element (number of element to review)" Note: DRO only says this at the start of the review process
TC	"Element number, Name and role of TS or TC who called the review?"
TS1, TS2, TC	"Checking fall, landing, spin positions, spin features, etc."
TC	TC to instruct the DRO how to conduct the replay and speed
TS1, TS2	State their opinion. If a spin is being reviewed, TS1 is to MARK and Count the spin revolution aloud during the review process to ensure all panel members can confirm if they agree or disagree with the call
TS1	Example CCSp2: When position is achieved - "Regular Entry, Mark, 1, 2, 3, 4, 5, Camel Side, Change, Mark 1, 2, 3, 4, 5, 6 Camel Forward - Level 2"
TS2	Agree/ Disagree/ different call Example when Camel side is called by TS1: Camel Up not side
TC	Summarise opinion and state theirs if they disagree
TC	"Element 2: Change Camel Spin level 2" Note: If there is no change to the element, the TC can say "Element or Call Stays" 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	"Element changed" or "element stays" (to confirm a change or that no change has been done)
TC	"Element 6 Name/role of TS/TC who called the review?" 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 "The list" of elements performed and all falls and deductions 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
DRO	DRO to read all elements of "The list" as well as all deductions and total number of falls
TS1, TS2	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.

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 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 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 Landings	Super slow
Spin Positions & Features	Regular speed for checking features and / or positions
	Slow speed for checking if minimum revolutions are attained

11. 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	All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Step Sequences must fully utilize the ice surface. Turns and steps must be balanced in their distribution throughout the sequence.
Short Program	Short Program for Senior & Junior Men and for Senior & Junior Women must include one Step Sequence fully utilizing the ice surface. Unlisted jumps (any number of revolutions) and listed jumps (with maximum one <u>and a half</u> revolutions) may be included in the step sequence without any penalties. Listed jumps of not more than one <u>and a half</u> revolutions included in the sequence will not be called and will not occupy a box.
Free Skating	A well balanced Senior Free Skating program must contain one Step Sequence fully utilizing the ice surface. A step sequence is not included in Junior Free Skating. Any unlisted jumps of any number of revolutions and listed jumps with maximum one <u>and a half</u> revolutions can be included in the step sequence without any penalties. Listed jumps of not more than one <u>and a half</u> revolutions included in the sequence will not be called and will not occupy a box. Listed jumps with more than one <u>and a half</u> revolutions can also be included in the step sequence; they will be called and will occupy a box. The step sequence must fully utilize the ice surface. Step sequences which are too short and barely visible cannot be considered as meeting the requirements of a step sequence.

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 (Level 3), complexity (Level 4) of difficult turns and steps throughout **(compulsory)**
 2. Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction
 3. Use of body movements for at least 1/3 of the pattern
 4. Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence. Only one difficult turn may be repeated in the two combinations. Only the first combination attempted on each foot can be counted.
 5. Body movements included in a combination of 3 difficult turns feature

Clarifications

Pattern	There is no longer a required pattern, but a step sequence 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 and 3 “pattern” means the pattern actually executed by the skater.
Beginning and End of the pattern	This is when a skater actually starts or concludes 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: twizzles, brackets, loops, 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	<u>Must include at least 2 difficult turns and steps, either two same difficult turns/steps or two different ones.</u>
Minimum Variety	Must include at least 5 difficult turns and steps, none of the types can be counted more than twice.
Simple Variety	Must include at least 7 difficult turns and steps, none of the types can be counted more than twice.
Variety	Must include at least 9 difficult turns and steps, none of the types can be counted more than twice.
Complexity	Must include at least 11 difficult turns and steps. None of the types of turns and steps can be counted more than twice. 5 types of turns and steps must be executed in both directions (the direction means body rotating to the left or to the right during the turn).

No basic variety, minimum variety, only minimum variety, only simple variety, only variety	– <u>If a skater does not perform 2 difficult turns/steps, no value will be called.</u> – If a skater does not perform a minimum variety of steps and turns, the Level cannot be higher than Basic. – If a skater performs only minimum variety of steps and turns, the Level cannot be higher than 1. – If a skater performs only simple variety of steps and turns, the Level cannot be higher than 2. – If a skater performs only variety (but not complexity) of steps and turns, the Level cannot be higher than 3.
Distribution	Turns and steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this requirement is not fulfilled, the Level cannot be higher than Basic. Skaters are allowed to include free skating movements like spread eagles and spirals inside the step sequence without affecting the even distribution of the turns and steps.
Rotations in either direction	This feature means that a skater rotates with any listed and unlisted turns and steps continuously in one direction for at least 1/3 of the sequence and then continuously for at least 1/3 of the sequence in the opposite direction (clockwise and counter-clockwise) or over the length of the step sequence the skater is rotating with any listed and unlisted steps and turns for at least 1/3 of the sequence in total (not continuous) in one rotational direction and at least 1/3 of the sequence in total (not continuous) in the opposite direction (clockwise and counter-clockwise). “Full body rotation” means one complete rotation. The skater should not just turn half a revolution back and forth.
Use of body movements	Use of body movements means the visible use 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 3 difficult turns on different feet	Difficult turns are rockers, counters, brackets, twizzles, loops. Only one difficult turn may be repeated once in the two combinations. The repeated turn can be executed in one combination (e.g. 1st combination: rocker, counter, rocker and 2nd combination: bracket, twizzle, loop). Or the repeated turn can be executed once in each combination (e.g. 1st combination: bracket, counter, loop and 2nd combination: rocker, counter, twizzle). In the combinations • Three turns, change of edge, a jump/hop, changes of feet are not allowed; • The exit edge of a turn is the entry edge of the next turn. • The free foot must not touch the ice. • The combination must be executed with continuous flow within the sequence. Only the first combination attempted on each foot can be counted. There is no maximum number of turns but there must be three (3) consecutive and correct difficult turns successfully performed to count. For

