

# Special Regulations For Figures

FSR 1.00

## STANDARDS FOR FIGURES

Figures, or school figures, refer to circular patterns which skaters trace on the ice to demonstrate skill in placing clean turns evenly on round circles. These circles are skated using one foot at a time, as a skater masters balance, control, flow and edge to achieve clean and accurate tracings.

**FSR 1.01** Before the start of each figure, skaters must distinctly indicate the approximate long axis of the figure to be skated. Skaters may select the location for the figure within the boundaries as established on the ice surface by the referee\* and should select as far as possible clean ice where they can see their tracings and must not follow the tracings of a similar figure made by a previous skater. Selecting ice which makes the tracing difficult to follow may be deemed a fault of the skater.

- A. The skater must not use the long axis provided by a figure previously skated. The skater must not use painted lines or marks on the ice as a tangent, axis or start and must not locate or place turns on them.
  - 1. Restrictions pertaining to the use of the long axis and painted lines or marks on the ice shall not apply to all figure events.
  - 2. Restrictions pertaining to the use of the long axis provided by a figure previously skated shall not apply to the test structure. However, the skater must not use painted lines or marks on the ice as a tangent, axis or start and must not locate or place turns on them.
  - 3. A Preliminary or Adult Bronze Figure Test candidate may mark the center of each figure to be skated with a single mark on the ice, made with the heel of the skate blade, approximately 4 inches long, along the short axis.
- B. The skater must not start without the permission of the referee.
- C. Every figure must be skated three times on each foot.
  - 1. Figures are to be skated on one foot only. Unless previously announced, the starting foot "a" or "b" shall be drawn by the Referee or Assistant Referee and announced and posted at the first official practice session of the competition. Succeeding figures in the list shall be started on alternate feet.
  - 2. All paragraph figures, including paragraph loops, will be skated twice on each foot (four tracings).
- D. The referee must personally (or through an intermediary) announce to the skater the completion of the required execution of the figure.
- E. To begin a figure, skaters must stand on the flat of their skates slightly before the intersection of the long and short axes of the figure. The figure must be commenced from this standing position by means of one clean single stroke from the edge (not the toe point) of the skate, without any preliminary step and without any unnecessary or exaggerated contortions of the body.
- F. Should the figure be started with a previous stroke or with any unnecessary or exaggerated contortion of the body, the referee must direct the skater to start the figure again. Such fresh start must be allowed only once without a penalty; for a second fresh start, if incorrectly executed, the judges must deduct one-fifth (1/5) of the mark they would otherwise have given had the incorrect start not occurred.
- G. The change from one foot to the other must be made without pause by putting down the free (now tracing) foot, and by a single stroke from the edge, not from the point, of the skate of the lately tracing (now free) foot.

\* Whenever applicable in the regulations, the word "Referee" shall also mean "Judge-in-Charge."

- H. The repetitions must follow without pause.
- I. When the figure is finished the skater must not stop at the long axis, but must continue in motion by changing the foot when leaving the figure after its completion in a straight line in the direction of the short axis. The change of foot may be made by making a fourth thrust or by stepping across the long axis. The purpose of this is to avoid the obliteration of any turns or changes of edge which may be part of the figure.
- J. If a skater starts a figure on the wrong foot, or skates a figure other than that prescribed, the referee must draw attention to the mistake as soon as possible. The mistake must be treated as a false start according to FSR 1.01(F) above.
- K. See the Glossary Diagrams of Figures.

**FSR 1.10**

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**BASIC RULES FOR FIGURES**

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**FSR 1.11** Carriage, flow, motion and speed: An effortless, flowing and graceful execution should be achieved. Within the limits of the following rules, complete freedom is allowed to the skater.

**A. Carriage:**

1. The head should be carried in an upright position, relaxed and held naturally.
2. The upper body should be upright but not stiff and not bent forward or to the side at the hips.
3. The arms should be held gracefully.
4. The hands should not be carried higher than the waist, the palms held easily, naturally and parallel to the ice.
5. The fingers should neither be extended nor clenched.
6. The skating leg should be flexed and the knee slightly bent.
7. The free leg should be slightly bent at the knee, generally held over the tracing with the free foot not too close to the skating foot. When the free leg is temporarily in front of the skater its knee and ankle should be gracefully extended.
8. The free foot should be carried slightly above the ice, the toe of the skate pointing downward and outward.
9. Exaggerated and incorrect positions must be avoided.

**B. Flow:**

1. Lively and even flow should be maintained throughout.

**C. Motion:**

1. The motion should be graceful and even, without stiffness or jerky, abrupt, flailing or angular motions.
2. Moderate use of the arms and free foot to assist the execution of the figure is permitted, within the range of the foregoing paragraphs.

**D. Speed:**

1. The figure should be skated at a reasonable speed.

**FSR 1.12** Correct tracing (Print):

- A. If the original tracing is faulty, the faults should be corrected in the succeeding tracings. No marks should be awarded for sheer accuracy in superimposing succeeding tracings on a faulty tracing.

**FSR 1.13** Basic regulations:

- A. **Circles:** Long and short axes. The circle is the basis of all figures. Each figure consists of two circles or three circles which are tangent except for a brief interruption in their continuous tracing, due to the change of feet. The diameter of each circle should be approximately three times the height of the skater. The radii of all of the circles and half circles of a figure should be approximately the same length. The circles and half circles should begin and end as near as possible to the intersection of the long and short axes. The long axis of the figure divides it longitudinally into symmetrical

halves. The short axis divides the figure into symmetrical lobes. It forms a right angle with the long axis where the lobes join. Figures which consist of three lobes have two short axes which divide the figure into its three lobes. Maintenance of the long axis, the short axis and symmetry of the figure should especially be observed.

