

Roller Skating **ACHIEVEMENT PROGRAM**



Rules and Requirements

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An exclusive program of the Roller Skating Association
and the Society of Roller Skating Teachers of America



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Section 1

RSA Achievement Program

RSA ACHIEVEMENT PROGRAM INTRODUCTION

RSA Roller Skating Achievement Tests, originally called the RSROA Proficiency Tests, were established in 1939 to provide incentives for skaters to increase their skating skills without the pressure of competition. These tests offer skaters attainable goals through progressive training. Winning a test award is something of which to be proud and encourages skaters to advance further in developing their roller skating skills.

Speed Skating

Artistic Skating

Style Skating

Roller Hockey

Each discipline requires a series of tests for which the skater can earn pins for every level accomplished. After all pins in the series have been earned, the skater may take a final test for a Gold Medal. The final Gold Medal in each category is an Olympic style medallion engraved with the skater's name and year in which the test was passed. The medals are finely crafted and strung on a ribbon which can be worn with pride by any skater.

TAKING RSA ACHIEVEMENT TESTS

Who can take an Achievement Test

RSA Roller Skating Achievement Tests may be taken by anyone without regard to their status as a recreational skater, amateur skater, professional instructor, rink operator, or official. There are no membership requirements or restrictions. Skaters need not be members of the Roller Skating Association, the American Roller Sports (ARS), United States Amateur Roller Sports (USARS), or any other national organization, local group or club. ARS and USARS has authorized that Achievement Tests may be skated by an amateur with another amateur or professional without violating the Rules of Amateur Status. An Achievement Test Center does not require an ARS or USARS sanction. There are no age restrictions for taking these tests.

Where you can take an Achievement Test

Achievement Tests may be skated only at RSA member roller skating centers unless advance written permission is granted by the RSA President or Executive Director and the SRSTA Chair to conduct an Achievement Test at another site.

How to arrange to take an Achievement Test

In most cases Achievement Tests are given during a specially organized test center. The skating center operator, teacher, coach, or judges panel chairman will establish a time for the test center. This person, called the *test center director*, will make the necessary arrangements which includes scheduling of the tests, contacting and confirming all of the judges and officials, preparing the test forms and applications, collecting the appropriate fees from each skater and sending the original applications and necessary forms to the RSA National Office within 10 days after the test center.

All the necessary applications and forms are available from the RSA National Office upon request or online at www.rollerskating.com under the SRSTA tab. Please note that the test center is held through the courtesy of the rink operator. Please show every consideration in arranging the test center by beginning and ending on time.

How to arrange to take an Achievement Test (continued)

Skaters who have successfully completed their tests will be awarded Achievement Test pins. The pins are sent in care of the skater's home rink (the rink where they took their classes or lessons) or to the rink where the test center was conducted. Should a skater fail a test, the fees are forfeited and the full test fee must be paid again to re-skate the test. A skater who fails a test must wait at least 30 days before retaking the test except for the Gold Medal tests. A skater who fails a Gold Medal Test is not required to wait 30 days to retake that test, but the re-skate cannot be taken at the same Gold Medal test center.

Order of Skating Tests

Skaters just beginning to take Achievement Tests must start with the first Bronze level in a test category and take each succeeding test in order.

Skaters who have passed tests under any previous schedule are not required to retake the equivalent tests under the current schedule before taking the next higher test. However, skaters may choose to retake the current tests at their option.

Skaters will not be required to re-skate a test already passed as a requirement to take a higher test.

Achievement Test Fee Requirements

As of September 1, 1989, the RSA has established a schedule of wholesale/retail test fees. See the *Test Fee* section on pages 68-71. The wholesale portion of the test fees must be returned to the RSA National Office along with the test center report. The RSA rink operator's portion of each test fee may be retained by the rink operator (so long as they are active members of the RSA) to offset any expenses associated with the running of the test center. Rink operators must surcharge a \$1.00 assessment fee per test and/or admission to the test center in addition to the wholesale/retail pricing established by the RSA. Current RSA Member SRSTA Coaches must charge an additional fee of \$1.00 per test. The dollar is to be paid to the SRSTA coach who administers the test. Rink operators/coaches not wishing to retain their portion of each test fee may donate their portion to their club travel fund or the National Museum of Roller Skating. For allowable additional fees for Gold Medal Test Centers see the *Gold Medal Centers* section on page 62.

All test fees and paper work collected and/or due to the RSA must be remitted to the RSA National Office within 10 days after the conclusion of the test center. Failure to do so may jeopardize future participation in the Achievement Test Program.

Achievement Test Awards

Under no circumstances may any skater who has not properly passed a test display that test award pin or medal.

The RSA National Office cannot research or verify individual tests. Duplicates of lost test awards can only be replaced if the skater can provide the proper test form and pay the current test fees. When a medal is lost and no form is available to prove the medal was earned, a letter of certification from the coach at that time may be used to verify the passing of the test.

In the event of a catastrophe, (i.e. fire, burglary, natural disaster) test medals may be replaced if the skater can provide the proper test receipt for the highest test passed, verification through RSA records or the coach involved. The cost would be the price of the medal(s) to the office plus shipping/handling and a 25% fee. This can be charged to an insurance claim or handled by the claimant.

Section 2

Achievement

Test Centers

ACHIEVEMENT TEST CENTERS

Duties and Responsibilities of a Test Center Director

- The test center director is the chief official responsible for running the test center.
- The test center director will ensure that a current copy of the RSA Achievement Book and a rule book applicable to the test is available.
- The test center director will ensure that the judges are properly commissioned and that officials are properly stationed and comply with the rules pertaining to judges' duties and responsibilities.
- The test center director has the authority to remove or replace any judge for cause.
- The test center director may be asked by the referee to resolve any questions or disputes that may arise during or in connection with the test.
- The test center director will submit a written report to the RSA National Office for any act of misconduct by a skater or official.
- The test center director will ensure that all test and reporting forms are properly completed, signed and submitted with the appropriate fees to the RSA National Office within 10 days after the test center. File copies of the test forms, judges score sheets and other correspondence should be kept by the host rink for a period of three years and then may be destroyed.

Duties and Responsibilities of a Test Center Referee

- The referee is responsible for checking the skating surface to be sure it is in proper and safe condition and is properly marked for the test to be skated.
- The referee will organize the other officials (judges, timers, starters, etc.) for the test and distribute the judges scoring forms.
- The referee will ensure there is no interference with the test skater while he or she is skating the test.
- The referee will decide any questions or disputes that may arise during or in connection with the test. The referee may call the judges together to assist or concur in a ruling if the referee deems such action necessary. The referee may ask the test center director to make the final decision.
- The referee will submit a written report to the RSA National Office for any act of misconduct by a skater or official.
- The referee will ensure that each skater is announced or identified to the judges before skating begins.
- The referee will ensure that, if required, the music is clearly audible and of the proper tempo.
- The referee will instruct the judges not to discuss a skater's faults or merits until all the skaters' grades have been recorded.
- The referee will ensure that the judges sign the test application and write their scores (circling those that are failing totals). The referee will then complete the application by marking it as being passed or failed and signing it in the proper position prior to giving the forms to the Test Center Director. In large test centers, the referee may delegate this responsibility to a test center tabulator. However, the referee is responsible for the accuracy of all the work done by the tabulator.
- For dance tests, the referee will control the order of dances skated as printed in the RSA Achievement Book.
- For dance tests, the referee is responsible to time or count the repetitions as listed within the dance requirements for the tests.

Duties and Responsibilities of a Test Center Referee (continued)

- For freestyle tests, the referee will check that the skater has submitted the correct number of copies for his or her proposed routine, determine that there are items of content in accordance with the test to be taken and distribute them to the judges.
- For freestyle tests, the referee will ensure that the skater's routine is timed. If the skater goes over the maximum time indicated, that fact and the actual time would be furnished to the judges.
- For figure tests, the referee will instruct the skaters to skate the figures in the order they are listed in the RSA Achievement Book.
- For figure tests, the referee will instruct each skater as to the figure number, starting edge, and turns only of the figure to be skated. The referee will also verbally direct the skater to begin skating (no whistle or other starting device may be used). The referee may give directions or explanations necessary for the skater to start the figure on the proper foot and edge to skate the figure.
- If the skater starts incorrectly, the referee must stop the skater and have the skater start correctly without penalty to the skater's score.
 - Once the skater starts on the proper foot, into the proper edge, and into the proper circle the referee shall have no further responsibility regarding incorrect turns.
 - Provided the skater starts on the proper foot and edge, the skater has the option to skate in either direction.
 - A skater who slips or falls on the initial strike-off may elect to restart one time, without penalty, provided the skater's decision to restart is made during the first one-third of the first circle of the figure.
- For figure tests, the referee will stop the skater when the skater has completed two repetitions of the figure. If a skater stops a figure before it is completed, or falls during the skating of a figure, the referee will direct the skater to continue from a point before the skater stopped or fell. If a skater starts correctly but executes an improper turn, or fails to execute a correct figure after a correct start, the referee will not stop the skater but will allow the skater to continue without comment or instruction.
- See the Speed Test Requirements section for additional speed specific duties.
- See the Hockey Test Requirements section for additional specific duties.

Duties and Responsibilities of a Test Center Judge

- RSA test judges must be thoroughly knowledgeable of the tests they will be judging and conduct themselves professionally at all times. Judges will evaluate each test candidate objectively based upon the requirements of each test.
- RSA test judges may advise the skater of his or her performance only after the test is completed and marked. It is suggested that this be done only if the skater's professional or coach requests it. No test official may discuss or release the scores or grades to anyone. Test officials will not discuss or release the comparative standings or test scores of a skater. Achievement Tests are neither competitive nor comparative.

Selecting Judges for Achievement Tests

- Only RSA test judges holding the required commissions in the test being judged may officiate a test.
- Any person who acts as the test center referee must be an RSA test judge holding the required commissions in the test being judged.
- No RSA test judge may officiate at a test of any person who is his or her relative, skating partner, or has been a skating partner at any time during the past three years. A skating partner includes partners for competition or where both persons are being judged in team dance Achievement Tests.
- An RSA test judge who currently or has in the past three years taken instruction (classes or private lessons) at a skating center may not judge instructors (professional teachers or coaches) who taught at that skating center while the judge took instruction there. Any waiver of this rule must be obtained from the RSA national office prior to the test.
- No skating instructor (professional teacher or coach) may officiate at a test of a pupil or former pupil, except as described in paragraph #6 below. Any waiver of this rule must be obtained from the RSA national office prior to the test.
- All Bronze level tests in all disciplines require only one RSA test judge to officiate. Rinks have the option of using three judges for these tests if they desire. Where other RSA test judges are not available, another SRSTA, SCA or RHCA instructor at that facility may judge these tests if he or she holds the required commissions for the tests to be judged.
- If properly qualified judges are not available at your facility, contact rinks with a judges panel in your area. If you need assistance in locating qualified judges, you can refer to the RSA directory on the website or contact the RSA National Office. Confirming the judges should be done well in advance to ensure sufficient judges will be at the test center. Remember that RSA test judges are volunteers. Your request should allow sufficient time for the judges to make arrangements to attend your test center. These arrangements are a decision between the judges and the test center director.

Achievement Test Forms

Each Achievement Test skater must have the correct forms submitted per test skated, which are located at www.rollerskating.com under the SRSTA tab.

The Test Director must also include the following items when submitting their Test Center paperwork.

- Achievement Test Summary
- Test Fees
- Judges Roster

Section 3

Achievement

Test Judges

RSA TEST JUDGES

General Eligibility Requirements for RSA Test Judge Commissions

- Candidates for RSA Achievement test judges commissions must be at least 15 years of age to hold a No.1 commission. Candidates for No.2, No.3, or No.4 commissions must be at least 16 years of age.
- All RSA test judge commissions are renewed annually on or before June 1st through the RSA National Office.
- All RSA test judges must perform their activities through a judges panel registered with the RSA National Office.
- Candidates for judges commissions who are not physically capable of skating the Achievement Test prerequisites should request a waiver of this requirement through the RSA National Office.
- Candidates for a test commission who are 21 years of age or older may be automatically waived from the Achievement Test requirement provided the candidates holds at least a number one commission in an artistic category.
- **RSA test judges who have not held an RSA test judges commission for three years are considered out of date with current judging procedures.** Judges who have failed to re-new their commissions must contact the RSA National Office and request a form to be reinstated. All of the information requested on the form must be completed by the person requesting to have commissions restored and return it to the RSA National Office. The form will be given to the Achievement Test Committee to determine what action will be taken. Applicants may be required to pay a fee and take a written exam.

RSA Judge Panels

- RSA Achievement Test Judges are organized at the rink level into judging panels. The judges panel is the focus of recruiting and training RSA test judges for the rink. Judges panels may only be established at RSA member rinks except by written approval of the RSA Board of Directors.
- To start a judges panel, contact the RSA National Office. The national office will assign the panel a panel number. All the training material, including quizzes, and general information may be found on the RSA web site. Everything you need except the final examinations are included. Most judges panels hold informal meetings once or twice a month. At one of the early meetings, the panel should elect a panel chairman and secretary. Usually the rink operator or instructor will act as panel advisor. Panels should establish a course of study for the judges and trainees. The panel chairman or advisor should discuss the answers of the quizzes with the panel members. By this process, the panel advisor and chairman will learn which panel members are prepared for their judges tests.

Application for RSA Judge Commission Exams

- Applications for judges commissions may be obtained from the RSA website at www.rollerskating.com under the SRSTA tab or by contacting the RSA National Office.
- The candidate will complete the application and submit it to their panel advisor, chairman, or secretary along with the application fee per test.
- The panel chairman or advisor will verify the contents of the application and certify the candidate has completed the prescribed course of study for the commission and is in good standing.
- The panel officer will send the application to the RSA National Office so the proper examination can be issued.

Application for RSA Judge Commission Exams (continued)

- The applicant will have 30 days after the issue date of the test to return the completed exam to the RSA National Office.
- All exams must be administered by two Panel Advisors holding the same or higher commission unless written approval is obtained by the RSA for an exception. No. 1 Commission exams may be administered by one Panel Advisor holding the same or higher commission if two advisors are unavailable.
- Test will be graded and the applicant will receive their score and any feedback from the grader.
- If passing grade is achieved and the applicant is in good standing with the RSA, they will receive an updated RSA Commission Credentials card. If the applicant is not in good standing, a letter will be sent requesting the applicant submit their yearly registration fee to bring their commissions current.
- A candidate may apply for more than one commission at a time. The candidate cannot apply for more than one commission in the same discipline (ex. No. 1, No. 2, and No. 3 American Team & Solo Dance test at one given time).
- All No.1 Commission Test can be taken as OPEN book exams with the passing grade increasing to 80%. All No.2, No.3 and No.4 commission tests are to be taken as CLOSED book exams.

