

6. Zubi Cup 2027

AUSSCHREIBUNG



- Veranstalter:** EVM Eislauferverein Mittelrheintal, Widnau
- Austragungsort:** Sportzentrum Aegeten, Eishalle, Widnau
- Datum / Zeit:** **Samstag, 6. Februar 2027 ab ca. 07.30 Uhr**
- Art der Konkurrenz:** Breitensportwettkampf für Läufer/innen **Stern 1 – Bronze + Adult**
- Technische Bedingungen:** für die Kategorien Stern 1 – Bronze es gelten die Technischen Bedingungen für Breitensport-Wettkämpfe 2026/2027 (www.swissiceskating.ch)
Die Adultkategorien werden nach «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» gewertet.

Alle Teilnehmer aus der Schweiz benötigen eine Lizenz. Stern 1 – Stern 4 brauchen eine SIS Kids Lizenz

Anmeldeschluss: Sonntag, 6. Dezember 2026

Anmeldung: **Ab 19.10.2026, 8:00 Uhr**
Die Anmeldungen für Schweizer Läuferinnen und Läufer müssen über das Mitgliedersystem erfolgen. Ausländische Läuferinnen und Läufer können sich per Mail an zubicup@gmail.com anmelden. Es sind keine Nachmeldungen möglich.

Musik: Die Musik wird als .mp3 Datei beschriftet mit **Name_Vorname_Kategorie_Club** bitte auf folgendes Verzeichnis, in den entsprechenden Ordner (Kategorie), hochgeladen:
<https://www.mycloud.ch/s/S001ED5E72CDB303E289DCD1589C98B9841D0A9367C>

Es wird empfohlen eine Notfall CD dabeizuhaben.
Für die Parcourkategorien kann zu einer eigenen Musik gelaufen werden.
Falls keine vorhanden ist, behält sich der Organisator vor, eine Hintergrundmusik abzuspielen.

Kategorien:

Stern 1 Elemente	Gemäss beiliegendem Elementparcours
Stern 2 Elemente	Gemäss beiliegendem Elementparcours
Stern 2 Kür	Kür 2 Min. +/- 10 Sek. / gem. techn. Bed. Breitensport 2025/26 ohne Lutz, ohne Axel, ohne Doppelsprünge
Stern 3 Kür	Kür 2 Min. +/- 10 Sek. / gem. techn. Bed. Breitensport 2025/26 ohne Lutz, ohne Axel, ohne Doppelsprünge
Stern 4 Kür	Kür 2 Min. +/- 10 Sek. / gem. techn. Bed. Breitensport 2025/26 ohne Axel, ohne Doppelsprünge

Interbronze Kür	Kür 2.30 Min. +/- 10 Sek. / gem. techn. Bed. Breitensport 2025/26
Bronze Kür	Kür 3.00 Min. +/- 10 Sek. / gem. techn. Bed. Breitensport 2025/26
Sternli Show	Kür 1:30 Min. +/- 10 Sek. / Gemäss beiliegenden Bedingungen
Interbronze Show	Kür 1:30 Min. +/- 10 Sek. / Gemäss beiliegenden Bedingungen
Bronze Show	Kür 1:30 Min. +/- 10 Sek. / Gemäss beiliegenden Bedingungen
Adult Free Skating Bronze	Kür 1:40 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» kein Axel, Doppel-, Dreifach- oder Vierfachsprünge erlaubt
Adult Free Skating Silver	Kür 2:00 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» keine Doppel-, Dreifach- oder Vierfachsprünge erlaubt
Adult Free Skating Gold	Kür 2:50 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» kein Doppelflip, Doppellutz, Doppelaxel, Dreifach- oder Vierfachsprünge erlaubt
Adult Free Skating Masters	Kür 3:00 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» keine Dreifach- oder Vierfachsprünge
Adult Free Skating Masters Elite	Kür 3:00 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season»
Adult Artistic Free Skating Bronze	Kür 1:30 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» kein Axel, Doppel-, Dreifach- oder Vierfachsprünge erlaubt
Adult Artistic Free Skating Silver	Kür 1:30 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» kein Axel, Doppel-, Dreifach- oder Vierfachsprünge erlaubt
Adult Artistic Free Skating Gold	Kür 1:30 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» kein Axel, Doppel-, Dreifach- oder Vierfachsprünge erlaubt

