

# RSA TRAINING GUIDE

## # 2 FIGURE COMMISSION

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### TO JUDGE 6 - 8 CIRCLE FIGURE TESTS 3 & 5 LOOP FIGURE TESTS

#### A. REQUIREMENTS TO TAKE COMMISSION:

1. Candidate should be at least 16 years of age
2. Should have passed 6th. Circle Figure Test
3. Must be willing to commit the time to attend all training sessions and to study the material assigned.
4. Must hold valid # 1 Figure Commission

#### B. SUPPLIES NEEDED:

1. Current edition of "USA-RS Roller Figure Skating "
2. Current edition of "RSA Achievement Test Booklet"
3. Notebook -- 8 1/2" x 11" -- 3 ring

#### C. GENERAL INFORMATION ABOUT TRAINING SESSIONS

1. In order to be eligible for the # 2 American Figure Commission a candidate *must be present* for all sessions and complete the work satisfactorily. Each meeting will consist of discussions about figure skating and judging, reviewing questions from previous meetings, and short quizzes. There will be "*home work*" assignments and it will be necessary for each candidate to study between meetings. A Panel Trainer may need to charge a fee to cover the cost of the printed material given out during the training.
2. Upon completion of the training classes the candidate's performance in meetings, his basic knowledge, mock judging results, and quizzed will be reviewed and evaluated by the person training the section, the Panel Chairman, and the Panel Advisor. If this group finds the candidates qualified the application for the RSA Commission will be given to the candidate. If the committee feels the candidate needs additional time to study and gain more experience it will be recommended that the candidate repeat the training sessions at a later date.
3. The RSA Commission Exam is a **closed book supervised exam** that will be graded by the RSA National Office.
4. The candidate must have a good working knowledge of the Integer Scoring System and will need to know what each level of scores mean.
5. The candidate will need to know the following information about each of the tests covered by this commission:
  - a) Figures in order they are skated
  - b) Passing scores required for each test
  - c) Minimum mark for each figure
  - d) Fee required

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### **SESSION 1**

#### **TOPICS TO BE COVERED:**

- A. Review the Geometry of a figure circle and of loop circles ( A black board or poster board will be needed)
- B. Review the official numbering system and remind judges they will need to learn the figure by name, number, and edges of all figures included on the tests covered by this commission.
- C. Review figure terms -- round table discussion will all members taking a part
- D. Review the importance of:
  - 1. Judges ethics and conduct
  - 2. Judges dress code
  - 3. Judges keeping active in the sport and keeping current with changes
- E. Review important judging points and common errors found in:
  - 1. Take-offs
  - 2. Change of edge figures
  - 3. Three turn figures
- F. Review guidelines for Skating and Judging Figures
- G. Quiz

#### **ASSIGNMENT FOR NEXT MEETING:**

- 1. Study pages in the USA-RS Figure Book --"Observations of Double Threes" and "Common Errors on Double 3"s"
- 2. Review section of USA-RS Figure Book on Double Threes
- 4. Learn the figures on the 6th. and 7th. Circle Figure Tests
  - a) Know figure numbers and edges
  - b) Know order of skating for the tests
  - c) Know test fee, passing score, and minimum score
  - d) Know judging points and common errors found when judging these figures
- 5. Read pages in the RSA Achievement Book about Achievement Tests

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### **RESPONSIBILITIES OF A JUDGE**

1. RSA test judges must possess thorough knowledge 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.
2. RSA test judges may advise the skater of his or her score or discuss his or her performance only after the test is completed and marked, but this should only be done if the skater requests it. No test official may discuss or release the scores or grade to anyone other than the skater who skated the test. Test officials will not discuss or release the comparative standings or scores of test skaters. Achievement Tests are neither competitive nor comparative. It is most advisable for the judge not to tell the skater the score you gave but to say the dance was either of passing standard or not up to passing standards and state the reasons you felt it was not of passing standards.

