



2026-2027 Singles Program & Technical Requirements Guide

Effective July 1, 2026

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As of the date of publication, rules cited in this guide are based on Skate Canada and ISU Rules.

Always refer to Rules as listed on the Skate Canada Info Centre and the ISU Sport Rules Figure Skating for complete and authoritative rules in effect at any point in time.

Please note: Junior & Senior categories are subject to change by the ISU.



2026-2027 Singles Short Program Technical Requirements

July 29, 2026

REQUIRED ELEMENTS	PRE-NOVICE Women & Men (2:20 +/- 10 sec)	NOVICE Women & Men (2:20 +/- 10 sec)	JUNIOR WOMEN (2:40 +/-10 sec) Halfway at 1:20	JUNIOR MEN (2:40 +/-10 sec) Halfway at 1:20	SENIOR WOMEN (2:40 +/-10 sec) Halfway at 1:20	SENIOR MEN (2:40 +/-10 sec) Halfway at 1:20
AXEL	1A or 2A	1A or 2A	2A	2A or 3A	2A or 3A	2A or 3A
SOLO JUMP	Double or Triple (2Lo or higher)	Double or Triple (2Lo or higher)	2Lz or 3Lz	2Lz or 3Lz	Triple	Triple or Quad
JUMP COMBO Eu not permitted	2 Doubles or 1 Double & 1 Triple or 2 Triples (2A may be repeated) same jumps permitted (e.g. 2T+2T)	2 Doubles or 1 Double & 1 Triple or 2 Triples same jumps permitted (e.g. 2Lo+2Lo)	2 Doubles or 1 Double & 1 Triple or 2 Triples same jumps permitted (e.g. 2T+2T)	1 Double & 1 Triple or 2 Triples same jumps permitted (e.g. 3T+3T)	1 Double & 1 Triple or 2 Triples same jumps permitted (e.g. 3T+3T)	1 Double & 1 Triple or 2 Triples or 1 Quad & 1 Dbl or 1 Tpl same jumps permitted (e.g. 3Lo+3Lo)
ONE POSITION SPIN No flying entry	Women Layback or Camel (5 revs) Men Change Camel (4/4 revs) Max Level 3	Women Layback or Camel (6 revs) Men Change Camel (5/5 revs)	Layback or Sit (8 revs)	Change Sit (6/6 revs)	Layback, Sit, or Camel (8 revs)	Change Camel or Change Sit (6/6 revs)
FLYING SPIN	N/A	N/A	Flying Camel (8 revs)	Flying Camel (8 revs)	Flying Spin (8 revs) Basic position must be different from spin in one position	Flying Spin (8 revs) Basic position must be different from spin in one position
COMBINATION SPIN No flying entry	1 change of foot (4/4 revs) Max Level 3	1 change of foot (5/5 revs)	1 change of foot (6/6 revs)	1 change of foot (6/6 revs)	1 change of foot (6/6 revs)	1 change of foot (6/6 revs)
STEP SEQUENCE	One Step Sequence – Must fully utilize the ice Max Level 3	One Step Sequence – Must fully utilize the ice	One Step Sequence – Must fully utilize the ice	One Step Sequence – Must fully utilize the ice	One Step Sequence – Must fully utilize the ice	One Step Sequence – Must fully utilize the ice