Adult Artistic Free Skating Masters	Kür 2:00 Min. +/- 10 Sek. / gem. «Technical Requirements for ISU Supported Adult Figure Skating Competitions 2026 -2027 Season» keine Doppel-, Dreifach- oder Vierfachsprünge erlaubt
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- massgebend ist der Teststand bei Anmeldeschluss
- je nach Anzahl Anmeldungen erlauben wir uns, die Kategorien nach Alter aufzuteilen.
- Bei den Showkategorien behalten wir uns vor, bei zu wenig Anmeldungen die SIS Kategorien Interbronze und Bronze zusammenzunehmen.
- Bei den Adult Kategorien wird in drei Alterskategorien unterschieden.

Young Adult: **Jahrgang 2009 – 1999**

Alterskategorie I: **Jahrgang 1982 – 1998**

Alterskategorie II: **Jahrgang älter als 1982**

Wertung: nach dem ISU Judging System (geschlossen)

Startgebühr:

Elemente	CHF 70.00 pro Anmeldung
Kür	CHF 95.00 pro Anmeldung
Show	CHF 95.00 pro Anmeldung
Adult	CHF 95.00 pro Anmeldung

Nach der Anmeldung werden den Clubs Rechnungen zugestellt.

Es werden **keine** Startgebühren zurückerstattet. Ausnahme: Krankheit mit ärztlichem Zeugnis

Startreihenfolge: Wird nach Anmeldeschluss ausgelost und den Clubs zusammen mit dem Zeitplan elektronisch zugestellt.

Teilnehmerzahl: bis zu 130 Läuferinnen und Läufer. Bei zu vielen Teilnehmern gilt die Reihenfolge der Anmeldung.

Haftung: Der organisierende Club übernimmt keinerlei Haftung für Unfälle und andere Schäden für Offizielle, Schiedsrichter, Preisrichter, Läufer und Begleiter.

Preise: Alle Teilnehmer erhalten einen Pokal oder Medaille

Fotos: Werden auf der EVM Homepage veröffentlicht.
Sollten Eltern bzw. Läuferinnen und Läufer damit nicht einverstanden sein, bitten wir um vorherige Bekanntgabe.

Wir freuen uns auf Ihre Anmeldung und wünschen allen Teilnehmerinnen und Teilnehmern viel Erfolg!

Eislaufverein Mittelhheintal



Iris Kalkman
Präsidentin EVM
Mail: zubicup@gmail.com

evm
Eislaufverein
Mittelheintal Widnau



zubi



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Artistik Kids Kategorien

Artistik Kids Ia

Kürlänge: 1:30 Min. +/- 10 Sek.

Bedingungen: Stern 1 + 2 Läufer*innen ohne SIS Test

Artistik Kids Ib

Kürlänge: 1:30 Min. +/- 10 Sek.

Bedingungen: Stern 3 + 4 Läufer*innen ohne SIS Test

Artistik Kids IIa

Kürlänge: 1:30 Min. +/- 10 Sek.

Bedingungen: alle Läufer*innen mit bestandenem 6.SIS Kür- oder Stiltest (Interbronze)

Artistik Kids IIb

Kürlänge: 1:30 Min. +/- 10 Sek.

Bedingungen: alle Läufer*innen mit bestandenem 5.SIS Kür- oder Stiltest (Bronze)

Artistik Kids III

Kürlänge: 2:00 Min. +/- 10 Sek.

Bedingungen: alle Läufer*innen mit bestandenem 4. – 1. SIS Kür- oder Stiltest (Intersilber - Gold)

Details

Die artistischen Wettbewerbe bestehen ausschließlich auf der Basis der **Program Components**. Es gibt kein technisches Panel und keine technische Note.