### **PROPER CONDUCT FOR TEST JUDGES**

1. Command respect; exercise care in speech, never using profane or argumentative language. when asked to comment on a candidates skating phrase your comments in a diplomatic manner.
2. Dress properly for the occasion. Your neat, professional appearance will put you in the right frame of mind and convey to the test candidates and spectators that there tests are an important a achievement for the skater and a serious responsibility for the judge. (Panel Leader should also discuss their panel dress code at this time)
3. Tactfulness:
  - a. Treat teachers and coaches with respect
  - b. Never make any comments about a skater's ability or lack of it.
  - c. Never damage the reputation of another judge. Such criticism lowers the esteem of judging in general.
4. Objectivity:
  - a. Never show favoritism, collusion, or prejudice the skater.
  - b. Don't be swayed by the skater's reputation, equipment, instructor, or home rink.
  - c. Don't exaggerate the importance of "pet peeve" faults.
  - d. You may have to reevaluate you measure of perfection but don't compromise your integrity.

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5. Willingness:

- a. Show enthusiasm but be patient.
- b. Always be on time (at least 30 minute scheduled) Notify the rink immediately if you are going to be late or absent.
- c. Devote sufficient time to the exercise of judging continue your education throughout your judging career.
- d. Be available if you want to judge and continue to be asked to judge.

6. Scoring:

- a. Upon completion of judging, go directly to the referee to check accuracy of addition. Be sure to sign your sheet
- b. Turn in sheets before talking to anyone, especially to another judge.
- c. When judging be sure to hold your clip board so no one can read your scores.

### INTEGER SCORING SYSTEM AND MEANING

INTEGER	MEANING	MERIT	FAULT
100	PERFECT	PERFECT	NONE
90-99	EXCELLENT	SUPERIOR	RARE
80-89	VERY GOOD	EXCEPTIONAL	OCCASIONAL
70-79	GOOD	PROFICIENT	FEW
60-69	FAIR	ADEQUATE	SEVERAL
50-59	AVERAGE	SUFFICIENT	MANY
40-49	MINIMUM	RECOGNIZABLE	ABUNDANT
30-39	POOR	CONCEPTUALLY UNAWARE	
20-29	BADLY SKATED	CANNOT SKATE AT ALL	
10-19	INCOMPLETE	STARTED FIGURE CORRECTLY BUT EITHER DIDN'T COMPLETE OR DID WRONG FIGURE	
0-9	NOT SKATED		

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NAME: \_\_\_\_\_

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### FILL IN THE TERMS BELOW

1. \_\_\_\_\_ A one foot turn from a edge to an opposite edge, with the rotation in the direction of the initial edge, and with the cusp inside the circle.
2. \_\_\_\_\_ An unintentional deviation from the arc required.
3. \_\_\_\_\_ A turn without the change of feet.
4. \_\_\_\_\_ Any school figure incorporating a change of edge without a turn during the change.
5. \_\_\_\_\_ A school figure employing three circles, one and one half circles being executed on each take-off with a change of edge after the first half circle, with or without turns.
6. \_\_\_\_\_ A school figure using two circles which require the completion of both circles on each take-off. may or may not involve turns.
7. \_\_\_\_\_ The skating of a school figure two consecutive times without pause, completed by the stroke into the third repetition.
8. \_\_\_\_\_ An incorrect movement wherein the skater uses some part of his body to increase the momentum of the tracing skate during the execution of a one foot turn.
9. List 10 of the common errors found when judging figure # 9A.

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FIG2 S-2

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### SESSION 2

#### TOPICS TO BE COVERED:

- A. Review quiz from last meeting
- B. Oral group term review and Integer System
- C. Go over general regulations for tests and how to maintain your judge's commission when you have passed your judge's test
- D. Discuss assigning a mark in figure skating. In assigning a mark, the judge shall give **equal** scoring value to:
  - 1) The principal parts of the figure
  - 2) Form and movement

The principle parts of the figure by definition are take-offs, (strike-offs), changes of edge, tracing, and turns.

