

ANNEX 2: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2014
Nr. 2 b) / 2013/2014 / 06.05.2013

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2012, ISU Communication No. 1760 as well as any further ISU Communications pertaining to the technical rules.

LADIES	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (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 Loop 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 sit 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 one 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"> • 1 bonus point for one triple jump, neither underrotated nor downgraded. • 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. 	<ul style="list-style-type: none"> • 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. • 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. • Only features up to Level 3 will be counted 	<ul style="list-style-type: none"> • Fall deduction = 0.5 • 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. • 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. • Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation
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 (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.

Free Skating Program				
Jumps	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 7 ● Max 3 combos or sequences ● Combos limited to 2 jumps, but one 3-jump combo is permitted ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● 2 triples or quads may be repeated, but must be in combo or sequence ● Max. 2 double Axel as solo jump or in combo/sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 7 ● Max 3 combos or sequences ● Combos limited to 2 jumps, but one 3-jump combo is permitted ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● 2 triples or quads may be repeated, but must be in combo or sequence ● Max. 2 double Axel as solo jump or in combo/sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 6 ● Max 2 combos or sequences ● Combos limited to 2 jumps ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● No more than 2 jumps that are 2 ½ or 3 revolutions may be repeated. If these jumps are repeated, they must be repeated either in a jump combo or a jump sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 6 ● Max 2 combos or sequences ● Combos limited to 2 jumps ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● No more than 2 jumps that are 2 ½ or 3 revolutions may be repeated. If these jumps are repeated, they must be repeated either in a jump combo or a jump sequence <p>*means element is required</p>
Spins	<ul style="list-style-type: none"> ● 1 flying entry * Max. 3 ● 1 spin combination, with/without change of foot* ● 1 spin with only 1 position* ● Min 6 revs, 10 revs for combo, min 2 revs in position ● All spins may change feet and start with a flying entry ● Spins must be of a different nature <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 flying entry * Max. 3 ● 1 spin combination, with/without change of foot* ● 1 spin with only 1 position* ● Min 6 revs, 10 revs for combo, min 2 revs in position ● All spins may change feet and start with a flying entry ● Spins must be of a different nature <p>*means element is required</p>	<ul style="list-style-type: none"> ● Spins must be of a different nature Max. 2 ● 1 spin combination, with/without change of foot* ● 1 flying spin or a spin with a flying entry* ● Min 6 revs, 10 revs for combos, min. 2 revs in position ● Spins may change feet ● The number of changes of foot in the spin combo is optional <p>*means element is required</p>	<ul style="list-style-type: none"> ● Spins must be of a different nature Max. 2 ● 1 spin combination, with/without change of foot* ● 1 flying spin or a spin with a flying entry* ● Min 6 revs, 10 revs for combos, min. 2 revs in position ● Spins may change feet ● The number of changes of foot in the spin combo is optional <p>*means element is required</p>
Step and Choreographic Sequences	<ul style="list-style-type: none"> ● Max. one step sequence fully utilizing the ice surface ● Max. one choreographic sequence (ChSq) as defined in ISU Comm. No. 1724 (the ChSq must be performed after the step sequence). The ChSq has a base value and will be evaluated by the judges in GOE only. 	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
Special Regulations		<ul style="list-style-type: none"> ● 1 bonus point for one triple jump, neither underrotated nor downgraded. ● 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. 	<ul style="list-style-type: none"> ● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. ● 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. ● Only features up to Level 3 will be counted 	<ul style="list-style-type: none"> ● Fall deduction = 0.5 ● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. ● 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. ● Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU	According to ISU

LADIES	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (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.

Free Skating Program				
Components	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation
General component factor	1.6	1.6	1.6	1.6
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.			

ANNEX 3: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2014

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2012, ISU Communication No. 1760 as well as any further ISU Communications pertaining to the technical rules.