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Required Elements	Minimum Requirements	Error	Penalty	Example
AXEL JUMP	One Axel type jump • Pre-Novice & Novice – 1A or 2A • Junior Women – 2A • Junior Men & Senior – 2A or 3A	Wrong number of revs	Element invalidated. Final GOE must be -5.	Pre-Novice & Novice: 3A*
		No solo Axel	No value for 2 nd solo jump	Junior Women: 1A* or 3A*
SOLO JUMP	One solo jump • Pre-Novice & Novice – Double or triple (2Lo or higher) • Junior – 2Lz or 3Lz • Senior Women – Any triple • Senior Men – Any triple or quad	Wrong number of revs or wrong element	Element invalidated. Final GOE must be -5.	Junior Men & Senior: 1A*
				3S, 3T*, 3Lz+2T
JUMP COMBINATION	Two jumps. Must be different from solo jump. • Pre-Novice 2A may be repeated in combination ○ Two doubles ○ One double/One triple ○ Two triples • Novice & Junior Women ○ Two doubles ○ One double/One triple ○ Two triples • Junior Men & Senior Women ○ One double/One triple ○ Two triples • Senior Men ○ One double/One triple ○ Two triples ○ One quad/One double or a triple	Wrong number of revs	Jump that does not meet requirements is invalidated. Final GOE must be -5.	Pre-Novice or Novice: 1Lz* or 2S*
		Same jump repeated in two separate jump boxes (excluding Pre-Novice exception)	No value for repeated jump (if in a jump combination, only repeated jump will receive no value). Final GOE must be -5.	Junior: 1Lz* or 3Lo*
				Senior: 2S*
		No combination (two solo jumps)	If unclear, add +COMBO to later performed jump. Junior: add +COMBO to jump that is not the required solo jump. Final GOE must be -5.	3T+1T*
				1Lz*+2Lo
				3T, 2A, 3T*+2T
				3T+3T, 2A, 3T*
		Error after 1 st jump that leads to combination not meeting definition	Element called 1 st jump +COMBO + 2 nd jump invalid. Final GOE must be -5.	Junior: 3Lz+2T, 3Lz*, 2A
				3S+COMBO (fall), 3T, 2A
		Combination includes Eu	Eu and jump that follows is invalidated.	3S, 2A, 3T+COMBO (not clear which was combo)
				Junior: 3Lo+COMBO, 3Lz, 2A (3Lz is required solo jump)
				Senior: 2T+COMBO, 2A, 3Lz (fall)
				3T+COMBO+2T* (step out or fall after 3T)
				3S+Eu*+2S*



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Required Elements	Minimum Requirements	Error	Penalty	Example
COMBINATION SPIN	One combination spin. Only one change of foot, no flying entry. • Pre-Novice (Max Level 3) – minimum 4 revs per foot • Novice – minimum 5 revs per foot • Junior & Senior – minimum 6 revs per foot	Less than 3 revs on either foot	No value	CCoSp
		Only one basic position with at least 2 revs	No value	CCoSp
		2 nd change of foot	No value	CCoSp
		Only two basic positions with at least 2 revs each	Any Level, V	Pre-Novice: CCoSp (B-3) V Novice: CCoSp (B-4) V
		Flying entry	Element invalidated	FCCoSp(B-4)*
		Less than minimum revs	GOE reduction for missing revolutions	
ONE POSITION SPIN	Women – No change of foot, no flying entry Men – Only one change of foot, no flying entry • Pre-Novice (Max Level 3) ○ Women – Layback or Camel, minimum 5 revs ○ Men – Change Camel, minimum 4 revs per foot • Novice ○ Women – Layback or Camel, minimum 6 revs ○ Men – Change Camel, minimum 5 revs per foot • Junior ○ Women – Layback or Sit, minimum 8 revs ○ Men – Change Sit, minimum 6 revs per foot • Senior ○ Women – Layback, Sit or Camel, minimum 8 revs ○ Men – Change Camel or Change Sit, minimum 6 revs per foot	Less than 3 revs (on either foot if change of foot)	No value	Women: LSp Men: CCSp
		Less than 2 revs in the intended basic position on either foot	No value	CCSp
		Change foot (women) or Second change of foot (men)	Element invalidated	Women: CCSp(B-4)* Men: CCSp(B-4)*
		Flying entry	Element invalidated	FLSp(B-4)*
		Biellmann executed prior to min revs in LSp	Feature not awarded	LSp (NV-4)
		Less than minimum revs	GOE reduction for missing revolutions	
FLYING SPIN	One flying spin. One position, no change of foot. • Pre-Novice & Novice – N/A • Junior – Flying Camel, minimum 8 revs • Senior – Must be different basic position than one position spin, minimum 8 revs	Less than 3 revs	No value	FCSp
		Less than 2 revs in the intended basic position	No value	FCSp
		Change of foot	Element invalidated	FCCSp(B-4)*
		Step over/no clear visible jump	Any Level, V	FCSp (NV-4) V
		Less than minimum revs	GOE reduction for missing revolutions	



