

The Cactus Classic Basic Skills Competition sponsored by the Coyotes Skating Club will be held at the Alltel Ice Den on July 23rd, 2006.

ELIGIBILITY – The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program / Club or any other Basic Skills Program / Club.

Eligibility will be based on skill level as of the closing dates of entries. All SNOWFLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 must skate at highest level passed and NO official U.S. Figure Skating tests may have been passed including MIF or Individual Dances (see page 8).

Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition and may have passed Pre-Preliminary Moves in the Field.

ENTRIES AND FEES – All entries must be postmarked no later than June 17, 2006. Late entries will be accepted only if the limit has not been reached, at the discretion of the organizers. Entry fees are per person. The first event is \$40.00 and each additional event is \$25.00. No refunds after closing date unless event is canceled by the Coyotes Skating Club of Arizona.

ENTRY FORMS MUST BE FILLED OUT COMPLETELY and returned with fee check made payable to the Coyotes Skating Club of Arizona. There will be a \$20.00 fee for returned checks.

AWARDS – Everyone will receive an award. All events will be final rounds. Medals will be awarded to first, second, third, and fourth places. All others will be fifth place and receive ribbons. All awards will be made at appropriate times throughout the competition.

MUSIC – The music for all free skating programs must be provided on CD's or cassette tapes by the skater. Tapes must be clearly marked with the name of the skater, event entered, and length of music (not skating time). Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds. It is suggested that a duplicate should be a cassette tape, if the original is on CD.

FREESKATE 1

1. Advanced forward stroking, 4-6 consecutive strokes
2. Basic forward outside edges (2-4 edges) and forward inside consecutive edges (2-4 edges)
3. Scratch spin from backward crossovers
4. Waltz jump from backward crossovers
5. Half flip jump

FREESKATE 2

1. Forward outside spiral, R or L
2. Waltz threes, R or L
3. Beginning back spin, entry optional
4. Waltz jump, side top hop, waltz jump series
5. Toe loop jump

FREESKATE 3

1. Forward crossovers in a figure 8
2. Advanced forward outside swing rolls –4-6 consecutive
3. Back spin
4. Salchow jump
5. Waltz jump/toe loop or Salchow/toe loop

FREESKATE 4

1. Spiral sequence, FI spiral, FI Mohawk, BO spiral, clockwise or counter clockwise
2. Forward power 3's, 2-3 consecutive sets, -R or L
3. Sit spin
4. Loop jump
5. Waltz jump/loop jump

FREESKATE 5

1. Spiral Sequence, FO spiral, forward outside 3 turn, one back crossover, backward inside spiral, R or L.
2. Camel spin
3. Forward upright spin to back upright spin
4. Loop/loop jump
5. Flip jump

FREESKATE 6

1. Five step Mohawk sequence – 1 set alternating pattern
2. Camel sit spin combination – min 4 revolutions total
3. Split jump or stag jump
4. Waltz jump, ½ loop, salchow combination lutz jump

BASIC SKILLS PAIRS EVENTS

- The skaters must demonstrate the required elements and may use any additional elements from previous levels (where applicable)
- The skating order of the required elements is optional.
- To be skated on ½ ice – No music permitted.
- In program form using a limited number of connecting steps
- Time: 1:30 or less
- Deductions will be made if elements from a higher level are performed.

Pairs A

1. Advanced forward stroking side by side either direction with a handhold.
2. Advanced forward crossovers in a figure eight with a handhold – both directions
3. Advanced backward crossovers in a figure eight with a handhold – both directions
4. Advanced backward crossovers to back outside edge, side by side either direction
5. Side by side waltz jumps.

Pairs B

1. Spirals with skaters in kilian position
2. Circling Pair Spin
3. Half- Flip jumps – side by side
4. Five step Mohawk sequence
5. Toe Loops, side by side

Pairs C

1. Pull spiral – one partner on back outside edge, other in back outside, or inside spiral
2. Flip jumps, side by side
3. Loop jumps, side by side
4. Sit spins, side by side
5. Upright spin in kilian position

ELEMENTS EVENT

- To be skated on 1/3 ice
- No music
- All elements must be skated in the order listed.
- Each skater performs one element at a time and will perform the next element only when directed.