- B. **Change of foot:** A change of foot occurs in the brief period during which the skater transfers weight from one foot to the other. This transfer of weight is executed in a symmetrical zone on each side of the long axis. The area of this zone must be kept to a minimum, but the precise point at which skaters place their foot on the ice within this zone is a matter of individual choice. The point of the initial strike is normally just after the long axis and that only at a short distance beyond the long axis will the full weight of the body be placed on the skate, with the distinct trace starting at this point.
- C. **Curves (Parts of circles):** Curves should be skated with a single clean edge and uninterrupted tracing, without wobbles or subcurves.
- D. **Change of edge:** The change of edge occurs at the intersection of the long and short axes. It should be continuously and symmetrically traced and should not be S shaped. The change itself should be as short as possible, not longer than the length of the skate blade.
- E. **Turns:** Turns should be skated with a single clean edge up to the turn, and similarly after the turn, without skids or scrapes, double tracings or unpermitted changes of edge either before, in or after a turn. The cusps of turns should be of equal size. The entry into and the exit from turns should be symmetrical.

**FSR 1.14** Special rules for specified figures:

- A. **Loops:** The diameter of the circle of the loop figure should be approximately the height of the skater. Loops should be clean cut, without scrapes or points. The entry-exit crossing of the loop tracing, as well as the center of the loop, should lie on the long axis of the figure which divides the loop into symmetrical halves. The distance from the center of the loop figure to the entry-exit crossing of the loop should be about five-sixths (5/6) of the diameter of the circle. The length of the loop should be approximately one-third (1/3) of the distance from the entry-exit crossing of the loop tracing to the short axis of the figure. The width of the loop should be approximately two-thirds (2/3) of its length.
- B. **Threes and Brackets:** These turns should be skated on a circle, the points of the turns lying along and pointing up or down the long axis of the figure.
- C. **Double Threes:** The points of the two threes of each double three should be directed at the center of their circle. They should divide the circle into three equal curves. The middle curve should be so skated that it is divided into halves by the long axis of the figure.
- D. **Rockers and Counters:** These turns should be skated symmetrically without change of edge, the points of the turns lying along and pointing up or down the long axis of the figure. The turns should not be hooked or beaked.

**FSR 1.20**

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**MARKING OF FIGURES**

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**FSR 1.21** Every figure is marked on a scale from 0 to 6, of which:

0 = not skated	4.0 = good
1.0 = very poor	5.0 = very good
2.0 = poor	6.0 = outstanding performance
3.0 = mediocre	

- A. Decimals to one place are permitted as further intermediate values (e.g., 3.8, 4.4, 5.5).
- B. When deserved, a judge may award the mark of 6.0 only to the last competitor.

**FSR 1.22** In assigning marks, the judges must first, while the skater is executing a figure, take into consideration the correct start, carriage, maintenance of reasonable speed throughout the figure and movement; second, after the execution of a figure, by examining the tracing on the ice, they must also consider the shape and symmetry of the figure and the cleanness of the edges and turns.

- A. In the assessment of the marks, the judge must in the first instance pay special attention to the following points.
1. Above all the skater should demonstrate a feeling for the general geometry of the figure, which includes symmetry, proportional size and the roundness of the circle as a whole.
  2. Furthermore a skater should maintain the long and short axes of a figure.
  3. Attention must be paid to obvious changes of edge (i.e., before or after the cusp) and long flats.
  4. Finally the judges must look for continuity of flow, easy movement and good carriage throughout the figure.
- B. It is not possible to assess exactly the penalty for any given error as it depends largely on the degree of the specific error.
1. The seriousness of a change of edge in a turn increases in direct proportion to the distance from the point of the cusp at which the change of edge occurs;
  2. A flat is of greater importance in direct relation to its length;
  3. The degree of an error is accentuated if it is repeated throughout the figure;
  4. A serious error is one which is connected with the main feature of a figure (the actual turn, or loop or change of edge);
  5. A serious error occurs when it immediately follows the execution of the main feature, as it indicates a lack of control. An error becomes more serious if it facilitates the execution of the figure (i.e., trailing on the take-off in paragraph figures or pulls before changes of edge) or if it facilitates the execution of the main feature of the figure (i.e., flats or change of edge before turns);
  6. An accumulation or combination of various and different errors in a figure incurs a greater penalty than the single serious error alone.
  7. Marks must be deducted if a figure is not finished at a reasonable speed.
  8. Marks must be deducted if the size of the figure is not approximately the same in its triple execution, or if a figure is abnormally small or so large that it is not wholly skated on a firm edge.

**FSR 1.23** Failure of a figure or its repetition occurs if the skater falls or touches down with the non-skating foot or any other part of the body in order to maintain balance or to complete the figure. The fact that a skater falls in a figure must not lead a judge to mark the figure as not skated. On the contrary, the successful part of the figure must be marked proportionately, with the tracing on each foot being considered separately. For each failure in a tracing, the judges must deduct one-fifth (1/5) of the mark they would otherwise have given had the failure not occurred. However, in the case of multiple failures in a figure, regardless of whether they occurred on the same or on a different foot, depending upon the total number of failures, not more than four-fifths (4/5) of the mark that would have been given had the failure not occurred shall be deducted.