#### ***Visual Observation:***

The judge must learn to move with the figure so that all aspects of the figure may be seen. A judge must be close enough to see both the merit and the faults of the figure and yet far enough away to gain perspective of the form and general quality of the skater. Perhaps one of the ways to do this is to watch the first repetition and pay particular attention to the form of the skater as well as the tracing and ask what word best describes this form.. This starts the judge thinking about form as a part of the general mark. The remainder of the figure can then be utilized by the judge of concentrating on the tracing.

Using figure # 1 and figure # 1B it can be seen how important good form is in figure skating. The body should be balanced over the skate, no raised or protruding hip, limp free leg or twisting of the body. There should be no false tricks such as cross pulls or forced edges.

#### ***Errors in Tracing:***

How should we define poor tracing? A major error? It can be seen quite readily whenever the employed skate is first inside the line and then outside, then inside the line with absolutely no control of the skate at all. This is not to be confused with the slight wobbling of the skate caused by too loose actions which is an error but not as serious as the uncontrollable tracing described previously.

There is also a minor error defined as even, strong edging of the skate consistently within a width of the line. These distinctions must be made and understood by all judges since tracing errors are commonly seen in figure skating.

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FIG2 S-2

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### ***Take-Offs:***

The take-offs of the figures must also be considered. They must be made without lunging, stepping too far ahead (out of the strike zone), crossing the long axis with the thrusting foot or with a noticeable one-two action rather than a completely synchronized movement.

The execution of a change of edge can be seen in figure # 1B. Here the skater must maintain good form while changing from an outside edge to an inside edge with a smooth, easy transition. The flat should be approximately the length of the employed foot.

All of these points have to register in a judge's mind and be evaluated as to the degree of error. The merit of the skater has to be accounted and tallied into the score.

Remember as a new judge it will take a while before you will be able to analyze the essential elements of any figure without assistance.

### ***Scoring the Test:***

The important part of starting to score a skater is to learn how to use the Integer Scoring system to its best advantage in evaluating figures. It is important to concentrate on the true meaning of the words attached to the numbers. For example, what exactly is average (50-59) ? How much fault/merit is allowed? Within each range this also is relativity. For example 50 is just barely average, while 59 is almost fair. After a judge has learned the terms of the scoring system how should they be applied? First, the skating form and technique must be evaluated. The judge must then apply the scoring term (and numbers) to what was observed when the skater was skating.

### ***Major and Minor Faults:***

*In order to evaluate a skater properly, a judge must be able to differentiate between minor and major faults. For a judge this can be difficult to distinguish. As a guide, we should ask, "Does the fault (whatever it is) cause serious distortion to the remainder of the figure being skated?" Using this question as a key, the following conclusion could be made. Major faults would be considered errors such as:*

#### ***Major Faults:***

- Distorted turns
- Changing edges of turns
- Incorrect take-offs causing serious tracing problems or loss of balance
- Major constant double lean or leaning outside circle Twisted body position through out the figure

#### ***Minor Faults:***

- Slight cut-off before thrust zone
- Occasional sub-curve of tracing foot
- Hands slightly down
- Slight lean out of circle
- Slight twist of body

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### ***Merit:***

A judge must also evaluate the merit of a figure. Consistency and control warrant proper valuation. This can be seen by the precision of the print traced by the skate, movements properly located on the circle, correct cusp depth, and strength and smoothness of turns. Smoothness is not limited to the employed skate, but is also maintained in the free leg, arms, head, and overall body carriage of the skater. Good execution must be determined by the total appearance, and not merely the employed skate.

Taking all these things into account, one can use the merit/fault relationship, the Integer System, and the relativity within that range to assign a true mark for the test being judged.

E. Discuss how to give Figure Tests -- order of figures, warm-up, judging of tests, and signing of forms. Include confidentiality of test results.

