

2024-2025 STAR 2 Free Skate Technical Requirements Guide

JUMPS				Maximum Five I	Required (5) J	ump Eleme	ents				
Required Jump Elements	Single Salcho	w	Sin	gle Toe Loop	Single	e Loop Single Flip OR Single Lutz				Waltz Jump + Single Toe Loop Combination	
STAR 2 WBP Restrictions			Count	all required jump elemen	ts that have bee	n completed,	regardless of the orde	r of execution			
Error	Includes more than five jump elements.	Required j element is		Incorrect element is included.	Second jump con included.	mbination	Single Axel or Double Jump included.	5 1 1		Less than required five jump elements.	
Penalty	Additional elements will be marked as Invalid Element.	lements The second executed Incorrect element is element will be marked as Invalid reference in the second executed is the second executed executed is the second executed exe			The element not requirements is Invalid Element.	marked as	Single Axel or Double Jump is marked as Invalid Element.	The sequence Invalid Elemen		No penalty.	
Examples	1Lo 1T 1Lz 1W+1T 1F – Invalid Element 1S	1S 1S 1 1T 1T 1 1F 1W - Invalid Element 1 1W+1T 1F 1			1F 1W+1T 1T 1Lo+1Lo – Inva 1S	lid Element	1S 1A – Invalid Element 1Lz 1W+1T 1T	1W+1T- Inva (executed as 1Lo 1S 1F 1T		1Lo 1S 1T 1F	
SPINS				Maximum	Two (2) Spin	Elements					
Required Spin Elements	BACKWARD UPRIGHT SPIN e.g. BUSp						SIT	SPIN or CAME e.g. SSp or CS			
STAR 2 WBP Restrictions	Consider the first exect 1. Check for BUSp 2. If no BUSp, check f 3. If spin does not me	or CSp or S	•	element is marked as Inva	alid Element	 Check f If no Bl 	e second executed spi for BUSp JSp, check for CSp or Si does not meet either ci	Sp	nent is marked	l as Invalid Element	
Error	Skater includes more tha elements.	an two spin	•	eats a required spin e. same code).		Skater includes an incorrect spin element within program a flying entry, difficult variations o a backward entry.				udes less than the pin elements	
Penalty	Any additional spin elem be marked as Invalid Eler			l executed element will be Invalid Element.		The incorrect element will be marked as Invalid Element. marked as Invalid Element.			No penalty	Ι.	
Examples	BUSp CSp FUSp – Invalid Element	:	SSp BUSp BUSp – Inv	valid Element	BUSp CoSp – Invali	d Element	BUSp FCSp – Invalid E l	ement	BUSp		
FORWARD SPIE	RAL SEQUENCE & FO	RWARD	TURN SEC	UENCE							
Required Elements							rn Sequence – Forward nside S Step (i.e. step fo			ard Crosscut +	
Error	Skater includes additional TurnSkater includes less than the requiredSequence or Forward SpiralTurn Sequence or Spiral SequenceSequence element.element.				Forward Spira	I Sequence cor	ntains a supported or ba	ckwards spiral.		forms less than 4 s of forward turn	
Penalty	Additional elements will as Invalid Element.	be marked	No penalty		Forward Spira	ll Sequence wil	l be marked as an Invalio	d Element.		uce assessment by one rom a Gold to a Silver).	



