

**15th Annual Turkey Trot
Competition
November 19, 2005**



**In Conjunction with:
Test Session November 18
High School Competition November 20**

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Holiday Inn Express

1110 Century Way

Houghton, MI 49931

906-482-1066

15th Annual TURKEY TROT COMPETITION
In Conjunction with Test Session and High School Competition
November 19, 2005

* **ENTRIES MUST BE POSTMARKED BY OCTOBER 12, 2005***

The Copper Country Skating Academy Open Competition will be held at the John J. MacInnes Student Ice Arena. November 19, 20, 21 in conjunction with a test session and High School Competition. This is a non-qualifying competition sanctioned by the United States Figure Skating Association. It will be conducted under the rules set at the 2005 USFSA Governing Council meeting and the 2005-2006 Rulebook for the 2005-2006 season.

This competition will include the following women's and men's events:

- Basic Skills** - Levels 1-8 Freestyle (Music required)
- Free Skating** – Limited Beginner through Senior (Music required)
- Solo Dance** – Pre-Juvenile through Senior
- Artistic Showcase** - No test through Intermediate and above
- Interpretive** - No test through Junior/Senior
- Spins** - Pre-Preliminary through Senior
- Jumps** – Pre-Preliminary through Senior
- Compulsories** - Basic Skills Levels 1-8, Beginner through Juvenile
- Short Programs** - Intermediate through Senior

The arena has an ice surface of 200' x 85' with slightly rounded corners.

ELIGIBILITY: Skaters must be eligible persons registered as members of the USFSA and shall compete at their test level as of October 12, 2005 or one level higher. Skaters may enter any one or more events, which they qualify.

ENTRY FEES: The entry fee for the first event is \$65.00 per application. Checks should be made payable to: **COPPER COUNTRY SKATING ACADEMY. ENTRIES MUST BE POSTMARKED BY OCTOBER 12, 2005 (FIRM).** **LATE ENTRIES** may be accepted at the discretion of the competition Chief Referee, and will be charged a \$25.00 late fee.

ENTRY FORMS: The entry form must have the competitor's USFSA number and signature of a club official before it will be accepted.

In the events of limitations on the size of events, entries with earlier postmarks will receive priority. No refunds will be made after the deadline of October 12, 2005, unless the individual event is cancelled. No refunds will be made because of the competition being cancelled due to acts of God.

MAIL COMPLETED ENTRY FORMS TO:

Stacey Michaels
37750 South Entry Road
Chassell, MI 49916

Questions: (906) 523-1987 or email: slrm@up.net

For Test Forms e-mail Carrie Richards: carrie@mtu.edu

PLEASE ENCLOSE A LONG SELF-ADDRESSED STAMPED ENVELOPE. A SCHEDULE OF EVENTS WILL BE MAILED TO YOU.

YOU MUST SEND A STAMP, SELF-ADDRESSED ENVELOPE IN ORDER TO BE INFORMED OF YOUR EVENTS AND DATE PRIOR TO THE COMPETITION.

REGISTRATION: The registration desk will be located in the lobby of the John J. MacInnes Student Ice Arena and will be open during all scheduled practice times and events. Each skater must check in with the registration desk upon arrival. Please check in at least one hour prior to skater's first event. Lost and found will be at the registration desk.

MUSIC: Music will be played from cassette or CD only. Cassettes must be clearly marked with the skater's name and rewind. Skaters must have a duplicate tape available at rink side and have cassettes ready to be played when turned into the registration desk. Only one event per CD. Cassettes and CD's may be picked up at the registration desk following each event. The Copper Country Skating Academy cannot accept responsibility for cassettes or CD's.

PRACTICE ICE: Practice ice may be available. Sign-up for practice ice will be at side upon arrival. **NO PHONE CALLS OR PREPAID REQUESTS WILL BE ACCEPTED FOR PRACTICE ICE.** It will be sold on a first come, first serve basis only.

AWARDS/PHOTOS: Medals will be presented to the top four finishers in each group. All other finishers will be presented ribbons. Each group will be photographed as soon as results are posted for that group!

CLUB TEAM AWARD: A Club Team award will be made to the club whose skaters earn the highest number of points. The name of the winning club will be announced at the end of the competition and engraved on a permanent plaque displayed at John. J. MacInnes Ice Arena.

CANCELLATIONS: Any scheduled event may be canceled if fewer than three skaters are entered. Due to limitations of ice for this competition, the Chief Referee reserves the right to limit entries based on earliest postmark or to eliminate events with suitable notification to the entrants and return of entry fee for that event.

BULLETINS AND NOTICES: A bulletin board displaying official information will be located in the lobby of the John J. MacInnes Student Ice Arena. All pertinent information regarding this competition, including schedule changes, will be posted there. Posting on this board will be considered sufficient notice to all competitors.

