

## Conditions techniques pour les concours de base et compétitions adultes, valable à partir du 1<sup>er</sup> juillet 2026

En principe, les directives de jugement de l'ISU s'appliquent pour les juges, le juge-arbitre et le panel technique – sauf si les exceptions sont explicitement mentionnées (catégories Basic Novice (sans test Swiss Ice Skating) et Basic Novice (Inter-Bronze réussi))

Sont valables les dispositions du règlement des test de libre lors des compétitions de sport de masse où les tests de libre SIS peuvent être validés.

Pour une meilleure lisibilité, le masculin générique est utilisé dans ce règlement.

| Catégorie compétition    | Basic Novice (sans test Swiss Ice Skating) Filles et Garçons                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Basic Novice (Inter-Bronze réussi) Filles et Garçons                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Sport de masse I:<br>ISU Intermediate Novice Bronze réussi, Filles et Garçons avec «Level Features» selon ISU , Communication no. 2770 max. Level 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| Applied rules            | Sans test Swiss Ice Skating                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Inter-Bronze                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | ISU Intermediate Novice (ISU Communication no 2770)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Duration of the programs | 2.00 min. +/- 10 sec.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 2.30 min. +/- 10 sec.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 2.30 min. +/- 10 sec.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Jumps                    | <p>Max. of 4 jump elements. There may be up to two (2) jump combinations or one (1) jump combination <u>without using the Euler (half-loop)</u> and one (1) jump sequence. Jump combinations and the jump sequence consist of only two (2) jumps. In the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. No repetition rule in this category. <u>A single Axel and/or any double jump are not permitted.</u></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 skate program.</u></p> <p>Definition of a jump sequence, please see page 3.<br/>The Walz jump is permitted and is judged as a single "listed" jump.</p> | <p>Max. of 5 jump elements. There may be up to two (2) jump combinations or one (1) jump combination <u>without using the Euler (half-loop)</u> and one (1) jump sequence. Jump combinations and the jump sequence consist of only two (2) jumps. In the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. <u>Only one single jump and one double jump can be repeated once.</u></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 skate program.</u></p> <p>Definition of a jump sequence, please see page 3.<br/>The Walz jump is permitted and is judged as a single "listed" jump.</p> | <p>Max. of 5 jump elements one of which must be an Axel type jump. There may be up to two (2) jump combinations or one (1) jump combination <u>without using the Euler (half-loop)</u> and one (1) jump sequence. Jump combinations and the jump sequence consist of only two (2) jumps. In the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value. No triple jump is allowed. <u>Only one single jump and one double jump (including Double Axel) can be repeated once.</u></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 skate program.</u></p> |