2024-2025 STAR 3 Free Skate Technical Requirements Guide

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JUMPS											
STAR 3 WBP Restrictions	Maximum of five j Must include at least o		Must include five different types of single jumps.	No Double Jumps permitted		Maximum Dne jump cor		mp combina on must be		combination. No	mps must be in jump included more n twice.
Error	Includes more than five jump elements.	Waltz Jump or Single Axel jump not included.	Less than five different types of jump are included.	Double jump included.	result of	quence ; planned or jump error (i. execute 2 nd	cor	ludes third nbination.	1Lo+1Lo not included	Repeated jump not in combination.	Jump included more than twice.
Penalty	Extra jump elements will be marked as Invalid Element. If only Axel typ- jump is 6 th element, the last two elements will be marked Invalid Element.	executed element will be marked as	The last repeated jump element type is marked as Invalid Element. Waltz and Axel are considered same type.	Jump element is marked as Invalid Element.	as Invali skater fa and exec	uence is marka d Element. If ills on first jun cutes 2 nd jump ump is ignored	con np ma o, Inv. d. Ele 1Lc cou reg the	e extra jump nbo is rked as alid ment. 0+1Lo will int ardless of order of ecution.	Reduce assessment of last executed combination by one level. If no combination included, reduce last executed jump element by one level	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.
Examples Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.	1Lo+1Lo 1W 1Lz 1S+1T 1F 1S**	1Lo+1Lo 1T 1Lz 1F+1T 1S**	1A 1Lo+1Lo 1A+1T 1F 1T**	1Lz 2S** 1Lo+1Lo 1A 1F+1T	1Lz+1A* (done as sequence 1Lo+1Lo 1W 1F 1T	1A e) 1Lo+1Lo	o 1Lo	+1T +1T** >+1Lo	1W 1S+1T 1F 1Lz 1Lz+1Lo (reduce element assessment one level)	1A 1S+1T 1A* 1Lo+1Lo 1F *Reduce element assessment one level	1A 1F+1Lo** 1S 1Lo+1Lo 1T
SPINS			Maxii	mum Two (2	2) Spin E	lements					
Required Spin Elements	BAC	CKWARD UPRIGHT S e.g. BUSp				Must		e at least on Change of F	ATION SPIN e camel and one pot Optional, No p or CCoSp	sit position Difficult Variatior	15
STAR 3 WBP Restrictions	Consider the first execut If spin does not mee the element is mark	et criteria for either re	equired spin element,			executed spir meet criteria f		r required sp	in element, the el	ement is marked as	Invalid.
Error	than two spin relements.	kater repeats a equired spin :lement (i.e. same ode).	Skater includes an incorrect spin element within program.	Skater inclu flying entry variations o backward e	/, difficult or a	CoSP/CCoSp and sit positi attempted o changes feet	ion not r skater	Either sit c camel not attempted	and sit	Less than 3 revs on one foot in CCoSp.	Skater includes less than the required spin elements
Penalty	elements will be en arked as Invalid v Element. v	he second xecuted element vith same code vill be marked as nvalid Element.	The incorrect element will be marked as Invalid Element.	The spin el will be mar Invalid Eler	ked as	The element marked as Ir Element.		Element rating no higher tha Bronze	rating no	Foot with less than 3 revs is ignored	No penalty.
Examples	BUSp C	CoSp	BUSp	BUSp		BUSp				CoSp	BUSp



Penalty

Additional elements will be marked as

Invalid Element.

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Skate Canada Patinage Canada	2024-2025 STAR 3 Free Skate Technical Requirements Guide October 2024								
	CoSp FUSp – Invalid Element	BUSp BUSp – Invalid Element	CSp – Invalid Element	FCCoSp – Invalid Element	CoSp/CCoSp – Invalid Element				
FORWARD SPI	RAL SEQUENCE								
	Two forward spirals with one spiral on each foot, unsupported position; on either inside or outside edge.								
Error	Skater includes additional Forward SpiralSkater does not include required ForwardThe Forward Spiral Sequence contains a supported or backwards spiral.Sequence element.Spiral Sequence element.The Forward Spiral Sequence contains a supported or backwards spiral.								

No penalty.

The Forward Spiral Sequence element will be marked as Invalid Element.