	example, the following is allowed: 1 st combination: rocker, bracket, counter and 2 nd combination: rocker, counter, twizzle, loop. In the second combination the three consecutive and correct difficult turns (counter, twizzle, loop) are counted for the combination.
Body movements included in a combination of 3 difficult turns feature	The skater 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 combinations of 3 difficult turns on different feet. If the skater is 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 skater is executing a combination of 3 rockers. In case the skater executes 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.
Jumps with one and a half or less than one and a half revolutions executed in the step sequence	In both SP and FS unlisted jumps (any number of revolutions) and listed jumps (with maximum one <u>and a half</u> revolutions) may be included in the step sequence without any penalties. Listed jumps of not more than one <u>and a half</u> revolutions included in the sequence will not be called and will not occupy a box.
Jumps with more than one and a half revolutions executed in the step sequence	In SP listed jumps of more than one <u>and a half</u> revolutions will be ignored as an element but will force the Judges to reduce GOE by 1 grade for "Listed jumps of more than one <u>and a half</u> rev. included". In FS listed jumps of more than one <u>and a half</u> revolutions can be included in the step sequence. They will be identified and will occupy jumping boxes.

Choreographic Sequence

Rules

Free Skating	A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 revolutions, spins, etc. Steps and turns may be used to link the 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. The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement. It can be performed before or after the Step Sequence. The Choreographic Sequence is included in Junior and Senior Free Skating. This element has a fixed base value and will be evaluated by the judges in GOE only.
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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 skater executes the first choreographed movement.</u>
Choreographed movement	<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	Choreographic sequence can be confirmed after 2 different skating movements 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>
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 Choreographic 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 Spin

Rules

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

How to call the Choreographic Spin	The call should be "Choreo Spin confirmed" (if the Spin will be counted) or "Choreo Spin no value" in the opposite case.
When to confirm the Choreographic Spin	Choreographic Spin can be confirmed once the 3 consecutive revolutions have been completed.
Features/positions executed during the spin	The features/positions in the Choreographic spin will not be considered as used in the other spins of the program. For example, a skater may execute a difficult exit out of the spin or a difficult variation position that are not considered as used in the other spins of the program.
Changing feet during the 3 consecutive revolutions	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.
3 consecutive revolutions	The 3 revs can be executed during any part of the spin.
Spinning on other parts of the body besides the blades	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.
Intentional travel during the spin	Intentional travelling during the spin is allowed.

Spins

Rules

General	A Spin that has no basic position with 2 revolutions will receive no Level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin. The minimum number of revolutions required in a position is two (2) without interruption. In case this requirement is not fulfilled, the position is not counted. Positions: There are 3 basic positions: – camel (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright spins), – sit (the upper part of the skating leg at least parallel to the ice), – upright (any position with skating leg extended or slightly bent which is not a camel position). Any position which is not basic is a non-basic position. Layback Spin is an upright spin in which head and shoulders are leaning backwards with the back arched. The position of the free leg is optional. Sideways Leaning Spin is an upright spin in which head and shoulders are leaning sideways and the upper body is arched. The position of the free leg is optional. The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled the spin will be “No Value” in Short Program and marked with a “V” in Free Skating. If the Skater(s) fall(s) when entering a spin, or in any failed spin, a spin or a spinning movement is allowed immediately after this fall or failure (for time filling purpose) with this spin or movement not being counted as an element. If there is a clear weight transfer during a spin, this ends the spin and only the first part before the weight transfer is called. If the spinning centers (before and after the change of foot) are too far apart and the criteria of “two spins” is fulfilled (there is a curve of exit after the first part and the curve of entry into the second part), only the part before the change of foot will be called and considered for Levels features. Spin combinations: Must include a minimum of two different basic positions with 2 revolutions in each of these positions anywhere within the spin: the number of revolutions in positions that are non-basic is counted in the total number of revolutions. Changing to a non-basic position is not considered as a change of position. A change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately. Spin in one position and Flying spin (means a spin with a flying entrance and no change of foot and position): The concluding upright position at the end of the spin (final wind-up) is not considered to be
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	another position independent of the number of revolutions, as long as in such a final wind-up no additional feature is executed (change of edge, variation of position etc.) When the spin is commenced with a jump, no previous rotation on the ice before the take-off is permitted and a step over must be considered by the Technical Panel adding "V" to reduce the Base Value and by the Judges in the Grade of execution.
Short Program	The Short Program of the season 2026 – 2027 includes the following 3 spins: – Flying spin: - o Seniors: Flying spin with landing position different than in the Spin in one position; - o Juniors: Flying <u>camel</u> spin, any air position allowed – Spin in one position - o Senior Men: Camel/Sit spin (position different from the landing position of the Flying spin) with only one change of foot; - o Senior Women: Layback/sideways leaning spin or sit/camel spin without change of foot; (position different from the landing position of the Flying spin); - o Junior Men: <u>Sit</u> spin with only one change of foot; - o Junior Women: Layback/sideways leaning spin or <u>Sit</u> spin without change of foot. – Spin combination with only one change of foot. In the spin combination the change of foot is required. Except flying spins, spins cannot be commenced with a jump.
Free Skating	A well balanced Free Skating program for Men & Women (Senior & Junior) must contain max of 3 spins: – one of which must be a spin combination (with or without change of foot and with or without flying entrance) – one flying spin (with no change of foot or position) – one choreographic spin All Spins must be of a different character. Any Spin with the same character (abbreviation) as the one executed before will not be counted (but will occupy a spinning box). In the spin combination the change of foot is optional. The number of different positions in the spin combination is free.

