

2027 National Dances

Level	Dance	Tempo	Rhythm/Style
Promotional Tots	Straight Waltz	120 BPM	3/4 Waltz
	Skaters March	100 BPM	4/4 March
Primary	Baby Blues	88 BPM	4/4 Blues
	Split Folk	100 BPM	2/4 Folk
Juvenile	Southland Swing	92 BPM	4/4 Blues or Foxtrot
	Denver Shuffle	100 BPM	2/4 Polka
Preliminary	Manchester Foxtrot	92 BPM	4/4 Foxtrot
	Casino March	100 BPM	4/4 March
Intermediate	Manhattan Blues	92 BPM	Modern Medley
Advanced	Keats Foxtrot	96 BPM	Swing Medley
Masters – Basic	Monterey Tango	100 BPM	4/4 Tango
	Bounce Boogie	100 BPM	Modern Medley
Masters – Intermediate	Delicado	100 BPM	4/4 Schottische
	Siesta Tango	100 BPM	4/4 Tango
Masters – Advanced	Manhattan Blues	92 BPM	4/4 Blues
	Association Waltz	132 BPM	3/4 Waltz

2027 National Dances – Reference Manuals

Level	Dance	Tempo	Rhythm/Style	Dance Book
Promotional Tots	Straight Waltz	120 BPM	3/4 Waltz	WS
	Skaters March	100 BPM	4/4 March	WS
Primary	Baby Blues	88 BPM	4/4 Blues	NWS
	Split Folk	100 BPM	2/4 Folk	WS
Juvenile	Southland Swing	92 BPM	4/4 Blues or Foxtrot	NWS
	Denver Shuffle	100 BPM	2/4 Polka	WS
Preliminary	Manchester Foxtrot	92 BPM	4/4 Foxtrot	NWS
	Casino March	100 BPM	4/4 March	NWS
Intermediate	Manhattan Blues	92 BPM	Modern Medley	WS
Advanced	Keats Foxtrot	96 BPM	Swing Medley	WS
Masters – Basic	Monterey Tango	100 BPM	4/4 Tango	NWS
	Bounce Boogie	100 BPM	Modern Medley	NWS
Masters – Intermediate	Delicado	100 BPM	4/4 Schottische	NWS
	Siesta Tango	100 BPM	4/4 Tango	WS
Masters – Advanced	Manhattan Blues	92 BPM	4/4 Blues	WS
	Association Waltz	132 BPM	3/4 Waltz	NWS

Masters dances to be confirmed with NZ

National Solo Dance - Compulsory**Promotional Tots**

Straight Waltz	120 Waltz	3/4	4 sequences
Skaters March	100 March	4/4	4 sequences

Primary

Baby Blues	88 Blues	4/4	4 sequences
Split Folk	100 Folk	4/4	4 sequences

Juvenile

Southland Swing	92 Foxtrot	4/4	4 sequences
Denver Shuffle	100 Polka	4/4	4 sequences

Intermediate – See Style and Free Dance

Advanced – See Style and Free Dance

Masters - Basic

Monterey Tango	100 Tango	4/4	4 sequences
Bounce Boogie	100 Boogie	4/4	4 sequences

Masters.- Intermediate

Delicado	100 Schottische	4/4	4 sequences
Siesta Tango	100 Tango	4/4	4 sequences

Masters – Advanced

Manhattan Blues	88 Blues	4/4	4 sequences
Association Waltz	120 Waltz	3/4	4 sequences

Promotional Tots Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Tots)

2 minutes 15 seconds +/- 10 seconds		
Travel	Dance No Hold	Choreo Poses
Max Level 1 Max 15 seconds	Max Level 1 Max 40 seconds	2

- Basic Footwork: Inside Three Turn / Outside Three Turn / Open Mohawk / Travel (1 clockwise and 1 anticlockwise allowed, only 1 will be counted towards the level).
- Body Movements (high, medium, or low)
- Four different skating elements must be confirmed to achieve Level 1, and 1 body movement must be presented by both skaters.