F. Discuss judging of double three figure (Use diagrams)

- |                    |                                 |
|--------------------|---------------------------------|
| 1. Length of cusps | 4. tracing and take-offs        |
| 2. Placement       | 5. Common problems              |
| 3. Body posture    | 6. Best Positions to judge from |

G. Discuss 6th. and 7th. Circle Figure Tests

- |   |           |     |
|---|-----------|-----|
| 1. Test fees                              |           |     |
| 2. Figures and order of skating for test  |           |     |
| 3. Passing score / minimum score          |           |     |
| 4. Major points to consider when judging: |           |     |
| 3A  | 8A & 8B   | 10A |
| 3B  | 26A & 26B | 11A |

H. Quiz

### **ASSIGNMENT FOR NEXT MEETING**

1. Read section in USA-RS Figure Book pertaining to brackets & Counters
2. Review material discussed about techniques in judging double threes and the figures on the 7th. test
3. Study the 8th. Circle Figure Test
4. Review figure numbers and edges

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## **# 2 FIGURE COMMISSION**

NAME: \_\_\_\_\_

FIG 2 Q-2  
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1. How long must a candidate wait to re-skate a test after they have failed it?
2. What would you consider to be the 4 main points in good carriage?
3. Where should the 3 turns be executed during figures # 7, 9A, and 9B ?
4. Figure # 7 employs two types of turns. They are \_\_\_\_\_ & \_\_\_\_\_.
5. Our figure book lists a few of the common errors seen in three turns give **6** of these errors.
6. How long should the cusp of a three be?
7. Describe in detail what constitutes a good take-off during the skating of a figure.
8. Our book lists 10 common errors found in the execution of double threes. Give **8** of these errors.
9. What additional tests can be judged by an official with a # 2 Figure Commission over those covered by the # 1 Commission?

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## # 2 FIGURE COMMISSION

FIG 2 S-3

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### SESSION 3

#### TOPICS TO BE COVERED:

- A. Review quiz from last meeting
- B. Discuss judging points of brackets (will need poster board or chalk board to draw circles and diagram problems)
  - 1. Length of cusp
  - 2. Placement
  - 3. Body Posture
  - 4. Tracing and take-offs
  - 5. Common problems
  - 6. Best position to judge figure
- C. Discuss judging points of counters
  - 1. Length of cusp
  - 2. Placement
  - 3. Body Posture
  - 4. Tracing and take-offs
  - 5. Common problems
  - 6. Best position to judge figure
- D. Discuss 8th. Circle Figure Test
  - 1. Test Fee
  - 2. Figures and order of skating for test
  - 3. Passing score/minimum score
  - 4. Major points to consider when judging the figures on this test

4	19A & 19B
12A	22A & 22B
- E. Set up mock judging experiences -- recommend both a mock session of Achievement Tests and a demonstration by 2 or 3 skaters of the figures covered by this commission. The demonstration will allow the candidates the freedom of walking around the figure to see what the view of the turns can be from different angles. It is also important for the judge to see several skaters skating loops so they become accustomed to judging them. **All Candidates Must Attend The Mock Judging Sessions**
- F. Quiz

#### ASSIGNMENT FOR NEXT MEETING:

- 1. Review all judging points discussed about brackets and counters
- 2. Study terms
- 3. Learn the figures on the 3rd. Loop Test
- 4. Review section in Roller Skating Achievement Book about running tests.

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## # 2 FIGURE COMMISSION

NAME: \_\_\_\_\_

FIG 2 Q-3  
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1. Define the following terms in your own words:
  - a) Three Turn
  - b) Rocker
  - c) Double Three
  - d) Steering
2. Into what proportions do double threes divide the circle on which they are skated?
3. How much importance should be placed on symmetrical cusps?
4. In what direction does the cusp point for a three turn? What causes the skaters to have the point in the wrong direction?
5. What are 10 common errors seen in the skating of figure # 18A? List on back of sheet.
6. The passing score for the 6th. Circle Figure Test is \_\_\_\_\_ and the minimum score is \_\_\_\_\_. The candidate must pay a fee of \_\_\_\_\_ to take the test. The figures to be skated (in order) are \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, & \_\_\_\_\_.
7. List at least 4 common errors seen at the figure transition during a take-off.
8. The following scores stand for:

a) 57	c) 71
b) 62	d) 43
9. What common errors would be frequently observed on the 8th Circle Test for figure 22B. (give at least 6)

