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2026-2027 STAR 2 Free Skate Technical Requirements Guide

July 2026

JUMPS	**Maximum Five Required (5) Jump Elements**					
Required Jump Elements	**Single Salchow**	**Single Toe Loop**	**Single Loop**	**Single Flip** OR **Single Lutz**		**Waltz Jump + Single Toe Loop OR Waltz Jump + Single Loop Combination**
STAR 2 WBP Restrictions	Count all required jump elements that have been completed, **regardless of the order of execution**					
Error	Includes more than five jump elements.	Required jump element is repeated.	Incorrect element is included.	Second jump combination included.	Single Axel or Double Jump included.	Jump sequence included.
Penalty	Additional elements will be marked as Invalid Element.	The second executed element will be marked as Invalid Element.	Incorrect element is marked as Invalid Element.	The element not meeting the requirements is marked as Invalid Element.	Single Axel or Double Jump is marked as Invalid Element.	The sequence is marked as Invalid Element.
Examples	1Lo 1T 1Lz 1W+1T **1F – Invalid Element** 1S	1S 1T 1F 1W+1T **1S – Invalid Element**	1S 1T **1W – Invalid Element** 1F 1Lo	1F 1W+1T 1T **1Lo+1Lo – Invalid Element** 1S	1S **1A – Invalid Element** 1Lz 1W+1T 1T	**1T+1W – Invalid Element** (executed as +SEQ) 1Lo 1S 1F 1T

SPINS	**Maximum Two (2) Spin Elements**			
Required Spin Elements	**BACKWARD UPRIGHT SPIN** e.g. BUSp			**CAMEL SPIN or SIT SPIN** e.g. CSp or SSp **Forward Entry Only, No Change of Foot, No Flying Entry, No Difficult Variations**
STAR 2 WBP Restrictions	**Consider the first executed spin:** 1. Check for BUSp 2. If no BUSp, check for CSp or SSp 3. If spin does not meet either criterion (including less than 3 revs total), spin element is marked as Invalid Element			**Consider the second executed spin:** 1. Check for BUSp 2. If no BUSp, check for CSp or SSp 3. If spin does not meet either criterion (including less than 3 revs total), spin element is marked as Invalid Element
Error	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes an incorrect spin element within program	Skater includes a change of foot, flying entry, difficult variations or a backward entry (exception: BUSp).
Penalty	Any additional spin elements will be marked as Invalid Element.	The second executed element with the same code will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.
Examples	BUSp CSp **FUSp – Invalid Element**	SSp BUSp **BUSp – Invalid Element**	BUSp **CoSp – Invalid Element**	BUSp **FCSp – Invalid Element**

FORWARD SPIRAL SEQUENCE & TURN SEQUENCE				
Required Elements	**Forward Spiral Sequence** – Two forward spirals with one spiral on each foot, unsupported position; on either inside or outside edge.			**Turn Sequence** – Forward Outside Three-Turn + Backward Crosscut + Backward Inside S Step (i.e. step forward); executed four times.
Error	Skater includes additional Turn Sequence or Forward Spiral Sequence element.	Skater does not include Forward Spiral Sequence and/or Turn Sequence element.	Forward Spiral Sequence contains a supported or backwards spiral.	Skater performs less than 4 executions of turn sequence.
Penalty	Additional elements will be marked as Invalid Element.	**No Penalty**	Forward Spiral Sequence will be marked as an Invalid Element.	Judges reduce assessment by one level (i.e. from a Gold to a Silver).