Primary Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Mini Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Hold	Dance No Hold	Travel	Choreo Lift or Pose or Stop
Max Level 1 Max 40 secs	Max Level 1 Max 30 secs	Max Level 1 Max 15 secs	1

- Basic Footwork: Inside Three Turn / Outside Three Turn / Open Mohawk / Travel (1 clockwise and 1 anticlockwise allowed, only 1 will be counted towards the level).
- Body Movements (high, medium, or low).
- Four different skating elements must be confirmed to achieve Level 1, and 1 body movement must be presented by both skaters.
- Note: Skaters can present a Choreo Lift or Choreo Pose or Choreo Stop

Juvenile Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 30 seconds +/- 10 seconds				
One Partner	Dance No Hold	Travel	Rotational Lift	Choreo Stop
Max Level 2 Max 25 secs	Max Level 2 Max 30 secs	Max Level 2 Max 15 secs	Max Level 1	Yes Max 15 secs

Preliminary Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 45 seconds +/- 10 seconds				
One Partner	Dance No Hold	Travel	Rotational Lift	Choreo Stop
Max Level 2 Max 25 secs	Max Level 2 Max 30 secs	Max Level 2 Max 15 secs	Max Level 2	Yes Max 15 secs

Intermediate Couples Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth Intermediate)

3 minutes +/- 10 seconds				
Rhythm	Pattern Dance	Dance Hold Footwork	One Set Cluster	Stationary Lift
Modern Medley	Manhattan Blues 1 sequence	Max Level 2 Max 40 secs	No Hold Max Level 2	Max Level 2

Intermediate Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth Intermediate)

3 minutes 15 seconds +/- 10 seconds				
One Partner Footwork	Dance No Hold	Travel	Choreo Stop	Rotational Lift
Max Level 2 Max 25 secs	Max Level 2 Max 40 secs	Max Level 2 Max 15 secs	Max Level 2 Max 15 secs	Max Level 2

Advanced Couples Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Junior Intermediate)

3 minutes +/- 10 seconds				
Rhythm	Pattern Dance	Dance Hold Footwork	One Set Cluster	Stationary Lift
Swing Medley	Keats Foxtrot 1 sequence	Max Level 3 Max 40 secs	No Hold Max Level 3	Max Level 3

Advanced Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Junior Intermediate)

3 minutes 30 seconds +/- 10 seconds				
One Partner Footwork	Dance No Hold	Travel	Choreo Stop	Rotational Lift
Max Level 3 Max 25 secs	Max Level 3 Max 40 sec	Max Level 3 Max 15 sec	Max Level 1 Max 15 sec	1 Max Level 3

Masters Couples Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Rhythm	Pattern Dance	Dance Hold Footwork	Choreo Pose
Modern Medley	Bounce Boogie 1 Sequence	Max Level 1 Max 40 secs	1

Dance Hold Footwork – the variety of steps and turns that can be counted towards the 4 steps required for Level 1 are:

- Inside Three Turn
- Outside Three Turn
- Cross in Front
- Open Mohawk
- Traveling (1 clockwise and 1 counterclockwise allowed to be performed, only 1 will be counted toward the level)
- Closed Mohawk (forward to back)
- Choctaw (forward to back)
- There is no limit to the number of features attempted;

To achieve a Level 1, 4 different turns or steps, chosen by the skaters from the 7 listed above, including a body movement from low, medium or high MUST be confirmed.

Masters Couples Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Minis)

2 minutes 30 seconds +/- 10 seconds			
Dance No Hold	Travel	Choreo Stop	Stationary Lift or Pose
Max Level 1 Max 40 secs	Max Level 1 Max 15 secs	Yes Max 15 secs	Max Level 1

Any of the available rhythms in the theme that are suitable can be used for the pattern dance provided the BPM is correct.

