

USA Roller Sports Figure Numbering System

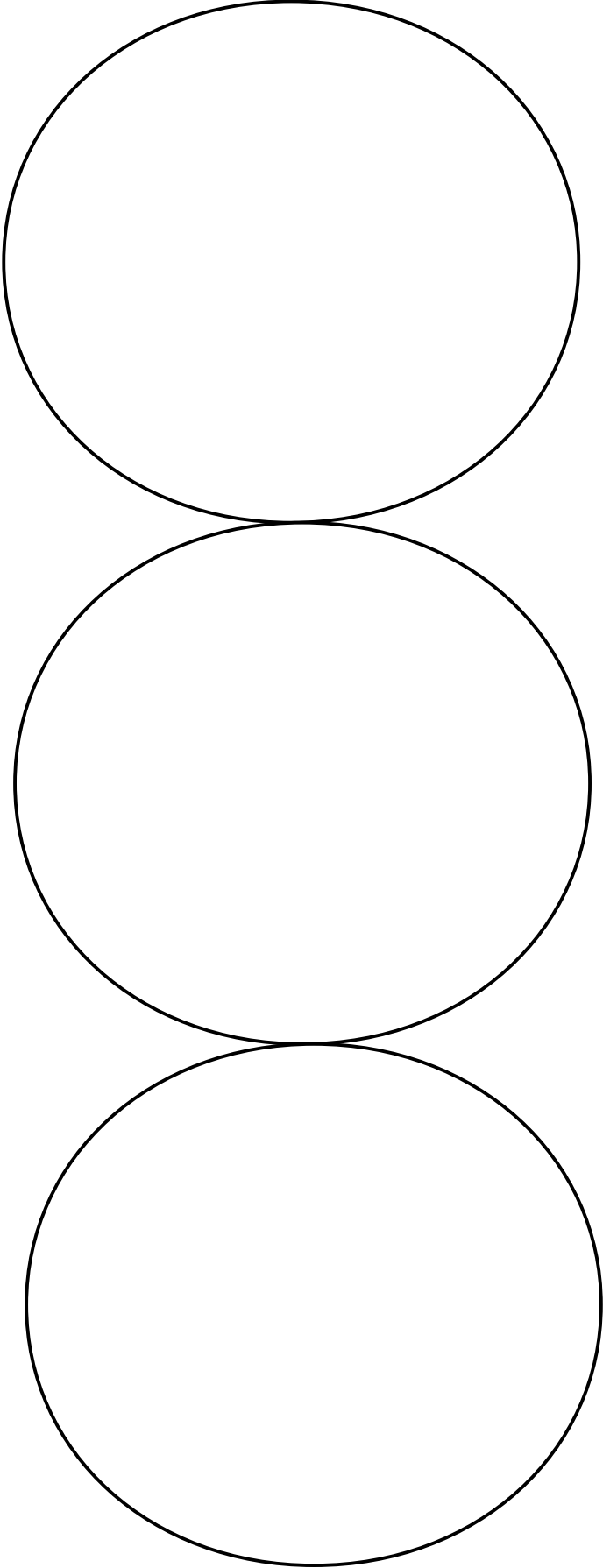
No. Starting Edges Description

1 ROF-LOFCircle Eight
 1 A ROIF-LOIF Change Eight
 1 B LOIF-ROIF Change Eight
 2 RIF—LIF Circle Eight
 2 A RIOF-LIOF Change Eight
 2 B LIOF—RIOF Change Eight
 3 A ROB—LOB Circle Eight
 3 B LOB—ROB Circle Eight
 4 RIB—IB Circle Eight
 5 A ROIF—LIOF Serpentine
 5 B LOIF—RIOF Serpentine
 6 A ROIB—LIOB Serpentine
 6 B LOIB—RIOB Serpentine
 7 A ROF-LOF Threes
 7 B LOF-ROF Threes
 8 A ROF-LIB Threes
 8 B LOF-RIB Threes
 9 A RIF—LOB Threes
 9 B LIF—ROB Threes
 10 A ROF-LOF Double Threes
 10 B LOF-ROF Double Threes
 11 A RIF—LIF Double Threes
 11 B LIF-RIF Double Threes
 12 A ROB—LOB Double Threes
 12 B LOB-ROB Double Threes
 13 RIB-LIB Double Threes
 14 A ROF-LOF Loop
 14 B LOF-ROF Loop
 15 A RIF-LIF Loop
 15B LIF—RIF Loop
 16 A ROB—LOB Loop
 16 B LOB-ROB Loop
 17 A RIB-LIB Loop
 17 B LIB-RIB Loop
 18 A ROF-LIB Bracket
 18 B LOF-RIB Bracket
 19 A RIF—LOB Bracket
 19 B LIF—ROB Bracket
 20 A ROF-LOB Rocker
 20 B LOF-ROB Rocker
 21 A RIF-LIB Rocker
 21 B LIF-RIB Rocker
 22 A ROF-LOB Counter
 22 B LOF-ROB Counter
 23 A RIF-LIB Counter
 23 B LIF-RIB Counter
 24 A ROIF-LIOF Paragraph Eight
 24 B LOIF-RIOF Paragraph Eight
 25 A ROIB-LIOB Paragraph Eight
 25 B LOIB-RIOB Paragraph Eight