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JUMPS

STAR 3 WBP Restrictions	**Maximum of five jump elements. Must include at least one Axel type jump.**		**Must include five different types of single jumps.**	**No Double Jumps permitted**	**Maximum two jump combinations. Max two jumps permitted in jump combinations ~~One jump combination must be 1Lo+1Lo.~~**				**Repeated jumps must be in combination. No jump included more than twice.**	
Error	Includes more than five jump elements.	Waltz Jump or Single Axel jump not included.	Less than five different jump types are included.	Double jump included.	Jump sequence included.	Error after 1st jump that leads to combination not meeting definition	Includes third combination.	More than permitted jumps in a combination	Repeated jump not in combination.	Jump included more than twice.
Penalty	Extra jump elements will be marked as Invalid Element. If only Axel type jump is 6th element, the last two jump elements will be marked Invalid Element.	The last **executed jump element** will be marked as Invalid Element.	The last repeated jump element type is marked as Invalid Element. Waltz and Axel are considered same type. If last repeated jump element type is in combination, the entire element is marked as Invalid.	Jump element is marked as Invalid Element. If double jump is included in combination the entire element is marked as Invalid.	The sequence is marked as Invalid Element.	If skater falls on 1st jump and executes 2nd jump, the 2nd jump is ignored.	The third jump combo is marked as Invalid Element.	Jump combinations that include more than two jumps are marked as Invalid Element	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid Element. If last repeated jump is in combination, the entire element is marked as invalid.
Examples	1Lo+1Lo 1W 1Lz 1S+1T 1F **1S Invalid Element**	1Lo+1Lo 1T 1Lz 1F+1T **1S Invalid Element**	1A 1Lo+1Lo 1A+1T 1F **1T Invalid Element**	1Lz **2S Invalid Element** 1Lo+1Lo 1A 1F+1T	**1Lz+1A Invalid Element** 1Lo+1Lo 1W 1F 1T	1Lz 1A 1Lo+1Lo **1F** (fall, ignore) 1T	1A+1T 1F+1T **1Lo+1Lo Invalid Element**	**1F+1T+1Lo Invalid Element**	1A 1S+1T **1A (reduce element assessment one level)** 1Lo+1Lo 1F	1A 1F+1Lo 1S **1Lo+1Lo Invalid Element** 1T
			1A 1Lo+1Lo 1F 1T **1A+1T Invalid Element**	1Lz **2S+1T Invalid Element** 1Lo+1Lo 1A 1F						

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SPINS	**Maximum Two (2) Spin Elements**								
Required Spin Elements	**BACKWARD UPRIGHT SPIN** e.g. BUSp			**COMBINATION SPIN** **Must include at least one camel and one sit position** **Forward Entry Only, Change of Foot Optional, No Flying Entry, No Difficult Variations** e.g. CoSp or CCoSp					
STAR 3 WBP Restrictions	**Consider the first executed spin:** If spin does not meet criteria for either required spin element (including less than 3 revs total), the element is marked as Invalid.			**Consider the second executed spin:** If spin does not meet criteria for either required spin element (including less than 3 revs total), the element is marked as Invalid.					
Error	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes an incorrect spin element within program.	Skater includes a flying entry, difficult variations or a backward entry (exception: BUSp)	CoSp/CCoSp camel and sit position not attempted or skater changes feet twice.	Either sit or camel not attempted	Camel, sit and upright are attempted, only 2 attained	Less than 3 revs on one foot in CCoSp.	Skater includes less than the required spin elements
Penalty	Any additional spin elements will be marked as Invalid Element.	The second executed element with same code will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	The spin element will be marked as Invalid Element.	The element will be marked as Invalid Element.	Element rating no higher than Bronze	Element rating no higher than Silver	Foot with less than 3 revs is ignored	No penalty.
Examples	BUSp CoSp **FUSp – Invalid Element**	CCoSp BUSp **BUSp – Invalid Element**	BUSp **CSp – Invalid Element**	BUSp **FCCoSp – Invalid Element**	BUSp **CoSp/CCoSp – Invalid Element**			CoSp	BUSp

FORWARD SPIRAL SEQUENCE & TURN SEQUENCE				
Required Elements	Forward Spiral Sequence: Two forward spirals with one spiral on each foot, unsupported position; on either inside or outside edge.			Turn Sequence: **Turn Sequence** – Forward Outside Three-Turn + Backward Crosscut + Backward Inside S Step (i.e. step forward); executed four times.
Error	Skater includes additional Turn Sequence or Forward Spiral Sequence element.	Skater does not include Forward Spiral Sequence and/or Turn Sequence element.	Forward Spiral Sequence contains a supported or backwards spiral.	Skater performs less than 4 executions of turn sequence.
Penalty	Additional elements will be marked as Invalid Element.	No penalty.	Forward Spiral Sequence will be marked as Invalid Element.	Judges reduce assessment by one level (i.e. from a Gold to a Silver).

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2026-2027 STAR 4 Free Skate Technical Requirements Guide