Please note blues and boogie are not included in the available rhythms in modern medley. This means that one of the available rhythms in modern medley, with the correct BPM, must be used for the pattern dance. Use of a rhythm not included in modern medley will attract a penalty of 1.0

National Solo Dance - Compulsory

Promotional Tots

Straight Waltz	120 Waltz	3/4	4 sequences
Skaters March	100 March	4/4	4 sequences

Primary

Baby Blues	88 Blues	4/4	4 sequences
Split Folk	100 Folk	4/4	4 sequences

Juvenile

Southland Swing	92 Foxtrot	4/4	4 sequences
Denver Shuffle	100 Polka	4/4	4 sequences

Intermediate – See Style and Free Dance

Advanced – See Style and Free Dance

Masters - Basic

Monterey Tango	100 Tango	4/4	4 sequences
Bounce Boogie	100 Boogie	4/4	4 sequences

Masters.- Intermediate

Delicado	100 Schottische	4/4	4 sequences
Siesta Tango	100 Tango	4/4	4 sequences

Masters – Advanced

Manhattan Blues	88 Blues	4/4	4 sequences
Association Waltz	120 Waltz	3/4	4 sequences

Promotional Tots Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Tots)

2 minutes +/- 10 seconds		
Artistic Sequence	Travel	Choreo Sequence
Max Level 1 Max 30 seconds	Max Level 1 Max 15 seconds	Yes Max 30 seconds

- Basic Footwork: Inside Three Turn / Outside Three Turn / Open Mohawk / Travel, 1 clockwise, 1 anticlockwise allowed to be performed. Only 1 will be counted towards the level.
- Body Movements (high, medium, or low)
- Four different skating elements must be confirmed to achieve Level 1, and 1 body movement must be presented.

Primary Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Mini Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Step	Artistic Sequence	Travel	Choreo Sequence
Max Level 1 Max 30 seconds	Max Level 1 Max 30 seconds	Max Level 1 Max 15 seconds	Yes Max 30 seconds

- Basic Footwork: Inside Three Turn / Outside Three Turn / Open Mohawk / Travel 1 clockwise and 1 anticlockwise allowed to be performed. Only 1 will be counted towards the level.
- Body Movements (high, medium, or low)
- Four different skating elements must be confirmed to achieve Level 1, and 1 body movement must be presented.

Juvenile Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Step	Artistic Sequence	Travel	Choreo Sequence
Max Level 2 Max 40 secs	Max Level 2 Max 40 secs	Max Level 2 Max 15 secs	Yes Max 30 secs

Preliminary Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Step	Artistic Sequence	Travel	Choreo Sequence
Max Level 2 Max 40 secs	Max Level 2 Max 40 secs	Max Level 2 Max 15 secs	Yes Max 30 secs

Intermediate Solo Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Cadet)

3 minutes 10 seconds +/- 10 seconds					
Rhythm	Pattern Dance	Artistic Sequence	Travel	One Set Cluster	Choreo Stop
Modern Medley	Manhattan Blues 1 Sequence	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Max Level 2	Yes Max 15 secs

Intermediate Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth Intermediate)

3 minutes 30 seconds +/- 10 seconds				
Dance Step	Footwork Sequence	Travel	Choreo Sequence	Cluster
Max Level 3 Max 40 secs	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Yes Max 30 secs	Max Level 2

Advanced Solo Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth)

3 minutes 10 seconds +/- 10 seconds					
Rhythm	Pattern Dance	Artistic Sequence	Travel	One Set Cluster	Choreo Stop
Swing Medley	Keats Foxtrot 1 Sequence	Max Level 3 Max 40 secs	Max Level 4 Max 15 secs	Max Level 3	Yes Max 15 secs

Advanced Solo Free Dance

Refer to General Rule 29 – Mapping of Events (Map to Junior Intermediate)

3 minutes 30 seconds +/- 10 seconds				
Dance Step	Footwork Sequence	Travel	Choreo Sequence	Cluster
Max Level 3 Max 40 secs	Max Level 3 Max 40 secs	Max Level 4 Max 15 secs	Yes Max 30 secs	Max Level 2

Masters Solo Style Dance

Refer to General Rule 29 – Mapping of Events (Map to Youth Intermediate)

2 minutes +/- 10 seconds			
Rhythm	Pattern Dance	Dance Step	Choreo Stop
Modern Medley	Bounce Boogie 1 Sequence	Max Level 2 Max 40 secs	Yes Max 15 secs

Masters Solo Free Dance (Intermediate)

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Step	Artistic Sequence	Travel	Choreo Sequence
Max Level 2 Max 40 secs	Max Level 1 Max 40 secs	Max Level 1 Max 15 secs	Yes Max 30 secs

- Basic Footwork: Inside Three Turn / Outside Three Turn / Open Mohawk / Travel 1 clockwise and 1 anticlockwise. Only 1 will be counted towards the level.
- Body Movements (high, medium, low)
- Four different skating elements must be confirmed to achieve Level 1, and 1 body movement must be presented.