**FSR 1.24** A skater who falls or stops while skating a compulsory figure shall be required to continue from the nearest technically practicable point and not necessarily at the exact point of interruption when the fall or stop is deemed the fault of the skater.

**FSR 1.25** In all figure events, scribes and similar mechanical devices may not be used during the warm-up period.

## Figure Tests

FTR 1.00

QUALIFICATIONS TO TAKE TESTS

**FTR 1.01** Skate Canada members who have passed the Canadian eighth (or gold) figure may apply for permission to take the USFSA eighth figure test, provided such candi

dates present permission in writing from their home club, a Skate Canada test registration card and a test certificate evidencing the fact that such candidates have passed the comparable Canadian test. The foregoing rule is based upon a reciprocal arrangement with Skate Canada.

A. A candidate who has passed a Canadian figure test is not eligible to take the next higher USFSA figure test.

**FTR 1.02** Except as specified below, the judging panel for all tests shall consist of three judges.

A. Preliminary figure and adult bronze figure tests may be judged by one judge who must be an intermediate figure test judge or higher. Special Olympics tests may be judged by one judge who must be of silver rank or higher.

**FTR 1.03** The USFSA Test Report Form shall be used to report all figure tests.

**FTR 1.04** The emblems available for figure tests are:

Preliminary - Preliminary Pin

First - Bronze Medal, Top Bar inscribed "Figures" and ribbon

Second - Bronze Bar inscribed with figure "2"

Third - Bronze Bar inscribed with figure "3"

Fourth - Silver Medal, Top Bar inscribed "Figures" and ribbon

Fifth - Silver Bar inscribed with figure "5"

Sixth - Silver Bar inscribed with figure "6"

Seventh - Silver Bar inscribed with figure "7"

Eighth - Gold Medal, Top Bar inscribed "Gold Figures" and ribbon

Adult Bronze - Bronze Medal, Top Bar inscribed "Adult Figure" and ribbon

Adult Silver - Silver Medal, Top Bar inscribed "Adult Figure" and ribbon

Adult Gold - Gold Medal, Top Bar inscribed "Adult Figure" and ribbon

**FTR 1.05** Test certificates will be issued by USFSA Headquarters for each half figure test passed, but medals for figure tests shall be issued only when the entire test is completed.

**FTR 1.06** The USFSA also awards a gold lapel pin to each candidate passing the eighth figure test or adult gold figure test.

**FTR 1.07** When judging figure tests, the judges shall stand at a distance from one another and stand so that they do not influence or interfere with the skater in the execution of the figures. At the completion of each figure it is mandatory that all judges inspect the print left on the ice by the skater before recording a final mark.

**TABLE A**

**AUTHORIZATION TO JUDGE & TRIAL JUDGE FIGURE TESTS**

TEST JUDGE CLASSIFICATION	Pre	1	2	3	4	5	6	7	8	ADULT		
										Bronze	Silver	Gold
Low Figure	J*	J*	J*							J*		
Intermediate Figure	J*	J*	J*	J*	J*	J*				J*	J*	
High Figure	J*	J*	J*	J*	J*	J*	J*	J*		J*	J*	J*
Gold Figure	J*	J*	J*	J*	J*	J*	J*	J*	J*	J*	J*	J*

J = Qualified to judge without limitation

\* = Qualified to judge as a single-judge panel

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**FTR 2.00**

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**CLASSIFICATION OF FIGURE TESTS**

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**FTR 2.01** The standard figure tests are divided into nine classes to be taken in the following order: preliminary, first, second, third, fourth, fifth, sixth, seventh and eighth.

- A. The fifth, sixth, seventh and eighth figure tests may, at the option of the candidate, be taken either in their entirety or in two separate parts, designated A and B. See schedule of figure tests. Either Part A or Part B may be taken first. If a candidate elects to take a test in halves, both parts may not be taken on the same day.

**FTR 2.02** The adult figure tests are divided into three classes to be taken in the following order: bronze, silver and gold.

- A. To qualify for any adult figure test, the candidate must be twenty-five (25) years of age or older and must have passed the preceding adult figure test.

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**FTR 3.00**

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**REQUIREMENTS FOR PASSING TESTS**

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**FTR 3.01** In order to pass a figure test, a candidate shall have received a passing total or a "Pass" for the entire test or half test from a majority of the judges.

**FTR 3.02** Figure tests may not be stopped.

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**FTR 4.00**

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**FIGURE TEST RULES**

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**FTR 4.01** The figures shall be skated in the order set forth in the Schedule of Figure Tests (FTR 5.00).

**FTR 4.02** All paragraph figures in the test structure, including paragraph loops, will be skated twice on each foot (four tracings).

**FTR 4.03** The marks given for each figure shall be added and the sum shall be the total points awarded a candidate by each judge for figures.

**FTR 4.04** The provisions of FSR 1.01(A) pertaining to the use of the long axis provided by a figure previously skated shall not apply to the test structure. However, the skater must not use painted lines or marks on the ice as a tangent, axis or start and must not locate or place turns on them.

**FTR 4.05** A candidate taking the preliminary or the adult bronze figure test may mark the center of each figure before proceeding to skate the figure.

**FTR 4.06** All of the restrictions of FSR 1.01 (A) may be waived with the permission of the chair of the Tests Committee for a skater who has a medically certified severe visual handicap.