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JUMPS									**BONUS: Only one 1A receives a bonus**	
STAR 4 WBP Restrictions	**Maximum of five jump elements. Must include at least one Axel (1A).**		**Must include five different types of single jumps.**	**No Double Jumps permitted**	**Maximum two jump combinations. Max two jumps permitted in jump combinations**				**Repeated jumps must be in combination. No jump included more than twice.**	
Error	Includes more than five jump elements.	1A not included. Waltz jump does not meet the requirement for an Axel	Less than five different jump types are included.	Double jump included.	Jump sequence included.	Error after 1st jump that leads to combination not meeting definition.	Includes third combination.	More than permitted jumps in a combination.	Repeated jump not in combination.	Jump included more than twice.
Penalty	Extra jump elements will be marked as Invalid Element. If only Axel type jump is 6th element, the last two elements will be marked Invalid Element.	The last executed element will be marked as Invalid Element.	The last repeated jump element type is marked as Invalid Element. Waltz and Axel are considered same type. If last repeated jump element is in combination, the entire element is marked invalid.	Jump element is marked as Invalid Element. If double jump is included in combination the entire element is marked invalid.	The sequence is marked as Invalid Element.	If skater falls on first jump and executes 2nd jump, the 2nd jump is ignored.	The extra jump combo is marked as Invalid Element.	Jump combinations that include more than two jumps are marked as Invalid Element	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid. If last repeated jump is in combination, the entire element is marked as invalid.
Examples	1Lo+1Lo 1A 1Lz 1S+1T 1F **1S Invalid Element**	1Lo+1Lo 1T 1Lz 1F+1T **1S Invalid Element**	1A 1Lo+1Lo 1A+1T 1F **1T Invalid Element**	1Lz **2S Invalid Element** 1Lo+1Lo 1A 1F+1T	**1Lz+1A Invalid Element** 1Lo+1Lo 1W 1F 1T	1Lz 1A 1Lo+1Lo **1F** (fall, ignore) 1T	1A+1T 1F+1T **1Lo+1Lo Invalid Element**	**1F+1T+1Lo Invalid Element**	1A 1S+1T **1A (*Reduce element assessment one level)*** 1Lo+1Lo 1F	1A 1F+1Lo 1S **1Lo+1Lo Invalid Element** 1T

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SPINS	**Maximum Two (2) Spin Elements**								
Required Spin Elements	**CAMEL SPIN, SIT SPIN or BACKWARD UPRIGHT SPIN** No Flying Entry, No Change of Foot, No Difficult Variations			**COMBINATION SPIN** **Must include at least one camel and one sit position** **Forward Entry Only, Change of Foot Optional, No Flying Entry, No Difficult Variations** e.g. CoSp or CCoSp					
STAR 4 WBP Restrictions	**Consider the first executed spin:** If spin does not meet criteria for either required spin element (including less than 3 revs total), the element is marked as Invalid.			**Consider the second executed spin:** If spin does not meet criteria for either required spin element (including less than 3 revs total), the element is marked as Invalid.					
Error	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes a flying entry, change of foot, or difficult variation.	Skater includes a flying entry, difficult variations or a backward entry (exception BUSp).	CCoSp - camel and sit position not attempted or skater changes feet twice.	Either sit or camel not attempted	Camel, sit and upright attempted, only 2 attained	Less than 3 revs on one foot in CCoSp.	Skater includes less than the required spin elements
Penalty	Any additional spin elements will be marked as Invalid Element.	The second executed element with same code will be marked as Invalid Element.	The element will be marked as Invalid Element.	The spin element will be marked as Invalid Element.	The element will be marked as Invalid Element.	Element rating no higher than Bronze	Element rating no higher than Silver	Foot with less than 3 revs is ignored	No penalty.
Examples	BUSp CoSp **FUSp – Invalid Element**	CCoSp SSp **SSp – Invalid Element**	BUSp **CCSp – Invalid Element**	BUSp **FCCoSp – Invalid Element**	BUSp **CCoSp – Invalid Element**			CoSp	BUSp

SPIRAL SEQUENCE				
	At least two spirals connected by any number of steps, turns, hops, or other comparable moves; one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence.			
Error	Sustained position with knee and foot at or below hip on one or both spirals	Spirals separated by other elements (i.e. jump or spin)	Both spirals in supported position	Both spirals on the same foot
Penalty	Invalid Element	Invalid Element	Invalid Element	Invalid Element