Specific elements in Short Program:

Women: layback/sideways leaning spin	Any position is permitted, as long as the basic layback or sideways leaning position is maintained for eight (8) revolutions without rising to an upright position. The position of a "Biellmann Spin" can only be taken and considered as a feature to increase the Level after having successfully rotated these required 8 revolutions in the layback position (backwards and/or sideways). If in this "Biellmann Spin" the skater changes edge, clearly increases the speed and/or executes (8) revolutions without any changes, additional level features can be awarded. In Advanced Novice the skater must have 6 revolutions in layback or sideways leaning position before executing a Biellmann position.
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Men: spin in one position with change of foot	Senior & Junior: The spin must include only one change of foot, which may be executed by a step or a jump. Senior: The skater must choose the camel or the sit position, but this position must be different from the landing position of the Flying spin. Junior: Only the prescribed sit or camel position is permitted. Senior & Junior: The spin must have at least 3 revolutions before and after the change of foot.
Spin combination with change of foot	Must have a minimum of two different basic positions with 2 revolutions in each of these positions anywhere within the spin. To receive full value, a Spin combination must include all three basic positions. The number of revolutions in positions that are non-basic are counted in the total number of revolutions. Changing to a non-basic position is not considered as a change of position. Only one change of foot is allowed. The change of foot may be executed in the form of a step or a jump. The change of foot and the change of position may be made either at the same time or separately.
Flying spin	The name of the flying spin corresponds to its landing position. – Senior: Any type of flying spin is permitted with landing position different than in the Spin in one position. – Junior: Only the prescribed flying spin is permitted. The flying position may be different from the landing position. No previous rotation on the ice before the take-off is permitted.
Flying spin and the spin in one position	If in Senior Men and Women the landing position of the Flying spin is the same as in the Spin in one position, the last performed of these two spins will not be counted but will occupy a spin box.

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
- 6) Difficult exit
- 7) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position
- 8) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position
- 9) Clear increase of speed in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin)
- 10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position)
- 11) Difficult variation of flying entry in flying spins/spins with a flying entrance
- 12) Difficult blade feature in camel, sit, Layback, Biellmann or difficult variation of an upright position
- 13) Windmills (executed 3 times in a row)

Additional features for the Layback spin:

- 14) One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the Layback position is a part of any other spin)
- 15) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin for Junior/Senior and after 6 revolutions for Advanced Novice)

Features 2 – 9, 11 – 15 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken in favor of the skater).

Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted).

In any spin only two (2) difficult variations are counted for level features.

In any spin with change of foot the maximum number of features attained on one foot is two (2).

To receive level 4 in any spin, one of these features must be counted:

Difficult exit

Clear change of edge

Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position

Clear increase of speed

Difficult variation of flying entry

Windmills

To get level 4	One of the mandatory six features must be performed successfully and counted in a spin in order to get level 4. If one of these mandatory features is “used”, level 4 cannot be given. For example: In the first spin (FSSp), the following features are counted: Difficult fly, sit forward variation, sit side variation and 8 revolutions. This first spin will be level 4. In the second spin (FCCoSp), the skater executes on the first foot difficult fly (used), camel forward variation, change of foot executed by jump into a normal sit position and difficult upright straight variation. In this case the second spin will be maximum level 3. The same principle applies if in the 2nd spin (FCCoSp), the skater executes four features + mandatory used feature. For example: first foot difficult fly (used), camel forward variation, difficult blade feature and on the second foot normal sit position, jump within a spin into sit position and upright straight variation. In this case the spin will be maximum level 3.
Four features + mandatory feature successfully executed for the first time in the program	If the skater executes successfully the mandatory feature as 5th feature in a spin, it will be counted as feature to get level 4. For example: In SSp, the skater executes difficult entrance into sit forward variation, jump within a spin into sit sideways variation and increase of speed. In this case, the spin is level 4 and all the 5 features will be considered as used in the next spins.
Feature together with a used position	For a feature to count in any spin, it must not be executed together with a used difficult variation position. Difficult variation positions (10 categories) are described on page 15. Examples of feature together with a used difficult variation: 1st spin: FCSp: Difficult fly, camel forward, camel sideways with 8 revolutions (4 accepted features) 2nd spin: CCoSp: Sit forward, difficult change of position into camel forward, change of foot, upright straight, difficult exit (3 accepted features: sit forward, upright straight and difficult exit. Camel forward is used from FCSp and since

	executed at the same time with difficult change of position, the difficult change of position is not counted. 3rd spin: SSp: Difficult entrance, sit forward with a change of edge, sit sideways and sit behind (3 accepted features: difficult entrance, sit sideways and sit behind. Sit forward is used in CCoSp and since executed at the same time with change of edge, the change of edge does not count).
Features considered executed together at the same time	The following features cannot be executed at the same time with a used difficult variation: - Difficult change of position - Change of edge - Both directions - Increase of speed 8 revolutions - Difficult blade feature - Change of position side to back in Layback/Sideways