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**FTR 5.00**

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**MARKING OF FIGURE TESTS**

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**FTR 5.01** The rules governing the manner of performance and the marking of figure skating and ice dancing shall apply to all figure tests.

**FTR 5.02** For all tests except the preliminary figure and adult bronze figure the following information is listed:

- A. Maximum points or mark: the total possible points or mark obtainable for the test from each judge. "Points" as used here is defined as the sum of the marks awarded by a judge for each division of a test.
- B. Passing total: the total points which must be obtained for the test from an individual judge in order to obtain a "Pass" from that judge.

C. Passing average: the mark that, if obtained in each figure or division of a test would result in a passing total for the test.

**FTR 5.03** Figure tests shall be marked by each judge on a scale from 0 to 6 in accordance with FSR 1.21. However, the marking of the preliminary figure and adult bronze figure test by each judge shall be on the basis of "Pass" or "Retry" for the entire test.

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**FTR 6.00**

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**RESKATING ANY FIGURE OF A TEST**

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**FTR 6.01** At the completion of any test and before any other test is conducted, the judge-in-charge shall ask the other two judges individually if they wish any figure/element reskated before the judges turn in their judging sheets. Should the judges wish a reskate, they shall indicate to the judge-in-charge what they wish to be reskated. This shall be done privately without conference. A reskate shall be granted upon the request of one judge. If two or more judges wish a reskate and do not agree on which figure/element to reskate, the judge-in-charge shall decide. A brief rest and warm-up is permitted before the reskate is performed.

A. After a figure test, only one figure may be reskated.

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**FTR 7.00**

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**RETAKEING A FIGURE TEST**

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**FTR 7.01** All tests, when marked "Retry," shall not be retaken prior to the twenty-seventh (27th) day following the date of the original test. Example: A test taken on May 1 and marked "Retry" may not be retaken before May 28, the 28th being the twenty-seventh (27th) day following the date of the original test.

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**FTR 8.00**

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**SCHEDULE OF FIGURE TESTS**

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The figure tests preliminary through eighth and adult bronze, silver and gold consist of figures only. The figures shall be skated in the order listed.

**FTR 8.01 Preliminary Test (PRE)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
—	RFO — LFO	Skating Edges
—	RFI — LFI	Skating Edges
—	RBO — LBO	Skating Edges
—	RBI — LBI	Skating Edges
1a	RFO — LFO	Circle Eight
2a	RFI — LFI	Circle Eight
—	RFO — LFO	Waltz Eight

The entire test shall be marked on a "Pass" or "Retry" basis only and individual marks are not awarded.

The skating edges shall be short strokes with correct take-offs from one foot to the other. Five consecutive strokes on each foot shall be skated. The back inside strokes are alternate back inside take-offs by the spiral method.

The candidate must show substantial steadiness and shall be asked to retry for lack of ability to skate clean edges on a flexible and bent knee. Notwithstanding the provisions of SSR 1.01(A) the candidate may mark the center of the figure to be skated with a single mark on the ice, made with the heel of the skate blade, approximately 4 inches long, along the short axis.

(Approximate time for test: 15 minutes.)

Judging panel required: One or three low or higher rank figure judge(s)

**FTR 8.02 First Test (1)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
1a	RFO – LFO	Circle Eight
2a	RFI – LFI	Circle Eight
5a	RFOI – LFIO	Serpentine
5b	LFOI – RFIO	Serpentine
3a	RBO – LBO	Circle Eight
7a	RFO – LFO	Three
Maximum points:	36.0	Passing total: 16.2
		Passing average: 2.7

(Approximate time for test: 20 minutes)

Judging panel required: One or three low or higher rank figure judge(s)

**FTR 8.03 Second Test (2)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
4a	RBI – LBI	Circle Eight
8a	RFO – LBI	Three
8b	LFO – RBI	Three
9a	RFI – LBO	Three
9b	LFI – RBO	Three
6a	RBOI – LBIO	Serpentine
6b	LBOI – RBIO	Serpentine
Maximum points:	42.0	Passing total: 21.0
		Passing average: 3.0

(Approximate time for test: 30 minutes)

Judging panel required: One or three low or higher rank figure judge(s)

**FTR 8.04 Third Test (3)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
10a	RFO – LFO	Double Three
11a	RFI – LFI	Double Three
26a	RFOI – LBOI	Change Three
26b	LFOI – RBOI	Change Three
28a	RFOI – LFIO	Change Double Three
28b	LFOI – RFIO	Change Double Three
14a	RFO – LFO	Loop
15a	RFI – LFI	Loop
Maximum points:	48.0	Passing total: 25.6
		Passing average: 3.2

(Approximate time for test: 35 minutes)

Judging panel required: One or three intermediate or higher rank figure judge(s)

**FTR 8.05 Fourth Test (4)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
12a	RBO – LBO	Double Three
13a	RBI – LBI	Double Three
27a	RFIO – LBIO	Change Three
27b	LFIO – RBIO	Change Three
19a	RFI – LBO	Bracket
19b	LFI – RBO	Bracket
16a	RBO – LBO	Loop
17a	RBI – LBI	Loop
Maximum points:	48.0	Passing total: 28.0
		Passing average: 3.5

(Approximate time for test: 35 minutes)

Judging panel required: One or three intermediate or higher rank figure judge(s)