1. ARTISTIC SHOWCASE: (MUST BE SKATED AT SAME LEVEL AS FREESKATE)

Level	Theme	Time*
No Test	Skaters' Choice	1 minute 30 sec
Pre-Preliminary FS	Skaters' Choice	1 minute 30 sec
Preliminary FS	Skaters' Choice	1 minute 30 sec
Pre-Juvenile FS	Skaters' Choice	2 minutes
Juvenile FS	Skaters' Choice	2 minutes
Intermediate and Above FS	Skaters' Choice	2 minutes

An Artistic Showcase event allows the skater the opportunity to demonstrate their music interpretation skills. Music may be vocal or instrumental. Costumes and hand held props, which may be set down, are encouraged. People and living animals may not be used as props. Judging will emphasize interpretation and originality. A total of no more than 3 full rotation jumps is permitted. A combination of a flip/loop, for example, will be considered as 2 of the 3 allowable jumps. No Axel is allowed through pre-juvenile. Axel allowed at juvenile and above.

2. FREE SKATING EVENTS: Limited Beginner – Senior Singles

(Events will be at Free Skating level or one higher)

FREE SKATING REQUIREMENTS

For free skating events skaters may skate one level above the highest free skating test passed.

Limited Beginner Freeskate Program-

May not have passed any official U.S. Figure Skating free skating test. A well balanced program consisting of half jumps only, salchow and toe loops, combinations consisting of these jumps only, upright forward one and two foot spins, one step sequence and /or spiral sequence. No flying spins or combination spins are permitted.

Beginner (No Test) Freeskate Program-

May not have passed any official U.S. Figure Skating free skating tests. (Refer to the rulebook #3721) A well-balanced program consisting of single jumps (no axel or doubles permitted), at least one jump combination or series, a minimum of two spins of a different nature and one step or spiral sequence. No flying spins or combination spins are permitted.

Pre-Preliminary Freeskate Program A & B- Must have passed no higher than U.S. Figure skating Pre-preliminary Freeskating test.

Pre-Preliminary Freeskate A:

A well-balanced program consisting of all single revolution jumps (no axels or double jumps permitted), single combination jumps, single jump sequences. A minimum of two spins of a different nature. One step sequence or spiral sequence. No flying spins or combination spins are permitted.

Pre-Preliminary Freeskate B:

A well-balanced program consisting of all single revolution jumps, single jump sequences, no double jumps permitted. A minimum of two spins of a different nature. (Refer to the rulebook #3711) No flying spins.

Preliminary Freeskate Program-

Must have passed no higher than U.S. Figure Skating preliminary free skate test. (Refer to rulebook #3701). A well balanced program, may include all single jumps, axels, and two different double jumps, jump sequences or jump combinations. A minimum of two spins of a different nature. One step sequence or spiral sequence.

Pre-Juvenile Program requirements are presented in the 2005/2006 Rule Book Men and Women 3690 and 3691 (Time 2:30)

Juvenile &

Open Juvenile Program requirements are presented in the 2005/2006 Rule Book Men and Women 3680 and 3681 (Time 2:15)

Intermediate Program requirements are presented in the 2005/2006 Rule Book Men and Women 3670 and 3673 (Time 2:30)

Novice Program requirements are presented in the 2005/2006 Rule Book Men and Women 3660 and 3663 (Time: Ladies 3 Minutes/ Men 3.5 Minutes)

Junior Program requirements are presented in the 2005/2006 Rule Book Men and Women 3650 and 3653 (Time: Ladies 3.5 Minutes/ Men 4.0 Minutes)

Senior Program requirements are presented in the 2005/2006 Rule Book Men and Women 3640 and 3643 (Time: Ladies 4.0 Minutes/Men 4.5 Minutes)

Short Programs: Elements for 2005-2006 Season

Intermediate	2 minutes
Novice	2 minutes 30 seconds max
Junior	2 minutes 50 seconds max
Senior	2 minutes 50 seconds max