2026-2027 STAR 5 Free Skate Technical Requirements Guide

July 22, 2026

JUMPS										
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.										
STAR 5 WBP Restrictions	Maximum of five jump elements		Must include at least one Axel (1A)		Maximum two double jumps. Cannot be in combination or repeated.	Maximum two jump combinations. May not contain more than two jumps. No sequences. May not include Eu	Repeated jumps must be in combination. No jump included more than twice.			
Error	Includes more than five jump elements.		1A not included. Waltz jump does not meet the requirement for an Axel.		Repeated double jump.	Double jump included in combination.	Error after 1st jump that leads to combination not meeting definition.	More than permitted jumps in the jump combination	Number of combos is more than 2, or if there is a jump sequence.	Repeated jump not in combination.	Jump included more than twice.
Penalty	Additional jump elements will be marked as Invalid. If only Axel jump is 6th element, the last two jump elements will be Invalid.		The last executed jump element will be marked as Invalid.		The second repeated double jump is marked as Invalid.	Only the double jump is marked as Invalid.	Element marked +COMBO at error and 2nd jump invalid	Only the extra jump(s) will receive no value	The first jump of the extra combo is counted and marked +REP.	Jump will be marked as +REP and will not be considered as a combo attempt.	Only the jump(s) included more than twice will receive no value, even when in a jump combo.
Examples	1Lo+1Lo 2T 1Lz 1A+1T 1F **1S***	1Lo+1Lo 2T 1Lz 1F+1T **1S*** **1A***	1S 1T 1F 1Lo+1Lo **1Lz***	1W 1S+1T 1F 1Lo+1Lo **1Lz***	2S 1Lo+1Lo **2S*** 1A 1Lz	1F 1A+1T 1S **2T*+**1T 1Lz	1A **1F+COMBO+2T*** 2Lo 1Lz 2S	1Lz+1T**+1Lo***	1A+1T 1Lo+1Lo **1F+1T*+REP**	2S 1A 2T **1A+REP** 1Lo+1T	1A 1Lo+1Lo 2S **1F+1Lo*** 2T

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SPINS All spins to be called to maximum Level B

Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foot spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE.

WBP Restrictions	**COMBINATION SPIN** No flying entry, No difficult variations, Change of foot optional **e.g. CoSp or CCoSp**		**Spin in One Position OR Artistic Spin**			
			Spin in One Position Flying entry optional, No change of foot, variations permitted		**Artistic Spin**	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty**	**Minimum Requirements**	**Penalty**
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	**Must have at least 3 revs**	**No value**
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value		
Limitations	Flying entry is NOT permitted	Flying entry attempted – No value	Change of foot is NOT permitted	Change of foot attempted – No value		
	Difficult variations are NOT permitted	Difficult variations attempted – No value				
Grade of Execution (GOE)	CoSp – Minimum 5 revs CCoSp – Minimum 3 revs on each foot	GOE reduction for missing revolutions	Minimum 4 revs	GOE reduction for missing revolutions		

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MAXIMUM 1 ~~SPIRAL~~, STEP or CHOREOGRAPHIC SEQUENCE						
SPIRAL OR STEP SEQUENCE	**All SpSq or StSq to be called to maximum Level B**					
	~~**SpSq** – At least two spirals connected by any number of steps, turns, hops, or other comparable moves; one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence.~~				**StSq** – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize the ice surface.	
Error	~~Sustained position with knee and foot at or below hip on one or both spirals~~	~~Spirals separated by other elements (i.e. jump or spin)~~	~~Both spirals performed on the same foot~~	~~Both spirals in supported position~~	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	~~No value~~	~~No Value~~	~~No Value~~	~~No Value~~	No Value	No Value
CHOREOGRAPHIC SEQUENCE	**Choreographic Sequence to be called to maximum Level 1**					
	ChSq – Sequence must include 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with the first choreographed movement and ends with the last choreographed movement.					
	Minimum Requirements:				Penalty:	
	Sequence must include 2 different movements and be clearly visible				No value	

***All falls, both during and between elements will be identified and have a value.**

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JUMPS													
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.													
STAR 6 WBP Restrictions	Maximum of five jump elements. Must include at least one Axel.		Must include at least one Double Jump		May only repeat one jump			Maximum two jump combinations (no jump sequences, may not include Eu)		Jump combinations may contain no more than two jumps	A jump may only be repeated once	No jump may be included more than twice
Penalty	Additional jump elements will be marked as Invalid. If only Axel jump is 6th element, the last two jump elements will be Invalid.		If no double jump is attempted, the last executed single jump will be marked as Invalid. If the Axel is invalidated, it will still count for WBP.		Jumps of different revolutions may be repeated. If more than one jump is repeated, then the second repeated jump will be invalidated and receive no value.			Error after 1st jump that leads to combination not meeting definition will be called: 1st jump +COMBO + 2nd jump*	If the number of combos is more than 2, or if there is a jump sequence, only the 1st jump is counted and marked with +REP	Only the extra jump(s) will receive no value	A repeated jump, if not in combo will be identified as +REP and will not be considered as a combo attempt	Only the jump(s) included more than twice will receive no value, even when in a jump combo
Examples	1Lo+1Lo 2T 1Lz 1A+1T 1F **1S***	1Lo+1Lo 2T 1Lz 1F+1T **1S*** **1A***	1A 1F 1S 1Lo+1Lo **1Lz+1T***	1F 1S+1T 1Lz 1Lo+1Lo **1A***	1F+1T 2Lo 1A 2S 2T	1F+1T 2Lo 1F **2S+1T*** 1A	1A+2T 2S 2Lo 2Lo+1Lo 2F	1A **1F+COMBO+2T*** 2Lo 1Lz 2S	1A+1T 1Lo+1Lo **1F+1T*+REP** **1Lz+1A*+REP**	1Lz+1Lo+**2Lo***	1Lz 2F 1A+2T 2Lo **1Lz+REP**	1A 2S 2T **2T+2T*** 1F+1Lo

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SPINS All spins to be called to maximum Level B

Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foot spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE.