RSA JUDGE COMMISSION REQUIREMENTS

ARTISTIC SKATING COMMISSIONS

There are four disciplines for artistic skating commissions:

American Dance, International Dance, Figures and Freestyle.

Within each discipline, there are four levels of commissions (identified as No.1, No.2, No.3 and No.4).

1. An American Dance Commission authorizes a judge to officiate American Solo Dance or American Team Dance tests.
2. An International Dance Commission authorizes a judge to officiate International Solo Dance or International Team Dance tests.
3. A Figures Commission authorizes a judge to officiate Circle Figure or Loop Figure tests.
4. A Freestyle Commission authorizes a judge to officiate Quad or Inline Freestyle tests.

All candidates must complete the official course of study for that category and level of artistic skating.

Once study courses have been completed, an application for the Final Commission Exam must be submitted. See section *Application for RSA Judge Commission Exams*.

If the candidate fails the final exam, they must wait 60 days before reapplying.

Candidates who are not physically capable of skating the Achievement Test prerequisites should request a waiver of this requirement.

Candidates for a test commission who are 21 years of age or older may be waived from the Achievement Test Prerequisite provided the candidate holds at least a number one (1) commission in another category.

Waiver requests should be submitted to the RSA National Office.

No.1 Commissions Requirements (American Dance, Int'l Dance, Figures, Freestyle)

- Candidates must be a minimum of 15 years of age.
- Must pass the Final Commission Exam, OPEN Book with panel supervisors.

Required Tests Passed	Required Level	Required Tests Passed	Required Level
American Dance (solo or team)	3	Figures (Circle only)	2
International Dance (solo or team)	3	Freestyle	2

No. 1 Commission May Judge Tests:	Levels	No. 1 Commission May Judge Tests:	Level
American Dance (solo or team)	1 - 5	Circle Figures	1 - 5
International Dance (solo or team)	1 - 6	Loop Figures	1 - 2
		Freestyle	1 - 4

ARTISTIC SKATING COMMISSIONS (continued)

No.2 Commissions Requirements (American Dance, Int'l Dance, Figures, Freestyle)

- Candidates must be a minimum of 16 years of age.
- Must pass the Final Commission Exam, CLOSED Book with panel supervisors.

Required Tests Passed	Required Level	Required Tests Passed	Required Level
American Dance (solo or team)	9	Figures (Circle / Loop)	6 / 1
International Dance (solo or team)	7	Freestyle	5

No. 2 Commission May Judge Tests:	Levels	No. 2 Commission May Judge Tests:	Level
American Dance (solo or team)	1 - 9	Circle Figures	1 - 8
International Dance (solo or team)	1 - 9	Loop Figures	1 - 5
		Freestyle	1 - 7

No.3 Commissions Requirements (American Dance, Int'l Dance, Figures, Freestyle)

- Candidates must be a minimum of 16 years of age.
- Must pass the Final Commission Exam, CLOSED Book with panel supervisors.

Required Tests Passed	Required Level	Required Tests Passed	Required Level
American Dance (solo or team)	12	Figures (Circle / Loop)	9 / 6
International Dance (solo or team)	10	Freestyle	7

No. 3 Commission May Judge Tests:	Levels	No. 3 Commission May Judge Tests:	Level
American Dance (solo or team)	1 - 14	Circle Figures	1 - 11
International Dance (solo or team)	1 - 11	Loop Figures	1 - 7
		Freestyle	1 - 9

No.4 Commissions Requirements (American Dance, Int'l Dance, Figures, Freestyle)

- Qualify on the basis of demonstrated performance at the No. 3 level, studying the required material for the commission and the recommendation of their Panel Advisor/Panel Chairman.
- Must pass the Final Commission Exam, CLOSED Book with panel supervisors.

No. 4 Commission May Judge Tests:	Levels	No. 4 Commission May Judge Tests:	Level
American Dance (solo or team)	1 - 15	Circle Figures	1 - 12
International Dance (solo or team)	1 - 12	Loop Figures	1 - 8
		Freestyle	1 - 10

SPEED SKATING COMMISSIONS

There are two levels of speed commissions (identified as No.1 and No.2).

No.1 Speed Commission Requirements (Quad Speed and Inline Speed)

- Candidates must be a minimum of 15 years of age.

No. 1 Commission May Judge Tests:	Levels
Quad Speed	1 - 4
Inline Speed	1 - 4

No.2 Speed Commission Requirements (Quad Speed and Inline Speed)

- Candidates must be a minimum of 16 years of age.

No. 2 Commission May Judge Tests:	Levels
Quad Speed	1 - 8
Inline Speed	1 - 8

ROLLER HOCKEY COMMISSIONS

ARS competitive judges with roller hockey commissions will be used for the RSA Achievement Roller Hockey Program.

Test Levels	Commission Required	# of Judges
1 - 3	1 Hockey	One or Three
4 - 5	2 Hockey	Three
6 - 7	3B Hockey	Three
8 (Gold)	3A	Three

Section 4

Artistic

Achievement Tests

ARTISTIC ACHIEVEMENT TEST REQUIREMENTS

How Artistic Tests are Skated and Judged

1. Judges shall score each skater on a separate marking sheet, however, more than one couple or solo dance skaters may be judged at the same time by any one panel if so desired. Tests for these skaters must be completed before any other tests are skated. All tests must be scored using the Integer system listed above (0 through 100).
2. If a Bronze level test is being judged by only one qualified judge, a skater must obtain at least the minimum grade for each dance and the minimum total passing grade from the judge to pass the test. (See individual test requirements for tests that may be judged by one judge.)
3. For a test being judged by three qualified judges, a skater must obtain at least the minimum grade for each dance from at least two of the three judges and obtain the minimum total passing score, computed as the sum of that judge's scores, from at least two of the three judges.
4. If a skater receives a below minimum score on any portion of the test from any judge, the judge (s) must report this to the referee. If a judge scores a skater below the minimum that judge must fail the skater.
5. For the Gold Medal dance test being judged by five qualified judges, a skater must obtain at least the minimum grade for each dance from at least four of the five judges and obtain the minimum total passing score of all the dances from at least four of the five judges to pass the test. Starting January 1, 1996, all Team Dance tests must be skated with a partner.
6. Dances and Figures must be skated in the order printed in the RSA Achievement Book.
7. For dance tests, the referee is responsible to time or count repetitions as listed with the Dance Requirements for the test. In no case shall judging of a test exceed three minutes.
8. All required skate dance positions must be adhered to. However, if needed, only the Bronze level tests may be skated in Cross Arm Position "H".
9. All tests must be completed within a 24 hour period.
10. When evaluating achievement tests, judges should remember they are evaluating minimum standards as opposed to elite performance standards. Judges must be aware of the meaning of all scores in the Integer system.

ARTISTIC TEST INTEGER SYSTEM

Score	Meaning	Score	Meaning
0	Not Skated	60 - 69	Fair
1 - 19	Incomplete	70 - 79	Good
20 - 29	Badly Skated	80 - 89	Very Good
30 - 39	Poor	90 - 99	Excellent
40 - 49	Minimum	100	Perfect
50 - 59	Average		

ARTISTIC DANCE TEST REQUIREMENTS

Team Dance – American and International

All dance tests must be skated by a couple: a man and a woman. If one or more of the judges request, a skater may be required to repeat any part of the test with another partner. The choice of a partner is to be made by the skater alone. If desired, a professional may be hired for the express purpose of acting as a partner during the test. However, during a test where only one skater is being judged the skating of the partner will have no bearing on the grade. The partner, although not being judged, must conform to his or her required strokes of the dance. When the partner fails to comply, the partner may be substituted or the test may be cancelled by the referee. If the test is cancelled, the test fee will be returned to the skater and the 30-day waiting period is waived.

Solo Dance – American and International

Each skater will skate their own steps (female skater skates the female steps of each dance and the male skates the male steps of each dance). A skater has the option to skate the steps of the dance as specified for USARS Domestic and CIPA competition.

Solo and Team Dance Levels - American and International

- The Bronze level tests are the first in a progressive series of Solo Dance Achievement Tests for roller skating. Skaters must start with the first Bronze level test to be eligible for the next highest test. A skater must have passed all previous tests in the series.
- The Silver level tests represent the second major step forward in the development of team or solo roller skate dancing techniques. This series will introduce the test candidate to turn dances and border pattern dances. To be eligible for the Silver dance test series, a skater must have passed all previous Bronze tests in this series.
- The Gold level tests represent the ultimate accomplishment in team or solo roller skate dancing techniques. To be eligible for the Gold Dance Test Series, a skater must have passed all previous Bronze and Silver tests in the series.

Recognized Standards for Judging Dances

1. Upright carriage not bent at the hips but without being stiff.
2. Head held upright.
3. Raise and lower body by bending the knee of the tracing leg.
4. The free foot should be held slightly from the floor with the toe pointed downward and outward. The foot is generally held slightly bent. The free leg should always swing freely and assist the general skating movement.
5. Avoid all violent, angular or stiff movements.
6. Pay careful attention to the time and rhythm of the music.
7. All edges and turns should be smooth and clean.
8. All strokes should be accurately skated. Neatness of footwork is essential.
9. Keep your eyes forward, body straight and do not watch the floor.
10. Do not sit on the skate.
11. Take-offs should be close.
12. Achievement Tests are not experimental forms for the introduction and exploitation of new routines and movements.

ARTISTIC DANCE TEST REQUIREMENTS (continued)

American Solo and Team Dance tests must be skated and judged using American Dance techniques. International Solo and Team Dance tests must be skated and judged using International Dance techniques.

Judge Commission Requirements - Artistic Dance

American Solo and Team Dance		
Test Levels	Commission Required	# of Judges
1 - 7	RSA American Dance No.1	One
8 - 9	RSA American Dance No.2	Three
10 - 14	RSA American Dance No.3	Three
15 (Gold)	RSA American Dance No.4	Five (two out of region)

International Solo and Team Dance		
Test Levels	Commission Required	# of Judges
1 - 6	RSA American Dance No.1	One
7 - 9	RSA American Dance No.2	Three
10 - 11	RSA American Dance No.3	Three
12 (Gold)	RSA American Dance No.4	Five (two out of region)

AMERICAN SOLO AND TEAM DANCE TESTS (NEW)

AMERICAN SOLO AND TEAM DANCE	
#1 Bronze Solo and Team	
Min Grade: 35	Passing Grade: 100
Glide Waltz	108 Waltz
Progressive Tango	100 Tango
#2 Bronze Solo and Team	
Min Grade: 35	Passing Grade: 100
Academy Blues	88 Blues
Skaters or American March	100 March
#3 Bronze Solo and Team	
Min Grade: 40	Passing Grade: 165
Double Cross Waltz	138 Waltz
Balanciaga	100 Schottische
City Blues	88 Blues
#4 Bronze Solo and Team	
Min Grade: 40	Passing Grade: 165 Select 3 Dances
Denver Shuffle	100 Polka
Swing or Dutch Waltz	120 Waltz
Carlos Tango	96 Tango
Memorial Waltz	108 Waltz
Society Blues	88 Blues
#5 Bronze Solo and Team	
Min Grade: 40	Passing Grade: 165 Select 3 Dances
Carey Foxtrot	92 Foxtrot
Tara Tango	100 Tango
Southland Swing	88 Blues
Pilgrim Waltz	138 Waltz
Swing Schottische	100 Schottische
Rhythm Blues	88 Blues
#6 Bronze Solo and Team	
Min Grade: 45	Passing Grade: 240 Select 4 Dances
Casino Tango	100 Tango
La Vista Cha Cha	100 Cha Cha
Dore' Foxtrot	92 Foxtrot
California Swing	138 Waltz
Master's Polka	100 Polka
Golden Skater's Waltz	138 Waltz
#7 Bronze Solo and Team	
Min Grade: 45	Passing Grade: 240 Select 4 Dances
Collegiate (Team)	92 Foxtrot
Mary Lee Foxtrot (Solo)	92 Foxtrot
Quickstep or Bounce Boogie	100 Boogie
120 Waltz	120 Waltz
Milonga Tango	100 Tango
Chase Waltz	108 Waltz
Canasta Tango	96 Tango

AMERICAN SOLO AND TEAM DANCE	
#8 Silver Solo and Team	
Min Grade: 45	Passing Grade: 240 Select 4 Dances
JoAnn Foxtrot	92 Foxtrot
Crisscross March	100 March (6/8)
Luna Blues	88 Blues
Marionette Waltz	138 Waltz
Mirror Waltz	108 Waltz
Siesta Tango	100 Tango
#9 Silver Solo and Team	
Min Grade: 45	Passing Grade: 240 Select 4 Dances
Rock and Roll Waltz	155 Waltz
Century Blues	88 Blues
Border Blues	88 Blues
Valse Adante	155 Waltz
Split Polka	100 Polka
Casino March	100 March (6/8)
#10 Silver Solo and Team	
Min Grade: 50	Passing Grade: 260 Select 4 Dances
Syncopated Swing	96 Foxtrot
Fiesta Tango	100 Tango
Highland Schottische	100 Schottische
14-Step	100 March (6/8)
Association Waltz	120 Waltz
Zig Zag Polka	100 Polka
#11 Silver Solo and Team	
Min Grade: 50	Passing Grade: 260 Select 4 Dances
Boston Boogie	100 Boogie
Werner Tango	96 Tango
DoBlay	100 March (Paso)
Ten Fox	100 Foxtrot
Imperial Waltz	120 Waltz
Metropolitan Tango	100 Tango
#12 Silver Solo and Team	
Min Grade: 55	Passing Grade: 280 Select 4 Dances
Fascination Foxtrot	92 Foxtrot
Flirtation Waltz	108 Waltz
Karen Lee Tango	100 Tango
Viva Cha Cha	100 Cha Cha
International Waltz	168 Waltz
Delicado	100 Schottische

AMERICAN SOLO AND TEAM DANCE TESTS (continued) (NEW)

AMERICAN SOLO AND TEAM DANCE		
#13 Silver Solo and Team		
Min Grade: 55	Passing Grade: 280	<u>Do ALL Dances</u>
Rocker Foxtrot	92	Foxtrot
Harris Tango	100	Tango
Willow Waltz	138	Waltz
Princeton Polka	100	Polka
Keats Foxtrot	92	Foxtrot
#14 Gold Solo and Team		
Min Grade: 55	Passing Grade: 420	<u>Do ALL Dances</u>
Dench Blues	88	Blues
Paso Doble	100	Paso
Continental Waltz	168	Waltz
Iceland Tango	100	Tango
Pacifica Foxtrot	100	Foxtrot
Carroll Swing	100	Boogie
#15 Gold Medal Solo and Team		
Min Grade: 60	Passing Grade: 525	<u>Do ALL Dances</u>
Westminster Waltz	138	Waltz
Silhouette Foxtrot	100	Foxtrot
Argentine Tango	96	Tango
Kilian	100	March (2/4)
Viennese Waltz	138	Waltz
Carroll Tango	100	Tango
Quickstep	100	March (6/8)

ALL AMERICAN DANCE TESTS

1. Each skater can choose their own part (female or male steps of each dance).
2. A skater has the option for solo dance tests to skate the part of the dance as specified for USARS Domestic and CIPA competition.
3. All American Solo candidates and American Team Dance candidates, where only one member of the team is testing, shall skate a maximum of two minutes thirty seconds (2:30).
4. American Team Dance candidates; when both candidates in the same team are testing, a maximum of three minutes (3:00) will be used.
5. When more than one skater or team is being judged on the floor at the same time, three minutes (3:00) will be used.
6. The referee is responsible for planning the warm up of several dances at a time with the candidate, timing the skating period, and allowing sufficient rest periods.

