



## Øvelsesutvalg Single 2026-2027

Here is Øvelsesutvalget for next season, 2026-2027.  
New changes are marked with underline.

If you have questions or comments, please send an email to [isaksenchristine@gmail.com](mailto:isaksenchristine@gmail.com)

### Explanation to the document

Underline - new changes this season

### Log of changes to the document

- |            |   |
|------------|---|
| 12.05.2026 | - Updated for all categories based on published rules from the ISU<br>- Updated and Adjustments to optional content for the Artistic category |
| 19.04.2026 | - Added preliminary rules of Junior & Senior categories, final update planned after 9th of May  |
| 24.03.2026 | - Updated definition of combo/seq and Euler in Cubs, Springs, Int. Novice & Adv. Nov  |
| 23.03.2026 | - Updated Cubs, Springs, Int. Novice & Adv. Novice/A categories according to Communication No. 2770   |

*ERR/CI/JR/UHØ 12.05.2026 Subject to changes after updated published ISU Communications and/or Technical Panel Handbook.*

## Øvelsesutvalg Single 2026-2027



<b>CUBS U/O 13 GIRLS &amp; CUBS BOYS Oppvisning Guidelines</b>	
<b>Category</b>	<b>FREE SKATING</b>
<b>Content</b>	Max 4 jump elements USp (6) SSp/CSp (4) or CSSp/CCSp (6) StSq
<b>No. Elements</b>	7
<b>Requirements Jump Elements</b>	- No triples or quads - One single and one double jump can be repeated once - Max 2 combo/seq (can contain only 2 jumps): - 2 jump combo or - 1 jump combo ( <u>without Euler (half-loop)</u> ) and 1 jump seq
<b>Requirements Spins</b>	<b>USp:</b> - Max Level B - No level features are allowed  <b>SSp/CSp/CSSp/CCSp:</b> - Max Level 1. If change of foot, the difficult variation or feature can count on either foot.
<b>Norwegian Spin Features</b>	8 revolutions in basic sit position 5 revolutions in basic camel position
<b>Requirements StSq</b>	<b>Level BB:</b> Must fully utilize the ice surface and include minimum 1 skating movement (spiral, spread eagle, Ina Bauer, hydroblading, etc). No Value if the requirement is not met. <b>Level B1:</b> Must include at least 2 clean difficult turns/steps.
<b>Deduction Falls</b>	0,5 outside elements
<b>Program Time</b>	Max 2 min 15 sec
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters

**Clarifications**

<b>Jumps</b>	<u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but not considered as a listed jump, and will not be counted in the number of the jumps of the concerned jump combination or sequence. After the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
<b>Spin in one position without change of foot (Cubs: USp ONLY)</b>	- Will be called maximum Level Base if there are 3 revolutions in the spin with 2 revolutions in basic position. - <u>No level features are allowed, if any feature is attempted the spin will receive No Value.</u> - Flying entry is not allowed.
<b>Step Sequence</b>	- Level BB: Must fully utilize the ice surface and include at least 1 skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading. If the movement is missing, No Value will be given. - Level B1: Only the number of correctly executed difficult turns on clean edges count towards the Level. The difficult turns are; twizzel, rocker, counter, bracket, loop and choctaw. None of the types can be counted more than twice. <u>The twizzle needs to have at least two (2) revolutions to be counted.</u> - The Panel must ensure that the correct call is entered into the computer. Level Base = BB, Level 1 = B1.



## Øvelsesutvalg Single 2026-2027

SPRINGS GIRLS & BOYS	
<b>Category</b>	<b>FREE SKATING</b>
<b>Content</b>	Max 5 jump elements (must include Axel) USp/SSp/CSp/LSp (6) CoSp/FCoSp (6) or CCoSp/FCCoSp (8) StSq
<b>No. Elements</b>	8
<b>Requirements Jump Elements</b>	<ul style="list-style-type: none"> <li>- No triples or quads</li> <li>- One single and one double jump can be repeated once</li> <li>- Max 2 combo/seq (can contain only 2 jumps):               <ul style="list-style-type: none"> <li>- 2 jump combo</li> <li>or</li> <li>- 1 jump combo (<u>without Euler (half-loop)</u>) and 1 jump seq</li> </ul> </li> </ul>
<b>Requirements Spins</b>	<p><b>USp/SSp/CSp/LSp:</b></p> <ul style="list-style-type: none"> <li>- Max Level B</li> <li>- No level features are allowed.</li> </ul> <p><b>CoSp/FCoSp/CCoSp/FCCoSp (Combo spin):</b></p> <ul style="list-style-type: none"> <li>- Max Level 2. If the foot changes, max 1 feature per foot will count.</li> <li>- Flying entry is allowed</li> <li>- Difficult variation in a non-basic position is no longer considered a feature.</li> </ul>
<b>Requirements StSq</b>	<p><b>Level BB:</b> Must fully utilize the ice surface and include minimum 1 skating movement (spiral, spread eagle, Ina Bauer, hydroblading, etc). No Value if the requirement is not met. <u>The twizzle needs to have at least two (2) revolutions to be counted.</u></p> <p><b>Level B1:</b> Must include at least 2 clean difficult turns/steps.</p> <p><b>Level B2:</b> Must include at least 4 clean difficult turns/steps.</p>
<b>Deduction Falls</b>	0,5 outside elements
<b>Program Time</b>	2 min 30 sec +/-10 sec
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters

## Clarifications

<b>Jumps</b>	<u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but not considered as a listed jump, and will not be counted in the number of the jumps of the concerned jump combination or sequence. After the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
<b>Spin in one position without change of foot</b>	<ul style="list-style-type: none"> <li>- Will be called maximum Level Base if there are 3 revolutions in the spin with 2 revolutions in basic position (<u>camel, sit, layback or upright</u>).</li> <li>- 8 revolutions can be done but will not be counted as an attempted feature.</li> <li>- No level features are allowed, if any feature is attempted the spin will receive No Value.</li> <li>- Change of foot is not allowed.</li> <li>- Flying entry is not allowed.</li> </ul>
<b>Step Sequence</b>	<ul style="list-style-type: none"> <li>- Level BB: Must fully utilize the ice surface and include at least 1 skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading. If the movement is missing, No Value will be given.</li> <li>- Level B1/B2: Only the number of correctly executed difficult turns on clean edges count towards the Level. The difficult turns are; twizzel, rocker, counter, bracket, loop and choctaw. None of the types can be counted more than twice. <u>The twizzle needs to have at least two (2) revolutions to be counted.</u></li> <li>- The Panel must ensure that the correct call is entered into the computer.</li> </ul> <p>Level Base = BB, Level 1 = B1, Level 2 = B2.</p>



## Øvelsesutvalg Single 2026-2027

INTERMEDIATE NOVICE Girls & Boys	
<b>Category</b>	<b>FREE SKATING</b>
<b>Content</b>	Max 5 jump elements (must include Axel) Spin in one position (6) CoSp(6) or CCoSp (8) StSq
<b>No. Elements</b>	8
<b>Jump Bonus</b>	Bonus points that can be achieved: - 2 points for Variety Jump Bonus
<b>Requirements Spins</b>	Max Level 2. If the foot changes, max 1 features per foot will count.
<b>Requirements StSq</b>	Max Level 2
<b>Deduction Falls</b>	0,5 outside elements
<b>Program Time</b>	<u>2 min 30 sec +/-10 sec</u>
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters

## Clarifications

<b>Jumps</b>	<p>- <u>No triples or quads</u>  - <u>One single and one double jump can be repeated once (including Double Axel)</u>  - <u>Max 2 combo/seq (can contain only 2 jumps):</u>  - 2 jump combo  <u>or</u>  - 1 jump combo (without Euler (half-loop)) and 1 jump seq</p> <p><u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but not considered as a listed jump, and will not be counted in the number of the jumps of the concerned jump combination or sequence. After the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u></p>
<b>Jump Bonus</b>	<p><u>Variety Jump Bonus: In the Free Skating skaters can earn bonus points when performing all types of jumps (6 different types of jumps) independent of revolutions based on the well-balanced program requirements. To be eligible for bonus points, all different type of jumps must be valid, e.g. not be identified by the Technical Panel as invalid element (*). The bonus points will be two (2) points. The computer automatically identifies the different abbreviations in the list of elements, and the Technical Panel confirms the bonus with the Authorization of elements.</u></p>
<b>Spins</b>	<p>Spin in one position:  - Change of foot is optional, if with change (8)  - Flying Entry is allowed</p> <p>CoSp or CCoSp (Combo spin):  - Difficult variation in a non-basic position is no longer considered a feature  - Flying Entry is <b>not</b> allowed</p>
<b>Step Sequence</b>	<p>Level Base:  - Fully utilize the ice surface.  - Include min 1 skating movement (spiral, spread eagle, Ina Bauer, hydroblading, etc).  - 2 difficult turns/steps executed on clean edges.  - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u></p> <p>Level 1 and 2:  - Features: Minimum variety, simple variety, rotations.</p>