2024-2025 STAR 4 Free Skate Technical Requirements Guide

JUMPS						-		BONUS: C	only one 1A receiv	ves a bonus
STAR 4 WBP Restrictions	Maximum of five j Must include at lea		Must include five different types of single jumps.	No Dou Jump permitt	s On		wo jump comb bination must		Repeated jumps must be in combination. No jump included more than twice.	
Error	Includes more than five jump elements.	Single Axel jump not included. Waltz jump does not count.	Less than five different types of jump are included.	Double jump included	Jump sequence included; planned or result of jump error (i.e. fall and execute 2 nd jump)		Includes third combination.	1Lo+1Lo not included	Repeated jump not i combination.	n Jump included more than twice.
Penalty	Extra jump elements wi be marked as Invalid Element. If only Axel type jump is 6 th element the last two elements will be marked Invalid Element.	executed element will be	The last repeated jump element type is marked as Invalid Element. Waltz and Axel are considered same type.	Jump element marked i Invalid Element	as skater falls on and executes	nent. If first jump 2 nd jump,	The extra jump combo is marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.	Reduce assessment of last executed combination by one level. If no combination included, reduce last executed jump element by one level	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.
Examples Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.	1Lo+1Lo 1W 1Lz 1S+1T 1F 1S**	1Lo+1Lo 1T 1Lz 1F+1T 1S**	1A 1Lo+1Lo 1A+1T 1F 1T**	1Lz 2S** 1Lo+1Lo 1A 1F+1T	1Lz+1A** (done as sequence) 1Lo+1Lo 1W 1F 1T	1Lz 1A 1Lo+1Lo 1F (fall, ignore 2 nd jump) 1S	1A+1T 1F+1T** 1Lo+1Lo	1W 1S+1T 1F 1Lz 1Lz+1L0 (reduce element assessment one level)	1A 1S+1T 1A* 1Lo+1Lo 1F *Reduce element assessment one level	1A 1F+1Lo** 1S 1Lo+1Lo 1T
SPINS			Max	imum T	ˈwo (2) Spin Ele	ments				
Required Spin Elements	В	ACKWARD UPRIGH e.g. BUSp	r spin				ist include at le itry Only, Chan	OMBINATION SPIN east one camel and one ge of Foot Optional, N e.g. CoSp or CCoSp		
STAR 4 WBP Restrictions	•	ited spin: meet criteria for ei ment is marked as			Consider the secon If spin does not r			quired spin element,	the element is mark	ed as Invalid.
Error	more than two req	ter repeats a uired spin element . same code).	Skater includes an incorrect spin element within program.		Skater includes a flying entry, difficul variations or a backward entry.		on not car d or skater att	her sit or Both camel nel not sit attempte empted only one attained	d, revs on one	Skater includes less than the required spin elements
Penalty	spin elements will ele be marked as coc	e second executed ment with same le will be marked as alid Element.	The incorrect element will be marked as Invalid Element.		The spin element will be marked as Invalid Element.	The element.	s Invalid rat hig	ment Element rati ing no no higher th her than Silver onze	-	No penalty.
Examples	CoSp BU FUSp – Invalid BU	oSp Sp Sp – Invalid ment	BUSp CSp – Invalid Elem		BUSp FCCoSp – Invalid Element	BUSp CCoSp – Element			СоЅр	BUSp



2024-2025 STAR 4 Free Skate Technical Requirements Guide

FORWARD SPIR	AL SEQUENCE		
	Two forward spirals with one spiral on each	foot, unsupported position; on either inside or o	outside edge.
Error	Skater includes additional Forward Spiral Sequence element.	Skater does not include required Forward Spiral Sequence element.	The Forward Spiral Sequence contains a supported or backwards spiral.
Penalty	Additional elements will be marked as Invalid Element.	No penalty.	The Forward Spiral Sequence element will be marked as Invalid Element.



2024-2025 STAR 5 Free Skate Technical Requirements Guide

JUMPS										
Jumps are con	sidered in orde	r of execution	. If an extra ju	ump(s) is execut	ed, only the indivi	dual jump that is	not according to re	quirements wil	l have no value	•
STAR 5 WBP Restrictions	Maximum of five jump elementsMust include at least one Axel (1A)Includes more than five jump elements.Axel jump not included. 			Maximum two do Cannot be in com repeated.		Maximum two jui combinations	np	Repeated jumps must be in combination. No jump included more than twice.		
Error			A waltz jun meet the r	np does NOT equirement,	Repeated double jump.	Double jump included in combination.	Error after 1 st jump that leads to combination not meeting definition.	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. I only Axel jump is 6 th element, the last two elements will be Invalid.				The second repeated double jump is marked as Invalid.	Only the double jump is marked as Invalid.	Element marked +COMBO at error and 2 nd jump invalid	The first jump of the extra combo is counted and marked +REP.	Jump will be marked as +REP.	Jumps included more than twice will be Invalid.
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	1A+1T 1Lo+1Lo 1F+1T*+REP	2S 1A 2T 1A+REP 1Lo+1T	1A 1Lo+1Lo 2S 1F+1Lo* 2T