|                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Spins</b>                        | <p>There must be a maximum of two (2) spins. The following spins are possible: USp, SSp, CSp, <u>CUSp, CoSp oder CCoSp</u>. A total of one (1) combination with or without change of foot is permitted. One (1) spin must be in one position with a change of foot or not.</p> <p>CoSp/CCoSp: The 3 basic positions are not required.</p> <p>Both spins are awarded Level A.</p>                                                                                                                                                           | <p>There must be a maximum of two (2) different spins. The following spins are possible: USp, SSp, CSp, LSp, CCoSp, CoSp, CSSp, CCSp oder CUSp. A total of one (1) combination with or without change of foot is permitted. One (1) spin must be in one position with a change of foot or not.</p> <p>CoSp/CCoSp: The 3 basic positions are not required.</p> <p>Both spins are awarded Level B.</p>                                                                                                                                       | <p>There must be a maximum of two (2) spins of a different nature (abbreviation), one of which must be a spin combination, and one must be a spin with no change of position. The spin combination with a change of foot must have a minimum of eight (8) revolutions and without a change of foot with a minimum of six (6) revolutions, flying entrance is not allowed. <u>If with change of foot, only one level feature per foot will count. Difficult variation of a non-basic position is not counted as a feature in any spin</u>, this will be ignored by the Technical Panel.</p> <p>The spin in one position with a change of foot must have a minimum of eight (8) revolutions or spin in one position without change of foot must have a minimum of six (6) revolutions, flying entrance is allowed. <u>If with change of foot, only one level feature per foot will count.</u></p> |
| <b>Steps/Choreographic Sequence</b> | <p>Girls/boys: There must be a maximum of one (1) Choreographic Sequence. The Choreographic Sequence consists of skating movements to include Arabesque, different spiral positions, Spread Eagles, etc. The Choreographic Sequence also includes different types of turns/steps, etc.</p> <p>There are no requirements as to the pattern. However, the pattern must be clearly visible.</p> <p><u>Only «no value» if the Choreographic Sequence is barely visible.</u></p> <p>The Choreographic Sequence is judged as a <b>ChSqA</b>.</p> | <p>Girls/boys: There must be a maximum of one (1) Choreographic Sequence. The Choreographic Sequence consists of skating movements to include Arabesque, different spiral positions, Spread Eagles, etc. The Choreographic Sequence also includes different types of turns/steps, etc.</p> <p>There are no requirements as to the pattern. However, the pattern must be clearly visible.</p> <p><u>Only «no value» if the Choreographic Sequence is barely visible.</u></p> <p>The Choreographic Sequence is judged as a <b>ChSqB</b>.</p> | <p>There must be a maximum of one (1) step sequence fully utilizing the ice surface and including at least one skating movement such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. <u>At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.</u> The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet, and Feature 5) Body movements included in a combination of 3 difficult turns feature.</p>                                                                                                                                                                                               |
| <b>Falls</b>                        | 0.5 point for each fall (falls in elements will be called by the Technical Panel but with no deduction(s)).                                                                                                                                                                                                                                                                                                                                                                                                                                | 0.5 point for each fall (falls in elements will be called by the Technical Panel but with no deduction(s)).                                                                                                                                                                                                                                                                                                                                                                                                                                | 0.5 point for each fall (falls in elements will be called by the Technical Panel but with no deduction(s)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Warm up time</b>                 | 4 minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 4 minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 4 minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Program time violation</b>       | According to ISU Communication No. 2770                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | According to ISU Communication No. 2770                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | According to ISU Communication No. 2770                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Components</b>                   | <ul style="list-style-type: none"> <li>Presentation</li> <li>Skating Skills</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <ul style="list-style-type: none"> <li>Presentation</li> <li>Skating Skills</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <ul style="list-style-type: none"> <li>Composition</li> <li>Presentation</li> <li>Skating Skills</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Comp. Faktor</b>                 | 2.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 2.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Girls: 1.7, Boys: 2.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Second half bonus jumps</b>      | 1.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 1.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 1.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Bonus points</b>                 | No bonus points                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | No bonus points                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | No bonus points                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

**Remarque – Basic Novice (sans test Swiss Ice Skating Filles et Garçons):** L'organisateur peut adapter les éléments de sauts selon l'état des tests étoiles, p.ex. «sans 1F et 1Lz». Le nombre des combinaisons de sauts / suites de sauts doit être suivi.

| Catégorie compétition                                                                        | Sport de masse II:<br>Inter Argent Basic et Inter Argent réussi avant le 1.7.2019, Filles et Garçons (max. Level 3)                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Sport de masse III a):<br>Argent Basic, Argent Advanced réussi et Argent réussi avant le 1.9.2024, Filles et Garçons (max. Level 3)                                                                                                                                                                                                                                                                                                                                                                                                                                             | Sport de masse III b):<br>Argent Basic et Argent réussi avant le 1.9.2024, Femmes et Hommes                       | Sport de masse IV:<br>Inter Or Basic, Inter Or réussi avant le 1.7.2018 et Or réussi avant le 1.9.2024, Femmes et Hommes |
|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Minimal test requirements                                                                    | Inter Argent Basic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Argent Basic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Argent Basic                                                                                                      | Inter Or Basic                                                                                                           |
| Applied rules                                                                                | ISU Advanced Novice (ISU Communication No. 2770)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | ISU Advanced Novice (ISU Communication No. 2770)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | ISU Juniors ((Sports Rules Single & Pair Skating and Ice Dance 2026)                                              | ISU Seniors (Sports Rules Single & Pair Skating and Ice Dance 2026)                                                      |
| Duration of the programs                                                                     | 3.00 min. +/- 10 sec.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 3.00 min. +/- 10 sec.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 3.30 min. +/- 10 sec.                                                                                             | 4.00 min. +/- 10 Sec.                                                                                                    |
| Falls / Program time violation                                                               | According to ISU (0.5/fall) (falls in elements will be called by the Technical Panel but with no deduction(s)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | According to ISU (0.5/fall) (falls in elements will be called by the Technical Panel but with no deduction(s)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | According to ISU                                                                                                  | According to ISU                                                                                                         |
| Components                                                                                   | <ul style="list-style-type: none"> <li>• Composition</li> <li>• Presentation</li> <li>• Skating Skills</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <ul style="list-style-type: none"> <li>• Composition</li> <li>• Presentation</li> <li>• Skating Skills</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <ul style="list-style-type: none"> <li>• Composition</li> <li>• Presentation</li> <li>• Skating Skills</li> </ul> | <ul style="list-style-type: none"> <li>• Composition</li> <li>• Presentation</li> <li>• Skating Skills</li> </ul>        |
| Warm up time                                                                                 | 5 minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 5 minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 6 minutes                                                                                                         | 6 minutes                                                                                                                |
| Comp. Faktor                                                                                 | Girls: 2.13, Boys: 2.40                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Girls: 2.13, Boys: 2.40                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Women: 2.67, Men: 3.33                                                                                            | Women: 2.67, Men: 3.33                                                                                                   |
| Second half bonus (jumps). Only the three last jumping passes are subject to this bonus rule | 1.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 1.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 1.1                                                                                                               | 1.1                                                                                                                      |
| Bonus points                                                                                 | <b>New:</b> 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 types 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. | <b>New:</b> 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 types 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. |                                                                                                                   |                                                                                                                          |

