

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2014, ISU Communications Nos. 1944 and 1947.

LADIES/GIRLS	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (U14/U15 -- CADETS)	JUGEND (U13 -- ESPOIRS) / MINI (U12)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
Program duration	Maximum 2.50 Min.	Maximum 2.50 Min.	Maximum 2.30 Min.	Maximum 2.30 Min.

SHORT PROGRAM				
a) Single jump	Double or triple Axel	Double Axel	Axel or double Axel	Axel or double Axel
b) Jump with step sequence	Triple jump immediately preceded by connecting steps and / or other comparable free skating movements.	Double or triple <b>Flip</b> immediately preceded by connecting steps and / or other comparable free skating movements.	Double or triple jump immediately preceded by connecting steps and / or other comparable free skating movements. May not repeat jump in a).	Double or triple jump immediately preceded by connecting steps and / or other comparable free skating movements. May not repeat jump in a).
c) Jump combination	Jump combination consisting of a double jump and a triple jump or two triple jumps. May not repeat jump in a) or b).	Jump combination consisting of two double jumps or one double and one triple jump or two triple jumps. May not repeat jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat jump in a) or b).
d) Flying Spin	Flying spin (8)	Flying <b>sit</b> spin (8)		
e) Spin in one position (min. revolutions)	Layback or sideways leaning spin (8)	Layback or sideways leaning spin (8)	Layback or sideways leaning spin (6)	Layback or sideways leaning spin (6)
f) Combination spin	Spin combination with only <b>one</b> change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with only one change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with only one change of foot (5/5). Min. 2 revs in position. Flying entry is allowed.	Spin combination with only one change of foot (5/5). Min. 2 revs in position. Flying entry is allowed..
g) Step sequence	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface
Special Regulations		<ul style="list-style-type: none"> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded.</li> <li>• 1 bonus point for one additional, though different, triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> </ul>	<ul style="list-style-type: none"> <li>• Fall deduction = 0.5</li> <li>• 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>• Only features up to <b>Level 3</b> will be counted</li> </ul>	<ul style="list-style-type: none"> <li>• Fall deduction = 0.5</li> <li>• 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>• Only features up to <b>Level 3</b> will be counted</li> </ul>
Deductions	According to ISU	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>
General component factor	0.8	0.8	0.8	0.8
Factor jumps 2nd half of program	1.1	1.1	1.0	1.0
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.			