**FTR 8.06 Fifth Test (5)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
24a	RFOI – LFIO	One Foot Eight
24b	LFOI – RFIO	One Foot Eight
18a	RFO – LBI	Bracket
18b	LFO – RBI	Bracket
29a	RBOI – LBIO	Change Double Three
29b	LBOI – RBIO	Change Double Three
30a	RFOI – LFIO	Change Loop
30b	LFOI – RFIO	Change Loop
Maximum points:	48.0	Passing total: 29.6 Passing average: 3.7

(Approximate time for test: 40 minutes)

Judging panel required: One or three intermediate or higher rank figure judge(s)

**A. Fifth Test Part A (5A)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
24a	RFOI – LFIO	One Foot Eight
24b	LFOI – RFIO	One Foot Eight
29a	RBOI – LBIO	Change Double Three
29b	LBOI – RBIO	Change Double Three

**B. Fifth Test Part B (5B)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
18a	RFO – LBI	Bracket
18b	LFO – RBI	Bracket
30a	RFOI – LFIO	Change Loop
30b	LFOI – RFIO	Change Loop
Passing average:	3.7	
Passing total for each part:	14.8	

**FTR 8.07 Sixth Test (6)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
34a	RFO – LFI	Paragraph Three
34b	LFO – RFI	Paragraph Three
22a	RFO – LBO	Counter
22b	LFO – RBO	Counter
23a	RFI – LBI	Counter
23b	LFI – RBI	Counter
32a	RFOI – LBOI	Change Bracket
32b	LFOI – RBOI	Change Bracket
33a	RFIO – LBIO	Change Bracket
33b	LFIO – RBIO	Change Bracket
Maximum points:	60.0	Passing total: 40.0 Passing average: 4.0

(Approximate time for test: 50 minutes)

Judging panel required: One or three high or higher rank figure judge(s)

**A. Sixth Test Part A (6A)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
34a	RFO – LFI	Paragraph Three
22a	RFO – LBO	Counter
22b	LFO – RBO	Counter
32a	RFOI – LBOI	Change Bracket
32b	LFOI – RBOI	Change Bracket

**B. Sixth Test Part B (6B)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
34b	LFO – RFI	Paragraph Three
23a	RFI – LBI	Counter
23b	LFI – RBI	Counter
33a	RFIO – LBIO	Change Bracket
33b	LFIO – RBIO	Change Bracket
Passing average:	4.0	
Passing total for each part:	20.0	

**FTR 8.08 Seventh Test (7)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>	
25a	RBOI – LBIO	One Foot Eight	
25b	LBOI – RBIO	One Foot Eight	
35a	RBO – LBI	Paragraph Three	
35b	LBO – RBI	Paragraph Three	
20a	RFO – LBO	Rocker	
20b	LFO – RBO	Rocker	
21a	RFI – LBI	Rocker	
21b	LFI – RBI	Rocker	
31a	RBOI – LBIO	Change Loop	
31b	LBOI – RBIO	Change Loop	
Maximum points:	60.0	Passing total:	42.0
		Passing average:	4.2

(Approximate time for test: 50 minutes)

Judging panel required: One or three high or higher rank figure judge(s)

**A. Seventh Test Part A (7A)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
25a	RBOI – LBIO	One Foot Eight
25b	LBOI – RBIO	One Foot Eight
20a	RFO – LBO	Rocker
20b	LFO – RBO	Rocker
31a	RBOI – LBIO	Change Loop

**B. Seventh Test Part B (7B)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
35a	RBO – LBI	Paragraph Three
35b	LBO – RBI	Paragraph Three
21a	RFI – LBI	Rocker
21b	LFI – RBI	Rocker
31b	LBOI – RBIO	Change Loop
Passing average:	4.2	
Passing total for each part:	21.0	

**FTR 8.09 Eighth Test (8)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>	
36a	RFO – LFI	Paragraph Double Three	
36b	LFO – RFI	Paragraph Double Three	
37a	RBO – LBI	Paragraph Double Three	
37b	LBO – RBI	Paragraph Double Three	
40a	RFO – LFI	Paragraph Bracket	
40b	LFO – RFI	Paragraph Bracket	
41a	RBO – LBI	Paragraph Bracket	
41b	LBO – RBI	Paragraph Bracket	
38a	RFO – LFI	Paragraph Loop	
38b	LFO – RFI	Paragraph Loop	
39a	RBO – LBI	Paragraph Loop	
39b	LBO – RBI	Paragraph Loop	
Maximum points:	72.0	Passing total:	54.0
		Passing average:	4.5

(Approximate time for test: 50 minutes)

Judging panel required: One or three gold figure judge(s)

**A. Eighth Test Part A (8A)**

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
36a	RFO – LFI	Paragraph Double Three
36b	LFO – RFI	Paragraph Double Three
37a	RBO – LBI	Paragraph Double Three
37b	LBO – RBI	Paragraph Double Three
38a	RFO – LFI	Paragraph Loop
38b	LFO – RFI	Paragraph Loop

## B. Eighth Test Part B (8B)

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
40a	RFO – LFI	Paragraph Bracket
40b	LFO – RFI	Paragraph Bracket
41a	RBO – LBI	Paragraph Bracket
41b	LBO – RBI	Paragraph Bracket
39a	RBO – LBI	Paragraph Loop
39b	LBO – RBI	Paragraph Loop
Passing average:	4.5	
Passing total for each part:	27.0	

### FTR 8.10 Adult Bronze Figure Test (BFI)

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
–	RBO – LBO	Skating Edges
–	RBI – LBI	Skating Edges
1a	RFO – LFO	Circle Eight
2a	RFI – LFI	Circle Eight
5a/5b (starting foot choice of skater)	RFO – LFO	Serpentine
–	RFO – LFO	Waltz Eight
(Approximate time for test: 15 minutes)		

Judging panel required: One or three low or higher rank figure judge(s)

The entire test shall be marked on a “Pass” or “Retry” basis only and individual marks are not awarded.