WBP Restrictions	**COMBINATION SPIN WITH CHANGE OF FOOT** No flying entry, Difficult variations permitted e.g. CCoSp		**SIT SPIN or CAMEL SPIN** Flying entry optional, No change of foot, Difficult variations permitted e.g. SSp, FSSp or CSp, FCSp	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value
Limitations	Flying entry is NOT permitted	Flying entry attempted – No value	Change of foot is NOT permitted	Change of foot attempted – No value
Grade of Execution (GOE)	Minimum 3 revs on each foot	GOE reduction for missing revolutions	Minimum 4 revs	GOE reduction for missing revolutions

MAXIMUM 1 STEP or 1 CHOREOGRAPHIC SEQUENCE

STEP SEQUENCE StSq to be called to maximum Level B

	StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize the ice surface.	
Error	Less than 2 difficult turns and steps executed on clean edges.	Step sequence is not visible, identifiable or does not fully utilize the ice surface.
Penalty	No value	No Value

CHOREOGRAPHIC SEQUENCE Choreographic Sequence to be called to maximum Level 1

	ChSq – Sequence must include 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with the first choreographed movement and ends with the last choreographed movement.	
	Minimum Requirements:	Penalty:
	Sequence must include 2 different movements and be clearly visible	No value

***All falls, both during and between elements will be identified and have a value.**

2026-2027 STAR 7 Free Skate Technical Requirements Guide

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JUMPS								
Required Elements	**One solo Axel (1A) (2A not permitted)**	**One Double Jump**	**One Jump Combination (One Double and One Single / Two Doubles, Eu not permitted)**					
Error	Wrong number of revs.	Wrong number of revs.	Two solo jumps, neither in combo.		Wrong number of revs.	The same jump may not be repeated in two separate jump boxes. Single Axel and Solo Double Jump may not be repeated.		
Penalty	Element invalidated. Final GOE must be -5	Element invalidated. Final GOE must be -5	If unclear, add +COMBO to later performed jump. Final GOE must be -5		Jump that does not meet requirement is Invalid. Final GOE must be -5	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted). Final GOE must be -5		
Examples	1W* **2A***	2T+1T **1S*** 1A	1A 2Lo+COMBO 2S (fall on 2Lo)	1A 2Lo 2S+COMBO	1Lz+**1Lo*** +COMBO	2Lo 1Lz+**2Lo*** 1A	2T+2Lo 1A 2T*	**1A*+**2T 1A 2Lo

SPINS All spins to be called to maximum Level B				
Required Elements	**COMBINATION SPIN WITH CHANGE OF FOOT** No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions with at least 2 revs each = "V"		**FLYING SIT SPIN or FLYING CAMEL SPIN** No change of foot, Difficult variations permitted e.g. FSSp or FCSp Stepping over/no clear visible jump = "V"	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on each foot	No value	Must have at least 3 revs	No value
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value
Limitations	Flying entry is NOT permitted	No value	Change of foot is NOT permitted	No value
	Second change of foot is NOT permitted	No value		
Grade of Execution (GOE)	Minimum 3 revs on each foot	GOE reduction for missing revolutions	Minimum 4 revs	GOE reduction for missing revolutions

STEP SEQUENCE Step Sequence to be called to maximum Level 1 (achieved through difficult steps & turns)		
Required Element	**Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.**	
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	No Value	No Value