**Attention: Catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (Inter-Bronze réussi):** filles et garçons patinent dans des catégories séparées et deux classements séparés sont établis: un pour les filles et un autre pour les garçons.

**Jugement des programmes libres pour les catégories du développement de la base/Adultes**  
(catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (Inter-Bronze réussi))

**a) Élément supplémentaire**

|   |               |
|---|---------------|
| W | Saut de trois |
|---|---------------|

| Saut          | -5    | -4    | -3    | -2    | -1    | BASE        | +1    | +2    | +3    | +4    | +5    |
|---------------|-------|-------|-------|-------|-------|-------------|-------|-------|-------|-------|-------|
| Saut de trois | -0,15 | -0,12 | -0,09 | -0,06 | -0,03 | <b>0,30</b> | +0,03 | +0,06 | +0,09 | +0,12 | +0,15 |

**Attention:**

- Catégories Basic Novice: Deux sauts de trois (sans saut intermédiaire, pas de connexion ou "Mazurka") seront jugés comme suite de sauts.
- Le saut écarté n'est pas un élément supplémentaire (on tiendra compte du saut écarté dans les composants).
- Le programme libre de la catégorie Basic Novice sans Swiss Ice Skating test ne peut contenir ni simple Axel ni double saut. Si un programme libre contient malgré tout l'un de ces éléments non autorisés, cet élément est retiré du jugement et indiqué avec «\*» (no value).
- Le programme libre de la catégorie ISU Intermediate Novice doit contenir un Axel. Si ce n'est pas le cas, le dernier élément de saut reçoit un «\*» (no value).

**Définition suite de sauts:** Une suite de sauts consiste de deux (2) ou trois (3) sauts selon la catégorie, indépendamment du nombre des révolutions. Le deuxième ou troisième saut doit être un Axel ou un saut de trois (catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice, Inter-Bronze réussi). Le départ de l'Axel (ou saut de trois si permis) se fait directement après la réussite du premier ou deuxième saut. Catégories Basic Novice (sans Swiss Ice Skating test), Basic Novice (Inter Bronze réussi) et ISU Intermediate Novice (Bronze réussi): maximum 2 sauts dans une combinaison de sauts ou suite de sauts.

- Un saut Euler (half-loop – non-listed jump) qui est exécuté dans une combinaison de sauts ou séquence de sauts entre deux (2) «listed jumps» sera «called», mais ne sera pas ajouté au nombre des sauts de la combinaison de sauts ou séquence de sauts concernée. Aucun changement de pied n'est permis après le saut Euler (half loop). Un saut Euler (half loop) ne doit être exécuté qu'une seule fois dans le programme libre.

**b) Jugement des pirouettes avec Level A**

| Pirouettes<br>Level A | -5    | -4    | -3    | -2    | -1    | BASE<br>(min. 3 tours;<br>pour CoSp min.<br>5 tours)<br>CCoSp min. 4<br>tours sur<br>chaque pied | +1    | +2    | +3    | +4    | +5    |
|-----------------------|-------|-------|-------|-------|-------|--------------------------------------------------------------------------------------------------|-------|-------|-------|-------|-------|
| USp A                 | -0,30 | -0,24 | -0,18 | -0,12 | -0,06 | <b>0,60</b>                                                                                      | +0,06 | +0,12 | +0,18 | +0,24 | +0,30 |
| SSp A                 | -0,35 | -0,28 | -0,21 | -0,14 | -0,07 | <b>0,70</b>                                                                                      | +0,07 | +0,14 | +0,21 | +0,28 | +0,35 |
| CSp A                 | -0,40 | -0,32 | -0,24 | -0,16 | -0,08 | <b>0,80</b>                                                                                      | +0,08 | +0,16 | +0,24 | +0,32 | +0,40 |
| CoSp A                | -0,45 | -0,36 | -0,27 | -0,18 | -0,09 | <b>0,90</b>                                                                                      | +0,09 | +0,18 | +0,27 | +0,36 | +0,45 |
| CUSp A                | -0,45 | -0,36 | -0,27 | -0,18 | -0,09 | <b>0,90</b>                                                                                      | +0,09 | +0,18 | +0,27 | +0,36 | +0,45 |
| CCoSp A               | -0,50 | -0,40 | -0,30 | -0,20 | -0,10 | <b>1,00</b>                                                                                      | +0,10 | +0,20 | +0,30 | +0,40 | +0,50 |