Die Punkte für jeden Programmbestandteil werden mit den folgenden Faktoren multipliziert:

Skating Skills	1.0	eisläuferische Fähigkeiten wie Kanteneinsatz, Gleitvermögen, Bewegungsfluss, Schritte und Qualität der technischen Elemente
Composition	1.0	Vielfältigkeit, Anzahl, Schwierigkeitsgrad und Qualität der Übergänge, Raumausnutzung, Variationen des Lauf tempos
Presentation	1.2	Aussagekraft und Geschlossenheit des Programms, Ausdruck, Musikalität, Originalität und Innovationen, Emotionalität, Verbindung zum Publikum

Der Wettbewerb in der Artistik ist ein sportlicher Wettbewerb, der es den Läufer:innen ermöglichen soll, ihre Fähigkeiten gemäß den drei Programmbestandteilen des ISU-Bewertungssystems zu zeigen. Anerkennung für erforderliche technische Elemente basiert ausschließlich auf deren Fähigkeit, die Bewertung der Programmbestandteile zu erhöhen – **nicht** auf ihrer technischen Schwierigkeit.

Das Artistikprogramm zielt auf eine individuelle, originelle und kreative Umsetzung und Interpretation eines Musikthemas auf dem Eis. Dazu dürfen Kostüm, Hilfsmittel und Make up eingesetzt werden. Ebenfalls darf ein Kleidungsstück (z.B. Hut) eingesetzt werden, welches während des Programms abgelegt werden kann. Dies soll aber nicht im Vordergrund stehen. Der Einsatz von Musik mit Gesang ist erlaubt.

Artistik ist ein Wettkampfprogramm, das folgende Elemente des Eiskunstlaufsports enthalten muss.

- **Mindestens ein (1) und höchstens zwei (2) Einfachsprünge** müssen enthalten sein. Ein Walzsprung zählt nicht als gelisteter Einfachsprung.
- **Mindestens eine (1) und höchstens zwei (2) Pirouetten** müssen enthalten sein.
- Für Artistik Ia, Ib, IIa und IIb sind **keine Axel-Sprünge erlaubt**. Für Artistik III sind **Axel-Sprünge erlaubt**.
- Für alle Levels sind **keine Doppel- oder Dreifachsprünge** sowie **keine Sprungkombinationen** erlaubt.

Programmdauer:

- **Artistik Kids III:** 2 Minuten $\pm$ 10 Sekunden
- **Artistik Kids Ia, Ib, IIa und IIb:** 1 Minute 30 Sekunden $\pm$ 10 Sekunden

Jedes technische Element, das unten aufgeführt ist, wird als **illegales Element** gewertet (**Abzug 1.0**). Werden die minimal geforderten Elemente nicht gezeigt, wird ebenfalls ein Abzug für ein „fehlendes Element“ **von 1.0** vorgenommen, welches im Protokoll als **illegales Element** aufgeführt wird. **Zeitüberschreitungen** führen zu einem **Abzug von 0.5**. Stürze führen nicht zu direkten Abzugspunkten, können sich aber negativ auf die Programmbestandteile auswirken. Der/die Schiedsrichter:in ist für diese Abzüge verantwortlich.