GOLD MEDAL AMERICAN DANCE TESTS

1. All American **Gold Medal** Dance candidates shall skate a maximum of two minutes and thirty seconds (2:30). For team test, only one partner may be judged at a time by a panel of judges. Each test should be completed before starting the next test.
2. The referee is responsible for planning the warm up of several dances at a time with the candidate, timing the skating period, and allowing sufficient rest periods.

Please review the Gold Medal Test Section starting on page 61 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

Forward-Only Dances Test Structure

This is an addendum to the American dance program and provides for people who are not interested in competing and do not want to risk skating backwards the opportunity to continue to achieve.

[illegible]

INTERNATIONAL SOLO AND TEAM DANCE TESTS

INTERNATIONAL SOLO AND TEAM DANCE	
#1 Bronze Solo and Team	
Min Grade: 35 Passing Grade: 100	
Glide Waltz	120 Waltz (CEPA)
Country Polka	92 Polka / 100 Polka
#2 Bronze Solo and Team	
Min Grade: 35 Passing Grade: 100	
Carlos Tango	96 Tango (CEPA)
Skaters March	100 2/4 or 4/4 March (CEPA)
#3 Bronze Solo and Team	
Min Grade: 40 Passing Grade: 110	
Canasta Tango	96 Tango (CEPA)
Rhythm Blues	88 Blues (International)
#4 Bronze Solo and Team	
Min Grade: 40 Passing Grade: 110	
120 Waltz	120 Waltz
Denver Shuffle	100 Polka (CEPA)
#5 Bronze Solo and Team	
Min Grade: 45 Passing Grade: 120	
Werner Tango	96 Tango
Collegiate (Foxtrot position)	92 Foxtrot (International)
#6 Bronze Solo and Team	
Min Grade: 45 Passing Grade: 120	
Fiesta Tango	100 Tango
Swing Foxtrot	104 Foxtrot
#7 Silver Solo and Team	
Min Grade: 50 Passing Grade: 195	
Tudor Waltz	144 Waltz
Rotation Foxtrot (Team)	92 Foxtrot
Ten Fox (Solo)	100 Foxtrot
Karen Lee Tango (Team)	100 Tango
Kent Tango (Solo)	100 Tango
#8 Silver Solo and Team	
Min Grade: 50 Passing Grade: 195	
Keats Foxtrot (Team)	96 Foxtrot (CIPA)
Federation Foxtrot (Solo)	96 Foxtrot
Imperial Tango	104 Tango (CIPA)
Association Waltz	132 Waltz (CEPA)

INTERNATIONAL SOLO AND TEAM DANCE	
#9 Silver Solo and Team	
Min Grade: 50 Passing Grade: 195	
Flirtation Waltz	120 Waltz (CIPA)
Kleiner Waltz	138 Waltz (CEPA)
14 Step (Team)	2/4 or 4/4 108 March (CIPA)
14 Step+ (Solo)	2/4 or 4/4 108 March (CIPA)
#10 Gold Solo and Team	
Min Grade: 50 Passing Grade: 195	
Harris Tango	100 Tango (CIPA)
European Waltz	120 Waltz (CIPA)
Rocker Foxtrot	104 Foxtrot (CIPA)
Dench Blues	88 Blues (CIPA)

ALL INTERNATIONAL DANCE TESTS

The International Solo & Team Test Dances should be skated International Style. CIPA & CEPA Dance Diagrams & Patterns may be found in the USARS Dance Book. (latest version)

1. Each skater can choose their own part (female or male steps of each dance).
2. A skater has the option for solo dance tests to skate the part of the dance as specified for USARS Domestic and CIPA competition.
3. All International Solo and International Team Dance candidates, where only one member of the team is testing, shall skate two repetitions of full circuit dances and four repetitions of half circuit dances. When both candidates in a team dance are testing, they shall skate three (3) repetitions of full circuit dances and six repetitions of half circuit dances.
4. The referee is responsible for counting the repetitions and allowing sufficient rest periods.

INTERNATIONAL SOLO AND TEAM DANCE TESTS

INTERNATIONAL SOLO AND TEAM DANCE		
#11 Gold Solo and Team		
Min Grade: 55	Passing Grade: 280	<u>All Patterns CIPA</u>
American Waltz		168 Waltz (CIPA)
Or Terenzi Waltz (Solo)		168 Waltz (CIPA)
Iceland Tango		100 Tango (CIPA)
Kilian		108 2/4 March (CIPA)
Italian Foxtrot		96 Foxtrot (CIPA)
#12 Gold Medal Solo and Team		
Min Grade: 60	Passing Grade: 450	<u>All Patterns CIPA</u>
Westminster Waltz		138 Waltz
Argentine Tango		96 Tango
Paso Doble		112 Paso Doble
Viennese Waltz		138 Waltz
Quickstep		112 Two-Step Schottische
Starlight Waltz		168 Waltz

GOLD MEDAL INTERNATIONAL DANCE TESTS

1. For International Gold tests #11 and #12, all candidates will skate individually warming up a dance then skating the dance. Two repetitions of a full circuit dance will be skated and four repetitions of a half circuit dance will be skated.
2. At least one minute rest should be given after skating a dance and warming up the next dance and a minute before judging.
3. For team tests, only one partner may be judged at a time by a panel of judges. Each test must be completed prior to starting the next test.
4. The Gold Medal Test Director and/or Referee may extend the rest periods if required for health reasons.

Please review the Gold Medal Test Section on page 62 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

CIRCLE AND LOOP FIGURE REQUIREMENTS

- Tests will be scored using the Integer system. (see page 20)
- Circle Figure tests are skated on six meter, (or 19 feet, 8-1/4 inches) circles drawn on the skating surface. The host operator will insure that the circles are properly laid down prior to the tests.
- All figures required for a test must be skated within a 24-hour period.
- All figures must be skated in the order they are listed in the RSA Achievement Book.
- For figure tests, the referee will instruct each skater as to the figure number, starting edge and turns only of the figure to be skated. The referee will also verbally direct the skater to begin skating (no whistle or other starting device may be used). The referee may give directions or explanations necessary for the skater to start the figure on the proper foot and edge to skate the figure.
- If the skater starts incorrectly, the referee must stop the skater and have the skater start correctly without penalty to the skaters score.
 - *Once the skater starts the on the proper foot, into the proper edge, and into the proper circle the referee shall have no further responsibility regarding incorrect turns. Provided the skater starts on the proper foot and edge, the skater has the option to skate in either direction.*
- A skater who slips or falls on the initial strike-off may elect to restart one time without penalty, provided the skater's decision to restart is made during the first one-third of the first circle of the figure.
- The skater will execute 2 complete repetitions of each figure or loop. If a skater does not stop after 2 repetitions are complete, the referee will then stop the skater. If a skater stops a figure before it is completed, or falls during the skating of a figure, the referee will direct the skater to continue from a point before the skater stopped or fell. If a skater starts correctly but executes an improper turn, or fails to execute a correct figure after a correct start, the referee will not stop the skater but will allow the skater to continue without comment or instruction.

Judge Commission Requirements - Figures

Circle Figure		
Test Levels	Commission Required	# of Judges
1 - 5	RSA Figures No.1	One or Three
6 - 8	RSA Figures No.2	Three
9 - 11	RSA Figures No.3	Three
12 (Gold)	RSA Figures No.4	Five (two out of section)

Loop Figure		
Test Levels	Commission Required	# of Judges
1 - 2	RSA Figures No.1	One or Three
3 - 5	RSA Figures No.2	Three
6 - 7	RSA Figures No.3	Three
8 (Gold)	RSA Figures No.4	Five (two out of section)

Figures Judge Commission Requirements (continued)

- If a Bronze level test is being judged by one qualified judge, a skater must obtain at least the minimum grade for each figure and the minimum total passing grade from the judge to pass the test.
- For a figure test being judged by three qualified judges, a skater must obtain at least the minimum grade for each figure from at least two of the three judges and obtain the minimum total passing score, computed as the sum of that judge's scores from all the figures, from at least two of the three judges to pass the test. When a judge gives a score below the minimum grade that judge must fail the skater.
- If a skater receives a below minimum score on a figure from any judge, the judge(s) must report this to the referee before the next figure is skated. The referee may stop the test or let the skater complete the test. This decision will be at the discretion of the referee and/or test center director.
- For the Gold Medal Figure test being judged by five qualified judges, a skater must obtain at least the minimum grade for each figure from at least four of the five judges and obtain the minimum total passing score of all the figures from at least four of the five judges to pass the test.
- The use of a rolling start is no longer permitted.

Drawing Figures on the Rink Floor

In marking the figures on the rink floor, it is imperative to place the centers of all the circles in an exact line along the long axis. Use a chalk line to mark the long axis on the floor as seen in Figure 1.

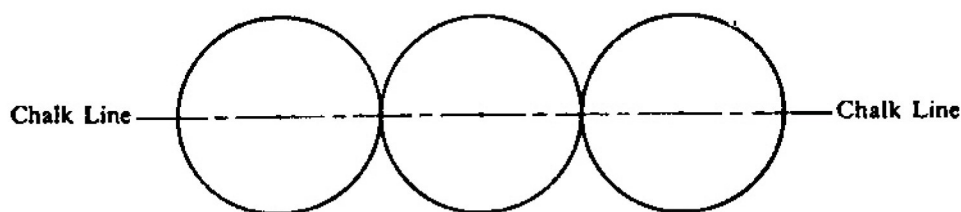


Figure1

The above figure is called a serpentine. It is the standard figure used in roller figure skating. Circles should be joined so that the widths of the painted lines are superimposed to form one width at the intersection of the two circles. Lines drawn through the exact center of the widths should just touch at the point where the circles meet the long axis as seen in Figure 2.

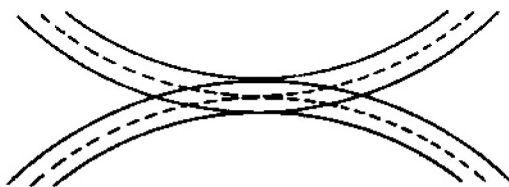


Figure2

RSA Achievement Tests and ARS / USARS competitions in Figure Circles may be skated on 5 or 6 meter circles. Loop figures must be skated on 2.4 meter loops. Figures should be arranged on the skating floor so that they do not overlap. All figures should be marked in a contrasting color from the floor so that the figures can be easily seen by the skater and judges. The lines for figures should not be less than $\frac{1}{2}$ inch nor more than $\frac{3}{4}$ inch in width.

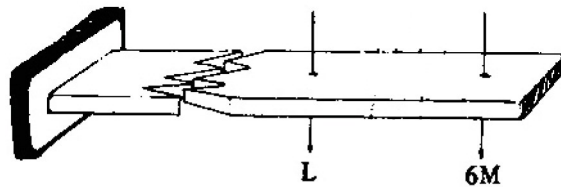
Drawing Figures on the Rink Floor (continued)

Metric to Feet Conversions

Loops	2.4 Meters	7 feet 10.5 inches
Circles	6 Meters	19 feet 8.25 inches

To mark the figures on a skating floor, use a wide felt tip marker or long bristle paint brush. If not using a marker, liquid black spirit shoe dye can be used rather than paint. If the figures are laid down on the floor before applying clear floor finish, the figures will not have to be re-done till the floor is resurfaced.

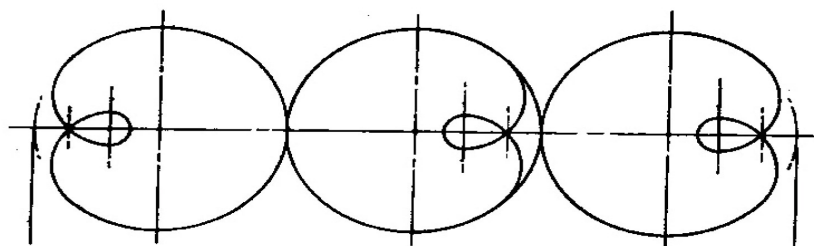
As a compass for laying figure circles, we suggest the use of a 1 x 2 inch board, at least 10 feet long. Nail a short piece of board to the end of the long board. To the bottom edge of the short board, glue or nail a length of $\frac{1}{2}$ inch wide felt weather stripping. Next, measuring from the center of the short board, drill three holes in the long board at a distance of 2.4 meters for loops, 5 meters and 6 meters for the circles. These holes will form the radii of the circles to be inscribed on the skating surface.



To use this compass, first begin by snapping a chalk line long enough to accommodate the common diameters for three circles of the size desired. Drive a finishing nail along the chalk line to form the center of the first circle to be inscribed. Slip the appropriate hole that has been previously drilled in the compass over the nail. Dip the felt pad at the end of your compass in a shallow dish or pan containing your marketing fluid or paint. Blot and then lower onto the skating surface and continue moving the stick until the felt needs to be recharged. It is important that the pad be lightly blotted and kept in constant motion while in contact with the skating surface to avoid over saturation and blotchy lines.

Instructions for making Loop Circles on the Skate Floor

Loops should be laid out with three loop circles in a row, all having their centers along a long axis, tangent (touching at the intersection with the long axis) and oriented as shown below with the loop of the two end circles facing out.