***All falls, both during and between elements will be identified and have a value.**

2026-2027 STAR 8 Free Skate Technical Requirements Guide

JUMPS								
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.								
WBP Restrictions	**Maximum of six jump elements. Must include at least one Axel.**		**Must include at least two different Double Jumps**		**Maximum of three jump combinations or two combinations and one sequence. May not contain more than two jumps. Eu may only be executed once.**		**Repeated jumps must be in combination or sequence. No jump included more than twice.**	
Error	Includes more than six jump elements.		Less than two different double jumps are attempted.		Includes more than 2 jumps in the jump combination or sequence.	Includes extra jump combination or sequence.	Repeated jump not in combination or sequence.	Jump included more than twice.
Penalty	Additional jump elements will be marked as Invalid. If only Axel jump is 7th element, the last two jump elements will be Invalid.		The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles. If the Axel is invalidated, it will still count for WBP.		Only the extra jump(s) will receive no value.	The first jump of the extra combo/seq. is counted and marked +REP.	Repeated jump will be marked as +REP and will not be considered as a combo attempt.	Only the jump(s) included more than twice will receive no value, even when in a jump combination or sequence.
Examples	1Lo+2Lo 2T+1T 2Lz 1A+1T 1F 2S **1S***	1Lo+2Lo 2T+1T 1Lz 1F+1T 2Lo **1S*** **1A***	1A 2T+1T 1F+2T 1S 1Lz+1Lo **1Lz***	1S 1Lz 1F+1T 1F **1Lz+1Lo*** **1A***	2S+1Lo**+1Lo***	1A+1T 1Lo+2Lo 2S+2T **1Lz+2T*+REP**	2S+1T 1A 2T **1A+REP** 2Lo 1Lz+1T	1A 2T+2T 2S 1F+**2T*** 1Lz 1F+1T

SPINS	**CCoSp maximum Level 1, Flying Spin and Spin of any nature maximum Level B**					
Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foot spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE.						
WBP Restrictions	**COMBINATION SPIN WITH CHANGE OF FOOT** Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		**FLYING SPIN IN ONE POSITION** No change of foot, Difficult variations permitted e.g. FSSp, FCSp, FUSp, FLSp		**SPIN OF ANY NATURE** Flying entry optional, Difficult variations permitted, artistic or choreo spin not permitted	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	No value
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value		
Limitations	Difficult variations permitted	Maximum Level 1 (8 revs only)	Change of foot not permitted	No value		
Grade of Execution (GOE)	Minimum 4 revs on each foot	GOE reduction for missing revolutions	Minimum 4 revs	GOE reduction for missing revolutions	Minimum 5 revs	GOE reduction for missing revolutions

MAXIMUM 1 STEP or 1 CHOREOGRAPHIC SEQUENCE		
STEP SEQUENCE	**Step Sequence to be called to maximum Level 1 (achieved through difficult steps & turns)**	
Required Element	**Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.**	
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	No Value	No value
CHOREOGRAPHIC SEQUENCE	**Choreographic Sequence to be called to maximum Level 1**	
	ChSq – Sequence must include 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with the first choreographed movement and ends with the last choreographed movement.	
	Minimum Requirements:	Penalty:
	Sequence must include 2 different movements and be clearly visible	No value

***All falls, both during and between elements will be identified and have a value.**

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2026-2027 STAR 9 Free Skate Technical Requirements Guide

July 2026

JUMPS										
Required Elements	**One solo single Axel (1A)**	**One Double Jump**	**One Jump Combination (Two Doubles, Eu not permitted)**							
Error	Wrong number of revs.	Wrong number of revs.	Two solo jumps, neither in combination.		Wrong number of revs.	The same jump may not be repeated in two separate jump boxes.		2A not permitted in jump combination		
Penalty	Element invalidated. Final GOE must be -5	Element invalidated. Final GOE must be -5	If unclear, add +COMBO to later performed jump. Final GOE must be -5		Jump that does not meet requirement is Invalid. Final GOE must be -5	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted). Final GOE must be -5		Double Axel is invalidated. Final GOE must be -5		
Examples	**2A***	2T+2T **1S*** 1A	1A **2Lo+COMBO** 2S **(fall on 2Lo)**	1A 2Lo **2S+COMBO**	**2Lz+1Lo***	2Lo **2Lz+2Lo*** 1A	2T+2Lo 1A **2T***	**2A*+2T (Final GOE -5)** 1A 2Lo		

SPINS All spins to be called to maximum Level 3				
Required Elements	**COMBINATION SPIN WITH CHANGE OF FOOT** No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions with at least 2 revs each = "V"		**SPIN IN ONE POSITION** Change of foot optional, No flying entry, Difficult variations permitted e.g. (C)USp, (C)LSp, (C)CSp, (C)SSp	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on each foot	No value	Must have at least 3 revs on one or both feet (if change of foot included)	No value
	At least two different basic positions must have at least 2 revs each	No value	There must be at least 2 revs in the intended basic position (on both feet if change of foot is included)	No value
Limitations	Flying entry is NOT permitted	No value	Flying entry is NOT permitted	No value
	Second change of foot is NOT permitted	No value	Second change of foot is NOT permitted	No value
Grade of Execution (GOE)	Minimum 4 revs on each foot	GOE reduction for missing revolutions	Minimum 5 revs (no change of foot) Minimum 4/4 revs (change of foot)	GOE reduction for missing revolutions

STEP SEQUENCE Step Sequence to be called to maximum Level 3		
Required Element	**Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.**	
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	No Value	No Value

***All falls, both during and between elements will be identified and have a value.**

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2026-2027 STAR 10 Free Skate Technical Requirements Guide

July 16, 2026

JUMPS

Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.