c) Jugement des pirouettes avec Level B

| Pirouettes Level B | -5    | -4    | -3    | -2    | -1    | BASE<br>(min. 3 tours;<br>pour CoSp min.<br>5 tours)<br>CCoSp min. 4<br>tours sur<br>chaque pied | +1    | +2    | +3    | +4    | +5    |
|--------------------|-------|-------|-------|-------|-------|--------------------------------------------------------------------------------------------------|-------|-------|-------|-------|-------|
| CoSpB              | -0,90 | -0,72 | -0,54 | -0,36 | -0,18 | 1,80                                                                                             | +0,18 | +0,36 | +0,54 | +0,72 | +0,90 |
| CCoSpB             | -1,00 | -0,80 | -0,60 | -0,40 | -0,20 | 2,00                                                                                             | +0,20 | +0,40 | +0,60 | +0,80 | +1,00 |

Attention:

- **Catégorie Basic Novice (Inter-Bronze réussi):** pour que les CSSp resp. CCoSp soient évalués, il est nécessaire d'avoir au minimum 2 révolutions sur un pied, soit dans une position assise (pour la CSSp) ou une position horizontale (pour la CCoSp). S'il y a deux révolutions sur un pied dans une de ces positions de base, mais non pas sur le deuxième pied, la pirouette est évaluée, mais le jury attribue le GOE inférieur requis.
- **Catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (test Inter Bronze réussi):**  
La CoSp et la CCoSp correspondent à la définition de l'ISU (min. 2 positions de base différentes à 2 tours).  
NB1: Une pirouette terminée par un "final wind-up" après une position assise ou position Camel ne fait pas de celle-ci une pirouette combinée.  
NB2: Si la CoSp ou la CCoSp est mal exécutée et uniquement une position de base avec 2 révolutions est reconnue par le panel technique, elle sera qualifiée de «no value».
- **Catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (Inter Bronze réussi):**  
**Toutes les pirouettes:**  
En principe toutes les pirouettes doivent contenir au moins deux révolutions dans une position de base par pied pour que la pirouette soit prise en compte dans le jugement. Si cela n'est pas le cas, le pied avec des révolutions insuffisantes sera ignoré. Par exemple: Premier pied: 4 révolutions dans une position assise, deuxième pied 1 ½ révolutions dans une position debout. La qualification correcte est SSp Level A resp. B et non pas CCoSp Level A resp. B.

d) Jugement des séquences choréographiques

Catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice, (test Inter Bronze réussi): La séquence de pas choréographique est évaluée selon les valeurs de base ci-dessous et les juges évaluent la qualité au moyen des GOE.

| Choreo Sequence           | -5    | -4    | -3    | -2    | -1    | BASE | +1    | +2    | +3    | +4    | +5    |
|---------------------------|-------|-------|-------|-------|-------|------|-------|-------|-------|-------|-------|
| Choreo Sequence A (ChSqA) | -0,40 | -0,32 | -0,24 | -0,16 | -0,08 | 0,80 | +0,08 | +0,16 | +0,24 | +0,32 | +0,40 |
| Choreo Sequence B (ChSqB) | -0,50 | -0,40 | -0,30 | -0,20 | -0,10 | 1,00 | +0,10 | +0,20 | +0,30 | +0,40 | +0,50 |

e) Règlement «V»

Catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (Inter-Bronze réussi): Le règlement «V» ne sera pas appliqué pour les pirouettes.

- f) **Time violations, Interruption, Costume / prop. violation, part of the costume / decoration falls on the ice, late start:** Les directives en vigueur correspondantes de l'ISU (selon ISU Communication no 2770) s'appliquent.
- g) **Défraiement des fonctionnaires:** Les montants des défraiements sont réglés par les directives de Swiss Ice Skating
- h) Toutes les compétitions du développement de base et compétitions «Adultes» où aucun Swiss Ice Skating test de libre n'est proposé peuvent se dérouler avec la version papier.
- i) Lors d'un grand nombre de participants l'organisateur a le droit de diviser les catégories concernées par âge.
- j) **Exigences pour les jurys et panels techniques pour les catégories développement de base et «Adultes»**