SPINS All sp	pins to be called to maximum Level B						
Four situation	ns where "V" sign is awarded: 1. Step over,	no clear visible jump in flying spins; 2	2. Only 2 basic positions in any spin comb	ination; 3. Less than 3 revs on one foot			
in any change	e of foot spin; 4. Not reaching a basic positi	on 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 erro	rs will be reflected in GOE.						
WBP Restrictions	COMBINATION SPIN No flying entry, No difficult variations, e.g. CoSp or CCoSp	Change of foot optional	SIT SPIN or CAMEL SPIN Flying entry optional, No change of foot, No difficult variations 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			
	Difficult variations are NOT permitted	Difficult variations 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 "Less than required revolutions"	Minimum 4 revs	GOE reduction for "Less than required revolutions"			



SPIRAL SEQUENC	SPIRAL SEQUENCE Spiral Sequence to be called to maximum Level B										
	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.										
	or Sustained position with knee and Spirals separated by other elements foot <u>at or</u> below hip on one or both (i.e. jump or spin) foot spirals										
Penalty	No value	No Value	No Value	No value							



STAR 6 WBP Restrictions	Maximu jump ele Must inc least one	ments. Iude at	Must incl least one Double Ju		May only repeat one jump 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.		combinations (no jump sequences) or error in execution of combination.		Jump combinations may contain no more than two jumps	reneated	No jump may be included more than twice	
Penalty	lf only Ax 6 th eleme	s will be as Invalid. kel jump is ent, the elements	attempte executed jump will marked a If the Axe invalidate	d, the last single be s Invalid. el is			Error after 1 st jump that leads to combination not meeting definition will be called: 1st jump +COMBO + 2 nd jump*	If the number of combos is more than 2, or if there is a jump sequence, only the 1 st jump is counted and marked with +REP	Only the extra jump(s) will receive no	jump, if not in combo will be identified as +REP and will	Only the jump(s) included more than twice will receive no value, even when in a jump combo	
Examples	2T 1Lz	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		2F 1A+2T 2Lo	1A 2S 2T 2T+2T* 1F+1Lo

All spins to be called to maximum Level B SPINS 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 SIT SPIN or CAMEL SPIN WBP No flying entry, Difficult variations permitted Flying entry optional, No change of foot, No difficult variations Restrictions e.g. CCoSp 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 No value Of those 3 revs, there must be at least No value must have at least 2 revs each 2 revs in the intended basic position



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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 permitted	Maximum Level B	Difficult variations are NOT permitted	Difficult variations attempted – No
				value
Grade of	Minimum 3 revs on each foot	GOE reduction for "Less than	Minimum 4 revs	GOE reduction for "Less than required
Execution		required revolutions"		revolutions"
(GOE)				

SPIRAL OR ST	EP SEQUENCE All SpS	q or StSq to be	called to maximum Level B		
	SpSq – At least two spira one spiral on each foot, The first two performed	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. <u></u>			
Error	below hip on one or both spirals	Spirals separated by other elements (i.e. jump or spin)	•	Step sequence is not visible, identifiable or does not fully utilize the ice surface.	
Penalty	No value	No Value	No Value	No value	No Value



2024-2025 STAR 7 Free Skate Technical Requirements Guide

JUMPS										
Required Elements	One solo Axel (1A) (2A not permitted)	One Double Jump		One Jump Combination (One Double and One Single / Two Doubles)						
Error	Wrong number of revs.	Wrong number of revs.	Two solo jum combo.	nps, neither in	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.			No second jump.	
Penalty	No value	No value	Benefit to skater where to No add +COMBO		No value	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 2T+2Lo 1A*+2T 1Lz+2Lo* 1A 1A 1A 2T* 2Lo		1Lz+COMBO (GOE must be -5) 1A 2T		

SPINS All spins	to be called to maximum Level B					
	COMBINATION SPIN WITH CHANGE O	F FOOT	FLYING SIT SPIN or FLYING CAMEL SPIN			
Required	No flying entry, Difficult variations pe	rmitted	No change of foot, Difficult variations	permitted		
Elements			e.g. FSSp or FCSp			
	Only 2 basic positions = "V"		Stepping over/no clear visible jump =	"V"		
	Minimum Requirements:	Penalty:	Minimum Requirements:	Penalty:		
	Must have at least 3 revs on each	No value	Must have at least 3 revs	No value		
	foot					
	At least two different basic positions	No value	Of those 3 revs, there must be at least No value			
	must have at least 2 revs each		2 revs in the intended basic position			
Limitations	Difficult variations are permitted	Maximum Level B	Difficult variations are permitted Maximum Level B			
	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	Minimum 4 revs on each foot	GOE reduction for "Less than required	Minimum 5 revs	GOE reduction for "Less than required		
Execution (GOE)		revolutions"		revolutions"		