No. Starting Edges Description

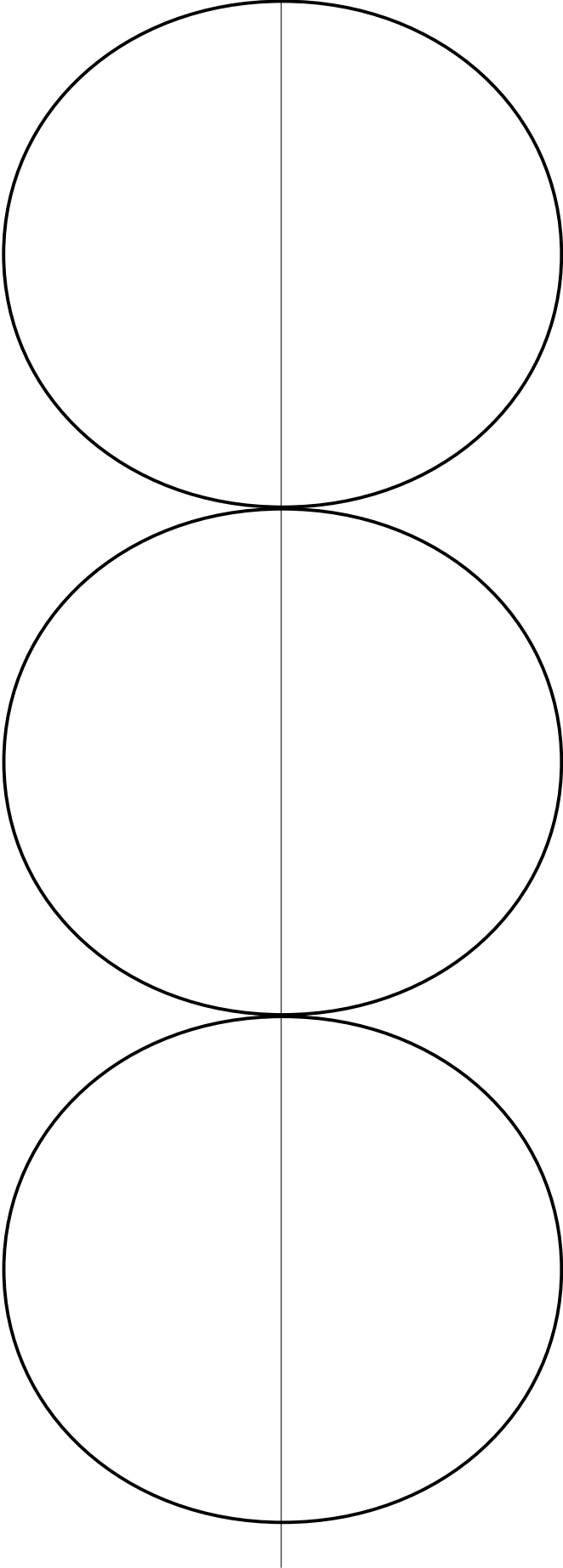
26 A ROIF-LOIB Serpentine Threes
 26 B LOIF-ROIB Serpentine Threes
 27 A RIOF—LIOB Serpentine Threes
 27 B LIOF-RIOB Serpentine Threes
 28 A ROIF-LIOF Serpentine Double Threes
 28 B LIOF—RIOF Serpentine Double Threes
 29 A ROIB-LIOB Serpentine Double Threes
 29 B LOIB-RIOB Serpentine Double Threes
 30 A RoIF-LIOF Serpentine Loop
 30 B LoIF-RIOF Serpentine Loop
 31 A ROIB-LIOB Serpentine Loop
 31 B LOIB-RIOB Serpentine Loop
 32 A ROIF—LOIB Serpentine Bracket
 32 B LOIF—ROIB Serpentine Bracket
 33 A RIOF—LIOB .Serpentine Bracket
 33 B LIOF—RIOB Serpentine Bracket
 34 A ROF-LIF Paragraph Threes
 34 B LOF-RIF Paragraph Threes
 35 A ROB—LIB Paragraph Threes
 35 B LOB-RIB Paragraph Threes
 36 A ROF-LIF Paragraph Double Threes
 36 B LOF-RIF Paragraph Double Threes
 37 A ROB—LIB Paragraph Double Threes
 37 B LOB—RIB Paragraph Double Threes
 38 A ROF-LIF Paragraph Loop
 38 B LOF-RIF Paragraph Loop
 39 A ROB—LIB Paragraph Loop
 39 B LOB—RIB Paragraph Loop
 40 A ROF-LIF Paragraph Bracket
 40 B LOF-RIF Paragraph Bracket
 41 A ROB—LIB Paragraph Bracket
 41 B LOB-RIB Paragraph Bracket
 111 A ROF-LOF Serpentine Eight
 111 B LOF-ROF .Serpentine Eight
 112 A.RIF-LIF Serpentine Eight
 112 B LIF-RIF Serpentine Eight
 113 A ROB-LOB Serpentine Eight
 114 ROF-LOF Loop Circle Eight
 115 RIF-LIF Loop Circle Eight
 116 ROB—LOB Loop Circle Eight
 117 RIB—LIB Loop Circle Eight
 130 A ROIF-LIOF Serpentine Loop Circle
 130 B LOIF-RIOF Serpentine Loop Circle
 131 A ROIB—LIOB Serpentine Loop Circle
 131 B LOIB—RIOB Serpentine Loop Circle
 138 A ROF-LIF Paragraph Loop Circle
 138 B LOF-RIF Paragraph Loop Circle
 139 A ROB-LIB Paragraph Loop Circle
 139 B LOB—RIB Paragraph Loop Circle

A set of three
figure circles.