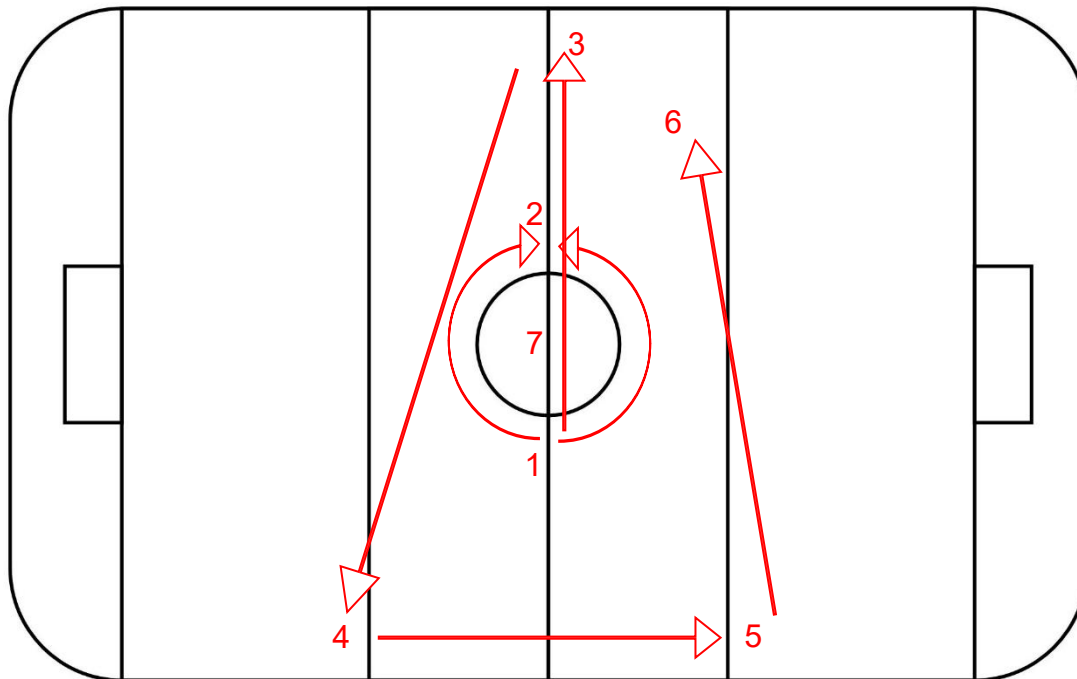
Illegale Elemente:

- Saltoähnliche Sprünge
- Länger als 5s Auf-dem-Eis-Liegen und/oder statisches Knien auf beiden Knien

Die Einlaufzeit beträgt 4 Minuten.

EVM Elemente Parcours – Version ab 2020 – 1 Stern

Bewertung mit 11 GEO



Legende:

1 → 2 → 1	Beidseitig vorwärts im Kreis übersetzen
1 → 3	Fahren auf einem Bein (Storch)
3 → 4	Hocke
4 → 5	Flieger vorwärts
5 → 6	Dreiersprung (Landung auf 1 oder 2 Beinen)
7	Standpirouette (auf 1 oder 2 Beinen)

GOE Berechnungsgrundlagen „Elemente“

von -> bis	Beschreibung	Abk.	-5	-4	-3	-2	-1	BASE	1	2	3	4	5
1 -> 2 -> 1	Beidseitig vorw ärts im Kreis übersetzen	UebVw	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
	Beidseitig rückw ärts im Kreis übersetzen	UebRw	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
1 -> 3	Fahren auf einem Bein (Storch)	Sto	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
3 -> 4	Hocke	Pac	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
4 -> 5	Flieger vorw ärts	FIVw	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
5 -> 6	Dreiersprung (Landung auf 2 Füßen)	1W2	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
	Dreiersprung (Landung auf 1 Fuss)	1W1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
7	Standpirouette (auf 2 Beinen)	P2	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
	Standpirouette (auf 1 Bein)	P1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40

Im Falle von „no value“ Elementen werden diese jeweils mit einem * erfasst (z.B. UebV*):