Instructions for making Loop Circles on the Skate Floor (continued)

In the drawing (Figure 5), broken D-A-B is an arc of the circumference of the loop circle and is necessary in the layout before the painted tracing line is made. When the painted tracing is made, the arc is not painted on the two end circles; however, this arc is painted in on the center loop circle.

Figure 5

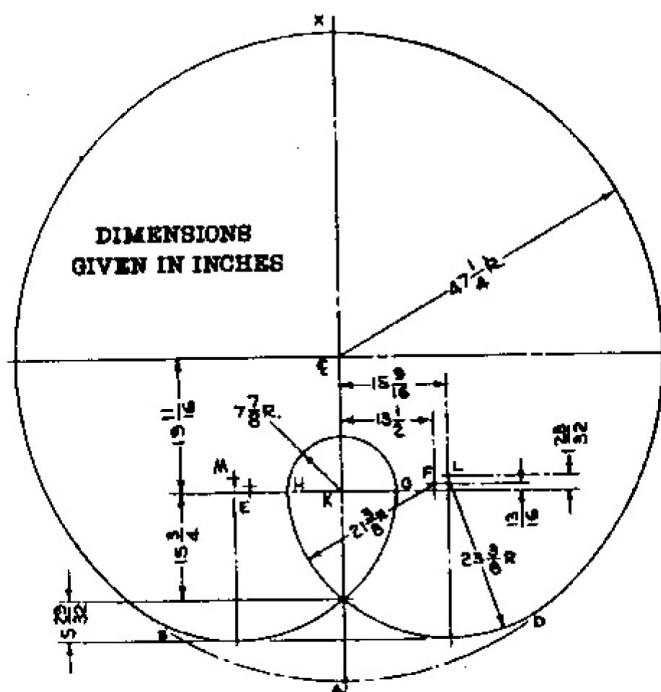
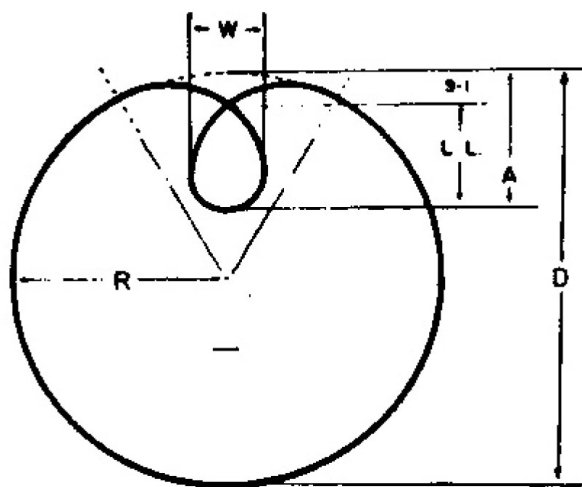


Figure 6



Loop Dimensions	Inches	Centimeters
D: Diameter of Loop Circle	94.5	240
SI: Set-in of Loop (1/8 D)	11.8	30
LL: Length of Loop (1/4 D)	23.6	60
A: Length of Loop plus Set-in	35.4	90
W: Width of Loop (1/6 D)	15.75	40

Note: These dimensions are based upon a single line and not upon the width of a skate.

Instructions for making Loop Circles on the Skate Floor (continued)

If you are going to draw a loop without a pattern, use the following instructions. Unless you are experience in painting loop figures, it is best to lay out the complete drawing in pencil first.

1. Make a reference axis line (A-X) long enough for three $94\frac{1}{2}$ inch circles in tangent sequence. A chalk line can be used because this axis line will not be painted.
2. You will need a device long enough for a $47\frac{1}{2}$ compass setting to outline the three loop circles in sequence. A pair of “trammel points” on a $1 \times \frac{3}{4}$ inch piece of wood, approximately 50 inches long, makes a suitable beam compass. Locate the center, C, on the axis line and use C as a compass center for the radius of the loop circle.
3. Use illustration diagrams to scribe the arcs of the loop and its set-in. Note that point L takes the set-in arc from the circle circumference to a point where it merges with the arc inscribed by point F. Point F will then bring the loop arc from the termination of point L to point H ($19\frac{11}{16}$ inches from a line at right angles to the center of the circle). Point K then inscribes the bottom of the loop from H to G. The spiral out is reverse of the foregoing using points E and M. Again it is suggested that a loop be rendered on a Masonite or plywood pattern to facilitate transferring to the skating surface.

CIRCLE FIGURE TESTS

CIRCLE FIGURES

#1 Bronze Circle Figure

Min Grade: **35** Passing Grade: **100**

111A	ROF-LOF Serpentine Eight
111B	LOF-ROF Serpentine Eight

#2 Bronze Circle Figure

Min Grade: **35** Passing Grade: **100**

112A	RIF-LIF Serpentine Eight
112B	LIF-RIF Serpentine Eight

#3 Bronze Circle Figure

Min Grade: **40** Passing Grade: **220**

1	ROF-LOF Eight
1B	LOIF-ROIF Change Eight
2	RIF-LIF Eight
2B	LIOF-RIOF Change Eight

#4 Bronze Circle Figure

Min Grade: **40** Passing Grade: **165**

5A	ROIF-LIOF Serpentine
5B	LOIF-RIOF Serpentine
100 or 113A	RIF-LIB Mohawk LIF-RIB Mohawk or ROB-LOB Serpentine Eight
105A	ROF-LIF Double Change Serpentine (Adults Only)

#5 Bronze Circle Figure

Min Grade: **40** Passing Grade: **165**

7A	ROF-LOF Three
9A	RIF-LOB Three
9B	LIF-ROB Three

#6 Silver Circle Figure

Min Grade: **45** Passing Grade: **240**

3A	ROB-LOB Circle Eight
8A	ROF-LIB Three
8B	LOF-RIB Three
11A	RIF-LIF Double Three

#7 Silver Circle Figure

Min Grade: **45** Passing Grade: **300**

3B	LOB-ROB Circle Eight
4A	RIB-LIB Circle Eight
10A	ROF-LOF Double Three
26A	ROIF-LOIB Serpentine Three
26B	LOIF-ROIB Serpentine Three

CIRCLE FIGURES

#8 Silver Circle Figure

Min Grade: **50** Passing Grade: **520**

12A	ROB-LOB Double Three
13A	RIB-LIB Double Three
19A	RIF-LOB Bracket
19B	LIF-ROB Bracket
22A	ROF-LOB Counter
22B	LOF-ROB Counter
23A	RIF-LIB Counter
23B	LIF-RIB Counter

#9 Silver Circle Figure

Min Grade: **50** Passing Grade: **520**

18A	ROF-LIB Bracket
18B	LOF-RIB Bracket
21A	RIF-LIB Rocker
21B	LIF-RIB Rocker
28A	ROIF-LIOF Serpentine Double Three
28B	LOIF-RIOF Serpentine Double Three
32A	ROIF-LOIB Serpentine Bracket
32B	LOIF-ROIB Serpentine Bracket

#10 Gold Circle Figure

Min Grade: **55** Passing Grade: **560**

20A	ROF-LOB Rocker
20B	LOF-ROB Rocker
29A	ROIB-LIOB Serpentine Double Three
29B	LOIB-RIOB Serpentine Double Three
33A	RIOF-LIOB Serpentine Bracket
33B	LIOF-RIOB Serpentine Bracket
42A	Right Forward Outside Counter Combined with Bracket and Inside Counter
42B	Left Forward Outside Counter Combined with Bracket and Inside Counter

CIRCLE FIGURE TESTS

CIRCLE FIGURES

#11 Gold Circle Figure	
Min Grade: 55 Passing Grade: 560	
36A	ROF-LIF Paragraph Double Three
36B	LOF-RIF Paragraph Double Three
37A	ROB-LIB Paragraph Double Three
37B	LOB-RIB Paragraph Double Three
43A	Right Forward Outside Rocker Combined with Outside Double Three
43B	Left Forward Outside Rocker Combined with Outside Double Three
44A	Right Forward Inside Rocker Combined with Inside Double Three
44B	Left Forward Inside Rocker Combined with Inside Double Three

#12 Gold Medal Figure	
Min Grade: 60 Passing Grade: 600	
40A	ROF-LIF Paragraph Bracket
40B	LOF-RIF Paragraph Bracket
41A	ROB-LIB Paragraph Bracket
41B	LOB-RIB Paragraph Bracket
45A	Right Backward Outside Counter Combined with Bracket and Inside Counter
45B	Left Backward Outside Counter Combined with Bracket and Inside Counter
46A	Right Forward Outside Double Three Combined with Outside Rocker and Backward Double Three Paragraph
46B	Left Forward Outside Double Three Combined with Outside Rocker and Backward Double Three Paragraph

Please review the Gold Medal Test Section starting on page 62 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

For Domestic Tests:

#1 through #12 will be skated with 2 reps of the figure.

For International Tests:

Paragraphs will be 2 reps of the figure and skaters are allowed to warm up each figure one at a time.

CIRCLE FIGURES

#13 International Gold Circle Figure	
Min Grade: 60 Passing Grade: 600	
47A	Right Forward Outside Bracket Combined with Inside Counter and Backward Bracket Paragraph
47B	Left Forward Outside Bracket Combined with Inside Counter and Backward Bracket Paragraph
48A	Right Backward Double Three Combined with Outside Rocker and Forward Double Three Paragraph
48B	Backward Double Three Combined with Outside Rocker and Forward Double Three Paragraph
49A	Right Backward Outside Bracket Combined with Inside Counter and Forward Bracket Paragraph
49B	Left Backward Outside Bracket Combined with Inside Counter and Forward Bracket Paragraph
50A	Right Forward Double Three Combined with Outside Counter and Backward Double Three Paragraph
50B	Left Forward Double Three Combined with Outside Counter and Backward Double Three Paragraph

#14 International Senior Gold Medal Figure	
Min Grade: 60 Passing Grade: 450	
51A	Right Forward Outside Bracket Combined with Inside Rocker and Backward Bracket Paragraph
51B	Left Forward Outside Bracket Combined with Inside Rocker and Backward Bracket Paragraph
52A	Right Backward Outside Double Three Combined with Outside Counter and Forward Double Three Paragraph
52B	Left Backward Outside Double Three Combined with Outside Counter and Forward Double Three Paragraph
53A	Right Backward Outside Bracket Combined with Inside Rocker and Forward Bracket Paragraph
53B	Left Backward Outside Bracket Combined with Inside Rocker and Forward Bracket Paragraph

LOOP FIGURE TESTS

LOOP FIGURES	
#1 Bronze Loop Figure	
Min Grade: 35 Passing Grade: 150	
114A	ROF-LOF Circle Eight Loop Tracing
115B	LIF-RIF Circle Eight Loop Tracing
130A	ROIF-LIOF Serpentine Loop Tracing
#2 Bronze Loop Figure	
Min Grade: 35 Passing Grade: 150	
114B	LOF-ROF Circle Eight Loop Tracing
115A	RIF-LIF Circle Eight Loop Tracing
130B	LOIF-RIOF Serpentine Loop Tracing
#3 Bronze Loop Figure	
Min Grade: 40 Passing Grade: 220	
14A	ROF-LOF Circle Eight Loop
116A	ROB-LOB Circle Eight Loop Tracing
117B	LIB-RIB Circle Eight Loop Tracing
131A	ROIB-LIOB Serpentine Loop Tracing
#4 Silver Loop Figure - cost \$11.00	
Min Grade: 45 Passing Grade: 240	
15A	RIF-LIF Circle Eight Loop
131B	LOIB-RIOB Serpentine Loop Tracing
138A	ROF-LIF Paragraph Loop Tracing
138B	LOF-RIF Paragraph Loop Tracing
#5 Silver Loop Figure - cost \$13.00	
Min Grade: 45 Passing Grade: 240	
16A	ROB-LOB Circle Eight Loop
30A	ROIF-LIOF Serpentine Loop
139A	ROB-LIB Paragraph Loop Tracing
139B	LOB-RIB Paragraph Loop Tracing
#6 Silver Loop Figure - cost \$15.00	
Min Grade: 55 Passing Grade: 210	
16B	LOB-ROB Loop
17A	RIB-LIB Loop
30B	LOIF-RIOF Serpentine Loop
#7 Gold Loop Figure	
Min Grade: 55 Passing Grade: 210	
31A	RIOB-LIOB Serpentine Loop
31B	LOIB-RIOB Serpentine Loop
38A	ROF-LIF Paragraph Loop

LOOP FIGURES	
#8 Gold Medal Loop Figure	
Min Grade: 60 Passing Grade: 225	
38B	LOF-RIF Paragraph Loop
39A	ROB-LIB Paragraph Loop
39B	LOB-RIB Paragraph Loop

Please review the Gold Medal Test Section on page 62 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

Section 5

Freestyle

Achievement Tests

FREESTYLE REQUIREMENTS

- All freestyle routines will be skated to music of the skater's and/or coaches choice, and must follow the test level requirements. The referee will have each test timed. The clock will be started when the skater moves from a stationary position after the announcement "skate" even if the movement is to another stationary or posed position. The clock will be stopped when the skater completes the routine. When the music starts or stops will have no bearing on timing the routine.
- Jumps will be scored on the take-off edges, number of rotations, air positions, and clean landings. All spins must achieve the required revolutions as listed in each test. Spins will be scored on body position, speed of the spin, and edge quality. Footwork should follow the guidelines of each test level and may include other suggested moves in addition to the required footwork.
- The skater may not attempt additional jumps and spins in a program. Additional jumps (other than those allowable under the conditions of footwork) and spins, either as an individual item or as a "set-up item" for one of the test requirements, will constitute failure of the test. A waltz jump may be used as a set-up for a double loop. The skater may use as much footwork as he or she deems necessary to perform the program.
- Each freestyle candidate must furnish the referee four copies of the jumps, spins, and footwork sequences that the skater will attempt in his or her program, in the order in which they will be skated. The Gold Medal test will require six copies; one each for the five judges and one for the referee. The list may be submitted on the official judges scoring form or on 8.5" x 11" paper. The items must be numbered in their proper order, so that the judges may easily follow the progress of the program. The referee will check the list to ensure the proper requirements listed for the test to be taken. It is the responsibility of the skater/coach to see all items are listed in the correct skating order. If the skater performs an item out of order the judge will take a deduction, but it does not constitute an automatic failure of the test. Omitting an item will constitute an automatic failure of that test.
- The judge will assign two scores for the test based on the skater's content of program and manner of performance using the Integer scoring system in Table 1. The judges' grades are then compared to the passing grades for that test to determine if the skater has passed or failed according to that individual judge.
- Judges are not allowed to review any part of a freestyle test. The freestyle test requirements have the necessary flexibility whereby the skater may have missed items and yet receive a passing mark or higher. It is at the discretion of the individual judge to evaluate the number of missed items and the degree of error in those items and to determine the effect of these flaws on the overall performance.