## Øvelsesutvalg Single 2026-2027



ADVANCED NOVICE Girls & Boys		
Category	SHORT PROGRAM	FREE SKATING
Content	1A or 2A Double or triple jump Jump combination (2+2T/3T, 3+2T) <b>Girls:</b> LSp/SSp (6) <b>Boys:</b> CSSp (5+5) CCoSp (5+5) StSq	Max 5 jump elements (must include Axel) Max 2 different spins; - CCoSp (8) - FCSp (6) ChSq
No. Elements	6	8
Jump Bonus	Bonus points that can be achieved: - 1 point for one 2A - 1 point for one triple jump	<u>Bonus points that can be achieved:</u> - 1 point for one 2A - 1 point each for any two different triple jumps - <u>2 points for Variety Jump Bonus</u>
Requirements Spins	Max Level 3. If the foot changes, max 2 features per foot will count.	
Requirements StSq	Max Level 3	
Deduction Falls	0,5 outside elements	
Program Time	2 min 20 sec +/- 10 sec	3 min +/- 10 sec
Warm-up/ No. Skaters	4 min/ 8 skaters	5 min/ 8 skaters

## Clarifications &amp; Requirements

Short Program	Jumps	- Jumps not according to the requirements (wrong number of revs) will receive No Value. - If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted. - <u>The 2nd jump in the jump combo must be a 2T or 3T.</u> - <u>An Euler jump cannot be included in the Jump combination in the Short Program.</u>
	Spins	- Flying entrance is not allowed. - Girls: Biellmann position counts as a feature after 6 revolutions in Layback spin. - <u>Difficult variation in a non-basic position is no longer considered a feature.</u>
	Step Sequence	Level Base: - Fully utilize the ice surface. - 2 difficult turns/steps executed on clean edges. - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u> For the feature "Two combinations of 3 difficult turns on different feet": - The mandatory turns are <u>forward outside counter and backward outside loop.</u> - They can be in the same combination or one in the first and the other in the second. - Only one difficult turn may be repeated once in the two combinations.
Free Skating	Jumps	- Max 2 combo/seq (one combo/seq can contain 3 jumps): - 2 jump combo - 1 jump combo ( <u>without Euler (half-loop)</u> ) and 1 jump seq - Only two triples can be repeated either in a jump combo or seq. - Quads are not allowed. - Any single, double or triple jump cannot be executed more than twice in total. - The same type of jump independent of revolutions can be included not more than <u>two</u> times. - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
	Spins	- Combo Spin, flying entrance is not allowed. - <u>Difficult variation in a non-basic position is no longer considered a feature.</u>
	Choreo Sequence	Min 2 different skating movements (spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 revolutions, spins, etc) to be confirmed.
Jump bonus	Jumps must be fully rotated or landed on the quarter (q), be in accordance with the SP/FS requirements and repetition rules for jumps. Jumps are NOT eligible to receive bonus points if they have; <, <<, e, fall, invalid element (*) A maximum of two (SP)/three (FS) bonus points can be achieved: - 1 point for one 2A - <b>SP:</b> 1 point for one triple jump, <b>FS:</b> 1 point each for any two different triple jumps  <u>Variety Jump Bonus: In the Free Skating skaters can earn bonus points when performing all types of jumps (6 different types of jumps) independent of revolutions based on the well-balanced program requirements. To be eligible for bonus points, all different type of jumps must be valid, e.g. not be identified by the Technical Panel as invalid element (*). The bonus points will be two (2) points. The computer automatically identifies the different abbreviations in the list of elements, and the Technical Panel confirms the bonus with the Authorization of elements.</u>	

## Øvelsesutvalg Single 2026-2027



ADVANCED NOVICE <b>A</b> Girls & Boys		
Category	SHORT PROGRAM	FREE SKATING
Content	2A Double or triple jump Jump combination (2+2T/3T, 3+2T) <b>Girls:</b> LSp/SSp (6) <b>Boys:</b> CSp (5+5) CCoSp (5+5) StSq	Max <u>5 jump elements</u> (must include 2A or Triple + Axel type jump) Max 2 different spins; - CCoSp (8) - FCSp (6) ChSq
No. Elements	6	8
Jump Bonus	Bonus points that can be achieved: - 1 point for one 2A - 1 point for one triple jump.	<u>Bonus points that can be achieved:</u> - 1 point for one 2A - 1 point each for any two different triple jumps - <u>2 points for Variety Jump Bonus</u>
Requirements Spins	Max Level 3. If the foot changes, max 2 features per foot will count.	
Requirements StSq	Max Level 3	
Deduction Falls	0,5 outside elements	
Program Time	2 min 20 sec +/- 10 sec	3 min +/- 10 sec
Warm-up/ No. Skaters	4 min/ 8 skaters	5 min/ 8 skaters