2026-2027 Singles Short Program Technical Requirements

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Required Elements	Minimum Requirements	Error	Penalty	Example
STEP SEQUENCE	One step sequence. Must fully utilize the ice surface. Pre-Novice – Max Level 3	Does not fully utilize the ice surface	No value	StSq
		Less than 2 difficult turns/steps executed on clean edges	No value	StSq



2026-2027 Singles Free Program Technical Requirements

July 29, 2026

REQUIRED ELEMENTS	PRE-JUVENILE Women & Men U11 & U13 (2:00 or 2:30 ±0:10)	JUVENILE Women & Men U12 & U14 (2:30 ±0:10)	PRE-NOVICE Women & Men (3:00 ±0:10)	NOVICE Women & Men (3:00 ±0:10)	JUNIOR Women & Men (3:30 ±0:10) Halfway at 1:45	SENIOR Women & Men (4:00 ±0:10) Halfway at 2:00
JUMP ELEMENTS Each category must include an Axel	Max five jump elements		Max six jump elements			
JUMP COMBINATIONS & SEQUENCES	Max two jump combos: No sequences May not include Eu Two jumps permitted in jump combo		Max two jump combos or one jump combo (without an Eu) & one sequence: One jump combo/seq may have three jumps Quint jumps are not permitted			
JUMP REPETITIONS	May only repeat one jump. No jump included more than twice. A repeated jump must be in combination.		No jump included more than twice. Of all triples, only two may be repeated. A repeated jump must be in combination. Eu may only be executed once.	No jump included more than twice. Of all triples, only two may be repeated. A repeated jump must be in combination. The same type of jump independent of the number of revs cannot be included more than three times. Eu may only be executed once.	Any double jump cannot be included more than twice. Of all triples, quads, and quints, only two may be repeated; of the two repetitions only one may be a quad or quint. A repeated triple or quad jump must be in combo or sequence. The same type of jump independent of the number of revs cannot be included more than three times. Eu may only be executed once.	
COMBINATION SPIN	CCoSp (3/3 revs) (No flying entry, DV permitted) Max Base Level	CCoSp (3/3 revs) (No flying entry, DV permitted) Max Level 1 (Achieved only by 8 revs in a sit or camel with optional DV)	Change Combination Spin (8 revs) (Flying entry optional) Max Level 3	Change Combination Spin (10 revs) (Flying entry optional)	Combination Spin (10 revs) (Flying entry & change of foot optional)	
FLYING SPIN In one position with no change of foot	Flying Camel or Flying Sit (4 revs) (no DV) Max Base Level	Flying Camel or Flying Sit (4 revs) (DV permitted) Max Base Level	Flying Camel or Flying Sit (5 revs) Max Level 3	Flying Camel or Flying Sit (6 revs)	Max one (6 revs)	
CHOREOGRAPHIC SPIN	N/A				Max one (3 revs)	
SPIRAL / STEP / CHOREOGRAPHIC SEQUENCES	Max one Spiral Sequence (one spiral must be unsupported) Max Base Level	Max one Step Sequence (must fully utilize the ice) Max Level 1 (achieved only through difficult steps & turns)	Max one Step Sequence (must fully utilize the ice) Max Level 3	Max one Choreographic Sequence	Max one Choreographic Sequence	Max one Choreographic Sequence
						Max one Step Sequence (must fully utilize the ice)



