



TESTING POLICIES FOR ADVANCED TESTS (Excluding Basic Skills Tests)

TEST SESSIONS

Freestyle, Dance, Pairs, etc. tests (any skills other than Basics) are scheduled approximately once a month, usually on a Tuesday during the Freestyle session. Sign-up sheets are posted on the bulletin board in the lobby.

AUTHORIZATION TO TEST

Skaters wishing to test must sign up at least one week before the Test Session. An instructor qualified by the rink manager to teach that level must approve the test request (both the skater's group and private lesson instructors' approval is preferred). Once approved, the skater must pay for the test before the test session. If a skater misses the sign-up deadline, the skater's instructor may request the skater's addition to the test schedule no later than 48 hours prior to the test session. Additions will be permitted if there is sufficient time in the test session.

ISI MEMBERSHIP

All skaters wishing to test must be current members of the Ice Sports Industry (ISI). Successful tests will be registered with the ISI's international database.

COST (Note: Club members receive a \$ 10.00 discount for the first test session each year, and \$ 5.00 off each additional test session that year.)

Freestyle:	1-6...	\$ 30.00
	7 and up...	\$ 60.00
Dance:	1 or 2...	\$ 20.00
<i>(Note: these are usually conducted in class)</i>		
Individual Dances	3-6...	\$ 30.00
	7 and up...	\$ 60.00
Pairs/Couples:	1-6...	\$ 30.00/skater
	7 and up...	\$ 30.00/skater
Free Dance:	1-6...	\$ 30.00/skater
	7 and up...	\$ 30.00/skater

Note: 10-level tests must be conducted at ISI national events. If the skater is not successful, s/he must pay the full price again when the test is rescheduled.

TEST SCHEDULE

Skaters will be allowed a minimum 5-minute warm-up prior to starting their tests. Testing order will generally be from highest to lowest in both the compulsories and the program portions of the test. Every effort will be made to allow Freestyle 6+ and Pair 6+ skaters to have full, uninterrupted ice to skate their compulsories. Dancers will perform their dances in the following order: solo, partnered, and (if different) the partner's steps.

If both partners are testing the same dance, they will each perform their solo dance before partnering the dance. The schedule will be posted as quickly as possible after the sign-up deadline, and will be e-mailed to the skaters and parents if an e-mail address is provided to the test chair.

TESTS WITH REQUIRED COMPULSORY SKILLS

Skaters will be asked to perform each maneuver in the order in which they are listed in the *ISI Handbook*, and they are expected to know that order. If the skater is successful, they will then skate a program to music using the required maneuvers. They must pass both the compulsories and the program portions of the test in order to pass. If the skater's compulsories test is unsuccessful, s/he must reschedule and retry the test at a later time. If the skater's program test is unsuccessful, s/he must retry the entire test, compulsories and program, at a later regularly scheduled test session.

RE-TEST

A skater who is unsuccessful will be eligible to test again at the next scheduled test session approximately one month later. In the event of extraordinary circumstances, such as an unexpected death or serious illness in the family or the rink closing for an extended period of time, the Test Chair may approve an exception to this policy.

JUDGING

Judges will be selected from among the instructors qualified to teach the level being tested. Every effort will be made to ensure that coaches do not judge their own students. Judges are expected to stay and discuss the results privately with the skater following the test session. For Freestyle 7, Pair 7, and Dance 7 and higher, three judges are required, and all three judges must pass the performance.

DRESS

Skaters are expected to dress neatly and in a manner that shows the skater's body line, neck, arms, legs, etc.

REQUIRED & OPTIONAL ELEMENTS/SKILLS

Skaters are expected to demonstrate all maneuvers listed as requirements for a particular level, even if they are optional "either/or" maneuvers, such as the backward inside or backward outside pivot. Only one of the optional maneuvers needs to merit a passing grade. Skaters should be able to define turns and edges properly.