## Clarifications &amp; Requirements

Short Program	Jumps	- Jumps not according to the requirements (wrong number of revs) will receive No Value. - If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted. - <u>The 2nd jump in the jump combo must be a 2T or 3T.</u> - <u>An Euler jump cannot be included in the Jump combination in the Short Program.</u>
	Spins	- Flying entrance is not allowed. - Girls: Biellmann position counts as a feature after 6 revolutions in Layback spin. - <u>Difficult variation in a non-basic position is no longer considered a feature.</u>
	Step Sequence	Level Base: - Fully utilize the ice surface. - 2 difficult turns/steps executed on clean edges. - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u> For the feature " <u>Two combinations of 3 difficult turns on different feet</u> ": - The mandatory turns are <u>forward outside counter and backward outside loop.</u> - They can be in the same combination or one in the first and the other in the second. - Only one difficult turn may be repeated once in the two combinations.
Free Skating	Jumps	- Max 2 combo/seq (one combo/seq can contain 3 jumps): - 2 jump combo - 1 jump combo ( <u>without Euler (half-loop)</u> ) and 1 jump seq - Only two triples can be repeated either in a jump combo or seq. - Quads are not allowed. - Any single, double or triple jump cannot be executed more than twice in total. - The same type of jump independent of revolutions can be included not more than <u>two</u> times. - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>  <b>Norwegian Jump Requirement:</b> - One jump element must include 2A or a Triple jump. - If the skater <b>only</b> attempts a triple but no Axel type jump, the requirement is not met. The last jump performed will receive an * and No Value. - If there is no Axel type jump and no Triple jump the last <b>two</b> jumps performed will receive an * and No Value.
	Spins	- Combo Spin, flying entrance is not allowed. - <u>Difficult variation in a non-basic position is no longer considered a feature.</u>
	Choreo Sequence	Min 2 different skating movements (spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 revolutions, spins, etc) to be confirmed.
Jump bonus	Jumps must be fully rotated or landed on the quarter (q), be in accordance with the SP/FS requirements and repetition rules for jumps. Jumps are NOT eligible to receive bonus points if they have; <, <<, e, fall, invalid element (*) A maximum of two (SP)/three (FS) bonus points can be achieved: - 1 point for one 2A - SP: 1 point for one triple jump, FS: 1 point each for any two different triple jumps.  <u>Variety Jump Bonus: In the Free Skating skaters can earn bonus points when performing all types of jumps (6 different types of jumps) independent of revolutions based on the well-balanced program requirements. To be eligible for bonus points, all different type of jumps must be valid, e.g. not be identified by the Technical Panel as invalid element (*). The bonus points will be two (2) points. The computer automatically identifies the different abbreviations in the list of elements, and the Technical Panel confirms the bonus with the Authorization of elements.</u>	

## Øvelsesutvalg Single 2026-2027



JUNIOR Women & Men			
Category	SHORT PROGRAM	FREE SKATING	
Content	<b>Women:</b> 2A <u>2Lz or 3Lz</u> Jump combination (2+2, 3+2, 2+3, 3+3) <u>FCSp (8)</u> <u>LSp/SSp (8)</u> <u>CCoSp (6+6)</u> StSq	<b>Men:</b> 2A or 3A <u>2Lz or 3Lz</u> Jump combination (2+2, 3+2, 2+3, 3+3) <u>FCSp (8)</u> <u>CSSp (6+6)</u> <u>CCoSp (6+6)</u> StSq	Max 6 jump elements (must include Axel) Max 3 different spins; - Flying spin or spin with flying entry (6) - Spin Combination (10) - <u>Choreo spin, ChSp (3)</u> ChSq
No. Elements	7	11	
Jump Bonus	10% bonus for the last executed jump element after half time.	10% bonus for the 3 last executed jump elements after half time.	
Requirements Spins	Max Level 4		
Deduction Falls	1,0 per fall		
Program Time	2 min 40 sec +/- 10 sec	3 min 30 sec +/- 10 sec	
Warm-up/ No. Skaters	6 min/ 6 skaters		

## Clarifications &amp; Requirements

Short Program	Jumps	- The solo jump can only be the required double or triple jump. - If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted.
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>
Free Skating	Jumps	- Max 3 combo/seq (one combo/seq can contain 3 jumps): - 3 jump combo - 2 jump combo and 1 jump seq - Any double, triple or quadruple jump can only be executed twice in total. - Of all triple and quadruple jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump. - <u>The same type of jump independent of revolutions can be included not more than three times.</u> - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
	Spins	- <u>Choreo Spin: 3 consecutive revolutions. Any position allowed 1 or 2 feet. Change of foot is optional and can be done several times during the spin. Basic or non-basic positions allowed The positions in the spin will not be considered as used in the other spins of the program.</u>