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (CADETS)	JUGEND (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.
SHORT PROGRAM				
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 <u>Loop</u> 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) (8)	Flying <u>sit</u> spin (8)		
e) Spin in one position	Camel or sit spin with only one change of foot (6/6). Position must be different from the landing position of the flying spin in d).	<u>Camel</u> spin with only one change of foot (6/6)	Camel or sit with change of foot and no flying entry (6/6).	Camel or sit with change of foot and no flying entry (6/6).
f) Combination spin	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. 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"> • 1 bonus point for one triple jump, neither underrotated nor downgraded. • 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. 	<ul style="list-style-type: none"> • 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. • 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. • Only features up to Level 3 will be counted 	<ul style="list-style-type: none"> • Fall deduction = 0.5 • 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. • 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. • Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (CADETS)	JUGEND (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.

SHORT PROGRAM				
General component factor	1.0	1.0	0.9	0.9
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.			

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (CADETS)	JUGEND (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				
Jumps	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 8 ● Max 3 combos or sequences ● Combos limited to 2 jumps, but one 3-jump combo is permitted ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● 2 triples or quads may be repeated, but must be in combo or sequence ● Max. 2 double Axel as solo jump or in combo/sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 8 ● Max 3 combos or sequences ● Combos limited to 2 jumps, but one 3-jump combo is permitted ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● 2 triples or quads may be repeated, but must be in combo or sequence ● Max. 2 double Axel as solo jump or in combo/sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 7 ● Max 2 combos or sequences ● Combos limited to 2 jumps ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● No more than 2 jumps that are 2 ½ or 3 revolutions may be repeated. If these jumps are repeated, they must be repeated either in a jump combo or a jump sequence <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 Axel-type jump * Max. 7 ● Max 2 combos or sequences ● Combos limited to 2 jumps ● Number of jumps in sequence is free, but only the 2 most difficult jumps will be counted ● No more than 2 jumps that are 2 ½ or 3 revolutions may be repeated. If these jumps are repeated, they must be repeated either in a jump combo or a jump sequence <p>*means element is required</p>
Spins	<ul style="list-style-type: none"> ● 1 flying entry * Max. 3 ● 1 spin combination, with/without change of foot* ● 1 spin with only 1 position* ● Min 6 revs, 10 revs for combo, min 2 revs in position ● All spins may change feet and start with a flying entry ● Spins must be of a different nature <p>*means element is required</p>	<ul style="list-style-type: none"> ● 1 flying entry * Max. 3 ● 1 spin combination, with/without change of foot* ● 1 spin with only 1 position* ● Min 6 revs, 10 revs for combo, min 2 revs in position ● All spins may change feet and start with a flying entry ● Spins must be of a different nature <p>*means element is required</p>	<ul style="list-style-type: none"> ● Spins must be of a different nature Max. 2 ● 1 spin combination, with/without change of foot* ● 1 flying spin or a spin with a flying entry* ● Min 6 revs, 10 revs for combos, min. 2 revs in position ● Spins may change feet ● The number of changes of foot in the spin combo is optional <p>*means element is required</p>	<ul style="list-style-type: none"> ● Spins must be of a different nature Max. 2 ● 1 spin combination, with/without change of foot* ● 1 flying spin or a spin with a flying entry* ● Min 6 revs, 10 revs for combos, min. 2 revs in position ● Spins may change feet ● The number of changes of foot in the spin combo is optional <p>*means element is required</p>
Step and Choreographic Sequences	<ul style="list-style-type: none"> ● Max. one step sequence fully utilizing the ice surface ● Max. one choreographic sequence (ChSq) as defined in ISU Comm. No. 1724 (the ChSq must be performed after the step sequence). The ChSq has a base value and will be evaluated by the judges in GOE only. 	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
Special Regulations		<ul style="list-style-type: none"> ● 1 bonus point for one triple jump, neither underrotated nor downgraded. ● 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. 	<ul style="list-style-type: none"> ● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. ● 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. ● Only features up to Level 3 will be counted 	<ul style="list-style-type: none"> ● Fall deduction = 0.5 ● 1 bonus point for one 2A, neither underrotated nor downgraded. A second 2A is not subject to the 1-bonus-point rule. ● 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. ● Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU	According to ISU

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS (CADETS)	JUGEND (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"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation
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.			