WBP Restrictions	**Maximum of six jump elements. Must include at least one Axel.**		**Must include at least three different Double Jumps**			**Maximum three jump combinations or two combinations and one sequence. May not contain more than two jumps. 1Eu may only be executed once.**		**Repeated jumps must be in combination or sequence. No jump included more than twice.**	
Error	Includes more than six jump elements.		Less than three different double jumps are attempted.			Includes more than 2 jumps in the jump combination or sequence.	Includes extra jump combination or sequence.	Repeated jump not in combination or sequence.	Jump included more than twice.
Penalty	Additional jump elements will be marked as Invalid. If only Axel jump is 7th element, the last two jump elements will be Invalid.		The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles. If the Axel is invalidated, it will still count for WBP.			Only the extra jump(s) will receive no value.	The first jump of the extra combo/sequence is counted and marked +REP.	Repeated jump will be marked as +REP and will not be considered as a combo attempt.	Only the jump(s) included more than twice will receive no value, even when in a jump combination or sequence.
Examples	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo **2S***	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo **2Lo*** **1A***	1A 2T+1T 2F+1T 1S 1Lz+1Lo **1Lz***	1F 1Lz 1F+1T **1A*** **2S+1Lo*** 2S	1A 1S 1F+1T 1Lo **1S*+1Lo*** **1Lz***	**2S+2Lo+1Lo***	1A+1T 2Lo+2Lo 2S+2T **1Lz+2T*+REP**	2S+2T 1A 2T **1A+REP** 2Lo 2Lz+2Lo	1A 2T+2T 2S **1F+2T*** 2Lz 2F+2Lo

SPINS All spins to be called to maximum Level 4

Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foot spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE.

	COMBINATION SPIN WITH CHANGE OF FOOT Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		**FLYING SPIN IN ONE POSITION** No change of foot, Difficult variations permitted e.g. FSSp, FCSp, FUSp, FLSp		**SPIN OF ANY NATURE** Flying entry optional, Difficult variations permitted, artistic or choreo spin not permitted	
WBP Restrictions	**Minimum Requirements:**	**Penalty:**	**Minimum Requirements:**	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	No value
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value		
Grade of Execution (GOE)	Minimum 5 revs on each foot	GOE reduction for missing revolutions	Minimum 5 revs	GOE reduction for missing revolutions	Minimum 5 revs	GOE reduction for missing revolutions

MAXIMUM 1 STEP OR 1 CHOREOGRAPHIC SEQUENCE

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STEP SEQUENCE Step Sequence to be called to maximum Level 4		
Required Element	**Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.**	
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	No Value	No Value
CHOREOGRAPHIC SEQUENCE Choreographic Sequence to be called to maximum Level 1		
	ChSq – Sequence must include 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with the first choreographed movement and ends with the last choreographed movement.	
	Minimum Requirements:	Penalty:
	Sequence must include 2 different movements and be clearly visible	No value

***All falls, both during and between elements will be identified and have a value.**

2026-2027 GOLD Short Technical Requirements Guide

July 16, 2026

JUMPS								
Required Elements	**One solo Axel (1A or 2A)**	**One Double (2Lo or higher) or Triple Jump**	**One Jump Combination (Two Doubles, Eu not permitted)**					
Error	Wrong number of revs.	Wrong number of revs.	Two solo jumps, neither in combination.		Wrong number of revs.	The same jump may not be repeated in two separate jump boxes. Exception: 2A may be repeated in combination.		
Penalty	Element invalidated. Final GOE must be -5	Element invalidated. Final GOE must be -5	If unclear, add +COMBO to later performed jump. Final GOE must be -5		Jump that does not meet requirement is Invalid. Final GOE must be -5	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted). Final GOE must be -5		
Examples	**1W***	2Lz+2T **1S*** 1A	2A **2Lo+COMBO** 2F (fall on 2Lo)	1A 2Lo **2S+COMBO**	**2Lz+1Lo***	2Lo **2Lz+2Lo*** 1A	2F+2Lo 1A **2F***	