## Øvelsesutvalg Single 2026-2027



JUNIOR A Women & Men			
Category	SHORT PROGRAM		FREE SKATING
Content	<b>Women:</b> 2A <u>2Lz or 3Lz</u> Jump combination (3+2, 2+3, 3+3) FCSp (8) LSp/SSp (8) CCoSp (6+6) StSq	<b>Men:</b> 2A or 3A <u>2Lz or 3Lz</u> Jump combination (3+2, 2+3, 3+3) FCSp (8) CSSp (6+6) CCoSp (6+6) StSq	<u>Max 6 jump elements (must include 2A or Triple + Axel type jump)</u> Max 3 different spins; - Flying spin or spin with flying entry (6) - Spin combination (10) - <u>Choreo spin, ChSp (3)</u> ChSq
No. Elements	7		11
Jump Bonus	10% bonus for the last executed jump element after half time.		10% bonus for the 3 last executed jump elements after half time.
Requirements Spins	Max Level 4		
Deduction Falls	1,0 per fall		
Program Time	2 min 40 sec +/- 10 sec		3 min 30 sec +/- 10 sec
Warm-up/ No. Skaters	6 min/ 6 skaters		

## Clarifications &amp; Requirements

Short Program	Jumps	- The solo jump can only be the required double or triple jump. - If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted.
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>
Free Skating	Jumps	- Max 3 combo/seq (one combo/seq can contain 3 jumps): - 3 jump combo - 2 jump combo and 1 jump seq - Any double, triple or quadruple jump can only be executed twice in total. - Of all triple and quadruple jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump. - <u>The same type of jump independent of revolutions can be included not more than three times.</u> - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>  <b>Norwegian Jump Requirements:</b> - One jump element must include 2A or a Triple jump. - If the skater only attempts a triple but no Axel type jump, the requirement is not met. The last jump performed will receive an * and No Value. - If there is no Axel type jump and no Triple jump the last two jumps performed will receive an * and No Value.
	Spins	- <u>Choreo Spin: 3 consecutive revolutions. Any position allowed 1 or 2 feet. Change of foot is optional and can be done several times during the spin. Basic or non-basic positions allowed. The positions in the spin will not be considered as used in the other spins of the program.</u>

## Øvelsesutvalg Single 2026-2027



SENIOR Women & Men			
Category	SHORT PROGRAM	FREE SKATING	
Content	<b>Women:</b> 2A or 3A Double or Triple jump Jump combination (2+2, 3+2, 2+3, 3+3) Flying spin (8) LSp/SSp/CSp (8) CCoSp (6+6) StSq	<b>Men:</b> 2A or 3A Double or Triple jump Jump combination (2+2, 3+2, 3+3, 4+2, 4+3) Flying spin (8) CSSp/CCSp (6+6) CCoSp (6+6) StSq	Max 6 jump elements (must include Axel) Max 3 different spins; - Flying spin or spin with flying entry (6) - Spin Combination (10) - <u>Choreo spin, ChSp (3)</u> StSq ChSq
No. Elements	7	12	
Jump Bonus	10% bonus for the last executed jump element after half time.	10% bonus for the 3 last executed jump elements after half time.	
Requirements Spins	Max Level 4		
Deduction Falls	1 point: first/second fall, 2 points: third/fourth fall, 3 points: fifth and additional falls		
Program Time	2 min 40 sec +/- 10 sec	4 min +/- 10 sec	
Warm-up/ No. Skaters	6 min/ 6 skaters		

## Clarifications &amp; Requirements

Short Program	Jumps	- If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted.
	Spins	- Flying spins are: FUSp/FSSp/FCSp/FLSp. - The spin in one position must be different from the landing position of the flying spin.
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>
Free Skating	Jumps	- Max 3 combo/seq (one combo/seq can contain 3 jumps): - 3 jump combo - 2 jump combo and 1 jump seq - Any double jump can only be executed twice in total. - Of all triple and quadruple jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump. - <u>The same type of jump independent of revolutions can be included not more than three times.</u> - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
	Spins	- <u>Choreo Spin: 3 consecutive revolutions. Any position allowed 1 or 2 feet. Change of foot is optional and can be done several times during the spin. Basic or non-basic positions allowed. The positions in the spin will not be considered as used in the other spins of the program.</u>
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>

## Øvelsesutvalg Single 2026-2027



SENIOR A Women & Men			
Category	SHORT PROGRAM	FREE SKATING	
Content	<b>Women:</b> 2A or 3A Triple jump Jump combination (3+2, 2+3, 3+3) Flying spin (8) LSp/SSp/CSp (8) CCoSp (6+6) StSq	<b>Men:</b> 2A or 3A Triple or Quad jump Jump combination (3+2, 2+3, 3+3, 4+2, 4+3) Flying spin (8) CSSp/CCSp (6+6) CCoSp (6+6) StSq	<u>Max 6 jump elements</u> (must include Axel) Max 3 different spins; - Flying spin or spin with flying entry (6) - Spin combination (10) - <u>Choreo spin, ChSp (3)</u> StSq ChSq
No. Elements	7	12	
Jump Bonus	10% bonus for the last executed jump element after half time.	10% bonus for the 3 last executed jump elements after half time.	
Requirements Spins	Max Level 4		
Deduction Falls	1 point: first/second fall, 2 points: third/fourth fall, 3 points: fifth and additional falls		
Program Time	2 min 40 sec +/- 10 sec	4 min +/- 10 sec	
Warm-up/ No. Skaters	6 min/ 6 skaters		

