



2026-2027 Pairs Program Requirements

Short Program
Effective July 1, 2026

March 24, 2026

CATEGORY / TIME / BONUS	LIFT	TWIST	THROW	SOLO JUMP	SPIN	DEATH SPIRAL	STEP SEQUENCE
Pre-Novice (2:40 ±0:10) Bonus: +1.0 for 2A receiving full base value (i.e. not < or <<)	Must be from Grp 1, 2, 3 or 4	Juvenile, Single, or Double	Any Single or Double (no 2A)	Single Axel or Any Double	Solo Spin Combo Only 1 change of foot (4/4 revs)	Any Death Spiral	Must fully utilize the ice
	Max Level 2 Take-off/landing feature: Simple variation of the take-off or simple landing variation No credit feature: Change of rotational direction by Athlete B	Max Level 2			Max Level 4	Max Level 4	Max Level 4
Novice (2:40 ±0:10) Bonus: +1.0 for 3LoTh or 2A solo jump receiving full base value (i.e. not < or <<)	<u>Any hip lift take-off (Group 3)</u> Take-off/landing feature: Simple variation of the take-off or simple landing variation No credit feature: Change of rotational direction by Athlete B	Juvenile, Single, or Double	<u>2Lo or 3Lo</u>	<u>2Lz</u> or 2A	Solo Spin Combo Only 1 change of foot (5/5 revs)	<u>Forward Inside</u>	Must fully utilize the ice
Junior (2:40 ±0:10) Bonus: +1.0 for 3Tw receiving full base value (i.e. not < or <<)	<u>Any hip lift take-off (Group 3)</u>	Double or Triple	<u>2Lo or 3Lo</u>	<u>2Lz</u> or 2A	<u>Pair Spin Combination (8 revs)</u>	<u>Forward Inside</u>	Must fully utilize the ice
Senior (2:40 ±0:10)	<u>Any hip lift take-off (Group 3)</u>	Double or Triple	Any Double or Triple	Any Double or Triple	<u>Pair Spin Combination (8 revs)</u>	<u>Forward Inside</u>	Must fully utilize the ice

Please note: Junior & Senior categories subject to change by the ISU.



2026-2027 Pairs Program Requirements

Free Program
Effective July 1, 2026

March 24, 2026

CATEGORY / TIME / BONUS / PCs	LIFT	TWIST	THROW	JUMP	SOLO SPIN	SPIN	DEATH SPIRAL	STEP / CHOREO SEQUENCE
Juvenile (2:30 ±0:10) ≥ Three PCs	Max 1 Any non-overhead lift permitted Group 1 or Group 2	Max 1 (Juvenile or Single)	Max 1	<u>Max 1 jump element, may be in combo or sequence (max 2 jumps)</u>	Max 1 May be in combination (change of foot optional) (3 revs or 3/3)	Max 1 Pair Spin May NOT be in combination (may have change of foot OR change of position) (3/3 or 3 revs)	Max 1 Pivot Figure or Death Spiral	Max 1 Step Sequence Must fully utilize the ice
	Max Level B	Max Level B			Max Level B	Max Level B	Max Level B	Max Level 1 (achieved through difficult steps & turns)
Pre-Novice (3:00 ±0:10) Bonus: +1.0 for each 2A eligible for full base value (i.e. not < or <<)	Max 2 Must be from different groups unless both from Group 1 (Grp 1 lifts must have different take-offs)	Max 1 (Juvenile, Single, or Double)	Max 2 Must be different	Max 2 jump elements 1 solo jump 1 jump combination or sequence (max 2 jumps)	N/A	Max 1 Pair Spin or Pair Spin combination (6 revs)	Max 1 Any Death Spiral	Max 1 Choreo-Sequence
	Max Level 2 Take-off/landing feature: Simple variation of the take-off or simple landing variation No credit features: Change of rotational direction by Athlete B							
Novice (3:30 ±0:10) Bonus: +1.0 for each throw triple or 2A and higher base value solo jump eligible for full base value (i.e. not <, <<, or e)	Max 2 Must be from different group and at least 1 must be from Group 3 or 4	Max 1 (Juvenile Single, Double, or Triple)	Max 2 Must be different	Max 2 jump elements 1 solo jump 1 jump combination or sequence (max 2 jumps)	N/A	Max 1 Pair Spin or Pair Spin Combination (6 revs)	Max 1 Any	Max 1 Choreo-Sequence
	Take-off/landing feature: Simple variation of the take-off or simple landing variation No credit feature: Change of rotational direction by Athlete B							
Junior (3:30 ±0:10) Bonus: +1.0 for 3Tw receiving full base value (i.e. not < or <<)	Max 2 Not all from same group	Max 1	Max 2 Must be different	Max 2 jump elements 1 solo Jump 1 jump combination or sequence (max <u>2</u> jumps)	N/A	Max 1 <u>choreographic pair spin</u>	Max 1 Any	Max 1 Choreo-Sequence
Senior (4:00 ±0:10)	<u>Max 2 lifts not from the same group</u> <u>Max 1 choreographic pair lift</u>	Max 1	Max 2 Must be different	Max 2 jump elements 1 solo Jump 1 jump combination or sequence (max <u>3</u> <u>2</u> jumps)	N/A	Max 1 <u>choreographic pair spin</u>	Max 1 Must be different from SP (i.e. No <u>FiDs</u>)	Max 1 Choreo-Sequence

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