Clarifications

Positions

Spin with no change of position	A "spin with no change of position", in which another basic position is executed with more than two (2) revolutions, does not fulfil the requirements of a spin with "no change of position" and will be identified as a "spin combination". However, the concluding upright position at the end of the spin (final wind-up) is not considered to be another position independent of the number of revolutions, as long as in such a final wind-up no additional feature is executed (change of edge, variation of position etc.)
Spin combination with less than 2 revolutions in basic positions	In Short Program a spin combination executed with only 1 basic position with not less than 2 revolutions and in all other positions less than 2 revolutions will receive "no value". In Free Skating a clear visible attempt of a spin combination which results in a spin with only 1 basic position with not less than 2 revolutions will be called by the Technical Panel as a spin combination "no value".
Spin combination with only two basic positions	A spin combination with and without change of foot which includes only 2 basic positions with not less than 2 revolutions will have a lower base value in comparison with a spin combination with all 3 basic positions with not less than 2 revolutions. The corresponding base values are listed in the SOV in the "V" row.
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.
Clear change of position backwards-sideways or visa-versa (layback spin)	The feature will be awarded only if this change is done while maintaining the layback or sideways leaning position. Two (2) revolutions in each of these positions are required.

Entrance/Exit of the spin

Difficult entrance and Difficult exit	Difficult entrance and difficult exit are two different features. To get credit for both features they must be executed in two different spins and the movements must be of different nature. For example, if a skater uses difficult turns as entrance, the difficult exit cannot be done only with turns (same type of movement). When executing the difficult entrance or exit with turns, the turns must be clean. <u>If using "traveling threes" as difficult entry, at least 2 revolutions must be executed during the turns without touching the ice with the free foot.</u> The entrance 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 and must be performed on the first spinning foot. The intended basic spin position must be reached within the first 2 revolutions. 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 movement that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin. In Flying spins and spins in one position the difficult exit must be started from <u>the</u> basic position (not final windup), which must be at least reached. In spin combinations the difficult exit can be started from any position. If the entrance or exit of a spin is not considered "difficult" by the Technical Panel, it is considered as a transition and the feature can still be awarded in a later spin. A listed jump that is called and executed immediately after a spin is not considered as difficult exit of a spin.
Difficult entrance and exit in the same spin	In order to get feature for both difficult entrance and difficult exit, they must be executed in different spins. If a skater executes in a Sit spin difficult entrance, sit sideways difficult variation, sit behind difficult variation with 8 revolutions and difficult exit, the technical panel can take the difficult exit as a feature to award Level 4 in this spin. All five features are used in the next spins.
Difficult and flying entrance	If the entrance is "difficult" and "flying" at the same time, only the "flying" feature can be awarded. Difficult entrance to a regular flying camel is not counted as a Level feature and "difficult entrance" in this case is not considered as used. Note that a difficult entrance and a difficult variation of flying entry are two different features so the skater is allowed to execute e.g. Toe Arabian as difficult variation of flying entry and Toe Arabian as difficult exit in the same spin. In this case the skater gets two level features.
Difficult variation of flying position in flying spins/spins with a flying entry	The feature for the flying entry can be granted only if there is a clear visible jump and if the flying position is really difficult. The intended basic position must be reached within the first two (2) revolutions after the landing. The difficult fly includes in a flying sit spin/entry: total sit position in the air (with height and total movement control) or open butterfly position in the air taking sit position immediately after landing; in a flying camel spin/entry: clear

	butterfly entrance or almost split position in the air. Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.
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Variations

Simple variation	A simple variation of position is a movement of a body part, leg, arm, hand or head, which does not have an effect on the balance of the main body core. A simple variation does not increase the Level.
Difficult variation	A difficult variation is a movement of a body part/leg/arm/hand/head, which requires more physical strength or flexibility and has an effect on the balance of the main body core. Any difficult variation must be held for two (2) revolutions to be counted. Only these variations can increase the Level.