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## **# 2 FIGURE COMMISSION**

FIG2 S-4  
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### **SESSION 4**

#### **TOPICS TO BE COVERED:**

- A. Review quiz from last meeting
  
- B. Discuss running of Achievement Tests
  - 1. Review responsibilities of judges
  - 2. Review duties of referee
  - 3. Review forms used with tests and be sure all judges understand how they should be completed
  
- C. Review the primary judging points and common errors found in the skating of:
  - 1. Threes
  - 2. Double Threes
  - 3. Rockers
  - 4. Brackets
  
- D. Discuss basic terms used in loops and loop diagrams
  
- E. Discuss the 3rd. Loop Test
  - 1. Test Fee
  - 2. Figures in order of skating
  - 3. Passing score/minimum score
  - 4. Major points to consider when judging:
    - 14A
    - 116A
    - 117A
    - 131A
  
- F. Quiz

#### **ASSIGNMENT FOR NEXT MEETING:**

- 1. Review terms and figures covered so far
  
- 2. Read the sections in the USARS Figure Book pertaining to Loops
  
- 3. Study the 4th. and 5th. Loop Tests

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NAME: \_\_\_\_\_

FIG 2 Q-4  
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1. Diagram figure # 26A
  
2. Describe where the turns should be placed on figures # 26A & # 26B. Where should the points of the cusps be aimed?
  
3. Describe 2 different types of OB take-offs that a skater might use on figure # 3A.
  
4. Is figure # 3B a circle eight or a change eight? Explain the difference
  
5. Give the figures skated on the 8th. Figure test in the order skated listing the number, edges, and name of the figure.
  
6. What is the difference in judging points between figures # 10 & # 26A ?
  
7. Describe in your opinion what constitutes a good double three in figure skating..
  
8. What are the main points you as judge would be looking for in figure # 14A?

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FIG 2 S-5

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### **SESSION 5**

#### **TOPICS TO BE COVERED:**

- A. Review quiz from last meeting
- B. Review judging points and basic terms pertaining to paragraph loops
- C. Discuss judging of a loop figure
  - 1. Judging size and shape of loop
  - 2. Watching for "pulls" out of loop or at change point
  - 3. Even roll
  - 4. Actual execution of loop
  - 5. Judging positions on floor
- D. Discuss the 4th. and 5th. Loop Test
  - 1. Test Fee
  - 2. Figures and order of skating
  - 3. Passing score and minimum
  - 4. Major points to consider when judging
    - 15A                      16A
    - 30A                      138A & B
    - 131B                      139A & 139b
- E. Remind group of mock judging sessions and schedule them before next regular training session'
- F. Quiz

#### **ASSIGNMENT FOR NEXT MEETING:**

- 1. Review material covered during training sessions
- 2. Know Integer System and all figures on tests covered by this commission

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## # 2 FIGURE COMMISSION

NAME: \_\_\_\_\_

FIG 2 Q-5  
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1. What is the purpose of figures # 131 and # 138?
2. How many wheels should be on the floor during a bracket?
3. Correct loop tracing will require that the \_\_\_\_\_ wheels slide around and the \_\_\_\_\_ wheels shall roll through the loop.
4. Our book lists 14 common errors seen in loops. Give 12 of these errors.
5. In order to receive a passing score on a loop test must the skater execute only the loop properly or do you feel the rest of the figure must also be executed properly. Explain how you would evaluate a loop figure.

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## **# 2 FIGURE COMMISSION**

FIG2 S-6  
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### **SESSION 6**

#### **TOPICS TO BE COVERED:**

- A. Review quiz from last meeting
- B. Discuss mock judging experiences
  - 1. Stress importance of standing in correct position to see turns
  - 2. Discuss how judges must pay attention when moving around figure circles so as not to interfere with the other judges or distract the candidates
  - 3. Remind the judges that comfortable shoes are important with quiet heels!
- C. Review basic judging criteria for the turn figures covered on this commission
- D. Figure identification review.