LADIES	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (U14/U15 – CADETS)	JUGEND (U13 -- ESPOIRS) / MINI (U12)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
Program duration	4.00 Min. +/- 10 sec.	3.30 Min. +/- 10 sec.	3.00 Min. +/- 10 sec.	3.00 Min. +/- 10 sec.
<b>Free Skating Program</b>				
<b>Jumps</b>	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 7</b></li> <li>● Max 3 combos or sequences</li> <li>● Combos limited to 2 jumps, but one 3-jump combo is permitted</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> <li>● 2 triples or quads may be repeated, but must be in combo or sequence</li> <li>● Max. 2 double Axel as solo jump or in combo/sequence</li> </ul> *means element is required	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 7</b></li> <li>● Max 3 combos or sequences</li> <li>● Combos limited to 2 jumps, but one 3-jump combo is permitted</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> <li>● 2 triples or quads may be repeated, but must be in combo or sequence</li> <li>● Max. 2 double Axel as solo jump or in combo/sequence</li> </ul> *means element is required	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 6</b></li> <li>● Max 2 combos or sequences</li> <li>● Combos limited to 2 jumps</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> </ul> *means element is required	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 6</b></li> <li>● Max 2 combos or sequences</li> <li>● Combos limited to 2 jumps</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> </ul> *means element is required
<b>Spins</b>	<ul style="list-style-type: none"> <li>● 1 flying entry * <b>Max. 3</b></li> <li>● 1 spin combination, with/without change of foot*</li> <li>● 1 spin with only 1 position*</li> <li>● Min 6 revs, 10 revs for combo, min 2 revs in position</li> <li>● All spins may change feet and start with a flying entry</li> <li>● Spins must be of a different nature</li> </ul> *means element is required	<ul style="list-style-type: none"> <li>● 1 flying entry * <b>Max. 3</b></li> <li>● 1 spin combination, with/without change of foot*</li> <li>● 1 spin with only 1 position*</li> <li>● Min 6 revs, 10 revs for combo, min 2 revs in position</li> <li>● All spins may change feet and start with a flying entry</li> <li>● Spins must be of a different nature</li> </ul> *means element is required	<ul style="list-style-type: none"> <li>● Spins must be of a different nature <b>Max. 2</b></li> <li>● 1 spin combination, flying entry is not allowed (8 revs)</li> <li>● 1 flying spin or a spin with a flying entry. <u>The flying spin must have a min. of 6 revs. If the spin with a flying entry is selected, the spin must be executed with a change of foot and without a change of position with a min. of 8 revs.</u></li> <li>● The number of changes of foot in the spin combo is optional</li> </ul>	<ul style="list-style-type: none"> <li>● Spins must be of a different nature <b>Max. 2</b></li> <li>● 1 spin combination, flying entry is not allowed (8 revs)</li> <li>● 1 flying spin or a spin with a flying entry. <u>The flying spin must have a min. of 6 revs. If the spin with a flying entry is selected, the spin must be executed with a change of foot and without a change of position with a min. of 8 revs.</u></li> <li>● The number of changes of foot in the spin combo is optional</li> </ul>
<b>Step and Choreographic Sequences</b>	<ul style="list-style-type: none"> <li>● Max. one step sequence fully utilizing the ice surface</li> <li>● Max. one choreographic sequence (ChSq): The ChSq has a base value and will be evaluated by the judges in GOE only.</li> </ul>	Max. one step sequence fully utilizing the ice surface	Max. one step sequence fully utilizing the ice surface	Max. one step sequence fully utilizing the ice surface
<b>Special Regulations</b>		<ul style="list-style-type: none"> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded.</li> <li>● 1 bonus point for one additional, though different, triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> </ul>	<ul style="list-style-type: none"> <li>● <u>Fall deduction = 0.5</u></li> <li>● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>	<ul style="list-style-type: none"> <li>● Fall deduction = 0.5</li> <li>● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>
<b>Deductions</b>	According to ISU	According to ISU	According to ISU	According to ISU

<b>LADIES</b>	<b>ELITE</b>	<b>JUNIOREN / SENIOREN B</b>	<b>NACHWUCHS (U14/U15 – CADETS)</b>	<b>JUGEND (U13 -- ESPOIRS) / MINI (U12)</b>
<b>Applicable rules</b>	<b>ISU Seniors</b>	<b>ISU Juniors</b>	<b>ISU Advanced Novice</b>	<b>ISU Advanced Novice</b>
<b>Program duration</b>	<b>4.00 Min. +/- 10 sec.</b>	<b>3.30 Min. +/- 10 sec.</b>	<b>3.00 Min. +/- 10 sec.</b>	<b>3.00 Min. +/- 10 sec.</b>

<b>Free Skating Program</b>				
<b>Components</b>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>
<b>General component factor</b>	1.6	1.6	1.6	1.6
<b>Factor jumps 2nd half of program</b>	1.1	1.1	1.0	1.0
<b>Trimming</b>	None	None	None	None
<b>Judging</b>	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.			

## BEILAGE 3: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2015/2016

In accordance with Special Regulations &amp; Technical Rules, Single &amp; Pair Skating and Ice Dancing 2014, ISU Communications Nos. 1944 and 1947