## Clarifications &amp; Requirements

Short Program	Jumps	- If the same jump is executed as a solo jump and as a part of the jump combination, the repeated jump will not be counted.
	Spins	- Flying spins are: FUSp/FSSp/FCSp/FLSp. - The spin in one position must be different from the landing position of the flying spin.
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>
Free Skating	Jumps	- Max 3 combo/seq (one combo/seq can contain 3 jumps): - 3 jump combo - 2 jump combo and 1 jump seq - Any double jump can only be executed twice in total. - Of all triple and quadruple jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump. - <u>The same type of jump independent of revolutions can be included not more than three times.</u> - <u>An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once in the Free Skating.</u>
	Spins	- <u>Choreo Spin: 3 consecutive revolutions. Any position allowed, 1 or 2 feet. Change of foot is optional and can be done several times during the spin. Basic or non-basic positions allowed. The positions in the spin will not be considered as used in the other spins of the program.</u>
	Step Sequence	Level Base: - Fully utilize the ice surface. - <u>2 difficult turns/steps executed on clean edges.</u> - <u>The twizzle needs to have at least two (2) revolutions to be counted.</u>

## Øvelsesutvalg Single 2026-2027



BASIC GIRLS & BOYS	
<b>Category</b>	<b>FREE SKATING</b>
<b>Content</b>	Max 4 jump elements Max 2 different spins; - If combo spin (10), if other spins (6) ChSq
<b>No. Elements</b>	7
<b>Requirements Jump Elements</b>	- No triples or quads - One single and one double jump can be repeated once - Max 2 combo/seq (can contain only 2 jumps): - 2 jump combo - 1 jump combo ( <u>without Euler (half-loop)</u> ) and 1 jump seq <u>- An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once.</u>
<b>Requirements Spins</b>	Max Level 4. - If the foot changes, max 2 features per foot will count. <u>- Difficult variation in a non-basic position is no longer considered a feature.</u>
<b>Requirements ChSq</b>	A Choreographic Sequence 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.
<b>Deduction Falls</b>	0,5 outside elements
<b>Program Time</b>	2 min 30 sec +/-10 sec
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters

PRE-BASIC GIRLS & BOYS	
<b>Category</b>	<b>FREE SKATING</b>
<b>Content</b>	Max 4 jump elements Max 2 different spins; - If combo spin (8), if other spins (4) ChSq
<b>No. Elements</b>	7
<b>Requirements Jump Elements</b>	- No triples or quads - Max one double jump allowed - One single jump can be repeated once - Max 1 combo/seq (can contain only 2 jumps) <u>- An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can only be executed once.</u>
<b>Requirements Spins</b>	Max Level 2 - If the foot changes, max 1 feature per foot will count. <u>- Difficult variation in a non-basic position is no longer considered a feature.</u>
<b>Requirements ChSq</b>	A Choreographic Sequence 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.
<b>Deduction Falls</b>	0,5 outside elements
<b>Program Time</b>	Max 2 min 15 sec
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters



## Øvelsesutvalg Single 2026-2027

ARTISTIC GIRLS & BOYS	
<b>Category</b>	<b>FREE SKATING</b>
	<u>Judged only on the Program Components Score.</u> <u>There is no Technical Element Score, elements are optional.</u>
<b>Optional Content</b>	- ChSq Jump elements; - <u>Max 1 (only singles allowed)</u> Spins; - <u>Max 1 spin (ChSp allowed)</u>
<b>Deduction Falls</b>	Reflected in Components only
<b>Program Time</b>	1 min 30 sec +/- 10 sec
<b>Warm-up/ No. Skaters</b>	4 min/ 8 skaters

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## Øvelsesutvalg Single 2026-2027