Judge Commission Requirements - Freestyle

Freestyle (quad and inline)		
Test Levels	Commission Required	# of Judges
1 - 4	RSA Freestyle No.1	One or Three
5 - 7	RSA Freestyle No.2	Three
8 - 9	RSA Freestyle No.3	Three
10 (Gold)	RSA Freestyle No.4	Five (two out of section)

QUAD FREESTYLE TESTS

QUAD FREESTYLE		
#1 Bronze Quad Freestyle		
Min Grade: 35	Passing Grade: 100	Max: 1:30 minutes
<u>Jumps</u>	<u>Spins</u>	
Bunny Hop	Two Foot Spin (3x)	
2 Foot Jump No Rotation	One Foot Upright (2x) (may be 1/4 turns)	
2 Foot Jump 1/2 Rotation		
Components of a strong bronze 1 freestyle test should include forward skating, changes of direction and coverage of the entire skating surface.		
Suggested moves can include but are not limited to Forward Arabesque, Shoot the Duck, C-Step Turns, and Toe Hops.		
#2 Bronze Quad Freestyle		
Min Grade: 35	Passing Grade: 100	Max: 1:30 minutes
<u>Jumps</u>	<u>Spins</u>	
Waltz Jump	Heel/Toe Spin (3x)	
1/2 Flip	IB Upright (3x)	
1/2 Toe Loop		
Components of a strong bronze 2 freestyle test should include backward skating, changes of direction and coverage of the entire skating surface.		
Suggested moves can include but are not limited to Backward Arabesque, Forward Scale, Spread Eagle, & 3 turn sequence.		
#3 Bronze Quad Freestyle		
Min Grade: 40	Passing Grade: 110	Max: 2 minutes
<u>Jumps</u>	<u>Spins</u>	
Waltz/ Toe Loop (Closed take-off)	IB/ IF Upright (2x each)	
Toe Loop	OF or OB Upright (2x each)	
Salchow		
1 Footwork sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turns, Forward edges, and Toe hops. (Straight Line Pattern)		
Suggested moves can include but are not limited to forward pivots, forward or backward scales, & arabesque/shoot the duck/arabesque.		
#4 Bronze Quad Freestyle		
Min Grade: 40	Passing Grade: 110	Max: 2 minutes
<u>Jumps</u>	<u>Spins</u>	
Salchow/ Toe Loop (closed take-off)	OF Upright or OF Sit (2x)	
Flip	OB Upright or OB Sit (2x)	
Loop	IB Sit Spin (3x)	
1 Footwork Sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turns, Backward edges, and Toe hops. (Diagonal Pattern)		
Suggested moves can include but are not limited to backward pivots, shoot the duck w/leg tuck (front or back), and attitude.		

QUAD FREESTYLE		
#5 Silver Quad Freestyle		
Min Grade: 40	Passing Grade: 110	Max: 2:30 minutes
<u>Jumps</u>	<u>Spins</u>	
Euler	IB Sit Spin (2x) Upright (2x)	
Lutz	OF Camel (2x) or OB Camel (2x)	
3 Jump Combo w/Flip or Loop	Sit Spin change sit spin (2x each)	
1 Footwork sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turn, S-Step turn, swings, and any suggested moves of your choice.		
Suggested moves can include but are not limited to Stag Jump, Side Leg Stretch, and Ballet Jump.		
Note: Spins– Pick 2		
#6 Silver Quad Freestyle		
Min Grade: 45	Passing Grade: 120	Max: 2:30 minutes
<u>Jumps</u>	<u>Spins</u>	
Axel	OF Camel/Upright (2x each)	
5 Jump Combo (singles only)	Sit Spin (5x)	
At least 2 different single jumps	OB Camel/Upright (2x each)	
Advanced footwork sequence: steps or sequence of steps involving 3 turns, brackets, swings, counters, suggested moves and changes of edge or change of lean and direction. (Circle Pattern)		
Suggested moves can include but are not limited to backward inside scale, arabesque with edge change & scorpion.		
Note: Spins-Pick2		
#7 Silver Quad Freestyle		
Min Grade: 50	Passing Grade: 130	Max: 3 minutes
<u>Jumps</u>	<u>Spins</u>	
Double Toe Loop	Camel Change Camel (2x each)	
Double Salchow	Camel/Sit Spin/ Sideways Upright (2x each)	
3 jump combo (must include an axel and one double listed above).	IB Camel/Upright (2x)	
Advanced footwork sequence: steps or sequence of steps involving 3 turns, brackets, swings, counters, suggested moves and changes of edge or change of lean and direction. (Free Pattern)		
Suggested moves can include but are not limited to stag jump, and Ina Bauer.		
Notes: Spins– Pick 2		

QUAD FREESTYLE TESTS (continued)

QUAD FREESTYLE	
#8 Silver Quad Freestyle	
Min Grade: 55 Passing Grade: 140	Max: 3:30 minutes
<u>Jumps</u>	<u>Spins</u>
At least 3 different double jumps one	Camel combo spin, must include a sit spin
5 Jump combo (must include single Axel & two different doubles).	Heel Camel right or left (3x) 3 Way Camel (2x each)
Advanced Foot work sequence: steps or sequence of steps involving brackets, counters, rockers, forward loops, suggested moves and change of edge with change of lean and direction. (Free Pattern)	
Suggested moves can include but are not limited to Split Jump, Sideways Arabesque, and Illusion.	
Notes: Spins-Pick 2	
#9 Gold Quad Freestyle	
Min Grade: 60 Passing Grade: 150	Max: 4 minutes
<u>Jumps</u>	<u>Spins (Choose 3)</u>
Double Flip	Heel of your choice/Combo Spin must include a sit (4 positions max) (3x each)
Double Lutz	OF Camel/IB Camel/OB Camel (2x each)
Double Loop	Camel Jump Camel (2x each)
3-5 Jump combo (must include 2 doubles listed above)	Inverted (2x each)
Advanced foot work sequence: Steps or sequence of steps involving brackets, counters, rockers, backward loops, suggested moves and changes of edge or changes of lean and direction. (Free Pattern)	
Choreo Footwork Sequence	
Suggested moves can include but are not limited to layback spread eagle, scorpion, and hydroplane.	
Note: Spins– Pick 2	
#10 Gold Medal Quad Freestyle	
Min Grade: 60 Passing Grade: 150	Max: 4 minutes
JUMPS - Choose Three (3)	Combos: Choose 2
Double Flip	Double Lutz/Euler/Double Flip
Double Lutz	5 Jump Combo (must include 2 doubles, one must be a loop)
Double Loop	Axel/Loop/Double Loop
Double Axel	3 Jump Combo including 1 Triple Jump
Any Triple	
SPINS - Choose Three (3)	
Biellman	Combination Spin (min. of 4 positions, 2x each, must include 1 heel camel and 1 sit spin)
Heel Camel (6x)	Broken Ankle (2x)
Advanced Foot work sequence: Steps or sequence of steps involving brackets, counters, rockers, forward & backward loops, suggested moves and changes of lean and direction. (Free Pattern)	
Choreo Footwork Sequence	
Suggested moves can include but are not limited to High leg stretch front or back, Russian Split, & Ina Bauer.	

Judges Notations:

1. All 1/2 jumps must be landed flat footed or with a toe push. Toe Loop take-offs must be in the closed position. Salchow/Loop take-offs can be with or without the toe.
2. All spins must achieve the required revolutions as listed in each test. Scoring of the spin will be dependent on body position, speed of the spin, and edge quality.
3. Scoring of a jump will be dependent on the take-off edges, number of rotations, air position, and clean landings.
4. Footwork should follow the guidelines of each test level and may include other suggested moves in addition to the required footwork. Mohawk turn is known as the “C Step”. Choctaw is known as the “S Step”.
5. All Gold Medal test items will be judged by the same standard for all jumps and spins regardless of difficulty.
6. If a skater performs an item out of order, the judge will take a deduction but it does not constitute an automatic failure of the test. Omitting an item will require an automatic failure of the test. (Per RSA Achievement Test Booklet).

Please review the Gold Medal Test Section on page 62 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

INLINE FREESTYLE TESTS

INLINE FREESTYLE		
#1 Bronze Inline Freestyle		
Min Grade: 35	Passing Grade: 100	Max: 1:30 minutes
<u>Jumps</u>		<u>Spins</u>
Bunny Hop		Two Foot Spin (3x)
2 Foot Jump No Rotation		One Foot Upright (2x) (may be 1/4 turns)
2 Foot Jump 1/2 Rotation		
Components of a strong bronze 1 freestyle test should include forward skating, changes of direction and coverage of the entire skating surface.		
Suggested moves can include but are not limited to Forward Arabesque, Shoot the Duck, C-Step Turns, and Toe Hops.		
#2 Bronze Inline Freestyle		
Min Grade: 35	Passing Grade: 100	Max: 1:30 minutes
<u>Jumps</u>		<u>Spins</u>
Waltz Jump		Heel/Toe Spin (2x)
1/2 Flip		IB Upright (2x)
1/2 Toe Loop		
Components of a strong bronze 2 freestyle test should include backward skating, changes of direction and coverage of the entire skating surface.		
Suggested moves can include but are not limited to Backward Arabesque, Forward Scale, Spread Eagle, & 3 turn sequence.		
#3 Bronze Inline Freestyle		
Min Grade: 40	Passing Grade: 110	Max: 2 minutes
<u>Jumps</u>		<u>Spins</u>
Waltz/ Toe Loop (Closed take-off)		IB/ OB Upright (2x each)
Toe Loop		OB Upright (2x)
Salchow		
1 Footwork sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turns, Forward edges, and Toe hops. (Straight Line Pattern)		
Suggested moves can include but are not limited to forward pivots, forward or backward scales, & arabesque/shoot the duck/arabesque.		

INLINE FREESTYLE		
#4 Bronze Inline Freestyle		
Min Grade: 40	Passing Grade: 110	Max: 2 minutes
<u>Jumps</u>		<u>Spins</u>
Salchow/ Toe Loop (closed take-off)		IB Upright or IB Sit (2x)
Flip		OB Upright or OB Sit (2x)
Loop		
1 Footwork Sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turns, Backward edges, and Toe hops. (Diagonal Pattern)		
Suggested moves can include but are not limited to backward pivots, shoot the duck w/leg tuck (front or back), and attitude.		
#5 Bronze Inline		
Min Grade: 45	Passing Grade: 120	Max: 2:30 minutes
<u>Jumps</u>		<u>Spins</u>
Euler		IB Sit Spin (2x) Upright (2x)
Lutz		IB Camel (2x) or OB Camel (2x)
3 Jump Combo w/Flip or Loop		Sit Spin change sit spin (2x each)
1 Footwork sequence consisting of steps or sequence of steps involving 3 turns, C-Step Turn, S-Step turn, swings, and any suggested moves of your choice. (Serpentine Pattern)		
Suggested moves can include but are not limited to Stag Jump, Side Leg Stretch, and Ballet Jump.		
Note: Spins– Pick 2		
#6 Silver Inline Freestyle		
Min Grade: 45	Passing Grade: 120	Max: 2:30 minutes
<u>Jumps</u>		<u>Spins</u>
Axel		IB Camel/Upright (2x each)
3 Jump Combo (singles only)		Sit Spin (3x)
At least 2 different single jumps		OB Camel/Upright (2x each)
Advanced footwork sequence: steps or sequence of steps involving 3 turns, brackets, swings, counters, suggested moves and changes of edge or change of lean and direction. (Circle Pattern)		
Suggested moves can include but are not limited to backward inside scale, arabesque with edge change & scorpion.		
Note: Spins-Pick2		

INLINE FREESTYLE TESTS

INLINE FREESTYLE		
#7 Silver Inline Freestyle		
Min Grade: 50	Passing Grade: 130	Max: 3 minutes
<u>Jumps</u>	<u>Spins</u>	
Double Toe Loop	Camel Change Camel (2x each)	
Double Salchow	Camel/Sit Spin/Upright (2x each)	
3 jump combo (must include an axel and one double listed above).	IB Camel/Upright (3x each)	
Advanced footwork sequence: steps or sequence of steps involving 3 turns, brackets, swings, counters, suggested moves and changes of edge or change of lean and direction. (Free Pattern)		
Suggested moves can include but are not limited to stag jump, and Ina Bauer.		
#8 Silver Inline Freestyle		
Min Grade: 55	Passing Grade: 140	Max: 3:30 minutes
<u>Jumps</u>	<u>Spins</u>	
At least 3 different double jumps one MUST be a Double Flip.	Camel combo spin, must include a sit spin (3 positions, 2x each)	
3 Jump combo (must include single Axel & one double).	3 Position Combo Spin	
Advanced Foot work sequence: steps or sequence of steps involving brackets, counters, rockers, forward loops, suggested moves and change of edge with change of lean and direction. (Free Pattern)		
Suggested moves can include but are not limited to Split Jump, Sideways Arabesque, and Illusion.		
#9 Gold Inline Freestyle		
Min Grade: 60	Passing Grade: 150	Max: 4 minutes
<u>Jumps</u>	<u>Spins</u>	
Double Flip	IB Camel/ OB Camel/OB Sit (2x each)	
Double Lutz	Camel w/ only 1 position (4x)	
Double Loop	Flying Camel (2x)	
3 Jump combo (must include 2 doubles listed above)		
Advanced foot work sequence: Steps or sequence of steps involving brackets, counters, rockers, backward loops, suggested moves and changes of edge or changes of lean and direction. (Free Pattern)		
Choreo Footwork Sequence		
Suggested moves can include but are not limited to layback spread eagle, scorpion, and hydroplane.		

INLINE FREESTYLE		
#10 Gold Medal Inline Freestyle		
Min Grade: 60	Passing Grade: 150	Max: 4 minutes
JUMPS - Choose Three (4)		Combos: Choose 2
Double Flip	Double Lutz/Euler/Double Flip	
Double Lutz	3 Jump Combo (must include 2 doubles, one must be a loop)	
Double Loop	Axel/Loop/Double Loop	
Double Axel	3 Jump Combo including 1 Triple Jump	
Any Triple		
SPINS - Choose three spins from the following options		
Camel w/ only 1 position (6x)	Flying Camel (3x)	
Combination Spin (10x)	Bielman (2x)	
Layback Spin (3x)		
Advanced Foot work sequence: Steps or sequence of steps involving brackets, counters, rockers, forward & backward loops, suggested moves and changes of lean and direction. (Free Pattern)		
Choreo Footwork Sequence		
Suggested moves can include but are not limited to High leg stretch front or back, Russian Split, & Ina Bauer.		