The skating edges shall be short strokes with correct take-offs from one foot to the other. Five consecutive strokes on each foot shall be skated. The back inside strokes are alternate back inside take-offs by the spiral method.

The candidate must show steadiness and shall be marked “Retry” for lack of ability to skate clean edges on a flexible and bent knee. Notwithstanding the provisions of SSR 1.01(A), the candidate may mark the center of the figure to be skated with a single mark on the ice made with the heel of the skate blade, approximately 4 inches long, along the short axis.

### FTR 8.11 Adult Silver Figure Test (SFI)

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
3a	RBO – LBO	Circle Eight
4a	RBI – LBI	Circle Eight
6a/6b	(choice of skater)	Serpentine
8a/8b/9a/9b	(choice of skater)	Three Change
26a/26b/27a/27b	(choice of skater)	Three
Maximum points:	30.0	Passing total: 15.0
		Passing average: 3.0

(Approximate time for test: 20 minutes)

Judging panel required: One or three intermediate or higher rank figure judge(s)

### FTR 8.12 Adult Gold Figure Test (GFI)

<i>Figure No.</i>	<i>Foot</i>	<i>Figure</i>
24a/24b	(starting foot choice of skater)	One Foot Eight
10a/11a/12a/13a	(choice of skater)	Double Three
18a/18b/19a/19b	(choice of skater)	Bracket
32a/32b/33a/33b	(choice of skater)	Change Bracket
14a/15a/16a/17a	(choice of skater)	Loop
30a/30b/31a/31b	(choice of skater)	Change Loop
–	Figure of choice	Creative (submit sketch of pattern prior to start of test) or any figure from USFSA structure.
Maximum points:	42.0	Passing total: 24.5
		Passing average: 3.5

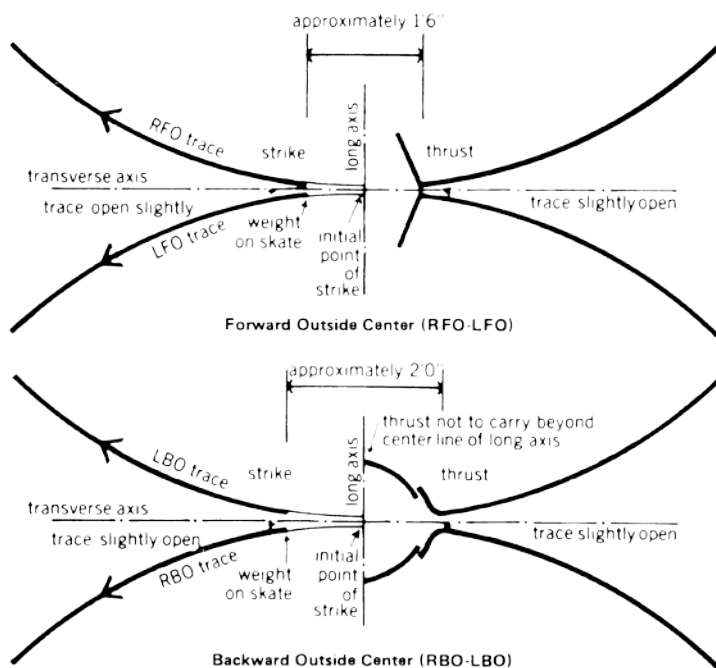
(Approximate time for test: 30 minutes)

Judging panel required: One or three high or higher rank figure judge(s)

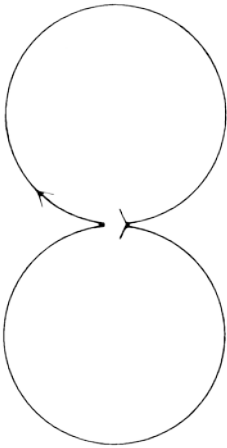
# Diagrams of Figures

## Centers

These diagrams are illustrative of the general methods by which the figures should be skated. The specific rules for the performance of figures are contained in the FSR 1.10.

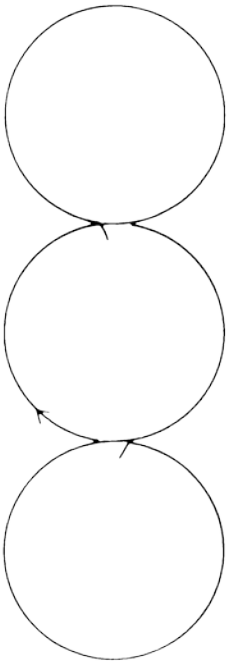


- To begin a figure, the skater must stand on the flats of the blades slightly before the intersection of the long and short axes of the figure.
- The point of initial strike shall normally be on the long axis, it being recognized that only at a short distance beyond the long axis will the full weight of the body be placed on the skate with the distinct trace starting at this point.
- The diagrams which follow illustrate the general appearance of the figures, the trace being indicated ONLY from the point at which the weight has been fully placed on the skate.