Masters Solo Free Dance (Advanced)

Refer to General Rule 29 – Mapping of Events (Map to Espoir Intermediate)

2 minutes 30 seconds +/- 10 seconds			
Dance Step	Artistic Sequence	Travel	Choreo Sequence
Max Level 3 Max 40 secs	Max Level 2 Max 40 secs	Max Level 2 Max 15 secs	Yes Max 30 secs

Mapping Suggestions for Non World Skate Dances (Solo & Couples)

Baby Blues – Werner Tango

Southland Swing – Tudor Waltz

Manchester Foxtrot – Swing Foxtrot

Casino March – Manhattan Blues

Monterey Tango – Siesta Tango

Bounce Boogie – Denver Shuffle

Delicado – Kinder Waltz

Any of the available rhythms in the theme that are suitable can be used for the pattern dance provided the BPM is correct.

Please note blues and boogie are not included in the available rhythms in modern medley. This means that one of the available rhythms in modern medley, with the correct BPM, must be used for the pattern dance for intermediate and masters' style dance. Use of a rhythm not included in modern medley will attract a penalty of 1.0

Modern Medley and Manhattan Blues is the same as theme dance and pattern dance in WSK 2025 to 2027 dance selection document published at Venice seminar 2024

Group 4 travel elements are allowed in advanced only

Style and free dance are standalone events. Content in presented in style dance bears no relationship to content presented in free dance in the same category

Style Dance Themes and Rhythms

Swing Medley (1920s to 1940) _

Foxtrot, Quickstep, Swing, Charleston, Lindy Hop

Spanish Medley

Paso Doble, Flamenco, Tango, Spanish Waltz, Bolero, Gypsy, Fandango

Classic Medley (1850s-1900s)

Waltz, Polka, March, Galop

Latin Medley

Mambo, Salsa, Merengue, Bachata, Cha Cha, Samba, Rumba

Rock Medley (1950s and 1960s) _

Jive, Boogie Woogie, Rock & Roll, Blues, Jazz, Soul

Traditional Folk Medley

Modern Dance Music Medley (1970s to current) _

Disco, Pop, Rap/Hip Hop, Techno/House, Reggaeton etc.

Musical Medley

Opera Medley

National Figures 2027

Promotional

Group 1

1	1a/b	FO	-	FO	Eight
2	5a/b	FOI	-	FIO	Change Eight

Group 2

1	2a/b	FI	-	FI	Eight
2	5a/b	FOI	-	FIO	Change Eight

Primary

Group 1

1	3a/b	BO	-	BO	Eight
2	5a/b	FOI	-	FIO	Change Eight
3	9a/b	FI	-	BO	Three

Group 2

1	3a/b	BO	-	BO	Eight
2	5a/b	FOI	-	FIO	Change Eight
3	8a/b	FO	-	BI	Three

Juvenile*

Group 1

1	4a/b	BI	-	BI	Eight
2	11a/b	FI	-	FI	Double Three
3	26a/b	FOI	-	BOI	Change Three
4	14a/b	FO	-	FO	Loop

Group 2

1	4a/b	BI	-	BI	Eight
2	10a/b	FO	-	FO	Double Three
3	22a/b	FO	-	BO	Counter
4	14a/b	FO	-	FO	Loop

*For the drawn group, Figure 14 will be constant and two of the other three Figures will be drawn at the same time

Preliminary

Group 1

1	19a/b	FI	-	BO	Bracket
2	28a/b	FOI	-	FIO	Change Dbl Three
3	14a/b	FO	-	FO	Loop

Group 2

1	12a/b	BO	-	BO	Dbl Three
2	22a/b	FO	-	BO	Counter
3	14a/b	FO	-	FO	Loop

Intermediate – Odd Years

Group 1

1	23a/b	FI	-	BI	Counter
2	28a/b	FOI	-	FIO	Change Dbl Three
3	19a/b	FI	-	BO	Bracket
4	15a/b	FI	-	FI	Loop