TESTING POLICIES (Continued)

DANCE PATTERNS

Skaters are expected to demonstrate both the male and female patterns, if different. Skaters shall skate two patterns for most Dance Tests 2-10, with some exceptions: the Fourteen Step, Foxtrot, Rocker Foxtrot, Blues, and Quickstep must be skated through three patterns, and the Kilian must be skated through four patterns. (*ISI Handbook* "Ice Dance Testing")

ATTEMPTS ALLOWED

Two attempts at each maneuver are allowed (although not required) during the compulsories portion of the test, and the better performance will be graded. Any additional attempts are *not* allowed during the compulsories test. During the program portion of the test, skaters may attempt each element three times, and the best attempt will be graded. Following the program portion, a skater is allowed to re-try one unsuccessful element. They may have two minutes to "warm-up" the element, during which time it will not be judged. They will then be allowed two attempts to retry the element.

VIDEO

All high-level tests, such as Freestyle 6, Pair 6, or Dance 6 and above, will be recorded solely for use by the judges in evaluating the performances (to verify full rotations, no two-footing, edge control, etc., in cases where there is any doubt).

DANCE STEPS

For all Freestyle 4 and higher tests, the individual turns must be demonstrated to show proper edge control and posture, as well as the complete dance step sequence. The skater must also be able to describe the turn using the correct terminology. The Freestyle 2 and 3 patterns may be performed in either direction, clockwise or counter-clockwise. The dance step sequences in all other levels must be performed as shown in the *ISI Handbook*.

STRENGTH OF ELEMENTS

All elements must meet at least the minimum passing standard specified in the *ISI Handbook*.

Examples of elements that do *not* meet the minimum passing standard:

(1) a quarter-turn or more shy of full rotation on a jump, i.e., either the first rotation starting on the ice or the final rotation finishing after the landing;

(2) not holding the landing edge of a jump for at least three seconds and for a distance equal to the skater's height during the compulsory portion of the test (*ISI Handbook* "General Rules for Testing");

(3) not taking off on an outside edge for the Lutz jump. At the Ice Chalet, we prefer that the backward outside edge be held at least as long as the skater's height before take-off.

(4) not controlling the exit edge of a spin on one foot for at least three seconds and for a distance equal to the skater's height during the compulsory portion of the test (*ISI Handbook* "General Rules for Testing");

(5) not centering the FS 1 spin with weight on two feet, not just one.

(6) dance steps and footwork that lack edge control and proper length;

(7) the minimum revolutions for a spin were not completed because the skater did not achieve the required body position before starting the count of the first revolution.

(8) the critical turns in the higher levels not performed well and on the proper edges, i.e., the choctaw at the end of the Dance 5 footwork. *Ex.: Left Forward Inside Open Choctaw: A change foot turn from LFI to RBO, in which the heel of the free foot moves to the inner edge side of the skating foot before the turn to backward outside. The skater rotates in the direction opposite the curve of the entry edge. Entry and exit edges for LFI Choctaw must be held at least one time the skater's height.*

MULTIPLE TESTS AT THE SAME SESSION

Skaters taking three or more Freestyle, Pair, or Free Dance tests the same day may perform a program for each of the lower tests that includes all the required maneuvers for those levels without music and receive a score of 5.0 for Rhythm, Extra Content, and Duration. The highest test level in the series must include a complete choreographed routine skated to music. (*ISI Handbook* "Freestyle Testing" and "Pair Testing") Each test costs the full price.

MEANING OF SCORES

Skaters are scored either Pass/Incomplete or on a scale of 1-10 depending upon the type of test. The meaning is as follows:

Score	Meaning	Letter "Grade" Equivalent
0	Manuever was not attempted	
1	Manuever was attempted, but not recognizable	
2	Manuever was attempted and recognizable	
3	Very poor	
4	Poor, not passable	
5	Minimum passing standard	D
6	Fair	C
7	Good	B
8	Very Good	A
9	Excellent	A+
10	Superior	A++