<u>Non-basic position</u>	<u>Difficult variation in a non-basic position is no longer considered a feature.</u>
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More than 2 difficult variations executed in any spin	In any spin only two difficult variations are counted for level features. If the skater attempts more than two difficult variations, the counted variations do not have to be the first two variations performed in the spin. For example, the skater executes on the first foot difficult entrance into camel position, sit forward difficult variation with a change of edge and on the second foot sit behind difficult variation and upright straight difficult variation. In this case the features counted would be difficult entrance, change of edge, sit behind and upright straight. All the difficult variations and features attempted will be considered as used for the next spins.
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Categories of difficult variations	There are <u>10</u> categories of difficult variations: - 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 - 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 - UPRIGHT SPIN 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 - LAYBACK POSITION there is 1 category - (UL) Upright Layback
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Difficult camel variations	When executing any difficult variation of a camel position, the skater's upperbody must not reach close to an upright position. If the position becomes too upright, the difficult variation feature is not awarded and that difficult variation is used. The basic 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>Too upright position</u> <u>Feature not awarded</u>
<u>Camel sideways</u> <u>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/head, which requires more physical strength or flexibility and has an effect on the balance of the main body core.</u>
Crossfoot spin 	A Crossfoot Spin must be executed on both feet with equal weight distribution. Toes should be held close together and heels open. A Crossfoot spin is considered as a difficult variation of upright position (US) and will receive, if correctly executed, a feature awarded to the foot before the cross. It is not required to stay on one foot for three revolutions before the cross. Increase of speed during a crossfoot spin is not considered as a feature.
Headless spin 	In "Headless" variation the head and neck have to move backwards from the main axis of the body core affecting the balance.
Biellmann position	Biellmann position is a difficult variation of an upright position (UB) when the skater's 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 skater. In free skating a spin that starts with layback position (at least 2 revs) and continues with Upright Biellmann variation is still called a layback spin.
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/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 upperbody and head downwards.
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Windmills (executed 3 times in a row)	<u>The feature “Windmills” must be executed 3 times in a row and may be included in any spin during any part of the spin. 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 skater 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 skater touches the ice with one or two hands, the feature is not counted.</u>
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Illusion (one windmill movement)  	<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. The difficult entry can still be awarded in another spin.
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Limitation of Windmill/Illusion movements in a program	<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 a skater has in the flying camel spin a difficult exit executed with illusion holding the blade and later in another spin windmills 3 times in a row, the windmills 3 times in a row will be considered as used and not counted as a feature.</u>
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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.
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Jump on the same foot and Increase of speed

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 skater 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. This jump can be performed even before the required minimum number of revolutions in a spin in order to be considered as a feature in both Short Program and Free Skating.
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Increase of speed	For camel, sit, layback, Biellmann and difficult variation of upright positions (except crossfoot spin), once the position has been established, a clear increase of speed 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 skater does not execute the change by rising to an upright position. If a skater 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 nonbasic position.
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Edges and 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). A change of edge within a normal upright or non-basic position does not count as a feature.
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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 immediately following each other can be counted as a feature. A minimum of 3 revolutions in each direction is required and the position before and after the change of direction must be held for at least 2 revolutions. A spin executed in both directions (clockwise & counter-clockwise) is considered as one spin.
Spinning in both directions on the same foot	In case of spin in both directions on the same foot, one turn or one change of edge is allowed when changing the direction. The feature is counted on the foot of execution.

Number of Revolutions

8 revolutions	At least 8 revolutions without changes in position/variation, foot or edge count as a feature only once per program, in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken by the Technical Panel in favor of the skater. <u>The 8 revolutions to be counted as feature must be performed in camel, Layback or difficult variation of any basic position.</u>
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Change of foot

Staying on the same foot	A change of foot in a spin means spinning on each foot. Any spin in which the skater remains spinning on the same foot is not considered as a change of foot spin.
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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.
Change of foot executed by jump	Such change of foot can be counted as a feature only if the skater 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.
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 both in Short program and Free Skating.
Difficult blade feature	The skater 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 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 a skater performs the blade feature at the end of the spin, it is not considered as a used difficult exit attempt. If the skater executes the difficult blade feature together with another feature (for example difficult change of position), only one feature will be counted and difficult blade feature is not used. 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).
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). In Free skating the skater is allowed to change feet multiple times.
Spinning centers too far apart (spin in one position and spin combination)	If, in a spin with change of foot, there is a curve of exit after the first part and a curve of entry into the second part, the consequences are as follows: – Short Program - the spin is not fulfilling the requirements and no value will be given; – Free Skating - the second part of the spin will be ignored and the element becomes a spin in one position with no change of foot or a spin combination with no change of foot. If there is only a curve of exit after the first part or the curve of entry into the second part, this will result in GOE reduction for "Change of foot poorly done" (this reduction does not relate to change of foot together with change of direction).
Number of features on one foot for spins with a 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.

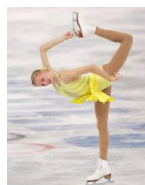
Spin in one position with change of foot: less than 2 revolutions in a basic position on one foot	If a spin in one position with change of foot is executed with a basic position with not less than 2 revolutions on one foot only and no basic position with not less than 2 revolutions on the other foot, it will receive: In Short Program “no value”. In Free Skating it will be marked with sign “V”.
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“V” sign	“V” sign can be awarded only in 4 situations: 1) In Flying spin only: for stepping over and no clear visible jump; 2) In Spin Combination: for only two basic positions; 3) In any change foot spin with less than 3 revolutions on one foot (Free Skating only). 4) In Spin in one position with change of foot: less than 2 revolutions in a basic position on one foot (Free Skating only). If in a CCoSp there are only 2 basic positions and less than 3 revolutions on one foot or in Spin in one position with change of foot there are less than 2 revolutions in a basic position and less than 3 revolutions on one foot “V” sign will be awarded. These cases of multiple errors will be reflected by the judges in GOE. In case the skater has chosen to execute only 2 positions, this is not regarded as an error in GOE by the judges.
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CAMEL POSITIONS

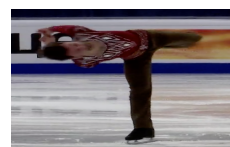
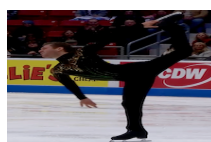
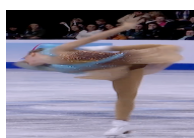
CF