MEN/BOYS	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (U16 – CADETS)	JUGEND (U14 -- ESPOIRS)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
Program duration	Maximum 2.50 Min.	Maximum 2.50 Min.	Maximum 2.30 Min.	Maximum 2.30 Min.
<b>SHORT PROGRAM</b>				
a) Single jump	Double Axel or triple Axel	Double Axel or triple Axel	Axel or double Axel	Axel or double Axel
b) Jump with Step sequence	Any triple or quadruple jump immediately preceded by connecting steps and / or other comparable free skating movements	One double or one triple <b>Flip</b> jump immediately preceded by connecting steps and / or other comparable free skating movements	Double or triple jump immediately preceded by connecting steps and / or other comparable free skating movements. May not repeat jump in a).	Double or triple jump immediately preceded by connecting steps and / or other comparable free skating movements. May not repeat jump in a).
c) Jump combination	Jump combination consisting of a double jump and a triple jump (2+3/3+2) or two triple jumps (3+3) or a quadruple jump and a double or triple jump (4+2 or 4+3). When a quadruple jump is executed in b), a different quadruple jump can be included in the jump combination. May not repeat jump in a) or b).	Jump combination consisting of one double and one triple jump or two triple jumps. May not repeat jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat jump in a) or b).
d) Flying Spin	Flying spin with landing position different from the spin in one position in e) <b>(8)</b>	Flying <b>sit</b> spin <b>(8)</b>		
e) Spin in one position	Camel or sit spin with only one change of foot <b>(6/6)</b> . Position must be different from the landing position of the flying spin in d).	<b>Camel</b> spin with only one change of foot <b>(6/6)</b>	Camel or sit with change of foot and no flying entry <b>(5/5)</b> .	Camel or sit with change of foot and no flying entry <b>(5/5)</b> .
f) Combination spin	Spin combination with only one change of foot. No flying entry <b>(6/6)</b> . Min. 2 revs in position.	Spin combination with only one change of foot. No flying entry <b>(6/6)</b> . Min. 2 revs in position.	Spin combination with only one change of foot (5/5). Min. 2 revs in position. Flying entry is allowed.	Spin combination with only one change of foot (5/5). Min. 2 revs in position. Flying entry is allowed.
g) Step sequence	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface
Special Regulations		<ul style="list-style-type: none"> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded.</li> <li>• 1 bonus point for one additional, though different, triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Fall deduction = 0.5</u></li> <li>• 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>• Only features up to <b>Level 3</b> will be counted</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Fall deduction = 0.5</u></li> <li>• 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>• 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>• Only features up to <b>Level 3</b> will be counted</li> </ul>
Deductions	According to ISU	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>

<b>MEN/BOYS</b>	<b>ELITE</b>	<b>JUNIOREN / SENIOREN B</b>	<b>NACHWUCHS (U16 – CADETS)</b>	<b>JUGEND (U14 -- ESPOIRS)</b>
<b>Applicable rules</b>	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
<b>Program duration</b>	Maximum 2.50 Min.	Maximum 2.50 Min.	Maximum 2.30 Min.	Maximum 2.30 Min.

<b>SHORT PROGRAM</b>				
<b>General component factor</b>	1.0	1.0	0.9	0.9
<b>Factor jumps 2nd half of program</b>	1.1	1.1	1.0	1.0
<b>Trimming</b>	None	None	None	None
<b>Judging</b>	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.			

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (U16 – CADETS)	JUGEND (U14 -- ESPOIRS)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
Program duration	4.30 Min. +/- 10 sec.	4.00 Min. +/- 10 sec.	3.30 Min. +/- 10 sec.	3.30 Min. +/- 10 sec.