Required Elements

SNOWPLOW SAM (Tots)

1. March followed by a 2 foot glide and dip
2. Forward 2 foot swizzles, 2-3 in a row
3. Forward snowplow stop
4. Backward wiggles, 2-6 in a row

BASIC 1

1. Forward 2 foot glide
2. Forward 2 foot swizzles, 6-8 in a row
3. Forward snowplow stop
4. Backward wiggles, 6-8 in a row

BASIC 2

1. Forward 1 foot glide – *either* foot
2. Backward 2 foot swizzles, 6-8 in a row
3. Two foot turn in place – forward to backward
4. Moving snowplow stop
5. Forward alternating swizzle pumps, in a straight line, across width of ice.

BASIC 3

1. Forward stroking
2. Forward swizzle pumps on a circle, *either* clockwise or counter clockwise, 6-8 consecutive
3. Moving forward to backward 2 foot turn, *either* direction
4. Backward 1 foot glide, *either* foot
5. Two foot spin

BASIC 4

1. Forward outside edge on a circle, clockwise or counter clockwise
2. Forward crossovers, 6-8 consecutive, both directions
3. Forward outside 3-turn, R and L
4. Backward stroking
5. Backward snowplow stop, R or L

BASIC 5

1. Backward outside edge on a circle, clockwise or counter clockwise
2. Backward crossovers, 6-8 consecutive, both directions
3. One foot upright spin, minimum of 3 revolutions
4. Hockey stop
5. Side toe hop, *either* direction

BASIC 6

1. Forward inside 3-turn, R and L
2. T-stop, R or L
3. Bunny Hop
4. Forward arabesque (spiral) on a straight line, R or L
5. Lunge, R or L

BASIC 7

1. Forward inside open Mohawk, R to L and L to R
2. Ballet jump, *either* direction
3. Backward crossovers to a backward outside edge landing position, clockwise and counter clockwise
4. Forward inside pivot

BASIC 8

1. Moving forward outside or forward inside 3 turns, R and L
2. Waltz jump
3. Mazurka, *either* direction
4. Combination move, clockwise or counter clockwise
5. One foot upright spin, optional free foot position

FREESKATE COMPULSORY PROGRAMS

- The skater must demonstrate the required elements and may use any additional elements from previous levels (where applicable)
- The skating order of the required elements is optional (elements may be repeated)
- To be skated on ½ ice – no music is permitted
- In program form, using a limited number of connecting steps
- Time: 1:00 minute or less
- Deductions will be made if elements from a higher level are performed

COMPULSORY FREESKATE 1

1. Advanced forward stroking, 4-6 consecutive strokes
2. Basic forward outside edges (2-4 edges) and forward inside consecutive edges (2-4 edges)
3. Scratch spin from backward crossovers
4. Waltz jump from backward crossovers
5. Half flip jump

COMPULSORY FREESKATE 2

1. Forward outside spiral, R or L, and a forward inside spiral, R or L
2. Waltz threes, R or L
3. Beginning back spin, entry optional
4. Waltz jump, side toe hop, waltz jump series
5. Toe loop jump

COMPULSORY FREESKATE 3

1. Forward crossovers in a figure 8
2. Advanced forward outside swing rolls –4-6 consecutive
3. Back spin
4. Salchow jump
5. Waltz jump/toe loop or Salchow/toe loop

COMPULSORY FREESKATE 4

1. Spiral sequence, FI spiral, FI Mohawk, BO spiral, clockwise or counter clockwise
2. Forward power 3's, 2-3 consecutive sets, -R or L
3. Sit spin
4. Loop jump
5. Waltz jump/loop jump

COMPULSORY FREESKATE 5

1. Spiral Sequence, FO spiral, forward outside 3 turn, one backward crossover, backward inside spiral
2. Camel spin
3. Forward upright spin to back upright spin
4. Loop/loop jump
5. Flip jump

COMPULSORY FREESKATE 6

1. Five step Mohawk sequence – 1 set alternating pattern
2. Camel sit spin combination – min 4 revolutions total
3. Split jump or stag jump
4. Waltz jump, ½ loop, salchow combination
5. Lutz jump

BASIC PROGRAMS (SNOWPLOW SAM – BASIC 1-8) – with music

- The skating order of the required elements is optional.
- The elements are not restricted as to the number of times element is executed, or length of glides, number of revolutions in a spin, etc., unless otherwise stated.
- May use vocal music
- May use elements from a previous level. Deductions will be made if elements from a higher level are skated.
- Time: 1:00 +/- 10 sec., to be skated on full ice.
- Skaters will be judged on Technical Merit and Presentation

Required Elements:

Snowplow Sam (Tots)

1. Forward skating
2. Backward wiggles
3. Glide forward and dip
4. Snowplow stop

Basic A (1 & 2)

1. Glide forward and dip
2. Moving snowplow stop
3. Forward two-foot swizzles
4. Backward skating (wiggles or swizzles)

Basic B (3& 4)