STEP SEQUENCE	Step Sequence to be called to maximum Level B
Required	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 (e.g. straight
Element	line, serpentine, circle, oval, or similar shape).
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface
Penalty	No Value

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

July 2024



JUMPS								
Jumps are con	sidered in orde	er of execution. If	an extra jump(s)) is executed, only the indi	vidual jump that is not	according to requiren	nents will have no v	alue.
WBP Restrictions	Maximum o elements. N least one A	Aust include at	Must include at Double Jumps	Aust include at least two different two		np combinations or one sequence. than two jumps.	Repeated jumps must be in combination. No jump included more than twice.	
Error	Includes mo elements.	ore than six jump	Less than two di attempted.	ess than two different double jumps are اr attempted. در		Includes extra jump combination or sequence.	Repeated jump not in combination.	Jump included more than twice.
Penalty	will be marked as Invalid. If only Axel jump is 7 th invalidations will equal the number of		The third jump of the combination/sequenc e will be marked as Invalid.	The first jump of the extra combo/seq. is counted and marked +REP.	will be marked as	Jumps included more than twice will be marked as Invalid.		
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 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	Difficult variations permitted, Flying entry		FLYING SPIN IN ONE POSI No change of foot, Difficu e.g. FSSp, FCSp, FUSp, FLS	It variations permitted	SPIN OF ANY NATURE Flying entry optional, Difficult variations permitted		
	Minimum Requirements:	Penalty:	Minimum Requirements:		Minimum Requirements:	Penalty:	
	basic positions must have at least 2 revs each		Must have at least 3 No value revs		All spin codes must be different	No value	
			Of those 3 revs, there No value must be at least 2 revs in the intended basic position				
Limitations	Difficult variations permitted		Difficult variations permitted		Difficult variations permitted	Maximum Level B	



2024-2025 STAR 8 Free Skate Technical Requirements Guide

Grade of	Minimum 4 revs on each	GOE reduction for "Less	Minimum 4 revs	GOE reduction for "Less	Minimum 5 revs	GOE reduction for "Less
Execution (GOE)	foot	than required		than required		than required
		revolutions"		revolutions"		revolutions"

CHOREOGRAPHIC	C SEQUENCE Choreographic Sequence to be called to maximum <u>Level 1</u>	
	ChSq – Sequence must include 2 different movements like spirals, arabesqu clearly visible. Sequence commences with first skating movement and conc	es, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be udes with preparation to next element (if not last element of program).
	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.



2024-2025 STAR 9 Free Skate Technical Requirements Guide

October 2024

JUMPS											
Required Elements	One solo Axel (1A or 2A)	One Double Jump	-	One Jump Combination (Two Doubles)							
Error	Wrong number of revs.	Wrong number of revs.	Two solo jump combination.	s, neither in	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.			No second jump.		
Penalty	No value	No value	Benefit to skater where to add N +COMBO		No value	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted)			Final GOE must be -5		
Examples	1W*	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*	1A*+2T 1A 2Lo	2Lz+COMBO (GOE must be -5) 1A 2T		

SPINS All spi	ins to be called to maximum Level 3					
Required Elements	COMBINATION SPIN WITH CHANGE O No flying entry, Difficult variations pe e.g. CCoSp Only 2 basic positions = "V"	rmitted	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	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 No value intended basic position (on both feet if change of foot is included)			
Limitations	Difficult variations are permitted	Maximum Level 3	Difficult variations are permitted	Maximum Level 3		
	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 "Less than required revolutions"	Minimum 6 revs (no change of foot) Minimum 5/5 revs (change of foot)	GOE reduction for "Less than required revolutions"		

STEP SEQUENCE	Step Sequence to be called to maximum Level 3
Required	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 (e.g. straight
Element	line, serpentine, circle, oval, or similar shape).
Error	Step sequence is not visible, identifiable or does not fully utilize the ice surface
Penalty	No Value



