

ANNEX 2: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2012

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2010 as well as ISU Communication No. 1649.

LADIES	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS	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 Lutz 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 Axel jump or solo 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 either double Axel or solo 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 (min. revolutions)	Flying spin (8)	Flying sit spin (8 – sit position in the air)		
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 (min. revolutions)	Spin combination with all 3 basic positions (sit, camel, upright or any variation thereof) and with only one change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with all 3 basic positions (sit, camel, upright or any variation thereof) and with only one change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with only one change of foot and at least one change of position (5/5). Min. 2 revs in position. No flying entry.	Spin combination with only one change of foot and at least one change of position (5/5). Min. 2 revs in position. No flying entry.
g) Step sequence	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)
Special Regulations			<ul style="list-style-type: none"> • 1 bonus point for one triple jump (neither underrotated nor downgraded) • 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) • 1 bonus point for one triple jump (neither underrotated nor downgraded) • 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	1.0	1.0
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The referee's scores and the scores of the candidate assigned for trial judging are not taken into account for results.			

LADIES	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS	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>
Spirals and Step Sequences	<ul style="list-style-type: none"> ● Max. one step sequence (straight line, circular or serpentine) ● Max. one spiral sequence (2 spiral positions each 3 seconds or 1 spiral position 6 seconds long). The spiral sequence will always be awarded fixed Base Value and is evaluated by Judges in GOE only. 	<ul style="list-style-type: none"> ● Max. one step sequence (straight line, circular or serpentine) 	<ul style="list-style-type: none"> ● Max. one step sequence (straight line, circular or serpentine) 	<ul style="list-style-type: none"> ● Max. one step sequence (straight line, circular or serpentine)
Special Regulations			<ul style="list-style-type: none"> ● 1 bonus point for one triple jump (neither underrotated nor downgraded) ● 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) ● 1 bonus point for one triple jump (neither underrotated nor downgraded) ● 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	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	1.5	1.5
Factor jumps 2nd half of program	1.1	1.1	1.1	1.1
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The referee's scores and the scores of the candidate assigned for trial judging are not taken into account for results.			

BEILAGE 3: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2012

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2010 as well as ISU Communication No. 1649.

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS	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 Lutz 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 Axel jump or solo jump in a) or b).	Jump combination consisting of one double and one triple jump or two triple jumps. May not repeat either Axel jump performed or solo jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat double Axel or solo jump in a) or b).	One jump combination consisting of two double jumps or one double and one triple jump. May not repeat double Axel or solo jump in a) or b).
d) Flying Spin	Flying spin with landing position different from the spin in one position in e) (8)	Flying sit spin (8 – sit position in the air)		
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).	Camel 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 all 3 basic positions (sit, camel, upright or any variation thereof) and with only one change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with all 3 basic positions (sit, camel, upright or any variation thereof) and with only one change of foot. No flying entry (6/6). Min. 2 revs in position.	Spin combination with only one change of foot and at least one change of position (5/5). Min. 2 revs in position. No flying entry.	Spin combination with only one change of foot and at least one change of position (5/5). Min. 2 revs in position. No flying entry.
g) Step sequence	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)
Special Regulations			<ul style="list-style-type: none"> • 1 bonus point for one triple jump (neither underrotated nor downgraded) • 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) • 1 bonus point for one triple jump (neither underrotated nor downgraded) • 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	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	1.0	1.0
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The referee's scores and the scores of the candidate assigned for trial judging are not taken into account for results.			

MEN	ELITE	JUNIOREN / SENIOREN B	NACHWUCHS	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 Sequences	<ul style="list-style-type: none"> ● Step sequence of a different nature, straight line, circular, or serpentine Max. 2 ● Second choreographic step sequence, in the order of execution, step sequence will always be awarded a fixed Base Value and evaluated by Judges in GOE only. 	Max. one step sequence (straight line, circular or serpentine)	Max. one step sequence (straight line, circular or serpentine)	Max. one step sequence (straight line, circular or serpentine)
Special Regulations			<ul style="list-style-type: none"> ● 1 bonus point for one triple jump (neither underrotated nor downgraded) ● 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) ● 1 bonus point for one triple jump (neither underrotated nor downgraded) ● 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	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	1.7	1.7
Factor jumps 2nd half of program	1.1	1.1	1.1	1.1
Trimming	None	None	None	None
Judging	Only judges' scores are taken into account for the results. The referee's scores and the scores of the candidate assigned for trial judging are not taken into account for results.			

BEILAGE 4: GENERAL REQUIRED ELEMENTS FOR THE SWISS CHAMPIONSHIPS 2012

In accordance with Special Regulations & Technical Rules, Single & Pair Skating and Ice Dancing 2010 as well as ISU Communication No. 1649.

Pairs	ELITE	JUNIOREN
Applicable rules	ISU Seniors	ISU Juniors
Program duration	Maximum 2.50 Min.	Maximum 2.50 Min.

SHORT PROGRAM		
a)	Any hip lift take-off (Group Three)	Toe loop hip lift-take-off (Group Three)
b)	Twist lift (double or triple)	Twist lift (double)
c)	Throw jump (double or triple)	Double or triple loop throw jump
d)	Solo jump (double or triple)	Double Lutz solo jump
e)	Pair spin combination with only one change of foot and at least one change of position (8 revs. in total)	Pair spin combination with only one change of foot and at least one change of position (8 revs. in total)
f)		
g)	Death spiral forward inside	Death spiral forward inside
h)	Step sequence (straight line, circular or serpentine)	Step sequence (straight line, circular or serpentine)
Special Regulations		
Deductions	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
General component factor	0.8	0.8
Trimming	None	None
Judging	Only judges' scores are taken into account for the results, excluding the referee.	

Pairs	ELITE	JUNIOREN	NACHWUCHS
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 2 twist lifts (there cannot be more than 4 lifts and twist lifts in total and if there are 2 twist lifts, these must be with different take offs.	Maximum of 1 twist lift	One Lutz 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 or solo spin combination (required revolutions: ten (10))	One solo spin or solo spin combination (min. 5 revs. in total or pair spin or pair spin combination (min. of five revs. in total).
g)	Maximum of 1 pair spin combination (required revolutions: eight (8))	Maximum of 1 pair spin or 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 2010. In other cases for the death spiral, there are no levels.
i)	Maximum of 1 spiral sequence. There must be at least two (2) spiral positions of each partner each 3 seconds long or only one (1) spiral position of each partner not less than six seconds long. The spiral sequence will always be awarded a fixed Base Value and evaluated by Judges GOE only.	Maximum of 1 spiral sequence There must be at least two (2) spiral positions of each partner each 3 seconds long or only one (1) spiral position of each partner not less than six seconds long. The spiral sequence will always be awarded a fixed Base Value and evaluated by Judges GOE only.	<ul style="list-style-type: none"> • Max. one spiral sequence with at least two (2) spiral positions with fixed Base value and GOE only. • Max one step sequence: serpentine, circular or straight line with full utilization of the ice surface.
Special Regulations			<ul style="list-style-type: none"> • Fall deduction = 0,5 • 1 bonus point for one 2A (neither underrotated nor downgraded) • 1 bonus point for one triple jump (neither underrotated nor downgraded) • Only features up to Level 3 will be counted
Deductions	According to ISU	According to ISU	According to ISU

Pairs	ELITE	JUNIOREN	NACHWUCHS
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	1.8
Factor jumps 2nd half of program	1.1	1.1	1.1
Trimming	None	None	None
Judging	Only judges' scores are taken into account for the results, excluding the referee.		