Group 2

1	20a/b	FO	-	BO	Rocker
2	29a/b	BOI	-	BIO	Change Dbl Three
3	18a/b	FO	-	BI	Bracket
4	30a/b	FOI	-	FIO	Change Loop

Intermediate – Even Years

Group 3

1	21a/b	FI	-	BI	Rocker
2	28a/b	FOI	-	FIO	Change Dbt Three
3	19a/b	FI	-	BO	Bracket
4	15a/b	FI	-	FI	Loop

Group 4

1	22a/b	FO	-	BO	Counter
2	29a/b	BOI	-	BIO	Change Dbt Three
3	18a/b	FO	-	BI	Bracket
4	30a/b	FOI	-	FIO	Change Loop

Advanced – Odd Years

Group 1

1	42a/b	FO	-	FI	Counter combined with Bracket and Inside Counter
2	36a/b	FO	-	FI	Para Dbt Three
3	16a/b	BO	-	BO	Loop

Group 2

1	43a/b	FO	-	BO	Rocker combined with Outside Dbt Three
2	32a/b	FOI	-	BOI	Change Bracket
3	31a/b	BOI	-	BIO	Change Loop

Advanced – Even Years

Group 3

1	44a/b	FI	-	BI	Rocker combined with Inside Dbt Three
2	40a/b	FO	-	FI	Para Bracket
3	17a/b	BI	-	BI	Loop

Group 4

1	45a/b	BO	-	BI	Counter combined with Bracket and Inside Counter
2	37a/b	BO	-	BI	Para Dbt Three
3	31a/b	BOI	-	BIO	Change Loop

Masters

Group 1

1	1a/b	FO	-	FO	Eight
2	2c/d	FIO	-	FIO	Half Change Eight
3	5a/b	FOI	-	FIO	Change Eight

Group 2

1	1c/d	FOI	-	FOI	Half Change Eight
2	2a/b	FI	-	FI	Eight
3	5a/b	FOI	-	FIO	Change Eight

Intermediate Masters

Group 1

1	3a/b	BO	-	BO	Eight
2	5a/b	FOI	-	FIO	Change Eight
3	7a/b	FO	-	FO	Three

Group 2

1	5a/b	FOI	-	FIO	Change Eight
2	7a/b	FO	-	FO	Three
3	114a/b	FO	-	FO	Loop Circle

Advanced Masters

Group 1

1	8a/b	FO	-	BI	Three
2	27a/b	FIO	-	BIO	Change Three
3	115a/b	FI	-	FI	Loop Circle

Group 2

1	9a/b	FI	-	BO	Three
2	26a/b	FOI	-	BOI	Change Three
3	114a/ b	FO	-	FO	Loop Circle

National Free Skating - 2027

Requirements for all categories

<i>National Levels</i>	
Promotional Tots	2 minutes (+/- 5 seconds)
Primary	2 minutes 15 seconds (+/- 10 seconds)
Juvenile	2 minutes 45 seconds (+/- 10 seconds)
Preliminary	2 minutes 45 seconds (+/- 10 seconds)
Intermediate	2 minutes 45 seconds (+/- 10 seconds)
Advanced	3 minutes (+/- 10 seconds)
Masters	2 minutes 45 seconds (+/- 10 seconds)
Open Short	2 minutes 30 seconds (+/- 5 seconds)
Open Inline	3 minutes (+/- 10 seconds)
Masters Inline	2 minutes 30 seconds (+/- 10 seconds)

General Notes – Free Skating

All rules for Free Skating apply as per World Skate, unless otherwise specified in category requirements - [**Rules for Artistic Skating Competitions – Free Skating \(Official Regulation Artistic – Free 2026\)**](#).

Broken Ankle spin is only permitted in Junior and Senior Grades. Broken ankle spin is not recommended for Athletes under the age of 16, and is not permitted in any National grade, including Open Short Program.