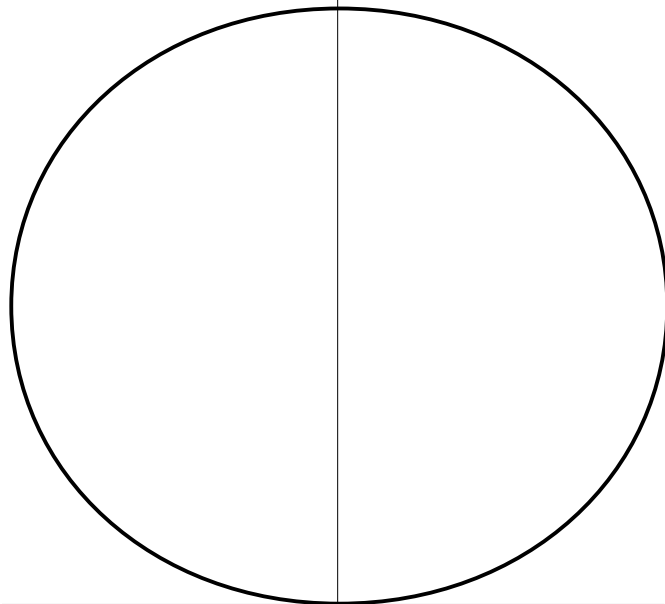
A set of three figure circles.

Long Axis

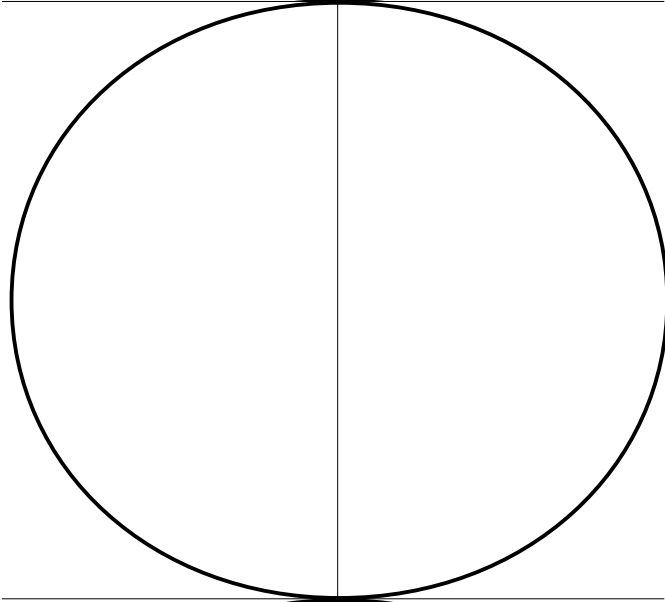


A set of three
figure circles.

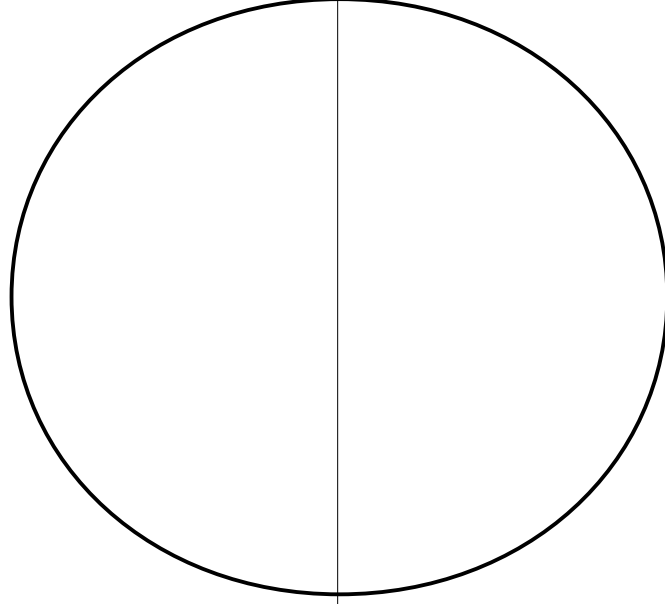
Long Axis



Short Axis



Short Axis



Long Axis

A set of three figure circles.

Some figures that may be skated are listed here,

Serpentine:

5A, 5B

6A, 6B

Serpentine Eight:

111A, 111B

112A, 112B

113A

Rockers:

20A&B

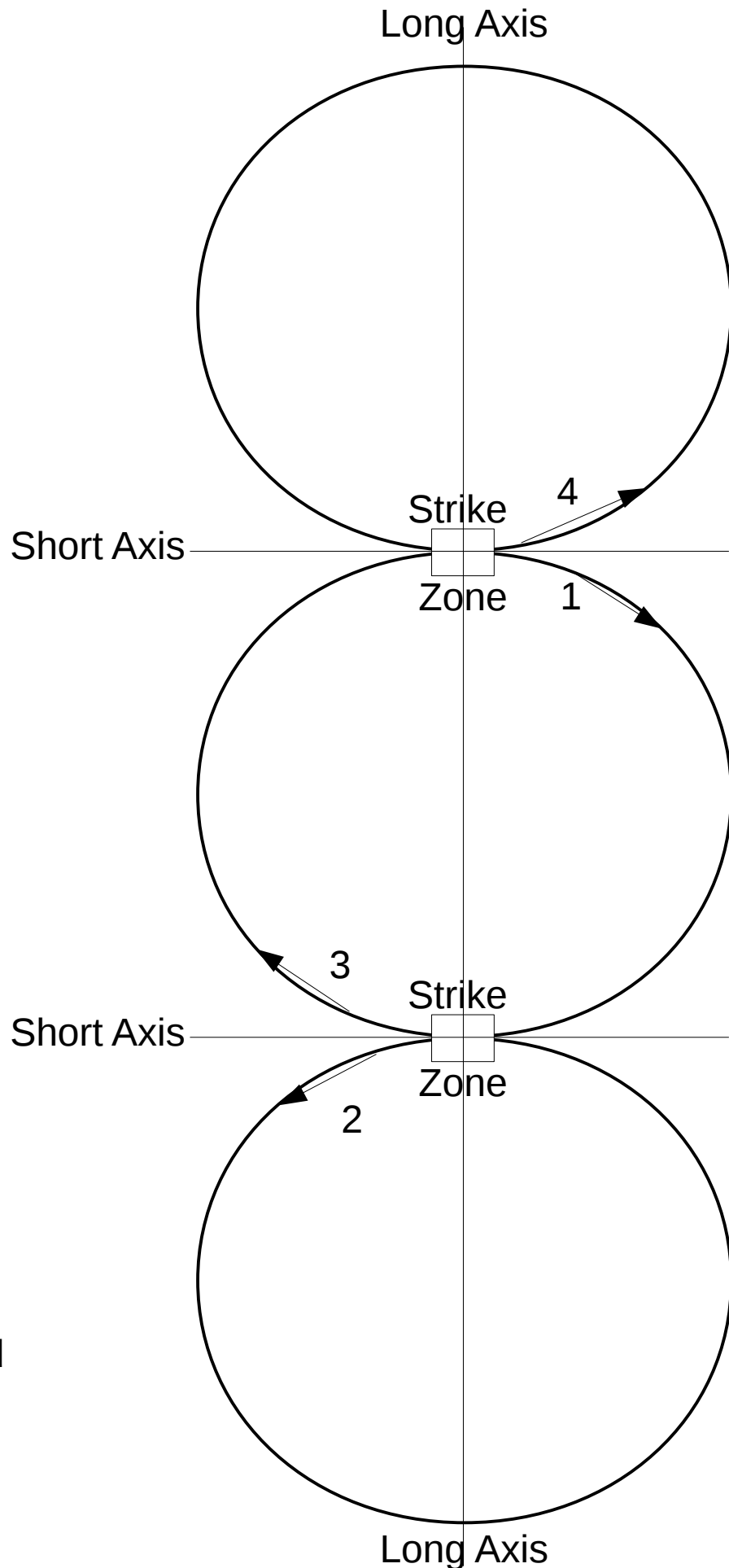
21A&B

Counters:

22A&B

23A&B

Note: The numbers and arrows are used to present progression and direction for some of the figures listed above.



A set of three figure circles.

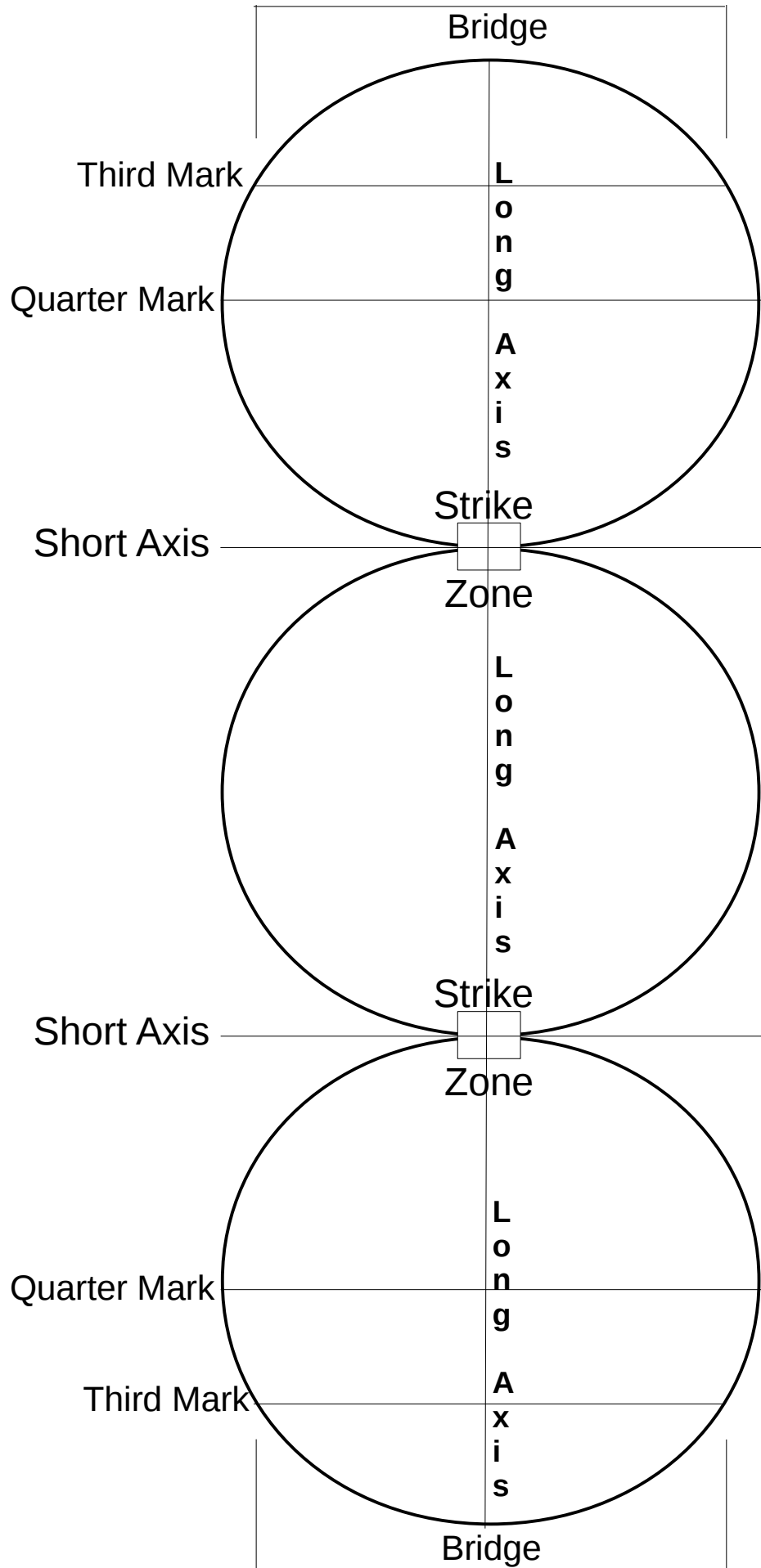
Note the *Bridge* and the *Third Mark* at either end of the circle set.