Free Skating Program				
<b>Jumps</b>	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 8</b></li> <li>● Max 3 combos or sequences</li> <li>● Combos limited to 2 jumps, but one 3-jump combo is permitted</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> <li>● 2 triples or quads may be repeated, but must be in combo or sequence</li> <li>● Max. 2 double Axel as solo jump or in combo/sequence</li> </ul> <p>*means element is required</p>	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 8</b></li> <li>● Max 3 combos or sequences</li> <li>● Combos limited to 2 jumps, but one 3-jump combo is permitted</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> <li>● 2 triples or quads may be repeated, but must be in combo or sequence</li> <li>● Max. 2 double Axel as solo jump or in combo/sequence</li> </ul> <p>*means element is required</p>	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 7</b></li> <li>● Max 2 combos or sequences</li> <li>● Combos limited to 2 jumps</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> </ul> <p>*means element is required</p>	<ul style="list-style-type: none"> <li>● 1 Axel-type jump * <b>Max. 7</b></li> <li>● Max 2 combos or sequences</li> <li>● Combos limited to 2 jumps</li> <li>● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted</li> </ul> <p>*means element is required</p>
<b>Spins</b>	<ul style="list-style-type: none"> <li>● 1 flying entry * <b>Max. 3</b></li> <li>● 1 spin combination, with/without change of foot*</li> <li>● 1 spin with only 1 position*</li> <li>● Min 6 revs, 10 revs for combo, min 2 revs in position</li> <li>● All spins may change feet and start with a flying entry</li> <li>● Spins must be of a different nature</li> </ul> <p>*means element is required</p>	<ul style="list-style-type: none"> <li>● 1 flying entry * <b>Max. 3</b></li> <li>● 1 spin combination, with/without change of foot*</li> <li>● 1 spin with only 1 position*</li> <li>● Min 6 revs, 10 revs for combo, min 2 revs in position</li> <li>● All spins may change feet and start with a flying entry</li> <li>● Spins must be of a different nature</li> </ul> <p>*means element is required</p>	<ul style="list-style-type: none"> <li>● Spins must be of a different nature <b>Max. 2</b></li> <li>● 1 spin combination, flying entry is not allowed (8 revs)</li> <li>● <u>1 flying spin or a spin with a flying entry. The flying spin must have a min. of 6 revs. If the spin with a flying entry is selected, the spin must be executed with a change of foot and without a change of position with a min. of 8 revs.</u></li> <li>● The number of changes of foot in the spin combo is optional</li> </ul>	<ul style="list-style-type: none"> <li>● Spins must be of a different nature <b>Max. 2</b></li> <li>● 1 spin combination, flying entry is not allowed (8 revs)</li> <li>● <u>1 flying spin or a spin with a flying entry. The flying spin must have a min. of 6 revs. If the spin with a flying entry is selected, the spin must be executed with a change of foot and without a change of position with a min. of 8 revs.</u></li> <li>● The number of changes of foot in the spin combo is optional</li> </ul>
<b>Step and Choreographic Sequences</b>	<ul style="list-style-type: none"> <li>● Max. one step sequence fully utilizing the ice surface</li> <li>● Max. one choreographic sequence (ChSq). The ChSq has a base value and will be evaluated by the judges in GOE only.</li> </ul>	Max. one step sequence fully utilizing the ice surface	Max. one step sequence fully utilizing the ice surface	Max. one step sequence fully utilizing the ice surface
<b>Special Regulations</b>		<ul style="list-style-type: none"> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded.</li> <li>● 1 bonus point for one additional, though different, triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> </ul>	<ul style="list-style-type: none"> <li>● <u>Fall deduction = 0.5</u></li> <li>● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>	<ul style="list-style-type: none"> <li>● Fall deduction = 0.5</li> <li>● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule.</li> <li>● 1 bonus point for one triple jump, neither underrotated nor downgraded. Each additional triple jump, i.e. same or different is not subject to the 1-bonus-point rule.</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>
<b>Deductions</b>	According to ISU	According to ISU	According to ISU	According to ISU

MEN/BOYS	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (U16 – CADETS)	JUGEND (U14 -- ESPOIRS)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice	ISU Advanced Novice
Program duration	4.30 Min. +/- 10 sec.	4.00 Min. +/- 10 sec.	3.30 Min. +/- 10 sec.	3.30 Min. +/- 10 sec.

Free Skating Program				
Components	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>
General component factor	2.0	2.0	1.8	1.8
Factor jumps 2nd half of program	1.1	1.1	1.0	1.0
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.			

**BEILAGE 4: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2015/2016**

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2014, ISU Communications Nos. 1944 and 1947

Pairs	ELITE	JUNIOREN	NACHWUCHS (CADETS)
Applicable rules	ISU Seniors	ISU Juniors	ISU Advanced Novice
Program duration	Maximum 2.50 Min.	Maximum 2.50 Min.	Maximum 2.30 Min.
<b>SHORT PROGRAM</b>			
a)	Any <b>hand to hand lift</b> take-off (Group <b>Four</b> )	<b>Hand to hand loop</b> lift take-off (Group <b>Four</b> )	One lift of Groups 1 to 4, one arm holds not allowed
b)	Twist lift (double or triple)	Twist lift (double) or triple	One Twist lift (single or double)
c)	Throw jump (double or triple)	Double or triple <b>Salchow</b> throw jump	One solo jump (single or double)
d)	Solo jump (double or triple)	Double <b>Flip or double Axel</b> solo jump	
e)	<b>Pair</b> spin combination with only one change of foot (8 revs. in total)	<b>Pair</b> spin combination with only one change of foot (8 revs. in total)	<u>One pair spin with at least one change of position of each partner (min. 6 revs)</u>
f)			
g)	Death spiral <b>backward outside</b> inside	Death spiral <b>backward outside</b> inside	One death spiral
h)	Step sequence fully utilizing the ice surface	Step sequence fully utilizing the ice surface	One step sequence with full utilization of the ice surface
Special Regulations			<ul style="list-style-type: none"> <li>● Fall deduction = 0,5</li> <li>● 1 bonus point for one 2A, neither underrotated nor down graded (both skaters)</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>
Deductions	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> <li>● Skating Skills</li> <li>● Transitions</li> <li>● Performance/Execution</li> <li>● Choreography</li> <li>● Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>● Skating Skills</li> <li>● Transitions</li> <li>● Performance/Execution</li> <li>● Choreography</li> <li>● Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>● Skating Skills</li> <li>● Transitions</li> <li>● Performance/Execution</li> <li>● Interpretation</li> </ul>
General component factor	0.8	0.8	0.8
Trimming	None	None	None
Judging	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.		