CAMEL FORWARD



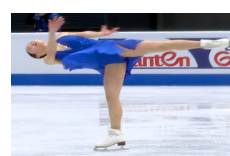
CS

CAMEL SIDEWAYS



CU

CAMEL UPWARD



SIT POSITIONS

SF

SIT FORWARD



SS

SIT SIDEWAYS



SB

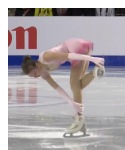
SIT BEHIND



UPRIGHT POSITIONS

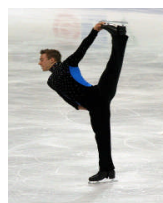
UF

UPRIGHT FORWARD



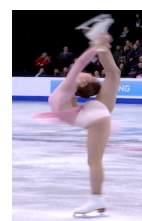
US

UPRIGHT STRAIGHT
AND SIDEWAYS



UB

UPRIGHT BIELLMANN



UL

UPRIGHT LAYBACK



Jump Elements

Rules

Solo jump

Short Program	Short Program of the season 2026 – 2027 must include 2 solo jumps: – double or triple Axel for Senior & Junior Men and for Senior Women, double Axel for Junior Women; – a solo jump: – Senior Men - any triple or a quadruple jump; – Senior Women - any triple jump; – Junior Men and Women - <u>double or triple Lutz</u> For Senior Men when a quadruple jump is executed in a jump combination, a different quadruple jump can be included as a solo jump. For Senior & Junior Men and for Senior Women, when the triple Axel is executed as an Axel jump, it cannot be repeated again as a solo jump or in the jump combination. Solo jumps must be different from the jumps included in the combination. As per rule 611, paragraph 2, 3 and 4 quint jumps are not permitted.
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Free Skating	Jumping elements are solo jumps, jump combinations and jump sequences. A well balanced Free Skating program must contain: <u>6</u> jumping elements for Senior & Junior, Men & Women one of which must be (or must include) an Axel type jump. Solo jumps can contain any number of revolutions. <u>The same type of jump independent of the number of revolutions can be included not more than three times in the Free Skating program.</u> Any double jump (including double Axel) cannot be included more than twice in total in a Single's Free Program (as a Solo Jump or a part of Combination / Sequence). Of all triple and quadruple and quint jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump or a quint jump. If both executions are as solo jumps, the second of these solo jumps will be attributed <u>80%</u> of its numerical value according to the Scale of Value. Triple and quadruple and quint jumps with the same name will be considered as three different jumps. No triple or quadruple or quint jump can be attempted more than twice. As per rule 612, paragraph 2, quint jumps in the Free Skating are only possible as individual jumps but NOT as part of a jump combination or a jump sequence.
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Jump combination

General	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. An Euler jump cannot be included in the jump combination of the Short Program. An Euler (half-loop) can be executed, in between two listed jumps, only once in Free Skating.</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. The Judges will reflect the mistake in the GOE.
Listed jump + <u>Eu</u> + three turn on the same foot + Axel type jump	Skater executes Listed jump + <u>Eu</u> + three turn on the same foot + Axel type jump. This is considered as a jump combination and will be called "Listed jump+<u>Eu</u>+Axel type jump". For example: 3F+<u>Eu</u>+three turn on the same foot+2A is called 3F+<u>Eu</u>+2A. One intended three turn, rocker, counter or bracket in between two or three listed jumps keeps the element in the frame of a jump combination. There is no reduction in GOE for the intended turn.
Listed jump + one intended change of edge + Listed jump in the other rotational direction	Listed jump + one intended change of edge + Listed jump in the other rotational direction. This is considered as a jump combination. For example: 3S+change of edge+2S in the other rotational direction is called 3S+2S. When executing jumps in both directions in a jump combination, one change of edge is allowed in between the jumps. There is no reduction in GOE for the intended change of edge.
Short Program	Short Program must include a Jump Combination consisting of two jumps: – Senior Men: double and triple or two triples or quadruple and a double or triple; – Senior Women and Junior Men: double and triple or two triples; – Junior Women: combination of two double jumps is also permitted. For Senior Men the jump combination may consist of the same jump or another double, triple or quadruple jump. When a quadruple jump is executed as a solo jump, a different quadruple jump can be included in the jump combination. For Senior Women, Junior Men and Women the jump combination may consist of the same jump or another double or triple jump. However, for all categories the jumps included must be different than the solo jump. As per rule 611, paragraph 2, 3 <u>and 4</u> quint jumps are not permitted.
Free Skating	A jump combination and a jump sequence may consist of the same or another single, double, triple or quadruple jump. <u>There may be up to two jump combinations or one jump combination without using an Euler (half-loop) and one jump sequence in the Free Skating.</u> One jump combination or one jump sequence may consist of up to three jumps, <u>the other one up</u>

	to two jumps. <u>An Euler can only be executed once, in between two listed jumps, in Free Skating.</u> As per rule 612, paragraph 2, quint jumps in the Free Skating are only possible as individual jumps but NOT as part of a jump combination or a jump sequence.
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Jump Sequence

Free Skating	A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump in to the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. <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. An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating.</u>
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General

Short Program	Jumps which do not satisfy the requirements (including wrong number of revolutions) will have no value, but will block a jumping box, if one is empty; if a combination of two double jumps is not allowed (Sr. Men & Women, Jr. Men), the jump with the lesser value (after the consideration of signs <, <<, e) will not count.
Free Skating	If any jump/s in a combination/sequence is not according to the requirements, only the jump/s not according to requirements will be deleted.