2024-2025 STAR 10 Free Skate Technical Requirements Guide

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JUMPS									
Jumps are con	sidered in ord	er of execution. If a	ın extra jun	np(s) is execut	ted, only the in	dividual jump that is no	ot according to requirem	ents will have no v	alue.
WBP Restrictions		of six jump Must include at xel.	Must include at least three different			Maximum three jump of combinations and one May not contain more	sequence.	Repeated jumps must be in combination. No jump included more than twice.	
Error	Includes more than six jump elements.				two jumps in the jump	Includes extra jump combination or sequence.	Repeated jump not in combination.	Jump included more than twice.	
Penalty	be marked Axel jump	jump elements will as Invalid. If only is 7 th element, the ements will be	marked as invalidatio missing att	marked as Invalid. The number of nvalidations will equal the number of missing attempted different doubles. f the Axel is invalidated, it will still		The third jump of the combination will be marked as Invalid.	The first jump of the extra combo/sequence is counted and marked +REP.		Jumps included more than twice will be marked as Invalid.
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*		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									
in any change of	-		ble jump in flying spins; 2. st 2 revs on one foot in a o						
Restrictions	No change of foot. Difficult variations permitted Flying entry optional. Difficult variations								
	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	Spin in one position with change of foot, no basic for at least 3 revs on one foot	"V" awarded			
Grade of Execution (GOE)		GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"			



CHOREOGRAPHIC	C SEQUENCE Choreographic Sequence to be called to maximum <u>Level 1</u>						
	Sq – Sequence must include 2 different movements like spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be						
	clearly visible. Sequence commences with first skating movement and conc	udes with preparation to next element (if not last element of program).					
	Minimum Requirements:	Penalty:					
	Sequence must include 2 different movements and be clearly visible	No value					



JUMPS											
Jumps are con	sidered in or	der of executior	n. If an ext	tra jump(s)	is executed,	only the indi	vidual jump that is r	not according to req	uirements will have	e no value.	
WBP Restrictions	elements	n of seven jump ude at least one	iviust include at least four different Double		Maximum 3 jump combinations <u>or 2</u> combinations and 1 sequence.		One jump combo/seq may have 3 jumps.	Repeated jumps must be in combination. No jump included more than twice.			
Error	Includes r jump elen		attempted.		Includes extra jump combination or sequence.	Error after 1 st or 2 nd jump	Extra jump executed in more than one combination or sequence	Repeated jump not in combination	Jump included more than twice.		
Penalty	will be ma If only Ax element,			the extra combo is counted and	Combo/seq doesn't meet definition and will be called +COMBO/SEQ+2 nd jump as applicable	(Euler will be called clean or <<	Repeated jump will be marked as +REP.	Jumps included more than twice will be marked as Invalid.			
Examples	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo 2Lo 2S*	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo 1S 2Lo* 2A*	1A 2F 1F+2T 1Lo 1S+1Lo 1Lz* 2Lo	1Lz 1Lo 2F 2S< 1F 2F+1T* 1A*	1A 1S 1F 1F+1T* 2Lo+1Lo* 2Lo 1Lz*	1	1A+1Eu+2S 2Lo+2Lo 2S+2T 1Lz+2T*+REP	1A 2F+COMBO+2T*	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

SPINS All spins to be called to maximum Level 4									
in any change o		ng a basic position for a			in any spin combination; 3. a change of foot. Maximum o				
WBP Restrictions	COMBINATION SPIN W Difficult variations per optional e.g. (F)CCoSp		FLYING CAMEL OR FLYII No change of foot, Diffi e.g. FSSp or FCSp	NG SIT SPIN cult variations permitted	SPIN OF ANY NATURE Flying entry optional, Difficult variations 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	Spin in one position with change of foot, no basic for at least 3 revs on one foot				



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Limitations			Flying Upright or Flying Layback performed	No value		
Grade of	Minimum 5 revs on	GOE reduction for	Minimum 6 revs	GOE reduction for "Less than	Minimum 6 revs	GOE reduction for "Less
Execution	each foot	"Less than required		required revolutions"		than required revolutions"
(GOE)		revolutions"				

STEP SEQUENCE Step Sequence to be called to maximum Level <u>4</u>								
	Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and	Minimum	Penalty:					
	identifiable and must_fully utilize ice surface (e.g. straight line, serpentine, circle, oval, or similar	Requirements:						
	shape).	Step sequence is not	No value					
		visible, identifiable or						
		does not fully utilize the						
		ice surface						

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