- Les fonctionnaires doivent être engagés conformément à leur fonction mentionnée dans la liste des fonctionnaires de Swiss Ice Skating. Un juge candidat 2<sup>ème</sup> classe peut officier dans le jury des catégories Basic Novice (sans Swiss Ice Skating test) et Basic Novice (test Inter-Bronze réussi).
- Les directives de l'ISU s'appliquent en ce qui concerne la limite d'âge des officiels. Exception: Les fonctionnaires qui ont atteint la limite d'âge de l'ISU (70 ans) peuvent néanmoins être convoqués jusqu'à 75 ans pour les catégories Novices. Cette règle est également appliquée pour les DA/VO, calculateurs et responsables de la caméra.
- L'organisateur peut convoquer des officiels étrangers ne résidant pas en Suisse. Ces officiels doivent avoir au moins la qualification pour des compétitions nationales.
- Des officiels étrangers résidant en Suisse peuvent être convoqués à condition qu'ils figurent sur la liste des fonctionnaires de compétition de Swiss Ice Skating. Les officiels de Swiss Ice Skating doivent être prioritaires.
- Au maximum un candidat juge peut être convoqué par catégorie. Ce candidat est intégré dans le panel des juges. Il est placé à côté du juge no. 3 sans que son jugement n'est pris en considération dans le résultat.
- Les directives établies par l'ISU et Swiss Ice Skating concernant les conflits d'intérêt (Code of Ethics ISU valable) doivent être respectées. Exemples:
  - a. Aucun spécialiste technique ne doit juger un patineur qu'il entraîne lui-même, même si ce patineur est accompagné par un autre entraîneur ce jour-là;
  - b. Aucun juge ne doit juger un patineur qui est entraîné et/ou accompagné à ce concours par un membre de sa famille.
  - c. Des personnes apparentées au patineur participant au concours et des parents de l'entraîneur d'un patineur participant au concours ne peuvent pas être engagés dans le panel. Les fonctionnaires dont la parenté est en relation de travail avec un entraîneur qui s'occupe de patineurs participant au concours ne peuvent pas être engagés.
  - d. Les fonctionnaires qui, d'une manière ou d'une autre, sont en relation de travail ou en relation contractuelle avec un patineur participant au concours ou avec un entraîneur impliqué dans le concours ne peuvent pas être engagés dans la catégorie correspondante.
  - e. Des fonctionnaires d'une même famille et/ou qui ont un lien de parenté ne peuvent pas officier dans la même catégorie, à l'exception des calculateurs, caméraman et speaker.
  - f. Les patineurs actifs ne sont pas autorisés à agir en tant qu'official, pas non plus en tant que juge candidat. Exception: catégories «Adultes» si le patineur n'est pas au départ.
- Toutes les catégories doivent être jugées avec au moins trois juges, dont au moins un juge 1<sup>ère</sup> classe. Le juge-arbitre doit posséder au moins la qualification de juge 1<sup>ère</sup> classe.
- Les juges doivent si possible appartenir à des clubs différents. Ceci est valable également pour le panel technique.
- Le panel technique doit être composé au minimum d'un contrôleur technique (TC) et d'un spécialiste technique (TS). A partir de la catégorie ISU Intermediate Novice, le panel technique doit contenir un contrôleur technique (TC) et deux spécialistes technique (TS). Soit le TC, soit le TS 1 qui doit comporter un d) sur la liste des fonctionnaires de Swiss Ice Skating.  
**Exception:** Si le panel technique consiste de deux spécialistes techniques, c'est la voix prépondérante du spécialiste technique qui agit en tant que contrôleur technique qui compte. Dans ce cas, le spécialiste technique qui agit en tant que contrôleur technique doit être au moins TS national. Si le panel technique consiste d'un contrôleur technique et d'un spécialiste technique, c'est la voix prépondérante du contrôleur technique qui compte. Dans ce cas, le contrôleur technique doit être au moins TC d).
- Une formation pour les fonctionnaires DA/VO resp. TC/TS lors des compétitions de sport de masse est permise. Sont exclu de cette règle les catégories dans lesquelles peuvent être validés les tests de libre SIS.

#### **Paiement d'une taxe à Swiss Ice Skating**

- Paiement d'une taxe de CHF 10.00 par patineur lors des compétitions de sport de masse qui étaient publiées pour tous les clubs SIS. Ceci concerne les catégories SIS et sport de masse (patineurs qui sont en possession d'un test de libre SIS) qui sont inscrits en ligne via le système vva des membres.
- Les catégories étoiles sont exemptées de la contribution.

- La facture sera établie par le secrétariat SIS, basé sur la liste d'inscriptions de la compétition respective dans le système vva des membres.
- Les compétitions régionales sport de masse qui ne sont pas publiées dans le cadre d'une compétition sport de masse à l'échelle de la Suisse ainsi que les compétitions de clubs sont exemptées de la contribution.