JUDGES NOTATIONS

1. All 1/2 jumps must be landed flat footed or with a toe push. Toe Loop take-offs must be in the closed position.
2. All spins must achieve the required revolutions as listed in each test. Scoring of the spin will be dependent on body position, speed of the spin, and edge quality.
3. Scoring of a jump will be dependent on the take-off edges, number of rotations, air position, and clean landings.
4. Footwork should follow the guidelines of each test level and may include other suggested moves in addition to the required footwork. Mohawk turn is known as the "C Step". Choctaw is known as the "S Step".
5. All Gold Medal test items will be judged by the same standard for all jumps and spins regardless of difficulty.
6. If a skater performs an item out of order, the judge will take a deduction but it does not constitute an automatic failure of the test. Omitting an item will require an automatic failure of the test. (Per RSA Achievement Test Booklet).

Please review the Gold Medal Test Section on page 62 for further Gold Medal Test procedures prior to scheduling a Gold Medal Test Center.

Section 6

Style

Achievement Tests

JAM BATTLE TESTS

#1 Bronze Jam Battle		
Min Grade: 25	Passing Grade: 100	Max time: 1:00
Straight Crazy Legs	Triple Touch Rhythm	
Cross Over Rhythm	1 Routine Combination	
#2 Bronze Jam Battle		
Min Grade: 25	Passing Grade: 175	Max time: 1:00
Rotating Crazy Legs	1 Original Move	
Hexing	1 Routine Combination	
2 Foot Heel Toe Spin		
#3 Bronze Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 1:15
Hexing Boot Hop	2 Original Moves	
2 Foot Toe Spin	1 Thread Combination	
Crossover Switch	1 Routine Combination	
#4 Bronze Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 1:15
Traveling Crazy Legs	1 Thread Combination	
2 Foot Toe Spin	1 Boot Hop Combination	
Out, In, Up	1 Routine Combination	
2 Original Moves		
#5 Silver Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 1:30
Breaking	2 Original Moves	
Out, In, Up, Knee	1 Thread and Trace Combination	
Knee Swipe	1 Boot Hop Combination	
Heel Toe, Cross Slide	1 Routine Combination	
#6 Silver Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 1:30
Butt Spin	Coffee Grinder	
Handstand	1 Groundwork Combination	
V Sit Pop	1 Thread and Trace Combination	
Back Pop	1 Boot Hop Combination	
#7 Silver Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 1:30
Backspin	Shoulder Spin	
Pike	Traveling Toe Spin	
Coin Drop	1 Groundwork Combination	
Handstand	1 Thread and Trace Combination	

#8 Gold Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 2:00
Cricket	Corkscrew	
Roundoff	Bazooka Sit Spin	
Worm	1 Groundwork Combination	
Swipe	1 Thread and trace Combination for Groundwork	
#9 Gold Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 2:00
Bazooka Spin	Suicide or Deadman	
B-Twist	Deadman Inside Hop	
Butterfly Kick	Flare	
Head Swipe	2 Thread and Trace Combinations for Groundwork	
#10 Gold Jam Battle		
Min Grade: 25	Passing Grade: 200	Max time: 2:00
Russian Kicks or V Kicks	Aerial	
Webster	Deadman Inside Hop 90	
Halo	2 Thread and Trace Combinations for Groundwork	
Windmill		

Section 7

Speed

Achievement Tests

SPEED TEST REQUIREMENTS

- All tests must be taken upon 100, 90, 80, 66.6 meter tracks that have been laid out in accordance with the dimensions contained in the RSA Achievement Test booklet.
- All distances in these tests are run counter-clockwise around the track. A gun or whistle will be used to start and a whistle or flag will be used to indicate completion of the distance. A running start prior to the finish line, as used in competition, shall be used to begin timing the skater(s).
- A skater must complete skating of all required distances within the same day to qualify as passing.
- The speed test minimum times are categorized according to the age and/or sex of the skater. The age category will be determined by the age of the skater at the time the test is taken. Age can be verified by birth certificate, parent validation or driver's license.
- All candidates must wear approved cycling or roller derby helmets as a safety requirement.
- Up to 4 skaters may be tested on the track at one time for speed tests #1 - #4. A starting line may be placed on opposite sides of the track and no more than two skaters will begin the distance from any one starting line.
- To run a speed test the officials required are a referee, a starter and the necessary timers. In all cases, the **referee** must have an RSA speed commission. For speed tests #7 and #8, **all the officials** must have RSA speed commissions.
- Gold Medal speed tests will be governed by the rules and procedures already outlined in the Gold Medal portion of this handbook.

SPEED TEST REQUIREMENTS (continued)

Speed Timer Requirements

Test Levels	Timer Commission Requirements	# of Timers per two Skaters
1 - 4	None	One
5 - 6	None	Two
7 - 8	RSA Speed Commission No.1 or No.2 or IHA/USRSS	Three

If three timers are used to measure a skater, a majority of those timers must record passing times for the skater to pass the requirements of that distance.

Timers must use stop watches calibrated to 1/10 of a second. Chronograph watches are not acceptable as official time pieces for speed test.

Judge Commission Requirements - Speed Referee

Speed (Quad and Inline)		
Test Levels	Commission Required	# of Referees
1-4	RSA Speed No.1	One or Three
5 - 8	RSA Speed No.2 or IHA/USRSS level #1	Three

Duties and Responsibilities of a Speed Test Timer

- Each timer will record elapsed time on the test sheet provided by the RSA.
- Timers can be seated in the center of the floor or may stand as close as is practical to the finish/timing line.
- Timers will stop their watches at the end of the test when the skater's employed foot crosses the finish/timing line with the front wheel on the ground.
- In the event a stop watch malfunctions, the timer will inform the referee and the skater will be directed to reskate the test. Also, if the distance is at length, it will be at the discretion of the referee to let the skater choose to reskate provided the skater finishes the test in the one hour time limit.
- Should two of the three stop watches show the same time and the third watch disagrees, the time of the two watches will be official. If all three watches disagree, the intermediate time will be official.
- Upon completion of each distance, the timer will report the time of their stop watch to the referee.
- If three timers are used to measure a skater, a majority of those timers must record passing times for the skater to pass the requirements of that distance.
- Timers must use stop watches calibrated to 1/10 of a second. Chronograph watches are not acceptable as official time pieces for speed tests.

SPEED TEST REQUIREMENTS (continued)

Duties and Responsibilities of a Speed Test Referee

- The referee is responsible for checking the skating surface to be sure it is in proper and safe condition and is properly marked for the test to be skated.
- The referee will be responsible for maintaining correct placement of the pylons.
- The referee will organize the other officials (judges, timers, starters, etc.) for the test and distribute the judges scoring forms.
- The referee will ensure there is no interference with the test skater while he or she is skating the test.
- The referee will decide any questions or disputes that may arise during or in connection with the test. The referee may call the judges together to assist or concur in a ruling if the referee deems such action necessary. The referee may ask the test center director to make the final decision.
- The referee will submit a written report to the RSA National Office for any act of misconduct by a skater or official.
- The referee will ensure that each skater is announced or identified to the judges before skating begins.
- The referee will instruct the judges not to discuss a skater's faults or merits until all the skaters' grades have been recorded.
- The referee will ensure that the judges sign the test application and write their scores (circling those that are failing totals). The referee will then complete the application by marking it as being passed or failed and signing it in the proper position. In large test centers, the referee may delegate this responsibility to a test center tabulator. However, the referee is responsible for the accuracy of all the work done by the tabulator.
- The referee should be on skates and follow the contestants as closely as possible on the inside of the track during the test. It is the duty of the referee to ensure that each test be skated fairly and that all rules and regulations are enforced.
- If the referee observes a skater committing a foul, the referee must disqualify that skater.
- The referee must hold a valid RSA Speed Commission to officiate at a test center.
- It will be the responsibility of the referee to start and finish the candidates' tests.
- It will be the referee who verifies the age of a test candidate prior to test being conducted.

Metric Speed Track Dimensions

Track in Meters per lap	0.1707 A	0.1613 B	0.069 C	0.0604 D	Width 0.1898 E	Length 0.3909 F
400	68.16m 223'-8"	64.52m 211'-8"	27.80m 90'-7"	24.16m 79'-3"	75.92m 249'-1"	156.36m 513'-0"
250	42.60m 139'-9"	40.32m 132'-3"	17.25m 56'-7"	15.10m 49'-7"	47.45m 155'-8"	97.72m 320'-7"
200	34.08m 111'-10"	32.26m 105'-10"	13.80m 45'-3"	12.08m 39'-8"	37.96m 124'-7"	78.18m 256'-6"
150	25.56m 83'-10"	24.19m 79'-4"	10.35m 33'-11"	9.06m 29'-9"	28.47m 93'-5"	58.63m 192'-4"
125	21.30m 69'-11"	20.16m 66'-2"	8.62m 28'-3"	7.55m 24'-9"	23.72m 77'-10"	48.86m 160'-4"
100	17.07m 56'-0"	16.50m 53'-0"	6.90m 22'-8"	6.04m 19'-10"	18.98m 62'-3"	39.09m 128'-3"
90	15.33m 50'-4"	14.51m 47'-7"	6.21m 20'-4"	5.43m 17'-10"	17.08m 56'-0"	35.18m 115'-5"
80	13.63m 44'-9"	12.90m 42'-4"	5.52m 18'-1"	4.83m 15'-10"	15.18m 49'-10"	31.27m 102'-7"
75	12.78m 41'-11"	12.09m 39'-8"	5.17m 16'-11"	4.53m 14'-10"	14.23m 46'-8"	29.32m 96'-2"
66.6	11.36m 37'-3"	10.75m 35'-3"	4.60m 15'-1"	4.03m 13'-3"	12.65m 41'-6"	26.06m 85'-6"
60	10.22m 33'-6"	9.68m 31'-9"	4.14m 13'-7"	3.62m 11'-10"	11.39m 37'-5"	23.45m 76'-11"
50	8.52m 27'-11"	8.06m 26'-5"	3.45m 11'-4"	3.02m 9'-11"	9.49m 31'-2"	19.54m 64'-1"

Changing your Track to Metric Distances

Laps per Mile	Laps Equivalent in Meters	Converted to Metric
4	402	400
6	268	250
8	201	200
10	160	150
12	134	125
16	100.5	100
18	89	90
20	80.4	80
22	73	75
24	67	66.6
26	61	60
32	50.3	50

SPEED TESTS

Beginner Speed Test Times

Suitable for any size track. Including oval track

Suitable for any skate including Quad, Inline and Rental.

SKATERS AGES 7 and under

SKATERS AGES 8 and over

Speed Test #1			
Skaters age 7 and under		Skaters age 8 and over	
1 Lap	0.39	1 Lap	0.27
2 Lap	0.65	2 Lap	0.55
Speed Test #2			
Skaters age 7 and under		Skaters age 8 and over	
2 Lap	0.55	2 Lap	0.49
3 Lap	1.34	3 Lap	1.14
Speed Test #3			
Skaters age 7 and under		Skaters age 8 and over	
3 Lap	1.30	3 Lap	1.20
4 Lap	1.56	4 Lap	1.46

Upon successful completion of the above Beginner Speed Tests #1-3, skaters will continue their Achievement Test Program with Test #4.

Tests #4 - #8 are listed for 100 meter tracks. To convert times to a different size track, please do the following conversion.

(TIME divided by 100 = X)

(X times track size in meters = New Time)

Example: Test #4 Quad Men's Quad (100 meter time 1.08)

$1.08 / 100 = 0.01$

$0.01 \times 80 \text{ meter track} = 0.80$

SPEED TESTS (continued)

100 Meter Track				
Speed Test #4				
4 Lap	Male	QUAD	1.40	INLINE 1.30
4 Lap	Female	QUAD	1.46	INLINE 1.35
5 Lap	Male	QUAD	2.03	INLINE 1.50
5 Lap	Female	QUAD	2.09	INLINE 1.56
Speed Test #5				
5 Lap	Male	QUAD	1.56	INLINE 1.43
5 Lap	Female	QUAD	2.03	INLINE 1.50
7 Lap	Male	QUAD	2.38	INLINE 2.19
7 Lap	Female	QUAD	2.45	INLINE 2.29
Speed Test #6				
5 Lap	Male	QUAD	1.50	INLINE 1.37
5 Lap	Female	QUAD	1.56	INLINE 1.43
10 Lap	Male	QUAD	3.39	INLINE 3.13
10 Lap	Female	QUAD	3.52	INLINE 3.26
Speed Test #7				
5 Lap	Male	QUAD	1.43	INLINE 1.30
5 Lap	Female	QUAD	1.50	INLINE 1.37
10 Lap	Male	QUAD	3.26	INLINE 3.00
10 Lap	Female	QUAD	3.39	INLINE 3.13
15 Lap	Male	QUAD	5.15	INLINE 4.30
15 Lap	Female	QUAD	5.25	INLINE 4.50

GOLD MEDAL TEST				
Speed Test #8				
5 Lap	Male	QUAD	1.37	INLINE 1.12
5 Lap	Female	QUAD	1.43	INLINE 1.30
10 Lap	Male	QUAD		INLINE
10 Lap	Female	QUAD	3.26	INLINE 2.60
15 Lap	Male	QUAD	4.10	INLINE 3.19
15 Lap	Female	QUAD		INLINE
20 Lap	Male	QUAD		INLINE
20 Lap	Female	QUAD	6.12	INLINE 5.20
30 Lap	Male	QUAD	8.19	INLINE 7.29
30 Lap	Female	QUAD		INLINE

Section 8

Roller Hockey

Achievement Tests

ROLLER HOCKEY TEST REQUIREMENTS

- The following skills are set up to create a way for an individual to measure his/or her performance in the sport of roller hockey. The skills can be applied to all divisions of hockey.
- All tests must be skated in their entirety before any other test is skated. The only exception is when there is more than one skater taking the same hockey test. All the skaters may be judged on one skill before skating the next, and so on.
- The tests are set up to create greater accuracy in the individual as one progresses through the test structure. All tests may be taken using a ball or puck. Tests #1 through #4 are set up to increase one's accuracy in skating, dribbling, passing, receiving and shooting. Tests #5 through #8 continue to reinforce the basics learned in the first four tests; and, at the same time create and develop offensive and defensive strategies.
- The test courses are designed to be set-up on regulation size floor. The skaters taking tests #1 through #3 will be required to have one partner to assist them in the performance of the tests. The skaters taking tests #7 and #8 will be required to have two partners to assist them in the performance of the tests. The partner's skill will have no bearing on the performance of the test candidate, except if the partner is the cause of errors. Then the official has the authority to ask for another partner(s).
- To run a hockey test, the officials required are to be ARS/USARS certified Roller Hockey officials and must be in current standing.
- No one shall officiate at test of any person who is a relative. No one shall officiate at a test of any person who is a team member or has been a team member during the past three consecutive years. No one who has taken private or class instruction at a skating center may officiate a test of any instructor (professional/coach) from that skating center.
- The judge will score each skill with a pass/fail. If the judge requires it, a skater may be asked to repeat (only once) any part of the test. If the test is canceled for any reason, the test fee will be returned to the skater and the 30-day waiting period waived.
- All skills required for a test must be skated within one hour to qualify as passing. Skills must be skated in the order printed in this book.
- The skater's age must be verified before the test is taken. Skater's age shall be determined by January 1st. Age can be verified by birth certificate, driver's license, or any other official means.
- Chewing gum, handkerchiefs, hats and other headgear (other than authorized helmets) are not permitted. Candidates may tie back their hair with a ribbon or rubber band type device.
-

Judge Commission Requirements - Roller Hockey

Roller Hockey		
Test Levels	Commission Required	# of Judges
1 - 3	1 Hockey	One or Three
4 - 5	2 Hockey	Three
6 - 7	3B Hockey	Three
8 (Gold)	3A	Three

ROLLER HOCKEY TESTS

#1 Bronze Hockey Test

Dribbling

Skaters ages 13 and above set up 16 pylons, eight down each side of the floor, spaced equally apart, to cover the area between the penalty areas on each end (figure 2). For skaters 12 and under, you will need 10 pylons with five per side.