These points are used for the Serpentine Double Three figures.

28A, 28B
29A, 29B

The three turns occur at the third mark with their cusps pointed at the center of the circle.

All transitional movements should be kept inside the bridge area.



A set of two figure circles.

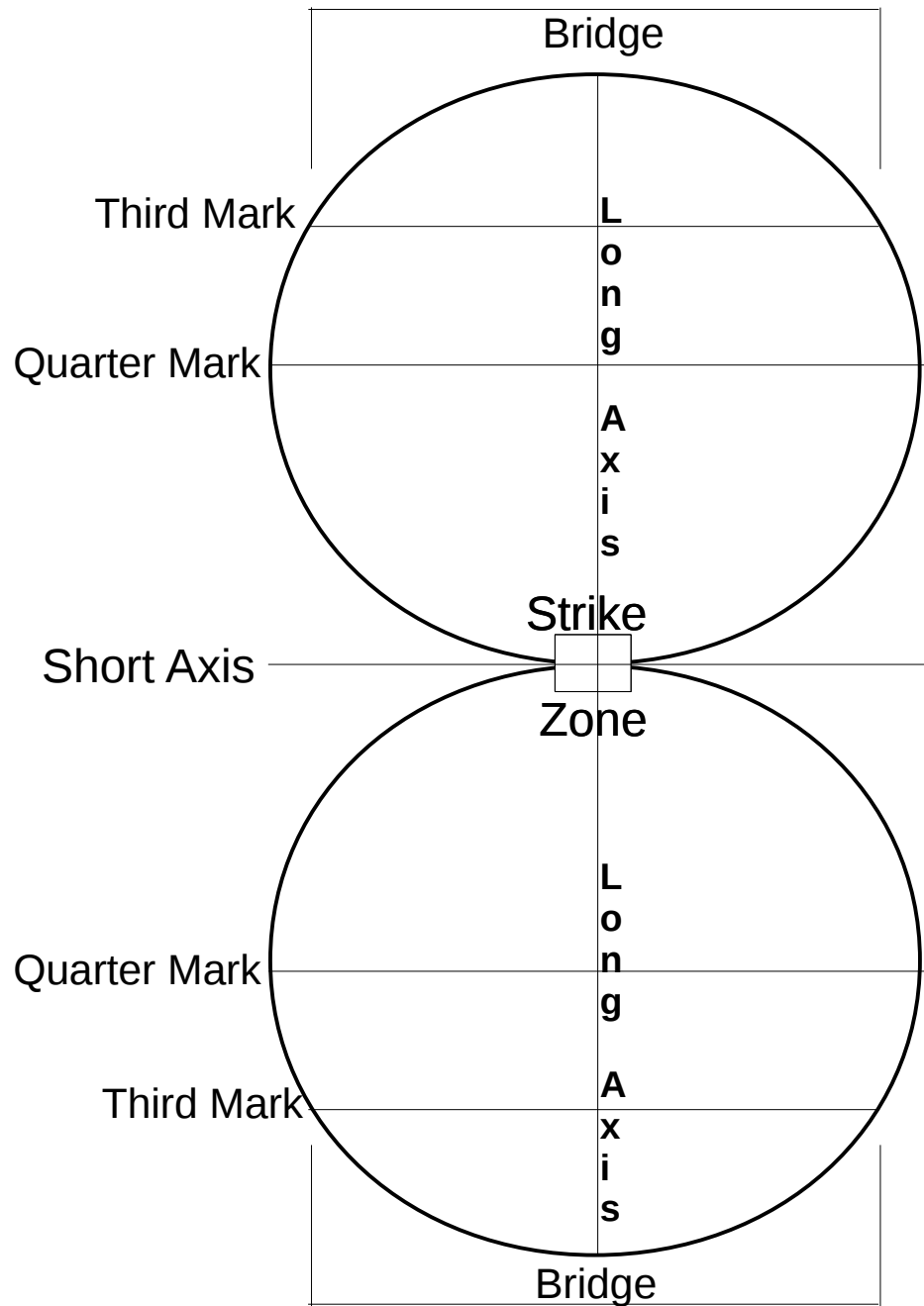
Circle Eights:
1,2,3A,3B, and 4.

Three Turns:
7A,7B
8A,8B
9A,9B

Double Threes:
10A, 10B
11A, 11B
12A, 12B
13

Brackets:
18A&B
19A&B

all use this two circle setup



A set of two figure circles.

Note:

Our Strike Zones have moved from the convergence of the Short & Long axis to the ends of the Long Axis, or Top & Bottom of the circles.