SPINS All spins to be called to maximum Level 4				
Required Elements	**COMBINATION SPIN WITH CHANGE OF FOOT** No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions with at least 2 revs each = "V"		**SPIN IN ONE POSITION** Change of foot optional, No flying entry, Difficult variations permitted e.g. (C)USp, (C)LSp, (C)CSp, (C)SSp	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on each foot	No value	Must have at least 3 revs on one or both feet (if change of foot included)	No value
	At least two different basic positions must have at least 2 revs each	No value	There must be at least 2 revs in the intended basic position (on both feet if change of foot is included)	No value
Limitations	Flying entry is NOT permitted	No value	Flying entry is NOT permitted	No value
	Second change of foot is NOT permitted	No value	Second change of foot is NOT permitted	No value
Grade of Execution (GOE)	Minimum 5 revs on each foot	GOE reduction for missing revolutions	Minimum 6 revs (no change of foot) Minimum 5/5 revs (change of foot)	GOE reduction for missing revolutions

STEP SEQUENCE Step Sequence to be called to maximum Level 4		
Required Element	**Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.**	
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	Less than 2 difficult turns and steps executed on clean edges.
Penalty	No Value	No Value

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2026-2027 GOLD Free Skate Technical Requirements Guide

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JUMPS									
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.									
WBP Restrictions	**Maximum of six jump elements. Must include at least one Axel.**		**Must include at least four different Double and/or Triple Jumps. Of all triples, only two may be repeated**			**Maximum 3 jump combinations <u>or 2 combinations and 1 sequence</u>. Eu many only be executed once.**	**One jump combination or sequence may contain 3 jumps.**	**Repeated jumps must be in combination or sequence. No jump included more than twice.**	
Error	Includes more than six jump elements.		Less than four different double and/or triple jumps are attempted.			Includes extra jump combination or sequence.	Extra jump executed in more than one combination or sequence.	Repeated jump not in combination or sequence.	Jump included more than twice.
Penalty	Additional jump elements will be marked as Invalid. If only Axel jump is 7th element, the last two jump elements will be Invalid.		The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles/triples. If the Axel is invalidated, it will still count for WBP.			The first jump of the extra combo is counted and marked +REP.	Only the extra jump(s) will receive no value.	Repeated jump will be marked as +REP and will not be considered as a combo attempt.	Only the jump(s) included more than twice will receive no value, even when in a jump combination or sequence.
Examples	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo **2S***	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo **2Lo*** **2A***	1A 2F 1F+2T 1S+1Lo **1Lz*** 2Lo	1Lz 2F 3S< 1F **2F+1T*** **1A***	2A 1S 1F+1T 1Lo **1S*+1Lo*** **1Lz***	**1A+1A+SEQ** 2Lo+2Lo 2S+2T **1Lz+2T*+REP**	2T+2Lo **2F+1A+2T+SEQ** **2Lz+1Lo+2Lo***	2S+2T 1A 2T **1A+REP** 2Lo 2Lz+2Lo	1A 2T+2T 2S **1F+2T*** 2Lz 2F+2Lo

2026-2027 GOLD Free Skate Technical Requirements Guide

SPINS All spins to be called to maximum Level 4

Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foot spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE.

WBP Restrictions	**COMBINATION SPIN WITH CHANGE OF FOOT** Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		**FLYING CAMEL OR FLYING SIT SPIN** No change of foot, Difficult variations permitted e.g. FSSp or FCSp		**SPIN OF ANY NATURE** Flying entry optional, Difficult variations permitted, artistic or choreo spin not permitted	
	Minimum Requirements:	**Penalty:**	**Minimum Requirements:**	**Penalty:**	**Minimum Requirements:**	**Penalty:**
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	No value
	At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value		
Limitations			Flying Upright or Flying Layback performed	No value		
Grade of Execution (GOE)	Minimum 5 revs on each foot	GOE reduction for missing revolutions	Minimum 6 revs	GOE reduction for missing revolutions	Minimum 6 revs	GOE reduction for missing revolutions

MAXIMUM 1 STEP or CHOREOGRAPHIC SEQUENCE

STEP SEQUENCE Step Sequence to be called to maximum Level 4

Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and must fully utilize ice surface.

Step sequence is not visible, identifiable or does not fully utilize the ice surface. ·	Less than 2 difficult turns and steps executed on clean edges.
No Value	No Value

CHOREOGRAPHIC SEQUENCE Choreographic Sequence to be called to maximum Level 1

ChSq – Sequence must include 2 different skating movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with the first choreographed movement and ends with the last choreographed movement.

Minimum Requirements:	Penalty:
Sequence must include 2 different movements and be clearly visible	No value

***All falls, both during and between elements will be identified and have a value.**