**Divers:**

- Les engagements des fonctionnaires ne doivent pas dépasser 8 heures par jour.
- La réfection de la glace se fait au plus tard après 3 groupes d'échauffement.
- La taille des groupes d'échauffement est conforme aux règlements ISU.
- Début des catégories sport de masse pas avant 07:30 heures, fin pas après 22:00 heures. Lors d'un grand nombre d'inscriptions, la Commission Figure peut accorder des exceptions. Début des catégories de tests (catégories SIS) pas avant 08:00 heures, fin pas après 22:00 heures.
- Les inscriptions aux compétitions sport de masse qui se déroulent dans toute la Suisse doivent être effectuées au moyen du système de membres (VVA) de Swiss Ice Skating. Ne sont pas concernés par cette règle les compétitions de sport de masse régionales ou les championnats des clubs.
- Défraiement des fonctionnaires: Le remboursement des frais est basé sur les directives fixées par Swiss Ice Skating (voir page 12).

## Compétitions «Adultes» / catégories

Le patineur peut choisir la catégorie librement. En outre il peut patiner un programme libre technique resp. un programme libre artistique pendant la même compétition.

## Technical Requirements – Free Skating

### Free Skating Masters Elite

Skaters entering this category will compete against other Masters Elite Free skaters. The technical requirements are the same as those for the category "Masters Free Skating." with the exception that triple jumps are permitted. The Masters Elite category is intended for skaters who competed previously at the junior or senior level in national or international competition but is not mandatory for nor limited to such skaters. It is also open to skaters who wish to include double axel and/or triple jumps in the free skating program.

### Free Skating Adult 2 (Masters)

A competitor in the Masters Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of five (5) jump elements, one of which must be an Axel type jump. Single and double jumps are permitted. No triple or quadruple jumps are allowed. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
  - One (1) jump combination or one (1) jump sequence may consist of up to three (3) listed jumps. The other may have two (2) listed jumps. There may be up to two (2) jump combinations or one (1) jump combination without using an Euler (half-loop) and one (1) jump sequence. One jump combination or jump sequence can consist of up to three (3) jumps, the other up to two (2) jumps.
  - A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.
  - An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can be executed only once in the Free Skating
  - Each listed jump may be performed a maximum of two (2) times.
- b. A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination (no flying entrance), and one (1) of which must be a flying spin or a spin with a flying entrance with no change of foot, and one (1) of which must be a choreographic spin (Sport Rules 610 & 612, ISU com. 2788). For the spin combination and the flying spin, the following rules apply:
  - The spins must have a required minimum number of revolutions: five (5) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
  - A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
  - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
  - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) step sequence, fully utilizing the ice surface. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. (Sport Rules 610 & 612, ISU com. 2788)
  - The program duration is 3 minutes +/- 10 seconds.
  - The points for each Program Component are multiplied by a factor of 2.67.
  - Features up to and including Level 4 will be counted for the technical elements.

- The warm-up duration is six (6) minutes.
- Each fall shall receive a deduction of 1.0.

### **Free Skating Adult 3 (Gold)**

A competitor in the Gold Free Skating event must perform a well-balanced program that may contain:

- A maximum of five (5) jump elements, consisting of single jumps (including the single Axel) or double jumps. Double flip, double Lutz, double Axel and triple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
  - One (1) jump combination or one (1) jump sequence may consist of up to three (3) listed jumps. The other may have two (2) listed jumps. There may be up to two (2) jump combinations or one (1) jump combination without using an Euler (half-loop) and one (1) jump sequence.
  - A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.
  - An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can be executed only once in the Free Skating.
  - Each listed jump may be performed a maximum of two (2) times.
  - A Waltz jump will be called as a single Axel downgrade.
- A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot (flying entrance not allowed), and one (1) of which must be a flying spin or a spin with a flying entrance, change of foot is optional. The third spin must be a choreographic spin (Sport Rules 610 & 612, ISU com. 2788). For the spin combination and the flying spin, the following rules apply:
  - The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
  - A spin that has no basic position with 2 revolutions will receive no value.
  - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
  - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- There must be a maximum of one (1) step sequence fully utilizing the ice surface and including at least one skating movement, such as a spiral, spread eagle, Ina Bauer, hydroblading etc. If the skating movement is missing, no Level will be given. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted. The Technical Panel will not award Feature 3) Use of body movements for at least 1/3 of the pattern and Feature 4) Two combinations of 3 difficult turns on different feet, and Feature 5) Body movements included in a combination of 3 difficult turns feature. (Sport Rules 610 & 612, ISU com. 2788)
  - The program duration is 2 minutes and 50 seconds +/- 10 seconds.
  - The points for each Program Component are multiplied by a factor of 2.67.
  - Only features up to and including Level 3 in spins and Level 2 in the step sequence will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
  - The warm-up duration is six (6) minutes.
  - Each fall shall receive a deduction of 1.0.