Clarifications

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 designated row of the SOV.
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 TP 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 definitely wrong. The Base values of the jumps with the sign "e" are listed in the designated row of the SOV. The TP uses the sign "!" if the take-off edge is not clear. In this case the Base value is not reduced. Both mistakes are reflected in the GOE of the Judges.
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 designated row of the SOV.
Popped listed jumps	The attempt will count as one jump element. However, a small hop or jump with up to one-half revolution performed as a kind of "decoration" is not to be considered as a jump and will be marked within the component Composition.
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 to be considered in the mark for Composition. A Toe Walley, however, will be called and counted as a Toe loop.
Landing on another foot	In combinations/sequences all jumps with more than one revolution, except the last one may be landed on either foot. If the skater lands the last jump on the wrong foot, the call will still be the executed jump, but the judges will reduce their GOE.
Landing on the incorrect edge	The call will not change if a jump is landed on the incorrect edge. However, Judges will reflect this in their GOE.
Spin and jump back to back	If a skater performs 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.

Attempted Jump	What is an attempt? In principle, a clear preparation 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 TP, the preparation for the take off without leaving the ice might be also called an attempt, e.g. a loop jump take off when the skater falls before leaving the ice, or a skater 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.
Touch down with the free foot without weight transfer in Jump Combination	In case of a touch down with the free foot without weight transfer and up to 2 three turns or no turns between the jumps in a combination, the element remains a jump combination (however Judges will reduce the GOE because of error). In case of more than 1 full revolution on the ice, the call will be the jumps performed prior to this revolution + COMBO + all the next jumps with an *.
Touch down with the free foot without weight transfer in Jump sequence (Free Skating)	In case of a touch down with the free foot without weight transfer and up to 2 three turns or no turns between the jumps in a sequence, the element remains a jump sequence (however Judges will reduce the GOE because of error). In case of more than 1 full revolution on the ice, the call will be the jumps performed prior to this revolution + SEQ + all the next jumps with an *
Jump Combination: first/second jump is a "non-listed" jump	If the first/second jump of a two-jump combination fails and turns 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.
Arrangement of non-listed and one listed jump	In case one listed jump is followed or preceded by any non-listed jumps the call will be the solo listed jump only.

Short Program

Element other than required	If a Junior skater performs a different jump than required, the element will receive no value, but will block the "jumping box".
Jump combo of 3 jumps	The third executed jump will receive no value.
Repetition of a jump	A repeated jump of the same name with the same number of revolutions will be deleted, no value given, no GOE, but will occupy a jumping box; If the same jump is executed twice as a solo jump and as a part of the jump combination, the second execution will not be counted (if this repetition is in a jump combination, only the individual jump which is not according to the above requirements will not be counted). Only the jump combination can contain two same jumps.

	A repeated jump of the same name, but with different number of revolutions will receive credit.
Extra jump(s)	If an extra jump(s) is executed, only the solo jump(s) which is not according to the requirements will have no value. All extra jumps are called and marked with an *. The jumps are considered in the order of execution.
Fall/step out or touch down with free foot with weight transfer after a jump plus another jump	If a skater falls or steps out of a jump and immediately after that executes another jump, the element will be called as follows: "First Jump + Combo + Second Jump*."
No second jump in a jump combination	If there is no second jump in a jump combination, the Technical Panel identifies the intended combination during or after the program. If there is no clear way to identify the combination or the solo jump, the later jump element performed will be identified as the jump combination consisting of one jump only. Example number 1: 4T clean and 3Lz with a fall → 4T and 3Lz+COMBO Note the following: 4T with a fall and 3Lz clean → 4T+COMBO and 3Lz (solo jump) Reason: Skater could have had the combo in 4T but fell. Example number 2: Senior skater executes as first jump element 2T and as second jump element 3Lz with a fall. In this case +COMBO should be added to 2T+COMBO. Reason: By adding +COMBO to 2T, the skater gets value from 2T. If +COMBO is added to 3Lz, the first element will be 2T*.

Free Skating

First repetition of a double jump	First repetition of a double jump as a solo jump or in a jump combination/sequence: both jumps will receive full base value.
First repetition of a triple/quad/quint jump	First repetition of a triple or quad or quint jump of the same name and the same number of revolutions without one of them being in a jump combination/sequence: both jumps will be counted as solo jumps, but the second of these jumps will be marked with the sign "+REP" and will receive <u>80%</u> of the base value with result rounded to two decimal places.
Second/third repetition of a double/triple/quad/quint jump	Second/third repetition of a double or triple or quad or quint jump of the same name and the same number of revolutions as a solo jump or in a jump combination/sequence: only the jumps not according to the requirements will receive no value, but the rest of the jumps of the combination/sequence will be counted.
Second jump combo or sequence with 3 jumps	One jump combination or one jump sequence may consist of up to three jumps. Only the jumps not according to requirements will receive no value. For example: 3S+2T+2T and 3T+2A+2A*+Seq
Extra jump(s)	If an extra jump(s) is executed, only the solo jump(s) which is not according to the requirements will have no value. All extra jumps are called and marked with an *. The jumps are considered in the order of execution.