Skaters 13 and above must dribble the ball/puck through the cones from one end around the goal cage at the other end and back to the beginning in 30 seconds or less. For skaters ages 12 and under the passing time is 40 seconds or less.

Passing and Receiving

The skater and his/her partner position themselves one in front and one behind of the Penalty Area. The skater and his/her partner must complete five forehand passes and catches without having to skate after the ball/puck.

Shooting

Placing the ball/puck on the penalty spot, the skater must, using ONLY push shots, take two shots in succession on the opposite sides of the goal cage. The skater must repeat this procedure using backhand wrist shots. NO SLAP SHOTS WILL BE ALLOWED!

#2 Bronze Hockey Test

Dribbling

Skaters ages 13 and above set up 16 pylons, eight down each side of the floor, spaced equally apart, to cover the area between the penalty areas on each end (figure 2). For skaters ages 12 and under, you will need 10 pylons with five per side.

Skaters 13 and above must dribble the ball/puck through the cones from one end around the goal cage at the other end and back to the beginning in 25 seconds or less. For skaters ages 12 and under the passing time is 35 seconds or less.

Passing and Receiving

The skater and his/her partner position themselves one in front and one behind of the Penalty Area. The skater and his/her partner must complete five backhand passes and catches without having to skate after the ball/puck.

Shooting

Placing the ball/puck on the penalty spot, the skater must take two forehand push shots in the air into opposite sides of the goal cage. The skater must also take two backhand wrist shots in the air into opposite sides of the goal cage. NO SLAP SHOTS WILL BE ALLOWED!

ROLLER HOCKEY TESTS (continued)

#3 Bronze Hockey Test

Dribbling

Skaters ages 13 and above set up 16 pylons, eight down each side of the floor, spaced equally apart, to cover the area between the penalty areas on each end (figure 2). For skaters ages 12 and under, you will need 10 pylons with five per side.

Skaters 13 and above must dribble the ball/puck through the cones from one end around the goal cage at the other end and back to the beginning in 20 seconds or less. For skaters ages 12 and under the passing time is 30 seconds or less.

Passing and Receiving

The skater and his/her partner must be moving down the floor at a distance of 20 feet apart. The skater must pass and catch five forehand passes.

Shooting

The skater must be moving parallel to the cage from outside the Penalty Area. The skater must shoot two forehand push shots and two backhand wrist shots to the opposite sides of an open cage. NO SLAP SHOTS WILL BE ALLOWED!

#4 Silver Hockey Test

Dribbling

Set up 16 pylons, for skaters ages 13 and above, eight down each side of the floor, spaced equally apart, to cover the area between the penalty areas on each end (figure 2). For skaters ages 12 and under, you will need 10 pylons with five per side. Also, a 2x4 board (approximately two feet long) is to be placed on the 2" side edge half way through the course (figure2). The skater must pick the ball/puck up and over the 2x4 while he/she is skating the course. This 2x4 is only used in skaters ages 13 and above. The skater must complete the course in a maximum of 15 seconds. For skaters ages 12 and under, the passing time is a maximum of 25 seconds.

Passing and Receiving

The skater and his/her partner must be moving down the floor at a distance of 20 feet apart. The skater must catch and receive five backhand passes.

Shooting

The skater must be moving parallel to the cage from outside the Penalty Area. The skater must shoot two forehand slap shots and two backhand slap shots to the opposite sides of an open cage.

ROLLER HOCKEY TESTS (continued)

#5 Silver Hockey Test

Passing and Receiving

The skater and his/her partner must be moving down the floor at a distance of 30 feet apart. The skater must catch and receive four forehand passes and four backhand passes in one complete trip up and down the floor.

Defenses

The skater must defend his/her partner from scoring on an open cage. The skater's partner will be allowed five attempts from which the skater must stop at least two.

Offense

The skater must score while his/her partner defends the open cage. The skater will be allowed five attempts from which the skater must score at least two.

Shooting

The skater must shoot from the outside of the Penalty Area. A practice board (figure 1) will be attached to the front of the cage. The skater will be allowed four attempts of a forehand push shot, and four attempts of a backhand wrist shot. The skater must score at least two of each shot.

#6 Silver Hockey Test

Passing and Receiving

The skater and his/her partner must skate up and down the floor once, crossing in the center. The skater must complete three passes in each direction with at least one drop pass in the center when they cross.

Defense:

The skater will defend an open cage from his/her partner. The skater's partner will be allowed six attempts from which the skater must stop at least three.

Offense

The skater will try to score while the skater's partner will defend an open cage. The skater will be allowed six attempts from which the skater must score at least three.

Shooting

The skater must shoot from outside the Penalty Area. A practice board (Figure 1) will be attached to the front of an open cage. The skater will be allowed six attempts from which the skater must score at least three.

ROLLER HOCKEY TESTS (continued)

#7 Gold Hockey Test

Passing and Receiving

The skater and his/her partner will be skating a figure-8 pattern using ONLY one half of the floor. The skater must catch and receive four forehand and four backhand passes skating forward. Also, the skater must catch and receive four backhand passes while skating backward.

Defense

The skater will defend an open cage while his/her partner will be allowed six attempts to score. The skater will then defend an open cage against two partners. The skater's partners will be allowed a total of five attempts to score. The skater must stop at least two.

Offense

The skater's partner will defend an open cage. The skater will be allowed six attempts to score. The skater must score at least three. The skater will then have one partner and the skater's other partner will defend an open cage. The skater and his/her partner will be allowed a total of five attempts to score. The skater and his/her partner must score at least two.

Shooting

The skater must shoot from 25 feet from the cage. A practice board (figure1) will be attached to the front of an open cage. The skater will be allowed five attempts of a forehand slap shot, and five attempts of a backhand slap shot. The skater must score at least three of each shot.

#8 Gold Hockey Test

Passing and Receiving

The skater and his/her partner will be skating a figure-8 pattern using ONLY one half of the floor. The skater must pass and catch four forehand and four backhand passes, two of which must be in the air.

Defense

The skater will defend an open cage from his/her partner. The skater's partner will be allowed six attempts to score. The skater must stop at least four. The skater will then defend an open cage from two partners. The skater's partners will be allowed a total of six attempts to score. The skater must stop at least three.

Offense

The skater's partner will defend open cage from the skater. The skater will be allowed six attempts to score. The skater must score at least four. The skater's partner will then defend an open cage from the skater and one other partner. The skater and his/her partner will be allowed a total of six attempts to score. The skater and his/her partner must score at least three.

Shooting

The skater must shoot from outside the Penalty Area. A practice board (figure 1) will be attached to the front of an open cage. The skater will be allowed seven shots of any type. The skater must score at least five shots.

Section 9

Achievement

Gold Medal

Test Centers

GOLD MEDAL TEST CENTERS

Gold Medal Test Center Requirements

Each RSA Section (see *RSA Sections page 73*) may hold two artistic and two speed Gold Medal test centers per fiscal year (June 1 through May 31). Sections may combine to hold joint Gold Medal test centers. The RSA Section Chapter(s) will seek approval from the national RSA office regarding the site, dates, times, and judges for each Gold Medal test center within their section 60 day in advance.

The SRSTA Committee chair must give authorization of the test center 60 days in advance. Judges must be vetted by the RSA 30 days in advance. Once Test Center and Judges are approved, an official letter of approval will be sent via email to the Gold Medal Test Center director.

For the artistic Gold Medal tests, five RSA test judges with No.4 Commissions in the appropriate category are required to judge each test. At least two of the judges must be from panels outside the section in which the Gold Medal test center is being conducted. A Skater must obtain at least the minimum grade from 4 of the 5 judges to pass the test.

For speed Gold Medal tests, the referee-in-charge must measure the track from pylon to pylon to determine that the track measurements conform to official layouts. Any deviations must be corrected before the tests can be skated.

Gold Medal tests may only be skated in sites that have a minimum floor size of 60' x 150' of clear skating surface with no pole obstructions or any other obstructions on the skating surface.

Gold Medal tests must be scheduled between 7 AM and 10 PM and must be conducted so that all tests are run with out interruption by lower level tests or competitive skating events. However, speed skating Gold Medal tests may be scheduled separately from the artistic tests for the convenience of the skaters. Skaters must be ready to skate at least one hour prior to their scheduled time.

Skaters must take a Gold Medal test within their own section; or, if their section is included in a joint Gold Medal test center. Skaters may request a waiver from the RSA National Office to skate a Gold Medal test outside their section. The request for a waiver must include specific reasons why the skater should be allowed to skate the Gold Medal test outside his or her section.

The Gold Medal test fee is \$28 per test. In addition to the RSA Fee, the host rink may charge an assessment fee up to \$28 per test above the RSA test fee in order to defray expenses. These test and assessment fees must include ample practice and warm-up for the Gold Medal test skaters on the day of the test. Spectator fees for a Gold Medal test, if any, must be approved by the RSA Sectional Chapter.

Duties of the Gold Medal Test Director

All Gold Medal Artistic Test Center Directors must hold at least two No.4 artistic commissions.

The test director is responsible for obtaining written Gold Medal Test Center approval from the SRSTA Committee Chair 60 days in advance and prior to releasing details of the test center.

The test director must notify all RSA member rinks in the Section(s) of the details of the Gold Medal test center at least 60 days in advance. Correspondence must be addressed to both the operator and coach.

The test director will be responsible for the selection and necessary arrangements for the RSA test judges. The test director will coordinate the judges' transportation and other expenses with the rink operator prior to inviting the test judges.

No later than 30 days prior to the tests, the test director must provide the RSA National Office with the names and panel number of each of the Gold Medal test center judges. The National Office will verify the commissions and current status of each of these judges.

The approximate time schedule for the skating of each test must be submitted to both the skater and coach 10 days before the test. If there are many tests, they may be scheduled by groups.

Duties of the Gold Medal Test Director (continued)

The test director is responsible for submitting all forms and appropriate fees to the RSA National Office within 10 days after the conclusion of the test center. A separate summary sheet must be used for each rink participating in the test center. *The skaters' mailing addresses must also be listed.*

Duties and Responsibilities of a Gold Medal Test Center Referee

The referee is responsible for checking the skating surface to be sure it is in proper and safe condition and is properly marked for the test to be skated.

The referee will organize the other officials (judges, timers, starters, etc.) for the test and distribute the judges scoring forms.

The referee will ensure there is no interference with the test skater while he or she is skating the test.

The referee will decide any questions or disputes that may arise during or in connection with the test. The referee may call the judges together to assist or concur in a ruling if the referee deems such action necessary. The referee may ask the test center director to make the final decision.

The referee will submit a written report to the RSA National Office for any act of misconduct by a skater or official.

The referee will ensure that each skater is announced or identified to the judges before skating begins.

The referee will ensure that, if required, the music is clearly audible and of the proper tempo.

The referee will instruct the judges not to discuss a skater's faults or merits until all the skaters' grades have been recorded.

The referee will ensure that the judges sign the test application and write their scores (circling those that are failing totals). The referee will then complete the application by marking it as being passed or failed and signing it in the proper position prior to giving the forms to the Test Center Director. In large test centers, the referee may delegate this responsibility to a test center tabulator. However, the referee is responsible for the accuracy of all the work done by the tabulator. For Gold Medal tests, the judges do not sign the master test forms. The Test Director will send all necessary forms to the RSA office. The rink copies should be put in an envelope and given to the Host Operator to place in the Rink files. All results are confidential.

For dance tests, the referee will control the order of dances skated as printed in the RSA Achievement Book and is responsible to time or count the repetitions as listed within the dance requirements for the tests.

All American Solo and Team Dance Gold Medal candidates shall skate a maximum of two minutes and thirty seconds. For team tests, only one partner may be judged at a time by a panel of judges. The referee is responsible for planning the warm up of several dances at a time with the candidate, timing the skating period and allowing sufficient rest periods.

All International Solo and Team Dance Gold Medal candidates shall skate repetitions individually warming up a dance then skating the dance. At least one minute rest should be given after skating a dance and warming up the next dance and one minute rest prior to testing/judging. For team tests, only one partner may be judged at a time by a panel of judges. Each test should be completed before starting the next test. The referee will time warm up, rest periods and count repetitions. The Test Center Director and Referee may allow the rest periods if needed for health reasons.

For freestyle tests, the referee will check that the skater has submitted the correct number of copies for his or her proposed routine, determine that there are items of content in accordance with the test to be taken and distribute them to the judges.

Duties and Responsibilities of a Gold Medal Test Center Referee (continued)

For freestyle tests, the referee will ensure that the skater's routine is timed. If the skater goes over the maximum time indicated, that fact and the actual time would be furnished to the judges.

For figure tests, the referee will instruct the skaters to skate the figures in the order they are listed in the RSA Achievement Book.

