



## Technical Rules 2024/2025

FS	Cubs K, Cubs M, All K1 Groups	Springs K2, Springs M, Novice K2, Junior K2	Debs K2, Debs M, Novice M, Senior K2, Adults K2, All K3 Groups	Junior M	Senior M
ISU setup	<i>ISU Basic Novice<sup>1</sup></i>	<i>ISU Intermediate Novice<sup>1</sup></i>	<i>ISU Advanced Novice<sup>2</sup></i>	<i>ISU Junior<sup>3</sup></i>	<i>ISU Senior<sup>3</sup></i>
<u>K-group limitations (M groups have no limitations)</u>	<i>Only single jumps for K1. Cubs K has no limitations</i>	<i>Max. two double jumps in Novice K2 and Junior K2. Springs K2 has no limitations</i>			
Elements	<u>Max. 5 jumps</u>	Max. 5 jumps	Max. 6 Jumps	Max. 7 Jumps	Max. 7 Jumps
	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)
	(F)(C) CoSp 6/8 rev. <sup>4</sup>	(C) CoSp 6/8 rev. <sup>4</sup>	CCoSp 8 rev.	(F)(C) CoSp 10 rev.	(F)(C) CoSp 10 rev.
	<u>Spin in one position 6 rev.<sup>5</sup></u>	(F)(C) Spin in one position 6/8	<u>FCSp/FCCSp 6 rev.</u>	(C) Flying entry Spin 6 rev.	(C) Flying entry Spin 6 rev.
				(F)(C) Spin in one position 6 rev.	(F)(C) Spin in one position 6 rev.
	<u>StSq<sup>6</sup></u>	<u>StSq<sup>6</sup></u>			StSq
			ChSq	ChSq	ChSq
No. of elements	<u>8</u>	8	9	11	12
Max. Level	2		3 (4 for Senior K2 and Adults K2)	4	
Bonus			2A=1p, 3-jump=1p, 2 <sup>nd</sup> diff. 3-jump=1p <sup>7</sup>		
Deductions	Fall outside element: 0.5 Fall in element: No deduction, but will be called			1.0	1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0
Components (F)	Co, Pr, SS (1.67)	Co, Pr, SS (G/W: 1.7, B/M: 2.0) Springs: Co, Pr, SS (G/B): 1.7)	Co, Pr, SS (G/W: 2.13, B/M: 2.40)	Co, Pr, SS (G/W: 1.7, B/M: 2.0)	Co, Pr, SS (W: 2,67, M: 3,33)
Time	2.30 +/- 10 sec	3.00 +/- 10 sec		3.30 +/- 10 sec	4.00 +/- 10 sec
Warm up	4 min. Max. 8 skaters Junior, Senior, Adults: Max. 6	5 min. Max. 8 skaters Junior, Senior: Max. 6	5 min. Max. 8 skaters Junior, Senior, Adults: Max. 6	6 min Max. 6 skaters	

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

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

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

<sup>4</sup> If executed with change of foot, only one level feature per foot will count.

<sup>5</sup> Only in basic position without any difficult variations, will be called max. level basic. Difficult variations may be performed after 6 rev. If executed before, the spin will receive no level.

<sup>6</sup> Must include at least one skating movement. If no skating movement, StSq gets no level. At least two difficult turns and steps on clean edges for level basic. Panel only awards feature 1 and 2.

<sup>7</sup> Max 3p in total in FS - Jumps identified as <, <<, e, \* or have a fall are not eligible for bonus.



## Technical Rules 2024/2025

SP	Debs M Girls Novice M Girls	Debs M Boys Novice M Boys	Junior M Women	Junior M Men	Senior M Women	Senior M Men
ISU setup	<i>Novice M: ISU Advanced Novice<sup>8</sup></i>		<i>ISU Junior<sup>8</sup></i>		<i>ISU Senior<sup>8</sup></i>	
DK rules	<i>Debs M: Advanced Novice setup, but with one 1-Jump Combo allowed<sup>9</sup></i>					
Elements	1A or 2A	1A or 2A	2A	2A or 3A	2A or 3A	2A or 3A
	2- or 3-jump	2- or 3-jump	<u>2F or 3F</u>	<u>2F or 3F</u>	3- jump	3- or 4-jump
	2+1T <sup>9</sup> , 2+2T, 2+3T Combo-jumps	2+1T <sup>9</sup> , 2+2T, 2+3T Combo-jumps	2+2, 3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3, 4+2, 4+3,2+4, 3+4 Combo-jumps
	LSp, <u>SSp</u> 6 rev.	<u>CSSp</u> (5+5 rev)	<u>FCSp</u> 8 rev.	<u>FCSp</u> 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.
	CCoSp 5+5 rev.	CCoSp 5+5 rev.	LSp or <u>SSp</u> 8 rev.	<u>CSSp</u> 6+6 rev.	LSp, SSp, CSp 8 rev.	CSSp or CCoSp 6+6 rev.
			CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.
	<u>StSq</u> <sup>10</sup>	<u>StSq</u> <sup>10</sup>	StSq	StSq	StSq	StSq
No of elements	6		7			
Max. Level	3		4			
Bonus	2A=1p, 3-jump=1p <sup>11</sup>					
Deductions	Fall outside element: 0.5 Fall in element: No deduction, but will be called		1,0		1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0	
Components (F)	<u>Co, Pr, SS (1,07)</u>	<u>Co, Pr, SS (1,20)</u>	<u>Co, Pr, SS (1,33)</u>	<u>Co, Pr, SS (1,67)</u>	<u>Co, Pr, SS (1,33)</u>	<u>Co, Pr, SS (1,67)</u>
Time	2.20 +/- 10 sec		2.40 +/- 10 sec			
Warm up	4 min. Max. 8 skaters		6 min. Max. 6 skaters			

<sup>8</sup> Jumps included in Jump Combo can be the same, but they must be different from Solo Jump. Solojump and/or combo cannot include an Axel-type jump. 5-Jumps are not permitted in SP.

<sup>9</sup> 1-jump allowed in jump combo for Debs M Girls/Boys only (DK rules)

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

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