### **Free Skating Adult 4 (Silver)**

A competitor in the Silver Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of four (4) jump elements, consisting of any single jumps (including the single Axel). Double jumps and triple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
  - o One (1) jump combination or one (1) jump sequence may consist of up to three (3) listed jumps. The other may have two (2) listed jumps. There may be up to two (2) jump combinations or one (1) jump combination without using an Euler (half-loop) and one (1) jump sequence. One jump combination or jump sequence can consist of up to three (3) jumps, the other up to two (2) jumps.
  - o A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.
  - o An Euler (half-loop) when used in a jump combination or sequence between two listed jumps will be called but will not be considered as a listed jump, and will not be counted in the number of the jumps of the concerned combination or sequence. After the execution of the Euler (half-loop) no change of foot is allowed. An Euler (half-loop) can be executed only once in the Free Skating
    - o Each listed jump may be performed a maximum of two (2) times.
    - o A Waltz jump will be called as a single Axel downgrade.
- b. A maximum of two (2) spins of a different abbreviation, one of which must be a spin in one position change of foot optional, flying entrance not allowed. Second spin is a spin of any nature, flying entrance optional.
  - o The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and six (6) for any spin with a change of foot.
  - o A spin that has no basic position with 2 revolutions will receive no value.
  - o Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
  - o All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) choreographic sequence (Sport Rules 612, ISU com. 2788).
  - o The pattern is not restricted but the sequence must be clearly visible.
  - o A choreographic sequence has a base value and will be evaluated by the judges in GOE only.
  - o A Choreographic Sequence consists of at least two (2) different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading and unlisted jumps.
  - The program duration is 2 minutes +/- 10 seconds.
  - The points for each Program Component are multiplied by a factor of 2.0.
  - Only features up to and including Level 2 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
  - The warm-up duration is five (5) minutes.
  - Each fall outside elements shall receive a deduction of 0.5. Falls in elements will be called by the Technical Panel but with no deduction(s).

### Free Skating Adult 5 (Bronze)

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of four (4) jump elements, consisting only of single jumps. Axel jumps, double jumps and triple jumps are not permitted. There may be one (1) jump combination in the free program.
  - o The jump combination may consist of two (2) listed jumps. Euler not permitted.
  - o Each listed jump may be performed a maximum of two (2) times.
  - o Waltz jumps will be ignored.
- b. A maximum of two (2) spins of a different abbreviation, both of which must be a spin in one position with or without a change of foot. Flying spins are not permitted.
  - o The spins must have a required minimum number of revolutions: three (3) for any spin with no change of foot, and six (6) with a change of foot.

- A spin that has no basic position with 2 revolutions will receive no value.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) choreographic sequence. (Sport Rules 612, ISU com. 2788).
  - The pattern is not restricted but the sequence must be clearly visible.
  - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.
  - A Choreographic Sequence consists of at least two (2) different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading and unlisted jumps.
- The program duration is 1 minute and 40 seconds, +/- 10 seconds.
- The points for each Program Component are multiplied by a factor of 2.0.
- Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- The warm-up duration is five (5) minutes.
- Each fall outside elements shall receive a deduction of 0.5. Falls in elements will be called by the Technical Panel but with no deduction(s).

## General Requirements for Artistic Free Skating

The artistic events consist of Free Skating and Pair Free Skating programs judged only on the basis of the Program Components:

The points for each Program Component are multiplied by the following factors:

- Composition – 1.0
- Presentation – 1.2
- Skating skills – 1.0

Falls are not subject to a deduction but may have a negative impact on the Program Components.

The Artistic Free Skating competition is an athletic competition that is intended to allow skaters to demonstrate their skating ability as defined by the three program components of the ISU judging system. Credit for the required technical elements is based solely on the ability of such movements to enhance the component score. Credit will not be given for their technical difficulty.

The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps. The skater/pair must not remain in one place for more than five (5) seconds. The program and time clock will start with the first movement by the skater/pair.

Any technical element exceeding the maximum number as set forth below, will be judged as an illegal element (1.0 deduction). If the minimum required technical elements are not included, a deduction for a “missing element” of 1.0 will be made and will be listed as an illegal element on the protocol. The Referee is responsible for such deductions.