2026-2027 Singles Free Program Technical Requirements

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Required Elements	Minimum Requirements	Error	Penalty	Example
NUMBER OF JUMP ELEMENTS	Must include an Axel type jump. Maximum number of jump elements: • Pre-Juvenile & Juvenile – Five jump elements • Pre-Novice to Senior – Six jump elements	More than permitted jump elements	Extra jump element(s) invalidated. If the only Axel jump is performed last, the last two elements invalidated.	Pre-Juvenile or Juvenile: 2F+2T, 1Lz+2Lo, 2S, 1A, 2F, 2Lz* Novice and higher: 2F+2T, 2Lz+2Lo, 2S, 2Lo, 2F, 2Lz* , 1A*
		Less than permitted jump elements. No Axel type jump	No penalty. Empty jump box considered to be for axel jump.	2F, 2Lz+2Lo, 2T+2T, 2S
		No Axel type jump	Last jump element invalidated	Pre-Novice and higher: 2F+2T, 2Lz, 2S, 2Lo, 2T, 2Lz*+2Lo*
JUMP COMBINATIONS & SEQUENCES	Maximum number combinations and/or sequences: • Pre-Juvenile & Juvenile ○ Two jump combinations. No sequences. ○ Only two jumps permitted in combinations. ○ May not include Eu. • Pre-Novice to Senior ○ Two jump combinations or one combination (without an Eu) and one sequence. ○ One combination or sequence may contain three jumps.	More than permitted number of combinations or sequences	Only the 1 st jump of the extra combination or sequence is counted, and element marked with +REP	Pre-Juvenile or Juvenile: 1A+2T, 2Lo+2Lo, 2F+ 1T*+REP or 1A+ 1A*+REP (SEQ not permitted) Pre-Novice and higher: 2A+1A+SEQ, 2F+2Lo, 2Lz+ 2T*+1A*+REP
		Error after 1 st or 2 nd jump that leads to combination/sequence not meeting definition	Element called: 1 st jump +COMBO/SEQ + 2 nd jump invalid as applicable	2F+COMBO+2T* Pre-Novice and higher: 2Lo+1A+SEQ+2T*
		Jump combination including Eu and a Jump Sequence both executed.	Jump(s) in incorrect combo/sequence are marked invalid and element is marked with +REP	Pre-Novice and higher: 3T+2A+SEQ, 2Lz+ Eu*+2S*+2T*+REP or 2Lz+Eu+2S+2T, 3T+ 2A*+SEQ+REP
		Pre-Juvenile & Juvenile: Jump combination includes Eu	Eu and jumps that follow will be invalidated and element is marked with +REP	1A+ Eu*+2S*+REP
		More than permitted jumps in a combination or sequence	Only the extra jump(s) will receive no value	Pre-Juvenile or Juvenile: 2Lz+2T+ 1T* Pre-Novice and higher: 3T+2T+2Lo, 2F+1A+ 2T*+SEQ



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Required Elements	Minimum Requirements	Error	Penalty	Example
JUMP REPETITIONS	Pre-Juvenile & Juvenile - No jump may be included more than twice. - Only one jump may be repeated. - A repeated jump must be in combination. Pre-Novice & Novice - No jump may be included more than twice. - A repeated jump must be in combination or sequence. - Of all triples, only two may be repeated. - Eu may only be executed once. Novice to Senior - The same type of jump independent of the number of revolutions, cannot be included more than three times. Junior & Senior - A repeated triple or quad jump must be in combination or sequence. - Of all triples and quads, only two may be repeated, and of the two repeated jumps, only one can be a quad. - Any double jump cannot be included more than twice. - Eu may only be executed once.	More than permitted repeated jumps	The extra repeated jump(s) will receive no value, even when in a jump combination	Pre-Juvenile or Juvenile: 2F+2T, 2Lz, 2F, 2S+2T*, 1A Pre-Novice and higher: 3S+3T, 3T, 3S, 3Lo, 3Lo*+2T
		Repeated jump not in combination or sequence (as applicable)	Repeated jump, will be identified as +REP and will not be considered as a combination or sequence attempt	Pre-Juvenile to Novice: 2Lz, 2Lz+REP Junior or Senior: 2A, 2A, 3Lz, 3Lz+REP
		More than one Euler included	Jump(s) executed after second Euler are marked invalid and element marked +REP	Pre-Novice and higher: 3T+Eu+2S, 2Lo+Eu*+2F*+2T*+REP
		Jump included more than twice (as applicable)	Only the jump(s) included more than twice will receive no value, even when in a jump combination	2T+2T, 2F+2T*
		Novice to Senior: Same jump type included more than three times	Extra repeated jump(s) will receive no value, even when in a jump combination or sequence	3Lz+2T, 3Lz, 2Lz, 2Lz*+2Lo 3A+2T, 1A, 2A+2A*+SEQ
COMBINATION SPIN	Pre-Juvenile & Juvenile – One combination spin. Must include change of foot. No flying entry. DVs permitted. - Pre-Juvenile: Min. 3 revs per foot. Max. Base Level. - Juvenile: Min. 3 revs per foot. Max. Level 1 achieved only by 8 revs in a sit or camel, DV optional. Pre-Novice & Novice – One combination spin. Must include change of foot. Flying entry optional. - Pre-Novice: Min. 8 revs in total. Max. Level 3. - Novice: Min. 10 revs in total. Junior & Senior – One combination spin. Flying entry and change of foot optional. Min. 10 revs in total.	Only one basic position with at least 2 revs	No value	CCoSp
		Less than 3 revs on both feet	No value	CCoSp
		Less than 3 revs on one foot	Any Level, V	Pre-Juvenile: CCoSpBV Pre-Novice: CCoSp (B-3) V Novice: CCoSp (B-4) V
		Only two basic positions with at least 2 revs each	Any Level, V	Pre-Novice: CCoSp (B-3) V Novice: CCoSp (B-4) V
		Pre-Juvenile & Juvenile – Flying entry	Element invalidated	FCCoSpB*
		Less than minimum revs	GOE reduction for missing revolutions	