More than one jump sequence in the program	There can only be one jump sequence in a Free program. If the skater executes two jump sequences in a program, only the first jump of the jump unit will count. First jump sequence in the program: 3T + 2A + Seq Second jump sequence in the program: 3S + 1A* + 2T* + Seq + REP Second jump sequence in the program: 3S + 2T* + 1A* + Seq + REP								
<u>Jump element with Euler and Jump Sequence in the program</u>	<u>There may be up to two jump combinations or one jump combination without using an Euler (half-loop) and one jump sequence in the Free Skating. If the skater executes a jump element with Euler and a jump sequence in the program, only the first jump of the incorrect jump combination/sequence is counted. This jump will be marked with the sign "+REP". For example jump elements in this order:</u> 1) 3S+2A+Seq 2) 3A+Eu+3F*+3T*+REP Or jump elements in this order : 1) 3A+Eu+3F+3T 2) 3S+2A*+Seq+REP								
<u>Euler executed twice in between two listed jumps</u>	<u>An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating. If the skater executes an Euler more than once in between two listed jumps in Free Skating, the consequence is as follows:</u> <u>For example:</u> <u>4T+Eu+3S</u> <u>3A+Eu+3F*+3T*+REP</u> <u>Or:</u> <u>In one jump element Euler twice:</u> <u>3T+Eu+3S+Eu+2F*</u>								
In total more than <u>two</u> Jump combinations/ sequences allowed in a program	If the total number of jump combinations or sequences is more than <u>two</u>, only the first jump of the extra jump combinations/sequences is counted. This jump will be marked with the sign "+REP" and receive 80% of the base value (as a repetition of a jump combination/sequence), e.g. 3Lo+3T*+REP, 3Lo+3T*+2A*+ Seq +REP etc.								
Executions of jump not counted in Jump combination or sequence	If in a jump combination or sequence a skater falls or steps out of a jump and immediately executes another jump(s), the jump(s) after the mistake are not counted, and the call will be the executed jump(s) before the mistake + combo/sequence + the executed jump(s). The jumps after the mistake are marked with an *. <table border="0"> <tr> <td>3T (fall/step out) + 2T</td> <td>Call: 3T + Combo + 2T*</td> </tr> <tr> <td>2A + <u>Eu</u> (fall/step out) + 3S</td> <td>Call: 2A + <u>Eu</u> + Combo + 3S*</td> </tr> <tr> <td>3T (touch down with weight transfer) + 2A</td> <td>Call: 3T + Seq + 2A*</td> </tr> <tr> <td>3S (fall/step/out) + 2T + 2A</td> <td>Call: 3S + Seq + 2T*+ 2A*</td> </tr> </table> By doing this all the executed jumps will be visible on the computer screen and it will be easy to follow the requirements of the repetition rule. The Judges GOE refer to the entire element performed.	3T (fall/step out) + 2T	Call: 3T + Combo + 2T*	2A + <u>Eu</u> (fall/step out) + 3S	Call: 2A + <u>Eu</u> + Combo + 3S*	3T (touch down with weight transfer) + 2A	Call: 3T + Seq + 2A*	3S (fall/step/out) + 2T + 2A	Call: 3S + Seq + 2T*+ 2A*
3T (fall/step out) + 2T	Call: 3T + Combo + 2T*								
2A + <u>Eu</u> (fall/step out) + 3S	Call: 2A + <u>Eu</u> + Combo + 3S*								
3T (touch down with weight transfer) + 2A	Call: 3T + Seq + 2A*								
3S (fall/step/out) + 2T + 2A	Call: 3S + Seq + 2T*+ 2A*								
No Axel type jump in Free Skating	If there is no Axel type jump attempted in the Free Skating, the jumps in the last jump element box will receive * and no value. If the last jump element box is empty (skater executes less jumps than allowed), there is no need to add * and the box stays empty.								

Elements with no value or maximum Level B/1/2/3 in SINGLES SP & FS

2026-2027

Max. Level SP	Problem	Max. Level FS
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	Does not fully utilize the ice surface	No Value
No Value	No basic variety in steps & turns throughout the sequence	No Value
Basic	No minimum variety in steps & turns throughout the sequence	Basic
1	Only minimum variety in steps & turns throughout the sequence	1
2	Only simple variety in steps & turns throughout the sequence	2
3	Only variety (no complexity) in steps & turns throughout the sequence	3
Basic	No balance of steps and turns in their distribution through the sequence	Basic
All Spins		
No Value	Does not have at least 2 continuous revolutions in a basic position	No Value
3	Spin does not have mandatory feature for level 4	3
Spins with change of foot		
No Value	Less than 3 revolutions before/after the change	Any, V
No Value	Spinning centers too far apart	2nd part ignored
No Value	Second change of foot	Any
2	All features executed on one foot	2
3	Only one feature executed on one of the feet	3
Spin in one position with change of foot		
No Value	No basic pos. on one foot for at least 2 revolutions	Any, V
Spin combination without change of foot		
N/A	Only one position with 2 revolutions	No Value
N/A	2 basic positions with 2 revolutions	Any, V
Spin combination with change of foot		
No Value	Only one position with 2 revolutions	No Value
Any	No basic pos. on one foot for at least 2 revolutions	Any
Any, V	2 basic positions with 2 revolutions	Any, V
No Value	Change of foot: less than 3 revolutions before/after	Any, V
Layback		
No Value	Less than 2 rev. + Biellmann	Upright any Level
No Biellmann feature	2 or more, but less than 8 rev. + Biellmann (6 rev. for Advanced Novice)	Layback any Level
Flying Spin		
Any, V, no flying feature	Step over/no clear visible jump	Any, V, no flying feature
Any, no flying feature	Basic landing position not reached within the first 2 revs after landing	Any, no flying feature