For figure tests, the referee will instruct each skater as to the figure number, starting edge, and turns only of the figure to be skated. The referee will also verbally direct the skater to begin skating (no whistle or other starting device may be used). The referee may give directions or explanations necessary for the skater to start the figure on the proper foot and edge to skate the figure.

If the skater starts incorrectly, the referee must stop the skater and have the skater start correctly without penalty to the skater's score.

Once the skater starts on the proper foot, into the proper edge, and into the proper circle the referee shall have no further responsibility regarding incorrect turns.

Provided the skater starts on the proper foot and edge, the skater has the option to skate in either direction.

A skater who slips or falls on the initial strike-off may elect to restart one time, without penalty, provided the skater's decision to restart is made during the first one-third of the first circle of the figure.

For figure tests, the referee will stop the skater when the skater has completed two repetitions of the figure. If a skater stops a figure before it is completed, or falls during the skating of a figure, the referee will direct the skater to continue from a point before the skater stopped or fell. If a skater starts correctly but executes an improper turn, or fails to execute a correct figure after a correct start, the referee will not stop the skater but will allow the skater to continue without comment or instruction.

Duties and Responsibilities of a Gold Medal Test Center Judge

RSA test judges must receive a copy of the official RSA Gold Medal Test Center approval letter.

RSA test judges must be thoroughly knowledgeable of the tests they will be judging and conduct themselves professionally at all times. Judges will evaluate each test candidate objectively based upon the requirements of each test.

RSA test judges may advise the skater of his or her performance only after the test is completed and marked. It is suggested that this be done only if the skater's professional or coach requests it. No test official may discuss or release the scores or grades to anyone. Test officials will not discuss or release the comparative standings or test scores of a skater. Achievement Tests are neither competitive nor comparative.

*** See the Speed Section for information on Gold Medal Speed Test duties**

Gold Medal Test Forms

Each Gold Medal skater must have the following forms submitted:

- ◇ Artistic or Speed Achievement Test Form
- ◇ Judges Scoring Forms
- ◇ Medal Order Form - Medal will be mailed to the Skater's Address on this form so it **MUST** be filled in.

The Gold Medal Test Director must also include the following forms:

- ◇ Achievement Test Summary - submit one Summary form per rink participating.
- ◇ Judges Roster

GOLD MEDAL TEST CENTER - DIRECTOR CHECKLIST

Below you will find a list of all the steps you need to conduct for your upcoming Gold Medal Test Center.

REQUIRED NOTIFICATIONS

- ___ Ensure the rink floor meets the dimensions required by the RSA for Gold Medal Testing.
 - Must be minimum of 70' x 170' of clear skating surface with no pole obstructions.
- ___ Contact SRSTA Committee Chair for Gold Medal Test approval _____.
 - Ensure the section has not held 2 artistic or 2 speed Gold Medal Test Centers this fiscal year.
 - *Approval must be granted 60 days prior to test center and before any further notifications.*
- ___ Contact all RSA member rinks in your Section # _____.
 - 60 day notification of Gold Medal Test Center to all RSA rink members in your section.
 - Correspondence must be addressed to both the operator and coach.
- ___ Contact RSA national office with Names and Panel # of each of the Gold Medal Judges.
 - 30 day notification of all Gold Medal #4 commission Judges to verify commissions/status with RSA.
 - At least two judges must be from outside the section that the Gold Medal Test center is being held.
- ___ Submit approximate time schedule to skaters and coaches.
 - 10 day notification of the tests time schedule to all skaters and coaches.

REQUIRED FORMS (Must be submitted by Test Director)

- ___ Achievement Test Summary Reports
 - Summary of Gold Medal Test Center details to be completed by Test Center Director.
 - Original must be returned to the RSA office to process test center, keep a copy for your records.
- ___ Artistic or Speed Achievement Test Forms
 - Record each skater's test details.
 - Original must be returned to the RSA office to process test center, keep a copy for your records.
- ___ Judges Scoring Forms
 - Judges will use to record scores during tests and must be signed by the judge.
 - Original must be returned to the RSA office to process test center.
- ___ Coaches Test Report Forms
 - Record all skaters details per individual Coach.
 - Original must be returned to the RSA office to process test center, keep a copy for your records.
- ___ Judges Roster
 - Test Center Director will fill out when confirming commissions (5 RSA judges with #4 Commissions).
 - Original must be returned to the RSA office to process test center, keep a copy for your records.
- ___ Medal Order Form
 - Fill out one form per Gold Medal Test for each skater. This will be used to order medals.
 - Address to where medal will be shipped **MUST** be completed for each skater.
 - Original must be returned to the RSA office to process test center, keep a copy for your records.

All required forms must be verified by Test Center Director and returned to the RSA with full payment to be processed.

Roller Skating Association, Attn: Achievement, 6905 Corporate Drive, Indianapolis, IN 46278

REMINDER: Gold Medal Tests RSA fees are \$28 per test. In addition to the RSA fee, the host rink may charge an assessment fee up to \$28 per test to defray expenses. These tests and assessment fees must include ample practice and warm-up for the skaters on the day of the test. Spectator fees for a Gold Medal test, if any, must be approved by the RSA Section President.

If payment is short, medals will be held until balance due is paid. Please review the Gold Medal Procedures starting on page 62 in the Achievement Program Book.

Section 10

Test Fees

RSA Achievement Program Test Fees Chart - Effective March 21, 2022

TEST FEE INFORMATION

If a RSA Member Rink is hosting a test center, the rink keeps \$1 of the test fee.

If a Non-RSA Member Rink is hosting, the test director will remit the additional \$1 test fee.

If the skater's coach is a SRSTA/SCA member, the coach keeps \$1 of the test fee.

If a Non-SRSTA/SCA Member is coaching, the test director will remit the additional \$1 test fee.

The remaining amount of the test fee is remitted to the RSA.

AMERICAN SOLO & TEAM DANCE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
5 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
6 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
7 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
8 SILVER	\$12.00	\$1.00	\$1.00	\$10.00
9 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
10 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
11 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
12 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
13 SILVER	\$16.00	\$1.00	\$1.00	\$14.00
14 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
15 GOLD MEDAL	\$28.00	*	*	\$28.00

INTERNATIONAL SOLO & TEAM DANCE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
5 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
6 BRONZE	\$11.00	\$1.00	\$1.00	\$9.00
7 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
8 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
9 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
10 GOLD	\$17.00	\$1.00	\$1.00	\$15.00
11 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
12 GOLD MEDAL	\$28.00	*	*	\$28.00

CIRCLE FIGURES TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
5 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
6 SILVER	\$12.00	\$1.00	\$1.00	\$10.00
7 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
8 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
9 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
10 GOLD	\$17.00	\$1.00	\$1.00	\$15.00
11 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
12 GOLD MEDAL	\$28.00	*	*	\$28.00
13 INTL GOLD	\$19.00	\$1.00	\$1.00	\$17.00
14 INTL SR GOLD	\$28.00	*	*	\$28.00

LOOP FIGURE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 SILVER	\$11.00	\$1.00	\$1.00	\$9.00
5 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
6 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
7 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
8 GOLD MEDAL	\$28.00	*	*	\$28.00

QUAD FREESTYLE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
5 SILVER	\$12.00	\$1.00	\$1.00	\$10.00
6 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
7 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
8 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
9 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
10 GOLD MEDAL	\$28.00	*	*	\$28.00

INLINE FREESTYLE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
5 BRONZE	\$12.00	\$1.00	\$1.00	\$10.00
6 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
7 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
8 SILVER	\$15.00	\$1.00	\$1.00	\$13.00
9 GOLD	\$19.00	\$1.00	\$1.00	\$17.00
10 GOLD MEDAL	\$28.00	*	*	\$28.00

JAM BATTLE TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
2 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
3 BRONZE	\$9.00	\$1.00	\$1.00	\$7.00
4 BRONZE	\$10.00	\$1.00	\$1.00	\$8.00
5 SILVER	\$12.00	\$1.00	\$1.00	\$10.00
6 SILVER	\$13.00	\$1.00	\$1.00	\$11.00
7 SILVER	\$14.00	\$1.00	\$1.00	\$12.00
8 GOLD	\$15.00	\$1.00	\$1.00	\$13.00
9 GOLD	\$18.00	\$1.00	\$1.00	\$16.00
10 GOLD	\$28.00	*	*	\$28.00

SPEED TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 SPEED TEST	\$8.00	\$1.00	\$1.00	\$6.00
2 SPEED TEST	\$8.00	\$1.00	\$1.00	\$6.00
3 SPEED TEST	\$9.00	\$1.00	\$1.00	\$7.00
4 SPEED TEST	\$11.00	\$1.00	\$1.00	\$9.00
5 SPEED TEST	\$13.00	\$1.00	\$1.00	\$11.00
6 SPEED TEST	\$13.00	\$1.00	\$1.00	\$11.00
7 SPEED TEST	\$18.00	\$1.00	\$1.00	\$16.00
8 GOLD SPEED	\$28.00	*	*	\$28.00

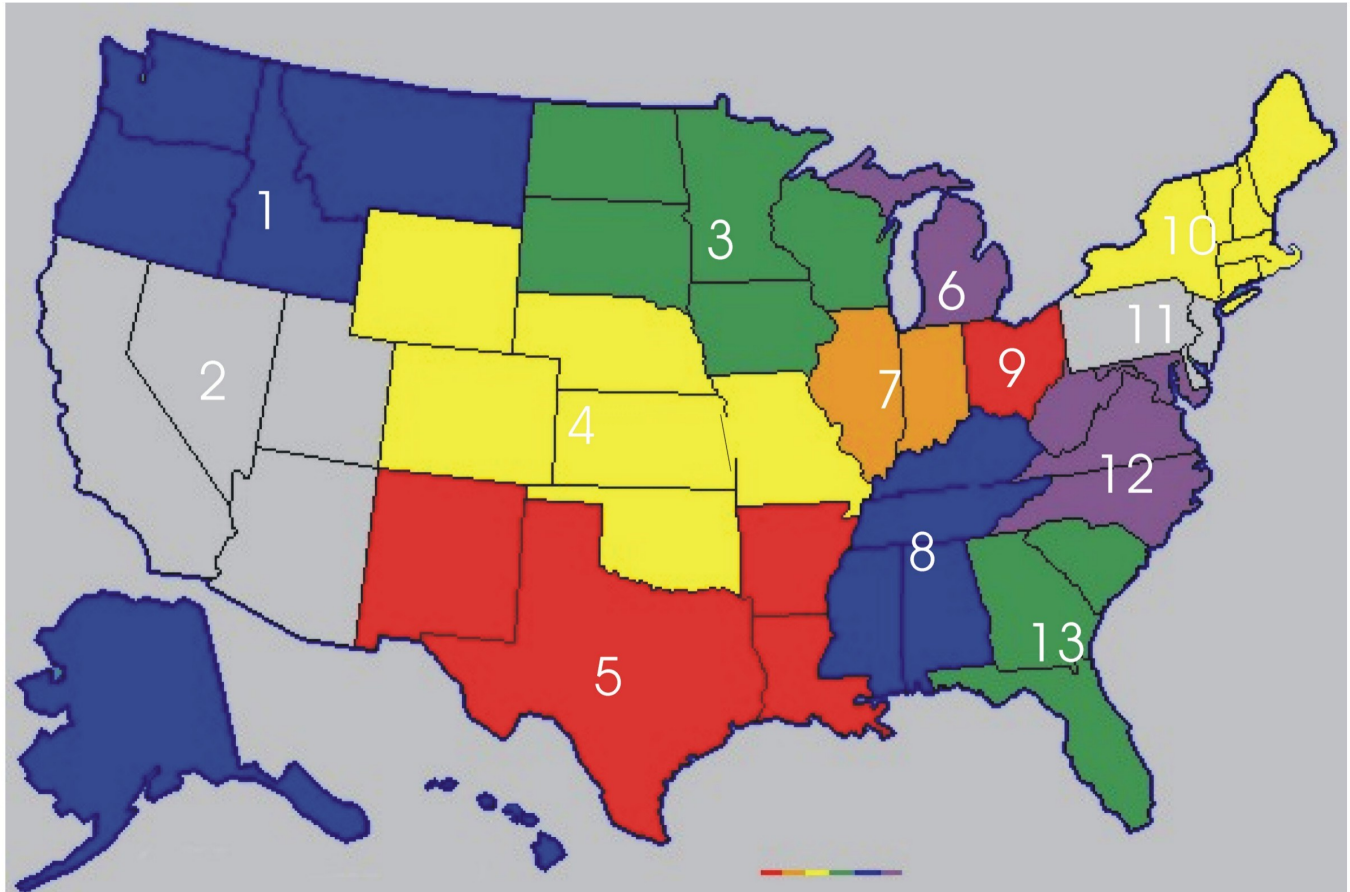
ROLLER HOCKEY TEST FEES

Test #	Test Fee	RSA Rink Fee	SRSTA Coach Fee	Due RSA
1 BRONZE	\$7.00	\$1.00	\$1.00	\$5.00
2 BRONZE	\$7.00	\$1.00	\$1.00	\$5.00
3 BRONZE	\$8.00	\$1.00	\$1.00	\$6.00
4 SILVER	\$9.00	\$1.00	\$1.00	\$7.00
5 SILVER	\$11.00	\$1.00	\$1.00	\$9.00
6 SILVER	\$11.00	\$1.00	\$1.00	\$9.00
7 GOLD	\$15.00	\$1.00	\$1.00	\$13.00
8 GOLD	\$22.00	*	*	\$22.00

Section 10

RSA Sections

RSA Section Divisions



Section 1

Alaska, Hawaii, Idaho, Montana, Oregon, Washington, British Columbia, Alberta and Saskatchewan

Section 2

California, Nevada, Utah and Arizona

Section 3

Iowa, Minnesota, North Dakota, South Dakota, Wisconsin and Manitoba

Section 4

Colorado, Kansas, Missouri, Nebraska, Oklahoma and Wyoming

Section 5

Arkansas, Louisiana, New Mexico, Mexico and Texas

Section 6

Michigan and part of Ontario

Section 7

Illinois and Indiana

Section 8

Alabama, Kentucky, Mississippi and Tennessee

Section 9

Ohio

Section 10

Connecticut, Maine, Massachusetts, New Hampshire, New York, Rhode Island, Vermont, the remainder of Ontario, Quebec and the Canadian Maritime Provinces

Section 11

Delaware, New Jersey and Pennsylvania

Section 12

Maryland, North Carolina, Virginia, West Virginia and District of Columbia

Section 13

Florida, Georgia and South Carolina