No more than 3 combined total Flip and/or Lutz jumps permitted in any category.

Refer to General Rule 29 – Mapping of Events.

For all National and International categories, if a position in a combination spin is mandatory, it must be attempted. If the mandatory position is not confirmed, the other confirmed positions in the combination spin will receive 50% of their value.

Open Short is a stand-alone event. Skaters, if they wish, can choose to skate just the Open Short event and no other Free Skating events.

Skaters who skate in an International Free Skating event which has both a short and long program cannot also do Open Short.

The penalty for saved combination jump

- Does not apply to Promotional Tots, Primary, Juvenile, Preliminary, Intermediate, Masters, Open Short, Open inline and Masters' inline
- It DOES apply to Advanced free skating

Event Specific Information – Free Skating

Promotional Tots Free Skating (as Tots intermediate)

2 minutes (+/- 5 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- A maximum of 8 jumps of one (1) rotation, including the Waltz jump are allowed.
- Jumps of more than one (1) rotation, including axel are not allowed.
- A maximum two (2) jump combinations are allowed. The number of jumps within a combination cannot be more than two (2).
- All one (1) rotation jumps in the combination have technical value.
- The same jump cannot be presented more than two (2) times.
- The penalty for saved combo does not apply

Spin elements

- Two spin elements must be performed.
 - One of them MUST be a combination spin (maximum three (3) positions).
 - One MUST be a solo spin.
- Only upright positions are allowed. Biellmann is not allowed
- Penalty for long entry into solo spin will not be applied.

Footwork sequence

- One footwork sequence, maximum Level 1.
- The different skating elements. The four (4) different skating elements must be confirmed to achieve level one (1). Elements that will be counted towards the level include:
 - Inside Three Turn
 - Outside Three Turn,
 - Open Mohawk,
 - Travel one (1) clockwise and one (1) anticlockwise allowed, only one (1) will be counted towards the level),
- Maximum 30 seconds.
- Additional features are not required for Level 1.

Primary Free Skating (mini Intermediate)

2 minutes 15 seconds (+/- 10 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- A maximum of ten (10) jumps are allowed including Waltz Jump.
- Only one (1) rotation jumps and Axel are allowed.
- Axel cannot be presented more than twice. If presented twice one must be in combination.
- Maximum two (2) jump combinations are allowed. If performing two (2) combinations, one (1) can be no more than four (4) jumps and the other combination not more than two (2) jumps.
- All one (1) rotation jumps in the combination have technical value.
- It is mandatory to perform a Toe Loop element (single), solo or in combination.
- The same one (1) rotation jump cannot be presented more than three (3) times.
- The penalty for saved jump combo does not apply

Spin elements

- Maximum 2 spin elements are allowed:
 - One of them **MUST** be a combination spin of no more than three (3) positions and must include a sit spin.
- Only upright and sit positions are allowed (solo or in combination). Biellmann is not allowed
- Penalty for long entry into solo spin will not be applied.

Footwork Sequence

- One footwork sequence maximum level 1, maximum thirty (30) seconds. The four (4) different turns to be confirmed to achieve level 1. The turns that will be counted towards the level include:
 - Inside Three Turn
 - Outside Three Turn,
 - Open Mohawk,
 - Travelling one (1) clockwise and one (1) anticlockwise allowed, only one (1) will be counted towards the level),

Additional features are not required for level 1

Juvenile Free Skating (Espoir Intermediate)

2 minutes 45 seconds (+/- 10 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- Maximum twelve (12) jumps are allowed. Within the twelve (12) jumps, jumps of 1 (one) rotation, Axel, Double Toe Loop and Double Salchow are allowed.
- Maximum two (2) jump combinations are allowed. The number of jumps within the combinations cannot be more than four (4).
- All one rotation jumps in the combination have technical value.
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a Toe Loop element (single or double), solo or in combination.
- Axel and the same double jump cannot be presented more than twice. If presented twice, one must be in combination
- The same one (1) rotation jump cannot be presented more than three (3) times.
- The penalty for a saved combo jump does not apply

Spin elements

- **Maximum of two (2) spin elements are allowed. All the spins must be different:**
 - One of them **MUST** be a combination spin of no more than four (4) positions) and must include a sit spin.
- If two (2) combination spins are presented, one must have no more than four (4) positions and the other no more than three (3) positions.
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).
- Penalty for long entry into solo spin will not be applied,

Footwork Sequence

- One footwork sequence, maximum Level 1, maximum thirty (30) seconds.