#### **ASSIGNMENT FOR NEXT MEETING:**

- 1. Study for Panel Final at next session.
- 2. Bring dates you passed your figure tests

You will have the Panel Final Exam at the next session. This will be graded and reviewed with you during the next week.

Your progress in the training classes will be reviewed by the Panel Advisor and the group leader. They will evaluate your work in the following areas.

- 1. Attendance
- 2. Class participation and knowledge demonstrated in discussions
- 3. Over all scores on quizzes and final exam
- 4. Mock judging results
- 5. Personal conduct and attitude

If the candidate is prepared to judge, then a commission application will be given out for the RSA Commission Test. This test will be sent by the RSA National Office and **MUST** be taken **supervised and closed book**. You will have 30 days to take the test after it arrives. .It will be then be returned for grading to the RSA National Office.

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## # 2 FIGURE PANEL FINAL EXAM

NAME: \_\_\_\_\_  
FIG 2 PF

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1. Define the following terms in your own words

a) Cusp

b) Change of edge

c) Serpentine Figure

d) Carriage in Figure Skating

e) Achievement Tests

f) Bracket

g) Double Three

h) Strike Zone

2. The principle part of the figure is considered to be \_\_\_\_\_, \_\_\_\_\_. \_\_\_\_\_,  
and \_\_\_\_\_.

3. When judging figure # 3A ROB-LOB Circle Eight what are some of the common faults seen?  
(at least 6)

4. What serious posture problem is frequently observed on inside back edges? Should this be  
penalized by the judge?

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**# 2 FIGURE PANEL FINAL EXAM**

FIG 2 PF

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5. What do each of the following scores stand for:

- |       |       |       |
|-------|-------|-------|
| a) 62 | d) 85 | g) 37 |
| b) 43 | e) 91 | h) 68 |
| c) 35 | f) 73 | i) 55 |

6. How important do you feel symmetrical cusps are in the skating of double three figures?

7. In the skating of double threes the inside threes have a tendency to have \_\_\_\_\_ entry cusps than \_\_\_\_\_. Outside turns have a tendency to \_\_\_\_\_ early before the turn.

8. Circle Figure Achievement Tests are skated on what size figure circles. \_\_\_\_\_ Loop Figure Achievement Tests are skated on \_\_\_\_\_ size circles.

9. Figure circle lines should not be less than \_\_\_\_\_ nor more than \_\_\_\_\_ in width.

10. How many wheels should be on the floor during a counter turn?

11. When a counter is being skated errors are most likely at the \_\_\_\_\_ edge.

12. When a skater is skating figure # 9A what would cause the point of the turns not to be toward the center of the circle?

13. The length of the cusp for a three turn is \_\_\_\_\_, a bracket is \_\_\_\_\_, and a counter is \_\_\_\_\_.

14. Should judges move when judging figures? If yes explain how and why

15. What is the length of the loop in relation to the loop circle?

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**# 2 FIGURE PANEL FINAL EXAM**

FIG 2 PF

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16. On this page draw a correct counter and then show 5 drawings of common faults found in counters.  
Mark the fault and show the direction of turn on each drawing.

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**# 2 FIGURE PANEL FINAL EXAM**

FIG2 PF

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17. Draw the following figures. Give the edges and the primary points you should consider when judging the figure.

a) Figure # 15A

b) Figure # 19A

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FIG 2 PF

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c) Figure # 26B

d) Figure # 131A

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FIG 2 PF

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18. Complete the information below about Circle and Loop Figure Achievement Tests covered by this commission.

	6 <sup>th</sup> Circle	7 <sup>th</sup> Circle	8 <sup>th</sup> Circle	3rd Loop	4 <sup>th</sup> Loop	5 <sup>th</sup> Loop
Minimum Score						
Passing Score						
Test Fee						
1 <sup>st</sup> Figure						
2 <sup>nd</sup> Figure						
3 <sup>rd</sup> Figure						
4 <sup>th</sup> Figure						
5 <sup>th</sup> Figure						
6 <sup>th</sup> Figure						