1. Backward 1/2 swizzle pumps on a circle – clockwise or counter clockwise
2. Two-foot spin
3. Forward crossover- minimum of 5 consecutive, clockwise or counter clockwise
4. Backward one foot glide – R or L

Basic C (5& 6)

1. Backward crossover – minimum of 5 consecutive, clockwise or counter clockwise
2. One-foot spin
3. Bunny hop
4. Forward (arabesque spiral) on a straight line – R or L

Basic D (7 & 8)

1. Beginning one foot upright spin, optional free foot
2. Mazurka or ballet jump
3. Waltz jump
4. Combination move either direction: 2 forward crossovers into right foot Mohawk, cross behind, step into 1 back crossover, and step to a forward inside edge.

FREESKATE PROGRAM 1-6 – with music

- Program duration 1:30 +/- 10 sec
- To be skated on full ice
- Vocal music is **not** permitted in free skate programs
- Deductions will be made if elements from a higher level are performed.
- Programs must contain all the required elements listed and will be judged on Technical Merit and Presentation (**Requirements on Page 7**)

SCHEDULE OF EVENTS & NOTIFICATION – Notification of event schedule will be posted on the Coyotes Skating Club of Arizona website and posted at the rink sooner than 3 weeks prior to the date of the competition. Any changes or corrections should be brought to the immediate attention of the organizing committee. Changes made less than 1 week prior to the event will be at the discretion of the organizing committee and may not be reflected in the program.

For more information on the club go to www.coyotesscofaz.com .

Directions to the Rink

From the North / West -

Take 101 Freeway east to Princess / Pima Road exit. Proceed straight (south) through Pima / Princess Blvd intersection along frontage road to East Bell Road. At East Bell Road turn left (east) under the freeway. Proceed east for ¼ mile to 9375 E. Bell Road . Rink is on the right side (south).

From the South –

Take 101 Freeway north to Frank Lloyd Wright Boulevard exit. Proceed straight through the light at Frank Lloyd Wright Boulevard and continue north on the frontage road to East Bell Road. Turn right on East Bell Road and proceed east for ¼ mile to 9375 E. Bell Road . Rink is on the right side (south).

Cactus Classic

Basic Skills Competition



July 23rd, 2006
hosted by

Coyotes Skating Club of Arizona
Alltel Ice Den
Scottsdale, Arizona

Sanctioned By US Figure Skating
Entries Due June 17, 2006

Elements				Programs with Music			
Level Passed	Competition Level	Official Tests Allowed	Level Passed	Competition Level	Official Tests Allowed		
Snowplow Sam 1	Snowplow Sam only	NONE	Snowplow Sam 1	Snowplow Sam only	NONE		
Snowplow Sam 2	Snowplow Sam only	NONE	Snowplow Sam 2	Snowplow Sam only	NONE		
Snowplow Sam 3	Snowplow Sam only	NONE	Snowplow Sam 3	Snowplow Sam only	NONE		
Basic 1	Basic 1 ONLY	NONE	Basic 1	Basic Program A	NONE		
Basic 2	Basic 2 ONLY	NONE	Basic 2	Basic Program A	NONE		
Basic 3	Basic 3 ONLY	NONE	Basic 3	Basic Program A	NONE		
Basic 4	Basic 4 ONLY	NONE	Basic 4	Basic Program B	NONE		
Basic 5	Basic 5 ONLY	NONE	Basic 5	Basic Program B	NONE		
Basic 6	Basic 6 ONLY	NONE	Basic 6	Basic Program C	NONE		
Basic 7	Basic 7 ONLY	NONE	Basic 7	Basic Program C	NONE		
Basic 8	Basic 8 ONLY	NONE	Basic 8	Basic Program D	NONE		
Free skate 1	Free skate 1 OR 2 NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 1	Free skate 1 OR 2 NOT BOTH	Pre-Preliminary MIF ONLY		
Free skate 2	Free skate 2 OR 3 NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 2	Free skate 2 OR 3 NOT BOTH	Pre-Preliminary MIF ONLY		
Free skate 3	Free skate 3 OR 4 NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 3	Free skate 3 OR 4 NOT BOTH	Pre-Preliminary MIF ONLY		
Free skate 4	Free skate 4 OR 5 NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 4	Free skate 4 OR 5 NOT BOTH	Pre-Preliminary MIF ONLY		
Free skate 5	Free skate 5 OR 6 NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 5	Free skate 5 OR 6 NOT BOTH	Pre-Preliminary MIF ONLY		
Free skate 6	Free skate 6 OR Beginner* NOT BOTH	Pre-Preliminary MIF ONLY	Free skate 6	Free skate 6 OR Beginner* NOT BOTH	Pre-Preliminary MIF ONLY		

* If a skater competes up into Beginner Category (if offered) they may not go back to compete in the Free skate categories.