Preliminary Free Skating (Espoir Intermediate)

2 minutes 45 seconds (+/- 10 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- Maximum twelve (12) jumps are allowed. Within the twelve (12) jumps, one (1) rotation jumps, Axel, Double Toe Loop and Double Salchow are allowed.
- Maximum two (2) jump combinations are allowed. The number of jumps within the combinations cannot be more than four (4).
- All one (1) rotation jumps in the combination have technical value.
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a Toe Loop element (single or double), solo or in combination.
- Axel and the same double jump cannot be presented more than twice. If presented twice, one (1) must be in combination.
- The same one (1) rotation jump cannot be presented more than three (3) times.
- The penalty for saved combo jump will not be applied

Spin elements

- **Maximum two (2) spin elements** are allowed. All the spins must be different:
 - One of them **MUST** be a combination spin of no more than four (4) positions) and must include a sit spin.
- **If two (2) combination spins are presented, one (1) can have no more than four (4) positions and the other no more than three (3) positions.**
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).
- Penalty for long entry into solo spin will not be applied.

Footwork Sequence

- One footwork sequence, maximum Level 1, maximum 30 seconds.

Intermediate Free Skating (Cadet Intermediate)

2 minutes 45 seconds (+/- 10 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- A Maximum of ten (10) jumps are permitted. Within the ten (10) jumps the maximum difficulty that can be presented is one (1) rotation jumps, any double rotation jump, and single axel
- Double Axel and triple jumps are not allowed.
- One (1) rotation connecting jumps in a combination have no technical value. They count towards the number of jumps in the combination but not towards the number of jumps in the programme.
- One (1) rotation jumps presented as first and last jump in a combination jump will have technical value and will count towards both the number of jumps in the combination and in the programme.
- Maximum two (2) jump combinations are allowed. The number of jumps within the combinations cannot be more than four (4) including the connecting jumps.
- It is mandatory to perform an Axel jump (single) that can be presented also in combination.
- It is mandatory to perform a minimum of two (2) double jumps which can be solo or in combination.
- It is mandatory to perform a toe loop element, single or double, solo or in combination.
- It is mandatory to perform a loop jump single, or double, solo or in combination
- Axel and the same double rotation jump cannot be presented more than twice for technical value. If presented twice, one (1) must be in combination.
- The same one rotation jump as an item of technical value cannot be presented more than three (3) times.

The penalty for saved combination jump does not apply

Spin elements

- A maximum of two (2) spin elements is allowed: All spins must be different
 - One of them MUST be a combination spin of no more than four (4) positions) and must include a sit spin.
 - If two (2) combination spins are presented, one (1) must have no more than four (4) positions and the other no more than three (3) positions.
- All spins are permitted except **Broken, and Inverted.**
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

Penalty for long entry into solo spin will not be applied

- **Footwork sequences**

- One footwork sequence maximum Level 2, maximum 30 seconds.

Advanced Free Skating (Senior Junior Youth Intermediate)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

3 minutes (+/- 10 seconds)

Jump elements

- A maximum of eight (8) jumps is allowed excluding the connecting one (1) rotation jumps in the combination. Double axel and triple jumps are not allowed.
- **Maximum two (2) jump combinations are allowed. The number of jumps within the combinations cannot be more than four (4) including the connecting jumps.**
- Connecting jumps in the combination and one (1) rotation jumps as first or last jump in the combination, have no technical value.
- One (1) rotation jumps presented as the first and/or last jump in a combination count towards both the number of jumps in the combination and the total number of jumps in the programme.
- It is mandatory to perform a loop jump, single or double, solo or in combination
- It is mandatory to perform an Axel jump (single) that can be presented also in combination.
- Axel, and the same double jump cannot be presented more than twice as jumps with technical value. If presented twice, one must be in combination.
- The same one (1) rotation jump, as an item of technical value, cannot be presented more than three times
- The penalty for saved combo jump DOES apply