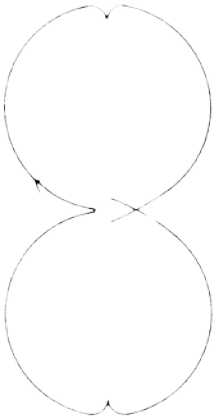
**CIRCLE EIGHT**

Figure Number	Description	Test
1a	RFO, LFO	1
1b	LFO, RFO	
2a	RFI, LFI	1
2b	LFI, RFI	
3a	RBO, LBO	1
3b	LBO, RBO	
4a	RBI, LBI	2
4b	LBI, RBI	

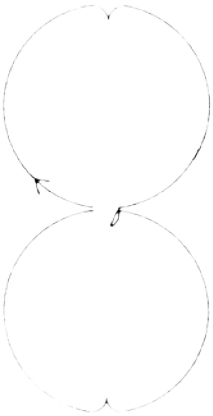


**SERPENTINE**

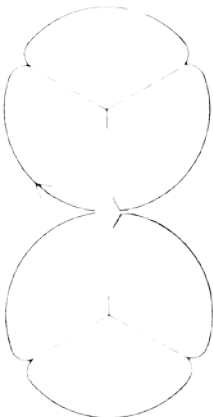
Figure Number	Description	Test
5a	RFOI, LFOI	1
5b	LFOI, RFOI	1
6a	RBOI, LBOI	2
6b	LBOI, RBOI	2



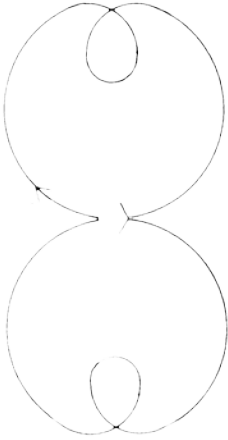
<b>THREE</b>		
<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
7a	RFO, LFO	1
7b	LFO, RFO	



<b>THREE</b>		
<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
8a	RFO, LBI	2
8b	LFO, RBI	2
9a	RFI, LBO	2
9b	LFI, RBO	2

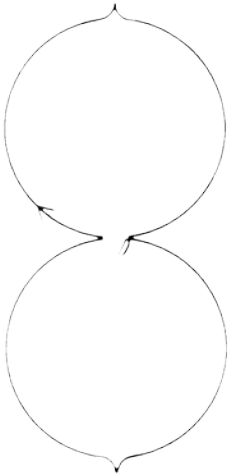


<b>DOUBLE THREE</b>		
<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
10a	RFO, LFO	3
10b	LFO, RFO	
11a	RFI, LFI	3
11b	LFI, RFI	
12a	RBO, LBO	4
12b	LBO, RBO	
13a	RBI, LBI	4
13b	LBI, RBI	



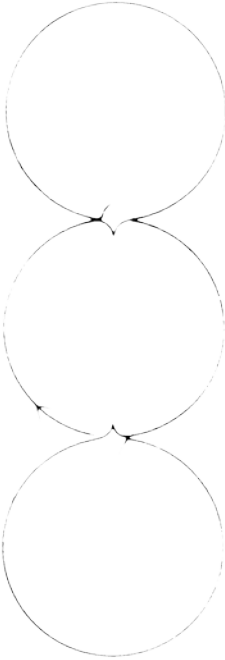
**LOOP**

Figure Number	Description	Test
14a	RFO, LFO	3
14b	LFO, RFO	
15a	RFI, LFI	3
15b	LFI, RFI	
16a	RBO, LBO	4
16b	LBO, RBO	
17a	RBI, LBI	4
17b	LBI, RBI	



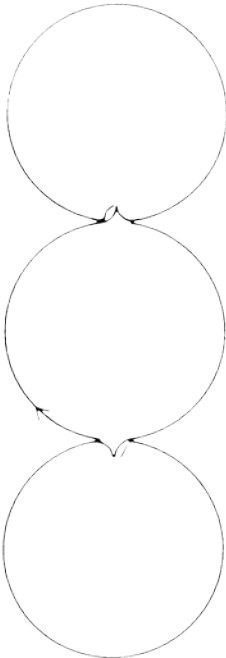
**BRACKET**

Figure Number	Description	Test
18a	RFO, LBI	5
18b	LFO, RBI	5
19a	RFI, LBO	4
19b	LFI, RBO	4



**ROCKER**

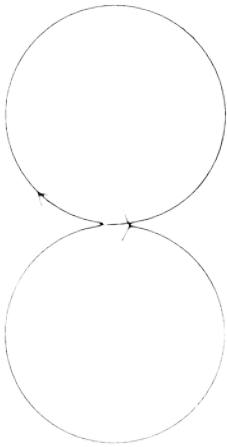
<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
20a	RFO, LBO	7
20b	LFO, RBO	7
21a	RFI, LBI	7
21b	LFI, RBI	7



**COUNTER**

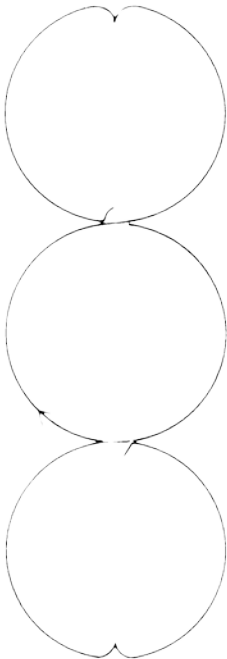
<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
22a	RFO, LBO	6
22b	LFO, RBO	6
23a	RFI, LBI	6
23b	LFI, RBI	6