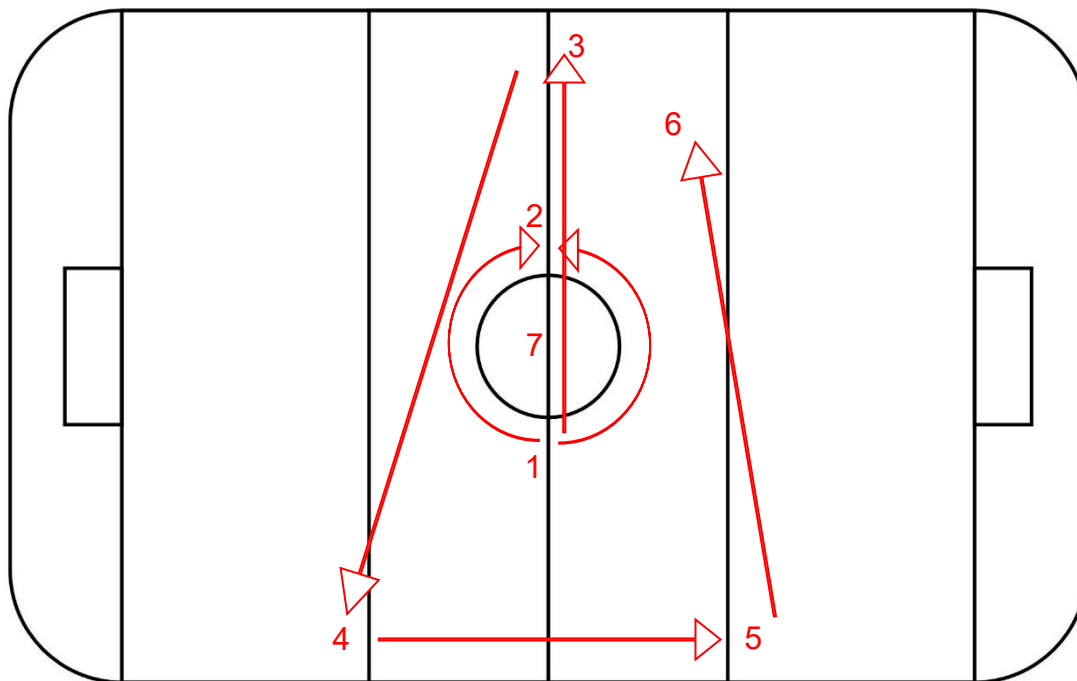
Stürze werden mit 0.25 Punkten in Abzug gebracht!

Bei den Program Components werden nur Skating Skills (SS) bewertet!

General Component Factor = 2.00

EVM Elemente Parcours – Version ab 2022 – 2 Stern

Bewertung mit 11 GEO



Legende:

1 → 2 → 1	Beidseitig rückwärts im Kreis übersetzen
1 → 3	Fahren auf einem Bein (Storch)
3 → 4	Hocke
4 → 5	Flieger vorwärts
5 → 6	Dreiersprung (Landung auf 1 oder 2 Beinen)
7	Standpirouette (auf 1 oder 2 Beinen)

GOE Berechnungsgrundlagen „Elemente“

von -> bis	Beschreibung	Abk.	-5	-4	-3	-2	-1	BASE	1	2	3	4	5
1 -> 2 -> 1	Beidseitig vorwärts im Kreis übersetzen	UebVw	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
	Beidseitig rückwärts im Kreis übersetzen	UebRw	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
1 -> 3	Fahren auf einem Bein (Storch)	Sto	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
3 -> 4	Hocke	Pac	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
4 -> 5	Flieger vorwärts	FlVw	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
5 -> 6	Dreiersprung (Landung auf 2 Füßen)	1W2	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
	Dreiersprung (Landung auf 1 Fuss)	1W1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
7	Standpirouette (auf 2 Beinen)	P2	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
	Standpirouette (auf 1 Bein)	P1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40

Im Falle von „no value“ Elementen werden diese jeweils mit einem * erfasst (z.B. UebV*):

Stürze werden mit 0.25 Punkten in Abzug gebracht!

Bei den Program Components werden nur Skating Skills (SS) bewertet!

General Component Factor = 2.00

Kategorien Adult

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 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 Gold

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

- a. 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.

- b. 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.

- c. 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 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.
 - 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.
 - 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.
 - 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.
 - 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.
 - 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 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 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.
 - The jump combination may consist of two (2) listed jumps. Euler not permitted.
 - Each listed jump may be performed a maximum of two (2) times.
 - 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.**
 - 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).

Section 9. Technical Requirements – Artistic Free Skating

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.

See [ISU Sports Rules in Single & Pair Skating and Ice Dance](#) (Rule 504 para 3a) for a detailed description of Program Components.

There will be no technical panel and no technical mark given.

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.