Category	VETERAN BRONZE MEN & WOMEN (28-)	VETERAN SILVER MEN & WOMEN (28-)	VETERAN GOLD MEN & WOMEN (28-)	VETERAN MASTERS MEN & WOMEN (28-)
<b>FREE SKATING</b>				
Content	Max 4 jump elements Max 2 spins (of different abbreviations) - CSp/SSp/USp/LSp (3) or - CCoSp/CSSp/CUSp/CLSp (6) ChSq (minimum half of the ice surface)	Max 4 jump elements Max 2 spins of different abbreviations, must include; - Spin in one position, change of foot optional ChSq (fully utilizing the ice surface)	Max 5 jump elements Max 3 different spins of different abbreviation, must include; - CCoSp - Flying spin or spin with flying entry StSq (fully utilizing the ice surface)	Max 5 jump elements (must include Axel) Max 3 different spins of different abbreviation, must include; - CCoSp - Flying spin or spin with flying entry - Spin in one position StSq (fully utilizing the ice surface)
No. Elements	7	7	9	9
Requirements Jumps	- No Axel type jumps, doubles or triples - Each listed jump may be performed a maximum of 2 times - Max 1 combo may consist of listed jumps) - No Seq allowed - Saltz jumps will be ignored	- No doubles or triples - Each listed jump may be performed a maximum of 2 times - Max 2 combo/seq (one combo/seq can contain 3 jumps): - 2 jump combo - 1 jump combo and 1 jump seq	- 2F, 2L, 2A, triples - Each listed jump may be performed a maximum of 2 times. - Max 2 combo/seq (one combo/seq can contain 3 jumps): - 2 jump combo - 1 jump combo and 1 jump seq	- No triple or quads - Each listed jump may be performed a maximum of 2 times - Max 2 combo/seq (one combo/seq can contain 3 jumps): - 2 jump combo - 1 jump combo and 1 jump seq
Requirements Spins	- No Flying spins are allowed - All spins with change of foot must have at least 3 rev on each foot. If not, the spin will be marked with a V	- Revolutions in spins: 4 for any spin with no change of foot, and 6 with a change of foot. - All spins with change of foot must have at least 3 revolutions on each foot. If not, the spin will be marked with a V.	- Revolutions in spins: 4 for any spin with no change of foot, and 8 with a change of foot. - All spins with change of foot must have at least 3 revolutions on each foot. If not, the spin will be marked with a V.	- Revolutions in spins: 5 for any spin with no change of foot, and 8 with a change of foot. - All spins with change of foot must have at least 3 revolutions on each foot. If not, the spin will be marked with a V.
Requirements Spins	Max Level 1	Max Level 2	Max Level 3	Max Level 4
Deduction Falls	0,5 per fall	0,5 per fall	1,0 per fall	1,0 per fall
Program Time	1 min 40 sec +/- 10 sec	2 min +/- 10 sec	2 min 50 sec +/- 10 sec	3 min +/- 10 sec
Warm-up/ No. Skaters	4 min/ 8 skaters			

<b>VETERAN ARTISTIC MEN &amp; WOMEN</b>	
Category	<b>FREE SKATING</b>
Content	Jump elements; <u>Single jumps (No doubles, triples and no Combo or Seq allowed)</u> - Min 1, max 2 Spins; - Min 1, max 2 spins
No. Elements	Min 2/ Max 4
Clarifications	<i>Judged only on the Program Components.</i>  <i>Referee deductions:</i> - Elements exceeding the max number above are judged as an illegal element (1.0 ded). - Illegal elements: Somersaults, laying on the ice, prolonged/stationary kneeling on both knees. - If min elements are not included, it is judged as missing element (1.0 ded), - <u>marked in protocol as illegal element.</u>  <i>Clothing rules:</i> - Appropriate for athletic competition – not garish or theatrical in design. Can reflect the character of the music, but must not give the effect of excessive nudity. - Props and accessories are not allowed. Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading, etc.) are not permitted. - The decorations on costumes must be non-detachable.
Deduction Falls	Reflected in Components only
Program Time	1 min 30 sec +/- 10 sec
Warm-up/ No. Skaters	4 min/ 8 skaters

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## Øvelsesutvalg Single 2026-2027 - COMPONENTS OVERVIEW