Clothing and make-up must be modest, dignified, and appropriate for athletic competition – not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen. Clothing must not give the effect of excessive nudity. (ISU Rule 501)

**This is NOT a theatre-on-ice, showcase or spotlight event. Theatrical costumes and make-up will be penalized by a deduction: -1.0 per program. Props and accessories may NOT be used in any part of the artistic programs. Use of props will be penalized by a deduction: -1.0 per program.**

Any item that is held in the hand or removed during the performance is considered a prop. Thus, for example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance, it is considered a prop. Objects on the ice, thrown in the audience, placed on the boards or on the judges table are not permitted. Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.

The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction: -1.0 per program. The deduction for inappropriate clothing or make-up props and accessories (1.0) will be determined by a majority of the judges and the referee.

Illegal elements:

- Somersault type jumps
- Laying on the ice and prolonged and/or stationary kneeling on both knees on the ice.

The warm-up duration is four (4) minutes for all Artistic Free Skating and Pair Artistic Free Skating events.

### **Singles Artistic Free Skating**

Competitions will be held at the Masters Elite, Masters, Gold, Silver and Bronze levels.

The Artistic Free Skate is a competitive program that must include elements of the sport of figure skating. At least one (1) and a maximum of two (2) single jumps MUST be included. A Waltz jump is not considered a listed single jump. At least one (1) and a maximum of two (2) spins MUST be included (choreographic spins allowed). For Bronze, Silver and Gold level, no Axel type jumps are allowed, for Masters and Elite levels Axels are permitted. For all levels no double or triple jumps are allowed. No combination jumps are allowed.

The program duration for Masters Elite and Masters Artistic Free Skating is 2 minutes +/- 10 seconds.

The program duration for Gold, Silver and Bronze Artistic Free Skating is 1 minute and 30 seconds, +/- 10 seconds.

## **Indemnisations pour Championnats suisses, Swiss Cups, compétitions de sport de masse et tests de Swiss Ice Skating en Suisse valables depuis le 01.05.2025 (AR + DG)**

### **1) Les indemnisations suivantes (a - c) sont valables pour toutes les manifestations et séances organisées et approuvées par Swiss Ice Skating**

#### **a) Voyage**

Voyages en train et en voiture: les frais de voyage en train 2<sup>e</sup> classe (sans réduction) sont remboursés. Si un déplacement n'est pas possible par les transports publics, un forfait de CHF 0.70 est remboursé par km en voiture.

#### **b) Repas**

Petit déjeuner: CHF 10.00 (si non compris dans le prix de la chambre) en cas de nuitée à l'extérieur ou au cas où le départ à la compétition / au test se fait avant 07h00.

Repas de midi et du soir: CHF 40.00.

Le repas du soir est remboursé uniquement lors des nuitées hors domicile ou si le retour au domicile se fait après 19h00.

#### **c) Nuitées**

Swiss Ice Skating prendra en charge les frais effectifs.

### **2) Manifestations Swiss Cup / Compétitions du sport de masse en tout genre**

Les indemnisations telles que voyage, nuitées et repas sont réglées par les directives de Swiss Ice Skating (voir ci-dessus).

Les organisateurs doivent verser aux fonctionnaires un forfait supplémentaire d'au moins **CHF 70.00** par jour.

Sont exclus de ces indemnisations les engagements aux compétitions internationales, tests des classes 5 et 6 de libre, resp. classes 4 - 6 de style, les compétitions cantonales qui sont uniquement destinées pour leurs clubs, les compétitions de clubs, le visionnement des programmes ainsi que les séances. Il est cependant recommandé que les associations régionales et les clubs versent les forfaits mentionnés ci-dessus lors des manifestations organisées par leurs soins.

### **3) *Championnats Suisses (sans calculateur et responsable du système) et Swiss Ice Skating tests de style classes 3 – 1***

Les indemnisations telles que voyage, nuitées et repas sont réglées par les directives de Swiss Ice Skating (voir ci-dessus). En plus, un forfait supplémentaire de **CHF 70.00** par jour sera versé.

### **4) *Calculateurs et responsables du système: Championnats Suisses et Swiss Ice Skating tests de style classes 3 - 1***

CHF 300.00 pour deux jours resp. CHF 400.00 pour trois jours, plus frais de voyage, nuitées et repas. Au cas où le responsable du système exerce également une autre fonction, aucun honoraire supplémentaire ne sera payé.

CHF 200.00 pour un jour resp. CHF 250.00 pour deux jours lors des tests de style de Swiss Ice Skating (classes 3 - 1) plus frais de voyage, nuitées et repas. Au cas où le responsable du système exerce également une autre fonction, aucun honoraire supplémentaire ne sera payé.

Ces indemnisations s'appliquent aussi pour les candidats.

Ittigen, 16 septembre 2026