<b>Pairs</b>	<b>ELITE</b>	<b>JUNIOREN</b>	<b>NACHWUCHS (CADETS)</b>
<b>Applicable rules</b>	<b>ISU Seniors</b>	<b>ISU Juniors</b>	<b>ISU Advanced Novice</b>
<b>Program duration</b>	<b>4.30 Min. +/- 10 sec.</b>	<b>4.00 Min. +/- 10 sec.</b>	<b>3.30 Min. +/- 10 sec.</b>

<b>Free Skating Program</b>			
<b>a)</b>	Maximum of 3 lifts, <u>not all from Group 5</u> , with full extension of the lifting arm(s)	Maximum of 2 lifts, <u>not all from Group 5</u> , with full extension of the lifting arm(s).	Two different lifts of Group 1 to 4, one arm holds are not allowed (in group 1 and 2 full extension of the lifting arm of the partner is not required).
<b>b)</b>	Maximum of 1 twist lift	Maximum of 1 twist lift	One Twist lift (single or double)
<b>c)</b>	Maximum of 2 different throw jumps	Maximum of 2 different throw jumps	One throw jump (single or double)
<b>d)</b>	Maximum of 1 solo jump	Maximum of 1 solo jump	One solo jump (single or double)
<b>e)</b>	Maximum of 1 jump combination or sequence. The jump combination may consist of two (2) or three (3) jumps.	Maximum of 1 jump combination or sequence. The jump combination may consist of two (2) or three (3) jumps.	
<b>f)</b>	Maximum of 1 solo spin combination (required revolutions: ten (10))	Maximum of 1 solo spin combination (required revolutions: ten (10))	One solo spin or solo spin combination without change of foot (min. 6 revs.)
<b>g)</b>	Maximum of 1 pair spin combination (required revolutions: eight (8))	Maximum of 1 pair spin combination (required revolutions: eight (8))	
<b>h)</b>	Maximum of one death spiral (different from the death spiral of the Short Program)	Maximum of 1 death spiral	One death spiral
<b>i)</b>	Max. one choreographic sequence (ChSq). The ChSq has a base value and will be evaluated by the judges in GOE only.	Max. one choreographic sequence. The choreographic sequence has a base value and will be evaluated by the judges in GOE only.	Max. one step sequence fully utilizing the ice surface
<b>Special Regulations</b>		1 bonus point for one 2A, neither underrotated nor downgraded (both skaters).	<ul style="list-style-type: none"> <li>● Fall deduction = 0,5</li> <li>● 1 bonus point for one 2A, neither underrotated nor downgraded (both skaters)</li> <li>● Only features up to <b>Level 3</b> will be counted</li> </ul>
<b>Deductions</b>	According to ISU	According to ISU	According to ISU

<b>Pairs</b>	<b>ELITE</b>	<b>JUNIOREN</b>	<b>NACHWUCHS (CADETS)</b>
<b>Applicable rules</b>	<b>ISU Seniors</b>	<b>ISU Juniors</b>	<b>ISU Advanced Novice</b>
<b>Program duration</b>	<b>4.30 Min. +/- 10 sec.</b>	<b>4.00 Min. +/- 10 sec.</b>	<b>3.30 Min. +/- 10 sec.</b>

<b>Free Skating Program</b>			
<b>Components</b>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Choreography</li> <li>• Interpretation</li> </ul>	<ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance/Execution</li> <li>• Interpretation</li> </ul>
<b>General component factor</b>	1.6	1.6	1.6
<b>Factor jumps 2nd half of program</b>	1.1	1.1	1.0
<b>Trimming</b>	None	None	None
<b>Judging</b>	Only judges' scores are taken into account for the results. The scores of the referee as well as those of the candidate assigned for trial judging are not taken into account for results.		