TEAM EVENT

Teams will consist of four (4) skaters of similar abilities or levels. Each division has four (4) moves that will be performed by the team. Each move will be performed by a different skater. All teams will take the ice at the same time. The elements will be performed in the order listed below. For example, if there are 4 teams in one level, team 1 will have a skater perform element one, then, team 2 will have their skater perform the first element, as so on. Limited connecting steps may be used; however, only the specific move will be judged. Skaters may skate up as many levels as they wish, but may not participate on teams below the level of the highest freeskating test. Skaters may participate on teams without respect to club affiliation. The skaters will enter a team name and a matching outfit, such as skating dresses or exercise style pants are appropriate. Jeans are not acceptable. Each element performed will be scored independently. Each element will count for 25 percent of the team's total result.

EVENT LEVEL REQUIRED ELEMENTS

Team A	Basic 1 – 4	1. Forward two foot swizzles – 6-8 in a row 2. Forward one foot glide – either foot 3. Two foot spin 4. Forward crossovers – 6-8 consecutive, either direction
Team B	Basic 5 – 8	1. Backward crossovers – 6-8 consecutive, either direction 2. Forward Spiral, either foot 3. Forward inside mohawk – R to L and L to R 4. Waltz Jump, from a standstill
Team C	Freeskate 1-3	1. Scratch spin from backwards crossovers 2. Toe Loop jump 3. Salchow jump 4. Beginning Back spin – entry optional
Team D	Freeskate 4-6	1. Sit spin 2. Loop jump 3. Flip jump 4. Spiral sequence, FO Spiral, forward outside 3 turn, one backward crossover, backward inside spiral

ARTISTIC EVENT

The artistic event is intended to enhance the skater's artistry and interpretation of the music, rather than focusing on technical difficulty. Skating attire must fit the program and be appropriate for a family event. Hand help props are allowed and can be set down on the ice. No props may remain on the ice for the entire program.

Artistic events are open to Snowplow, Basic A – Basic D (Basic Skills levels 1-8), Freeskate 1 - 6, Adult 1&2, and Adult 3&4 levels. Skaters will compete to the music of their choice. Vocal music is permitted. Skaters must enter the artistic events at the same level as the freeskate event. ***Technical content is restricted to the elements allowed in the corresponding freeskate level and below.*** Duration of the program is also the same as the corresponding freeskate event. Skaters can skate both dramatic and light artistic events.

ADULT 1&2, 3&4 COMPULSORY

US Figure Skating Basic Skills membership or full membership is required

Required elements may be skated *in any order*, skated in a program form using limited connecting steps.

Note: Deductions will be made if elements from a higher level are skated.

To be skated on ½ ice / no music / maximum time: 1:00 or less

ADULT 1 & 2

1. Forward Stroking
2. Forward one foot glide, R & L foot
3. Forward ½ swizzle pumps on a circle, 4-6 in a row
4. Moving two foot turn, on a curve – either direction
5. Backward ½ swizzle pumps on a circle, 4-6 in a row

ADULT 3 & 4

1. Forward outside edges, 4 consecutive
2. Backward edge on a curve, outside or inside edge, R or L foot
2. Backward snowplow stop, R or L
3. Footwork sequence; 3-5 forward crossovers to an inside mohawk, 3-5 backward crossovers, step forward inside the circle
4. Two foot spin

ADULT 1&2, 3&4 LEVEL - FREESKATE EVENTS:

Programs must contain the required elements as listed above. May use elements from a previous level. Deductions will be made if elements from a higher level are skated. Skated on full ice / Skated to music, vocals not allowed / Time: 1:30 ± 10 sec

INTERPRETIVE EVENT

Interpretive events will be offered for Adult, Freeskate 1-3, Freeskate 4-6 Programs will be judged on artistic impression, choreography and pattern, creativity, musical interpretation, posture and carriage. Skaters will create a program (without coaching) to music that is pre-selected by the Organizing Committee. The program lengths will be approximately 1 minute to 1:30. During warm-up the skaters will hear the selected music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater. Once the event warm-up has commenced, no coaching or outside contact, other than the assigned monitor, is allowed. Outside contact with a skater once the event warm-up has commenced, may result in the skater being withdrawn from the event.