ANNEX 4: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2014

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2012, ISU Communication No. 1760 as well as any further ISU Communications pertaining to the technical rules.

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.
SHORT PROGRAM			
a)	Any Lasso lift take-off (Group Five)	Toe Lasso lift take-off (Group Five)	One lift of Groups 1 to 4, one arm holds not allowed
b)	Twist lift (double or triple)	Twist lift (double)	One Twist lift (single or double)
c)	Throw jump (double or triple)	Double or triple toe loop throw jump	One solo jump (single or double)
d)	Solo jump (double or triple)	Double loop or double Axel solo jump	
e)	Pair spin combination with only one change of foot (8 revs. in total)	Pair spin combination with only one change of foot (8 revs. in total)	One solo spin or solo spin combination (maximum of five (5) revolutions in total)
f)			
g)	Death spiral <u>backward inside</u>	Death spiral <u>backward inside</u>	One death spiral or any other pivot figure* *If a death spiral is executed, it is marked according to ISU Technical Rules Single & Pair Skating 2012. In other cases for the death spiral, there are no levels.
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		1 bonus point for one 2A, neither underrotated nor downgraded (both skaters).	<ul style="list-style-type: none"> ● Fall deduction = 0,5 ● 1 bonus point for one 2A, neither underrotated nor downgraded (both skaters) ● Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU
Components	<ul style="list-style-type: none"> ● Skating Skills ● Transitions ● Performance/Execution ● Choreography ● Interpretation 	<ul style="list-style-type: none"> ● Skating Skills ● Transitions ● Performance/Execution ● Choreography ● Interpretation 	<ul style="list-style-type: none"> ● Skating Skills ● Transitions ● Performance/Execution ● Interpretation
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.		

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

Free Skating Program			
a)	Maximum of 3 lifts, one of which must be from group 3 or 4, with full extension of the lifting arm(s)	Maximum of 2 lifts, one of which must be from group 3 or 4, 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)	Maximum of 1 twist lift	Maximum of 1 twist lift	One Twist lift (single or double)
c)	Maximum of 2 different throw jumps	Maximum of 2 different throw jumps	One throw jump (single or double)
d)	Maximum of 1 solo jump	Maximum of 1 solo jump	One solo jump (single or double)
e)	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.	
f)	Maximum of 1 solo spin combination (required revolutions: ten (10))	Maximum of 1 solo spin combination (required revolutions: ten (10))	One pair spin or pair spin combination (min. 5 revs. in total)
g)	Maximum of 1 pair spin combination (required revolutions: eight (8))	Maximum of 1 pair spin combination (required revolutions: eight (8))	
h)	Maximum of one death spiral (different from the death spiral of the Short Program)	Maximum of 1 death spiral	One death spiral or any other pivot figure* *If a death spiral is executed, it is marked according to ISU Technical Rules Single & Pair Skating 2012. In other cases for the death spiral, there are no levels.
i)	Max. one choreographic sequence (ChSq) as defined in ISU Comm. No. 1724 (the ChSq must be performed after the step sequence). The ChSq has a base value and will be evaluated by the judges in GOE only.	Max. one choreographic sequence as defined in ISU Comm. No. 1724. The choreographic sequence has a base value and will be evaluated by the judges in GOE only.	<ul style="list-style-type: none"> • Max. one choreographic sequence, which includes at least one (1) spiral position of each partner at least three (3) seconds long. The sequence will have a fixed base value and is evaluated in GOE only.
Special Regulations		1 bonus point for one 2A, neither underrotated nor downgraded (both skaters).	<ul style="list-style-type: none"> • Fall deduction = 0,5 • 1 bonus point for one 2A, neither underrotated nor downgraded (both skaters) • Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU

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

Free Skating Program			
Components	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Choreography • Interpretation 	<ul style="list-style-type: none"> • Skating Skills • Transitions • Performance/Execution • Interpretation
General component factor	1.6	1.6	1.6
Factor jumps 2nd half of program	1.1	1.1	1.0
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.		