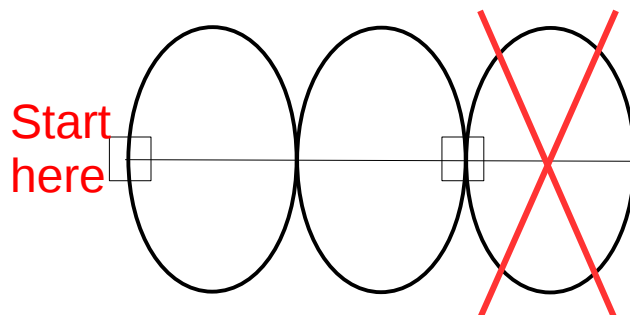
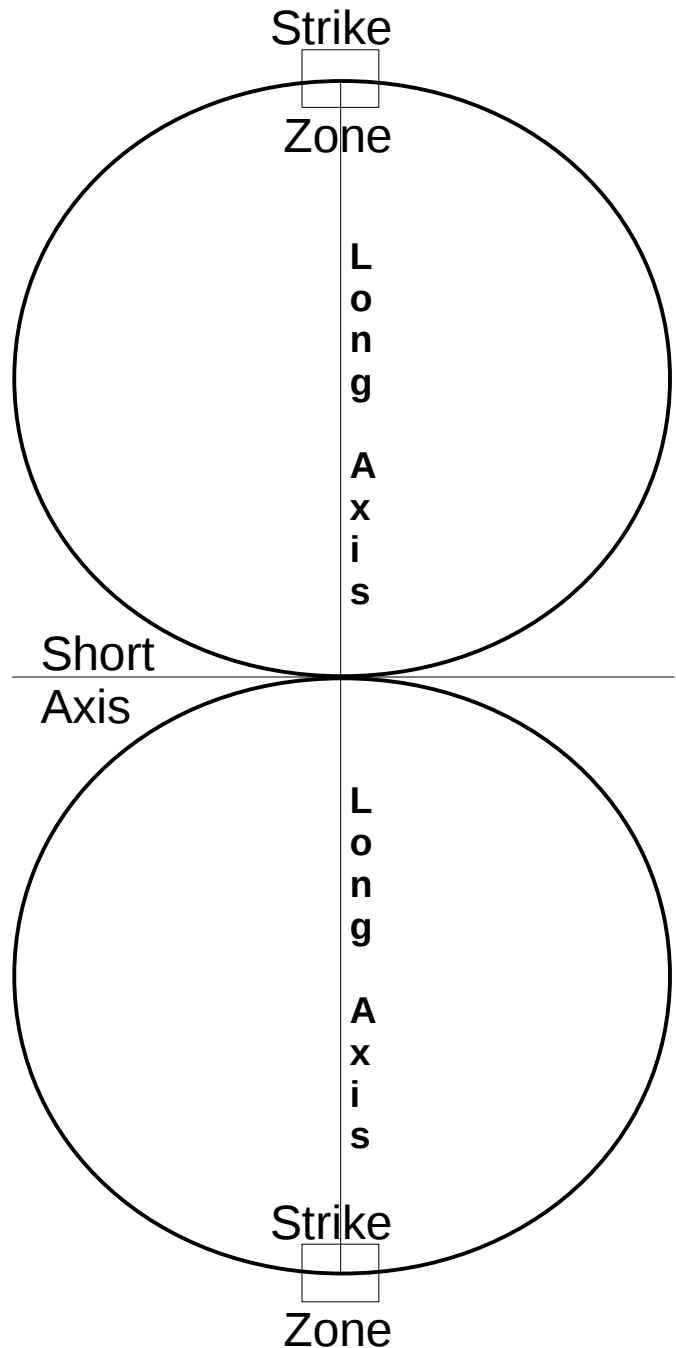
This is used for the change eight figures.

1A, 1B and 2A, 2B

Where a change of edge occurs at the Short Axis.

The skater begins these figures at the Strike Zone located at the Long Axis at either end of the circle set.

Note: Often at a contest, practice and warm ups may start these figures at a short axis point on a set of three circles. When going on to the *judging* circles, always start at one of the ends and remember, use only two of the three circles.