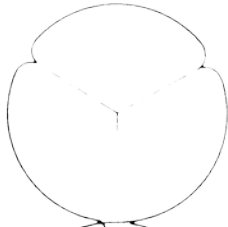
**ONE FOOT EIGHT**

<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
24a	RFOI, LFIO	5
24b	LFOI, RFIO	5
25a	RBOI, LBIO	7
25b	LBOI, RBIO	7



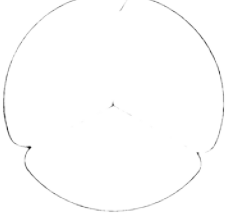
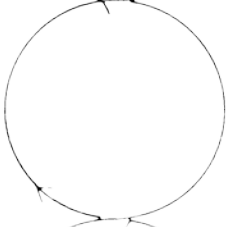
**CHANGE THREE**

<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
26a	RFOI, LBOI	3
26b	LFOI, RBOI	3
27a	RFIO, LBIO	4
27b	LFIO, RBIO	4



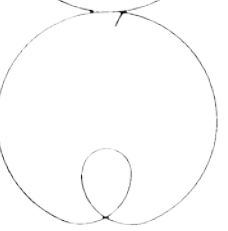
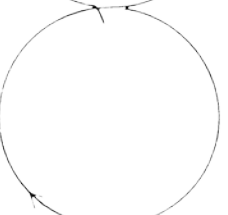
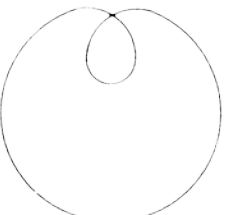
**CHANGE DOUBLE THREE**

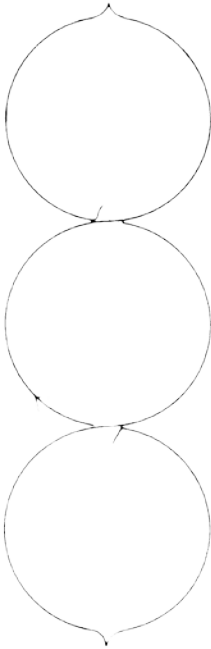
Figure Number	Description	Test
28a	RFOI, LFIO	3
28b	LFOI, RFIO	3
29a	RBOI, LBIO	5
29b	LBOI, RBIO	5



**CHANGE LOOP**

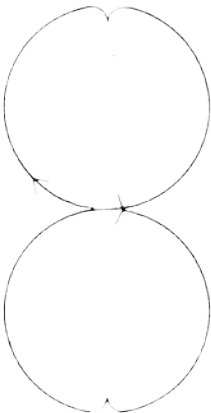
Figure Number	Description	Test
30a	RFOI, LFIO	5
30b	LFOI, RFIO	5
31a	RBOI, LBIO	7
31b	LBOI, RBIO	7





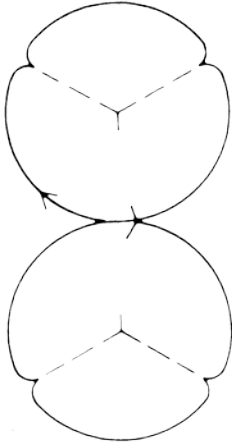
**CHANGE BRACKET**

<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
32a	RFOI, LBOI	6
32b	LFOI, RBOI	6
33a	RFIO, LBIO	6
33b	LFIO, RBIO	6



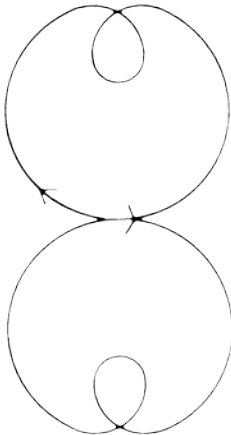
**PARAGRAPH THREE**

<b>Figure Number</b>	<b>Description</b>	<b>Test</b>
34a	RFO, LFI	6
34b	LFO, RFI	6
35a	RBO, LBI	7
35b	LBO, RBI	7



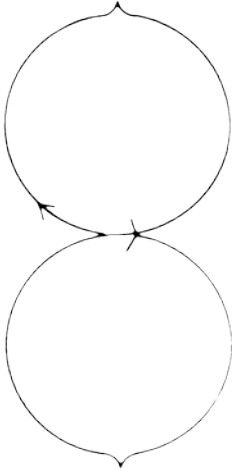
**PARAGRAPH DOUBLE THREE**

Figure Number	Description	Test
36a	RFO, LFI	8
36b	LFO, RFI	8
37a	RBO, LBI	8
37b	LBO, RBI	8



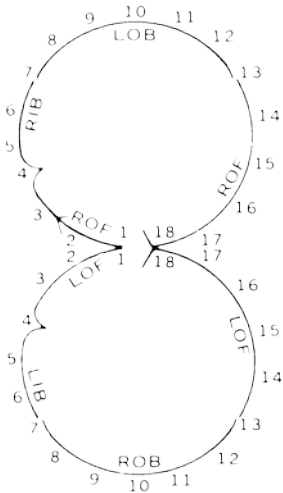
**PARAGRAPH LOOP**

Figure Number	Description	Test
38a	RFO, LFI	8
38b	LFO, RFI	8
39a	RBO, LBI	8
39b	LBO, RBI	8



**PARAGRAPH BRACKET**

Figure Number	Description	Test
40a	RFO, LFI	8
40b	LFO, RFI	8
41a	RBO, LBI	8
41b	LBO, RBI	8



**WALTZ EIGHT**

Figure Number	Description	Test
	RFO, LFO	PRE