

Hope Cup 2026

Technical data

C CLASS

PRE-CHICKS C Girls/Boys (2019 and younger)

Free Skating only

Duration: 2:00 min \pm 10 sec

- maximum four (4) jump elements:
 - Waltz (1Wz) jump is allowed and has BV of 0.2
 - 1A, 1F, 1Lz and double jumps are not allowed.
 - maximum of two (2) jump combinations:
 - a jump combination can contain only two (2) jumps.
 - a jump sequence is not allowed.
- maximum of two (2) spins
- one (1) Choreographic Sequence consisting of at least two (2) different skating movements.

CHICKS C Girls/Boys (2017/2018)

Free Skating only

Duration: 2:00 min \pm 10 sec

- maximum four (4) jump elements:
 - Waltz (1Wz) jump is allowed and has BV of 0.2
 - 1A, 1F, 1Lz and double jumps are not allowed.
 - maximum of two (2) jump combinations:
 - a jump combination can consist of only two (2) jumps.
 - a jump sequence is not allowed.
- maximum of two (2) spins
- one (1) Choreographic Sequence consisting of at least two (2) different skating movements.

Additional information:

- The Program Components are only judged in: **Presentation and Skating Skills**. The factor for components is 1.5.
- In all elements, which are subject to Levels, only features up to Level Base will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Evaluation is in accordance with ISU Communication No.2701 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Interruption of performance will be deducted as follows:
 - more than 10 sec. up to 20 sec. – 0.5 point
 - more than 20 sec. up to 30 sec. – 1.0 point
 - more than 30 sec. up to 40 sec. – 1.5 point
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.25 point deduction per fall outside the element. Falls in elements will be called by the Technical Panel but with no deduction(s).
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- A skater's outlook (costume, makeup) and program music selection must be appropriate to the skater's age and competitive environment of the sport.
- Warm-up time is 3 minutes and there can be up to 10 skaters in a warm-up group.