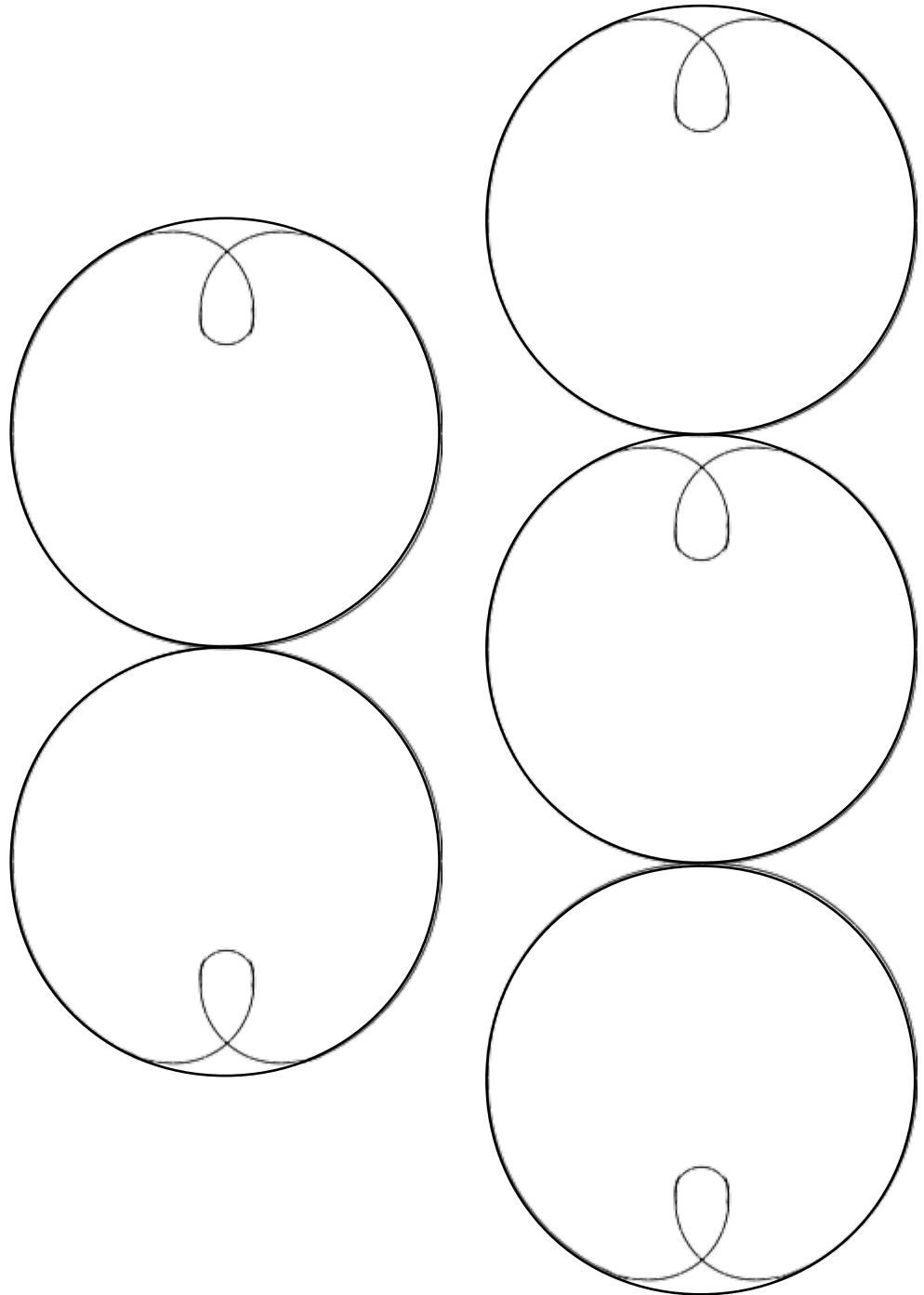


Sets of loop circles.

Loops are made up of three distinct circles.

The main and largest circle is 240 cm in diameter.

The other two circles are incomplete and measure 90 cm and 30 cm each. They all join together to compose the complete loop



Incorrect loop circles.

The ends of each circle set should be where the loop is set into the main circle.

These illustrations are incorrect. The loop insets shown here on either end circle are pointing away from each other instead of toward one another.

