TEKNISKA REGLER 2026/2027 - ÖVERSIKT FÖR TEKNISK PANEL

SP	SENIOR WOMEN ISU SENIOR WOMEN	SENIOR MEN ISU SENIOR MEN
a)	2A or 3A	2A or 3A
b)	3-jump	3- or 4-jump
c)	3+2 or 3+3 jumps	3+2, 3+3, 4+2, 4+3 jumps
d)	FCSp, FSSp, FUSp, FLSp	FCSp, FSSp, FUSp, FLSp
e)	LSp, SSp, CSp	CSSp or CCSp
f)	CCoSp	CCoSp
g)	StSq	StSq
LEVELS	4	4
TIME	2 min 40 s +/-10 s	2 min 40 s +/-10 s

SP	JUNIOR/SENIOR NATIONELL WOMEN ISU JUNIOR WOMEN	JUNIOR/SENIOR NATIONELL MEN ISU JUNIOR MEN
a)	2A	2A or 3A
b)	2Lz or 3Lz	2Lz or 3Lz
c)	2+2, 3+2, 3+3 jumps	3+2 or 3+3 jumps
d)	FCSp	FCSp
e)	LSp or SSp	CSSp
f)	CCoSp	CCoSp
g)	StSq	StSq
LEVELS	4	4
SWE BONUS	**JUN:** 3S, 3T, 3Lo, 3F, 3Lz, 3A (2p/j, max 4p)	**JUN:** 3A (2p/j, max 2p)
TIME	2 min 40 s +/-10 s	2 min 40 s +/-10 s

SP	UNGDOM GIRLS ISU ADVANCED NOVICE GIRLS	UNGDOM BOYS ISU ADVANCED NOVICE BOYS
a)	1A or 2A	1A or 2A
b)	2- or 3-jump	2- or 3-jump
c)	2+2, 3+2 jumps, 2nd jump 2T or 3T only	2+2, 3+2 jumps, 2nd jump 2T or 3T only
d)	LSp or SSp	CSSp
e)	CCoSp	CCoSp
f)	StSq	StSq
LEVELS	3	3
STEPS	At least 2 difficult turns on clean edges for Level Basic. Forward outside counter and backward outside loop needed for feature 4	
SWE BONUS	**U13**: 2A, 3S, 3T, 3Lo, 3F, 3Lz (1p/j, max 2p) **U16**: 3S, 3T, 3Lo, 3F, 3Lz (1p/j, max 2p)	**UP:** 3S, 3T, 3Lo, 3F, 3Lz, 3A (1p/j, max 2p)
FALLS	No deduction for fall in elements, but fall is called, -0,5p for falls outside elements	
TIME	2 min 20 s +/-10 s	2 min 20 s +/-10s

FS	SENIOR, SVART ISU SENIOR	JUNIOR, SENIOR NATIONELL, GRÅ ISU JUNIOR	UNGDOM 13/16, RÖD ISU ADVANCED NOVICE
	Axel max 6 jumps max 2 jump combo/seq (max 1 three-jump combo/seq) (max 1 jump sequence) Spin combo (F)(C) Flying spin (one position) Choreo Spin StSq ChSq	Axel max 6 jumps max 2 jump combo/seq (max 1 three-jump combo/seq) (max 1 jump sequence) Spin combo (F)(C) Flying spin (one position) Choreo Spin ChSq	Axel max 5 jumps max 2 jump combo/seq (max 1 three-jump combo/seq) (max 1 jump sequence) CCoSp FCSp (one position) ChSq
FALLS NOVICE			No deduction for fall in elements, but fall is called -0,5 p for falls outside elements
JUMPS	2-,3-,4-jumps can be done twice, third is (*). The same type of jump independent of revolutions can only be included three times.		1-,2-,3-jumps can be done twice, third is (*), no 4-jumps allowed. The same type of jump independent of revolutions can only be included two times.
ELEMENTS	11	10	8
LEVELS	4	4	3
TIME	4 min +/-10 s	3 min 30 s +/- 10 s	ISU: 3 min +/-10 s RÖD: 2 min 20 s - 3 min 10 s
SWE BONUS	**No bonus for:** **Senior** **SYSTEM 2: Svart, Grå, Röd, Blå** **Variety bonus applies for Röd, Blå**	**JUN LADIES**: 3S, 3T, 3Lo, 3F, 3Lz, 3A **JUN MEN**: 3A, 4 -jumps **JUN:** 2p/jump, max 6p	**U13**: 2A, 3S, 3T, 3Lo, 3F, 3Lz **U16**: 3S, 3T, 3Lo, 3F, 3Lz **UP**: 3S, 3T, 3Lo, 3F, 3Lz, 3A **U:** 1p/jump, max 4p (variety bonus is separate)

FS	BLÅ ISU INTERMEDIATE NOVICE	GRÖN = System 1 ISU BASIC NOVICE (Interclub)
	Axel max 5 jumps max 2 jump combo/seq (max 1 jump sequence) (only two jumps in combo) Spin combo (C) (C: max 1 lvl/foot) Spin one position (F)(C) StSq	Axel max 5 jumps max 2 jump combo/seq (max 1 jump sequence) (only two jumps in combo) Spin combo (F)(C) (C: max 1 lvl/foot) Spin one position (max lvl B, no DV for 6 revs) StSq
JUMPS	Only one 1-jump & one 2-jump can be done twice, additional is (*). No 3-, 4-jumps allowed.	
STEPS	Must include at least 1 skating movement, if not = No level At least 2 clean difficult turns for Level Basic. Feature 3 and 4 will not be given	
ELEMENTS	8	8
LEVELS	2	2 (Grön = Inga levels)
TIME	BLÅ: 2 min 20 s till 3 min 10 s ISU: 3 min +/- 10 s	GRÖN: 2 min 30 s +/- 10 s ISU: 2 min 30 s +/- 10 s
FALLS	No deduction for fall in elements, but fall is called, -0,5p for falls outside elements	No deduction for fall in elements, but fall is called, -0,5p for falls outside elements GRÖN: No fall deductions

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ÖVRIGT SP+FS:

- (F) = Hoppingång är tillåten, men inte ett krav. (C) = Fotbyte är tillåtet, men inte ett krav. • Det måste vara olika förkortningar på piruetterna i programmen.
- Bonus svenska tävlingar: Hopp utan e, <, <<, (*). ~~Trippelhopp som andra eller tredje hopp i kombination eller -sekvens ger ytterligare 1 bonuspoäng, om maxgräns ej nåtts. Bonus ges ej för 1+3 eller 1+1+3.~~

ÖVRIGT

- Bonus ISU-tävl Adv Nov: En 2A=1p, ett 3-hopp=1p, utan <, <<, e, (*), fall. Max 2p

ÖVRIGT FS

- Bonus ISU-tävl Advanced Novice: En 2A=1p, ett 3-hopp=1p, ett annat 3-hopp=1p, utan <, <<, e, (*), fall. Max 3p