FREE SKATING					
Girls/Women & Boys/Men					
Category	Cubs u/o 13	Springs	Pre-Basic	Basic	Artistic
Program Time	Max 2 min 15 sec	2:30 min +/- 10 sec	Max 2 min 15 sec	2:30 min +/- 10 sec	1:30 min +/- 10 sec
CO		1,67		2,00	<u>1,00</u>
PR		1,67		2,00	<u>1,20</u>
SS		1,67		2,00	<u>1,00</u>
Warm-up/ No. Skaters	4 min/ 8 skaters				
General Factor	1,0				
FREE SKATING					
Girls/Women & Boys/Men					
Category	Veteran Artistic	Veteran Bronze	Veteran Silver	Veteran Gold	Veteran Masters
Program Time	1:30 min +/- 10 sec	1:40 min +/- 10 sec	2 min +/- 10 sec	2:50 min +/- 10 sec	3 min +/- 10 sec
CO	<u>1,00</u>	2,00		2,67	
PR	<u>1,20</u>	2,00		2,67	
SS	<u>1,00</u>	2,00		2,67	
Warm-up/ No. Skaters	4 min/ 8 skaters				
General Factor	1,0				
SHORT PROGRAM					
Girls/Women					
Category	Advanced Novice + Advanced Novice A		Junior + Junior A / Senior + Senior A		
Program Time	2:20 min +/- 10 sec		2:40 min +/- 10 sec		
CO	1,07		1,33		
PR	1,07		1,33		
SS	1,07		1,33		
Warm-up/ No. Skaters	4 min/ 8 skaters		6 min/ 6 skaters		
General Factor	1,0				
FREE SKATING					
Girls/Women					
Category	Intermediate Novice	Advanced Novice + Advanced Novice A	Junior + Junior A	Senior + Senior A	
Program Time	<u>2 min 30 sec +/-10 sec</u>	3 min +/- 10 sec	3:30 min +/- 10 sec	4 min +/- 10 sec	
CO	1,7	2,13	2,67		
PR	1,7	2,13	2,67		
SS	1,7	2,13	2,67		
Warm-up/ No. Skaters	4 min/ 8 skaters	5 min/ 8 skaters	6 min/ 6 skaters		
General Factor	1,0				
SHORT PROGRAM					
Boys/Men					
Category	Advanced Novice + Advanced Novice A		Junior + Junior A / Senior + Senior A		
Program Time	2:20 min +/- 10 sec		2:40 min +/- 10 sec		
CO	1,20		1,67		
PR	1,20		1,67		
SS	1,20		1,67		
Warm-up/ No. Skaters	4 min/ 8 skaters		6 min/ 6 skaters		
General Factor	1,0				
FREE SKATING					
Boys/Men					
Category	Intermediate Novice	Advanced Novice + Advanced Novice A	Junior + Junior A	Senior + Senior A	
Program Time	<u>2 min 30 sec +/-10 sec</u>	3 min +/- 10 sec	3:30 min +/- 10 sec	4 min +/- 10 sec	
CO	2,00	2,40	3,33		
PR	2,00	2,40	3,33		
SS	2,00	2,40	3,33		
Warm-up/ No. Skaters	4 min/ 8 skaters	5 min/ 8 skaters	6 min/ 6 skaters		
General Factor	1,0				

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## Deduction Sheet (Who is responsible?) Adjusted for national requirements



Field with orange background are changed from the original document from ISU.

	Description	Penalty		Who is responsible
1	<b>Time violation – for up to every 5 sec. lacking or excess</b>	<b>Senior/Junior categories</b> -1.0 deduction	<b>All other</b> -0.5 deduction	Referee (after consultations with Timekeeper) Deduction applied for falls outside element
2	<b>Costume / prop violations</b>	<b>Senior/Junior categories</b> -1.0 deduction	<b>All other</b> -0.5 deduction	Judges Panel including the Referee by the majority of votes with no deduction in case of 50:50 split vote
3	<b>Part of the costume/decoration falls on the ice (one or more)</b>	<b>Senior/Junior categories</b> -1.0 deduction	<b>All other</b> -0.5 deduction	Referee
4	<b>Illegal Elements/Movements – for every illegal element/movement</b> – lifts with wrong holds; somersault type jumps <b>Novice Only</b> Remarks: If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled. Otherwise the element will be called "No Level".	-2.0 deduction		Technical Specialist identifies Technical Panel decides by the majority of votes. Technical Controller deducts
5	<b>Fall during the program - for every fall</b> (in Pair skating Junior and Senior -1.0 for a fall of one partner and -2.0 for a fall of both partners. Novice -0.5 for a fall of one partner and -1.0 for a fall of both partners outside the element). <b>A fall is defined as:</b> "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."	-2.0 deduction		Technical Specialist identifies Technical Panel decides by the majority of votes. Technical Controller deducts  Deduction applied for falls outside element
6	<b>Interruption of program</b> - more than 10-20 sec. interruption - more than 20-30 sec. interruption - more than 30-40 sec. interruption  <b>Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption.</b>	<b>Senior/Junior categories</b> -1.0 -2.0 -3.0  -5.0	<b>All other</b> -0.5 -1.0 -1.5  -2.5	Referee
	<b>Exception for Cubs u/13 if they forget the program:</b> - First time skater forgets program, the Referee instructs the skater to start the program from the beginning, no deduction. - If skater forgets program for the second time, the Referee gives permission to start where the interruption happened. - If skater forgets program for the third time, the skater is withdrawn.	<b>Cubs only:</b> <b>First time:</b> 0.0 deduction <b>Second time:</b> -2,5 deduction (deduction with allowance) <b>Third time:</b> -Skater is withdrawn		Referee
7	<b>Late start - take starting position within 30 sec</b>	<b>Senior/Junior categories</b> -1.0	<b>All other</b> -0.5	Referee
8	<b>Elements not according to requirements of Short Program or Well balanced Free Skating program</b>	Element receives * as indication for deleted element		Computer deletes elements according to rules; Technical Controller authorizes or corrects deletion of elements
9	<b>Bonus for Distribution of Highlights in the second half of the program</b> Jump elements in Singles Junior and Senior Short Program last (1) jump element & Free Skating three (3) last jump elements.	Factor 1.1 for the base value of each such element		Computer / Calculation Program

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