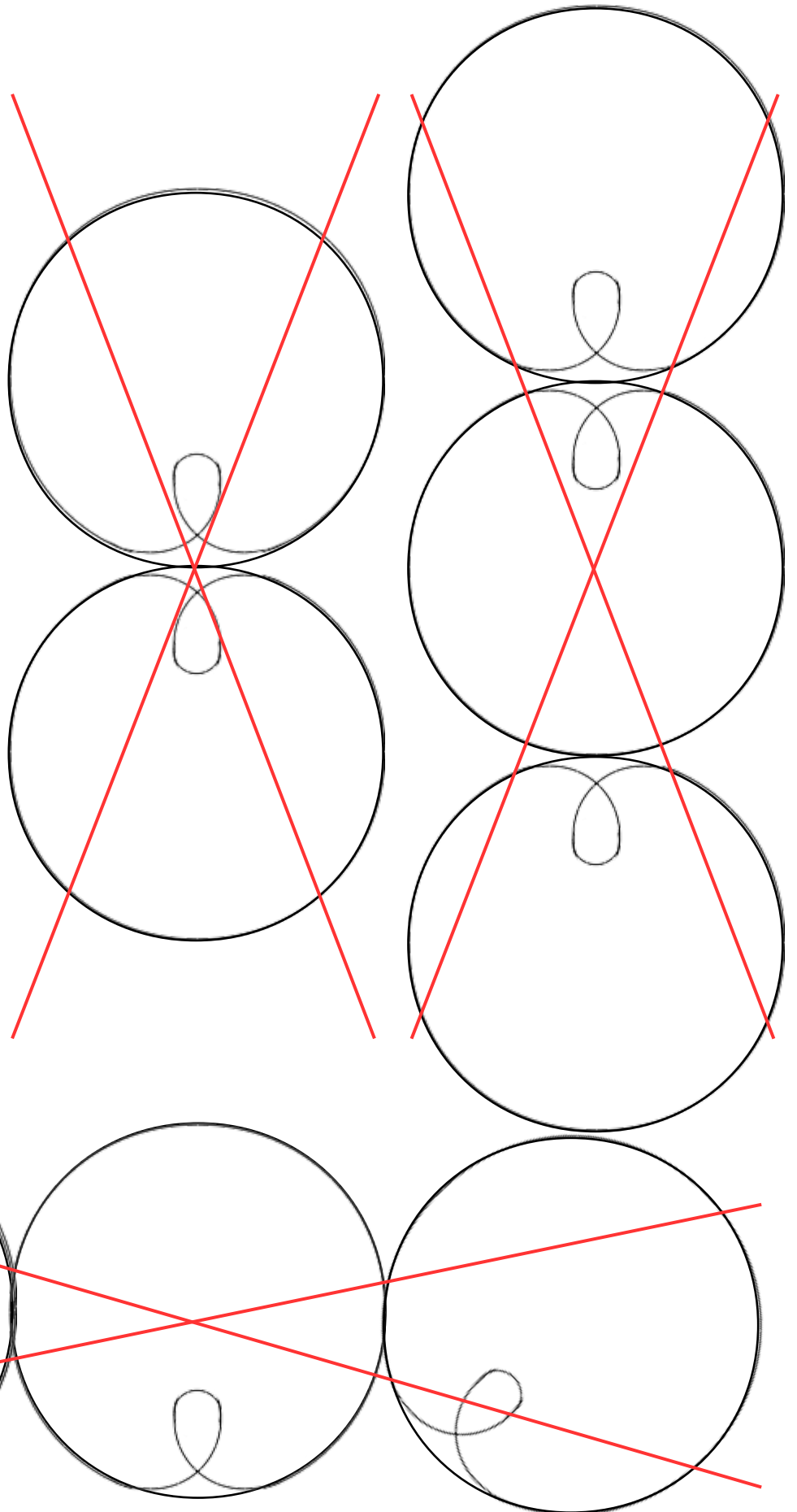


Figure One

Circle Eight:
ROF-LOF

Two times around

This figure begins on the right foot and takes off from the strike zone at the convergence of the long and short axis.

From a standing start the skater strikes onto a right outer forward edge and proceeds all the way around the circle.

The left foot takes the skating surface at the strike zone and the skater moves around the circle on a left outer forward edge.

The sequence is repeated again to complete the figure.

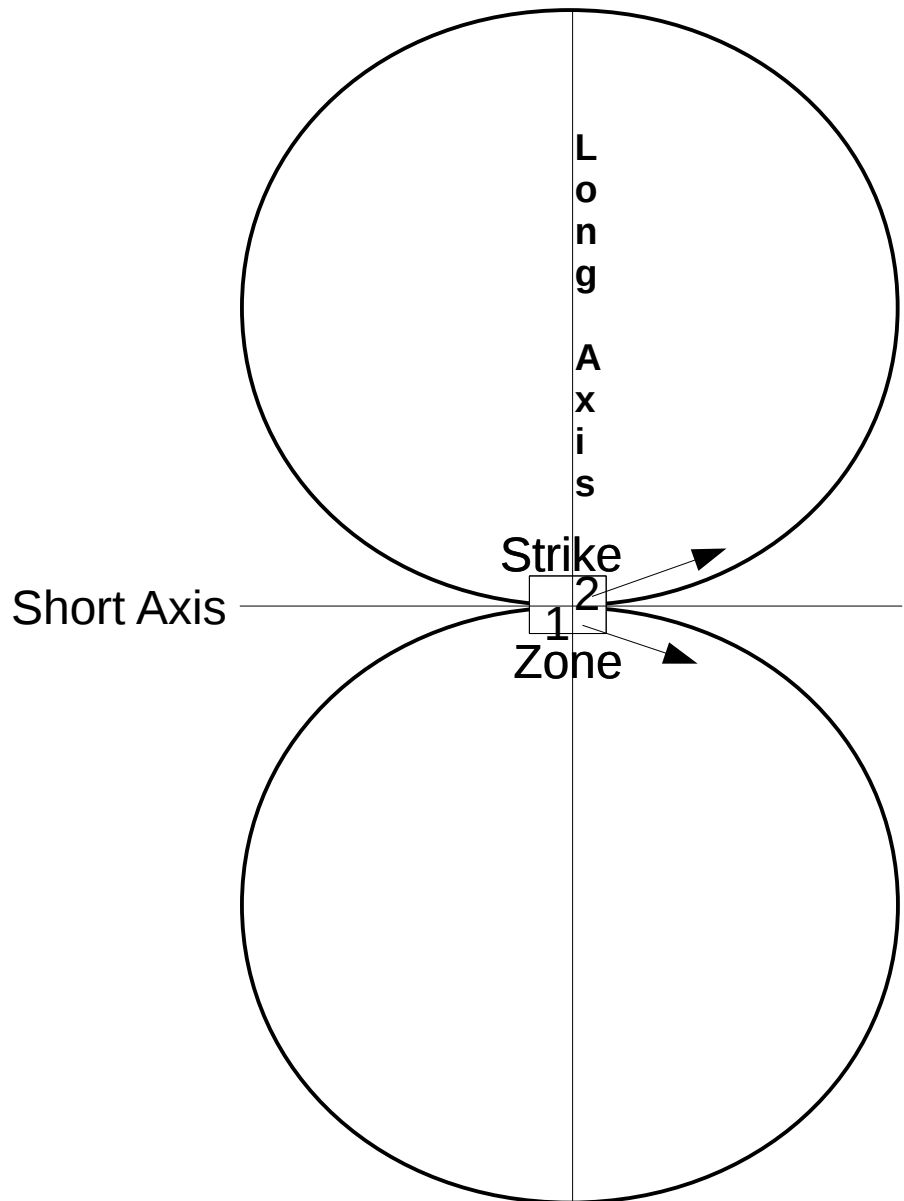


Figure Two

Circle Eight:
RIF-LIF

Two times around

This figure begins on the right foot and takes off from the strike zone at the convergence of the long and short axis.

From a standing start the skater strikes onto a right inner forward edge and proceeds all the way around the circle.

The left foot takes the skating surface at the strike zone and the skater moves around the circle on a left inner forward edge.

The sequence is repeated again to complete the figure.