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Required Elements	Minimum Requirements	Error	Penalty	Example
FLYING SPIN	Pre-Juvenile to Novice – One flying spin. Camel or Sit position only. One position. No change of foot. • Pre-Juvenile: No difficult variations. Min. 4 revs. Max. Base Level. • Juvenile: Min. 4 revs. Max. Base Level. • Pre-Novice: Min. 5 revs. Max Level 3. • Novice: Min. 6 revs. Junior & Senior – One flying spin. One position. No change of foot. Min. 6 revs.	Less than 3 revs	No value	FCSp
		Less than 2 revs in the intended basic position	No value	FSSp
		Change of foot	Element invalidated	FCSSp(B-4)*
		Step over/no clear visible jump	Any Level, V	FCSp (NV-4) V
		Pre-Juvenile: Difficult variations included	No value	FCSp
		Less than minimum revs	GOE reduction for missing revolutions	
CHOREOGRAPHIC SPIN	Junior & Senior – One choreographic spin. Minimum 3 consecutive revolutions executed on one or two blades, with any basic or non-basic positions.	Less than 3 consecutive revs on one foot or two feet	No value	ChSp
SPIRAL SEQUENCE	Sustained spiral position with knee and foot above hip on each foot. At least one spiral must be unsupported. Pre-Juvenile – One Spiral Sequence (Max Base Level)	Less than two spirals meeting position definition	No value	SpSq
		Both spirals on same foot	No value	SpSq
		Both spirals in a supported position	No value	SpSq
STEP SEQUENCE	Must fully utilize the ice surface. Juvenile – Max Level 1 (achieved only through difficult steps and turns feature). Pre-Novice – Max Level 3	Does not fully utilize the ice surface	No value	StSq
		Less than 2 difficult turns and steps executed on clean edges	No value	StSq
CHOREOGRAPHIC SEQUENCE	Must include at least two different skating movements	Less than two different skating movements	No value	ChSq



2026-2027 Singles Program & Technical Requirements

BONUS STRUCTURE

July 29, 2026

BONUS

All jumps must be eligible for their full base value to receive a bonus (i.e., not <, <<, or e).

For all bonuses, in the case of a fall, the attempt is considered as successful.

Unless specifically noted below, bonuses apply to both Short and Free Programs

To be eligible for bonus, jumps must be compliant with well-balanced program requirements.