Spin elements

- **Maximum two (2) spin elements are allowed:**
 - One of them MUST be a combination spin and must include a sit spin.
 - **If two (2) combination spins are presented, one must have no more than four (4) positions and the other no more than three (3) positions.**
- The same type of spin cannot be performed more than twice in the whole program (i.e. maximum two RBO Camels, maximum two LBI Sit etc.).
- The two spins must be different.
- All spins are permitted except Broken Ankle
- It is mandatory to perform a camel spin on any edge (solo or in combination)
- Penalty for long entry into a solo spin will be applied.

Footwork sequences

- One footwork sequence, maximum level **3**, maximum 30 seconds.

Masters Free Skating (Espoir intermediate)

2 minutes 45 seconds (+/- 10 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

Jump elements

- A maximum of twelve (12) jumps is allowed. Permitted jumps are jumps of one (1) rotation including Waltz Jump, Axel, Double Toe Loop and Double Salchow.
- All jumps, including connecting jumps in combination, have a technical value.
- Maximum two (2) jump combinations are allowed.
- The number of jumps within the combination cannot be more than four (4).
- It is mandatory to perform an Axel type jump that can be presented also in combination.
- Axel and the same double jump cannot be presented more than twice. If presented twice, one (1) must be in combination.
- The same one (1) rotation jump, as an item of technical value, cannot be presented more than three (3) times.
- In the program, there MUST be at least one (1) Toe Loop element (single or double).
- Penalty for saved combo is not applied

Spin elements

- Two spin elements must be performed. One of them MUST be a combination spin (maximum 4 positions).
If two (2) combination spins are presented, one (1) must have a no more than four (4) positions and the other a no more than three (3) positions.
- **Sit spin and camel spin are not mandatory.**
- Long entry into solo spin is not penalised.
- Broken Ankle, Heel, and Inverted are NOT allowed.
- The two (2) spins must be different.

Footwork Sequence

- One standard footwork sequence as per World Skate, maximum Level 1, maximum 30 seconds.

Open Short Free Skating

2 minutes 30 seconds (+/- 5 seconds)

Refer to General Rule **Error! Reference source not found.** – Mapping of Events

In all the short programs the same jump can only be presented once except one (1) jump of the skater's choice, which can be presented twice. Where a jump is presented twice, at one (1) must be in combination.

- Axel – single.
- Jump combination:
 - Minimum of two (2) to maximum of four (4) jumps including connecting jumps of one (1) rotation.
 - In calculating the value of the combination jumps, the connecting jumps will not be counted for technical value;
 - No more than three (3) double jumps are allowed within the combination;
 - Single rotation jumps will be called, credited and count for technical value towards the total number of jumps when they are placed in first or last position of the combination jump. RollArt will apply an illegal element mark (*) to these jumps and the Tech Specialist must instruct the Data Operator to remove those marks where appropriate.
- Solo jump – single, double (cannot be an Axel).
- Solo Spin - One position solo spin.
- Penalty for long entry to solo spin will not be applied.
- Combination Spin - One (1) combination spin. One (1) of the positions must be a sit spin. Maximum four (4) positions are permitted.
- All spins are permitted except Broken Ankle.
- One footwork sequence, maximum Level 3, maximum 30 seconds.

This event can be entered by any skater who meets the age requirements. Skaters may choose to enter Open Short if they wish without nominating for another free skating category.

Skaters who skate in an International Free Skating event which has both a short and long program cannot also do Open Short.

Teams 2027

National Open Quartet

1. One line element – Canon
2. One travel Sequence – travel
3. One creative element

National Open Precision – 7 elements

1. One linear element – line
2. One pivoting element – Block
3. One rotating element – wheel
4. One travelling element
5. One intersection element
6. One move element
7. One no hold element

Masters Precision and Show as for 2026

Ages and numbers as for 2026.

Group 4 elements for travel are not allowed