BONUS TYPE	JUVENILE	PRE-NOVICE	NOVICE WOMEN	NOVICE MEN	JUNIOR WOMEN	JUNIOR MEN	SENIOR
JUMP TYPE	+1.0 for each 2A or higher base value jump	+1.0 for one 2A +1.0 for each triple jump	+1.0 for each different triple jump	+1.0 for each different triple jump - 3Lo or higher base value jump	+1.0 for 3Lz as solo jump in short program	+1.0 for a 3A	N/A
JUMP COMBINATION	N/A	+1.0 for any double or higher base value jump immediately followed by: A. a triple jump* or B. Eu immediately followed by a triple jump*			+1.0 for any triple or higher base value jump immediately followed by: A. a triple jump* or B. Eu immediately followed by a triple jump*	N/A	

*Awarded once per program for each different triple jump



2026-2027 Singles Program & Technical Requirements INFORMATION SPECIFIC TO PRE-JUVENILE

July 29, 2026

Definition of a Spiral Sequence: A collection of at least two spirals on different feet with at least one spiral in an unsupported position. The spirals may be connected by any number of steps, turns, hops or other comparable moves. The first two performed spirals shall be identified as the required spirals for the sequence. Additional spirals, if included, will be considered for GOE only. The spirals must not be separated by other elements such as jumps or spins.

Definition of a Spiral: A gliding position executed on one foot with free leg extended (including knee and foot) above hip level. Variations such as Biellmann, “Y” type, other similar types of positions with the free leg extended to the side or behind, and changes of free leg position while maintaining the spiral position (i.e. moving free leg from front to side, etc.) are permitted within the spiral position. Such variations or changes of positions are not considered to be different spirals for the purpose of identifying a spiral for the spiral sequence.

- A spiral sequence meeting the definition will be identified as “Basic Level”.
- The element will be identified as “No Value” in the following situations:
 - There is not a sustained spiral position (i.e. not kicked) on each foot
 - There is not a spiral on each foot
 - There is not at least one spiral with an unsupported position
- If either spiral is so short that the edge is not well-established, the edge is flat, or the position is not held long enough to be evaluated, the judges will apply the corresponding GOE reduction(s) as appropriate.

SPIRAL SEQUENCE (SpSq)			
Guidelines for establishing +GOE		Guidelines for establishing GOE reductions	
For +1: 1 bullet For +2: 2 bullets For +3: 3 bullets For +4: 4 bullets For +5: 5 or more bullets For starting and final GOE of +4 and +5, the first TWO bullets in bold must be present		Errors with grey background must not have the higher than +2 starting GOE	
1. Good body line and full extension in both spirals for 3 or more seconds each		Fall	-5
2. Element matches the music		Both spirals not held for 3 seconds	-3 to -4
3. Effortless throughout with good energy, flow and execution		Does not correspond to the music	-1 to -3
4. Good ice coverage		Loss of control, stumble	-1 to -3
5. Good clarity and precision - attain positions quickly and effortlessly		Poor quality of position(s)	
6. Creativity		Poor quality of edge(s)	
		One spiral not held for 3 seconds	-1 to -2



2026-2027 Singles Program & Technical Requirements REFERENCE INFORMATION

July 29, 2026

LINKS TO ISU AND SKATE CANADA DOCUMENTS

ISU Rules

- [ISU Sport Rules - Figure Skating](#)

ISU Communications and Technical Resources

- [ISU Communication 2788 \(Levels and GOE\)](#)
- [ISU Communication 2786 \(Scale of Values\)](#)
- [ISU Technical Panel Handbook – Singles Skating](#)
 - Contains calling specifications for technical elements for singles events
- [ISU Who is responsible](#)
- [ISU Additional Q&A's](#)

Skate Canada Rules

- [Competition Program Requirements Rule - Podium Pathway](#)
 - Defines well-balanced program requirements by category
- [Competitions Rule](#)
 - Defines aspects related to control and conduct of Skate Canada Competitions
- [Scoring of Skate Canada Competitions Rule](#)
 - Defines all aspects of CPC scoring of Skate Canada competitions

Skate Canada Technical Resources

- [Skate Canada Scale of Values](#)
 - Defines values assigned to elements specific to Skate Canada competitions, as well as links to ISU Scales of Values for all other elements.