3. COMPULSORIES:

Event	Required Elements	Time
Beginner (No Test) Compulsory Program- May not have passed any official U.S. Figure Skating free skating tests	<ol style="list-style-type: none"> 1. Waltz jump 2. Salchow jump 3. Half flip or half Lutz jump 4. Upright scratch spin (min. 3 revolutions) 5. Forward spiral 	1 minute 15 seconds or less
Pre-Preliminary Compulsory Program- Must have passed no higher than U.S. Figure Skating pre-preliminary free skating test.	<ol style="list-style-type: none"> 1. Flip jump 2. Combination jump consisting of any two single jumps (No Axel) 3. Split jump 4. Sit spin (min. 3 revolutions) 5. Forward outside spiral 	1 minute 15 seconds or less
Preliminary Compulsory Program- Must have passed no higher than U.S. Figure Skating preliminary free skating test.	<ol style="list-style-type: none"> 1. Single jump of choice (Axel permitted) 2. Combination jump consisting of any two single jumps (may not repeat single jump selected above) 3. Camel spin (min. 3 revolutions) 4. Combination spin (no change of foot) 5. Footwork sequence – straight line or diagonal 	1 minute and 15 seconds or less
Pre-Juvenile (Half Ice)	<ol style="list-style-type: none"> 1. Lutz Jump 2. Camel/Sit Spin (4 revolutions minimum) 3. Toe Loop/Loop Jump Combination (no turn or step between) 4. Diagonal Step Sequence 5. Forward Spiral (either foot) on a curve 	1 minute 15 seconds or less
Juvenile (Full Ice)	<ol style="list-style-type: none"> 1. Axel 2. Circular Footwork (must be a complete circle) 3. Single/Single or double single jump combination jump no turn in between. 4. Combination spin with one change of foot and one change of position (3 revolutions on each foot) 5. Girls-Layback Spin (3 revolutions minimum-in position) 6. Boys-Camel Spin (3 revolutions minimum-in position) 	1 ½ minutes or less

4. SOLO DANCE: Dances may be skated in flights due to time considerations. * **In Case of a tie, the winner of the 2nd dance wins the event. *Two patterns for each dance. Level to be skated according to the 2005/2006 Rule book.**

Level	Dances to be Skated	
Pre-juvenile	Rhythm Blues	Cha-Cha
Juvenile	Ten Fox	Willow Waltz
Intermediate	14 Step	European Waltz
Novice	Silver Tango	Blues
Junior	Westminster Waltz	Paso
Senior	Viennese Waltz	Rhumba

5. SPINS: Spins shall be skated without music. Must be skated at same level as Free Skate. Spins must be skated exactly as skated, but may be skated in any order and will not count concluding upright revolutions unless upright position is required as part of a combination spin. Connecting steps will not be judged.

Events	Required Elements		
Pre-Preliminary (Half Ice) 1 minute	1. Two Foot Spin	2. One Foot Spin	3. Sit Spin
Preliminary (Half Ice) 1 minute 15 sec	1. One Foot Upright Spin (3 revolutions minimum)	2. One foot Upright Back Spin (3 revolutions minimum)	3. Sit Spin, (3 revolutions minimum)
Pre-Juvenile Open Pre-Juvenile (Half Ice) 1 minute 15 sec	1. Camel Spin (minimum 3 revolutions)	2. Front Scratch to Back Scratch (exit on spinning foot-4 revolutions each foot)	3. One Combination Spin: Camel To Sit Spin (no change of foot-3 revolutions each position)
Juvenile Open Juvenile (Half Ice) 1 minute 15 sec	1. Forward Sit Spin (4 revolutions minimum)	2. Forward Camel Spin (4 revolutions minimum)	3. One Combination Spin with one change of foot and one change of position (4 revolutions each foot)
Intermediate (Half Ice) 1 minute 30 sec	1. Girls- Layback Spin (5 revolutions minimum) Boys- Camel Spin (5 revolutions minimum)	2. Camel Spin to Backward Camel Spin (4 revolutions each foot)	3. Spin Combination consisting of one change of foot and one change of position (4 revolutions each foot)
Novice (Half Ice) 1 minute 30 sec	1. Flying Camel Spin (6 revolutions minimum in position)	2. Camel, Sit, OR Layback Spin (6 revolutions minimum)	3. Spin Combination consisting of one change of foot and one change of position (5 revolutions each foot)
Junior (Half Ice) 1 minute 45 sec	1. Flying Sit Spin (6 revolutions minimum in position)	2. Layback OR Crossfoot Spin (6 revolutions minimum)	3. Spin Combination consisting of three Basic positions and one change of foot (6 revolutions each foot)
Senior (Half Ice) 1 minute 45 sec	1. Flying Spin of choice (6 revolutions in position)	2. Spin Combination consisting of two changes of foot and two positions (6 revolutions minimum on each foot)	3. Spin Combination consisting of three Basic positions and one change of foot (6 revolutions minimum on each foot)

6. INTERPRETIVE FREESTYLE EVENT

Interpretive Freestyle skaters will be judged on composition and presentation. Music is provided be an independent source of the Copper Country Skating Academy and may or may not include lyrics. Judging will be based on originality, creativity, and musical interpretation according to the following criteria: Composition: Conformity of choreography with music and utilization of the ice surface in harmonious composition of the program as a whole.

Presentation: Style, originality and expression of the character of the music will be judged by local volunteers with expertise in related theatrical and entertainment fields. Quality of skating and movement to the rhythm of the music should be emphasized more than technical difficulty. Skaters may not communicate with anyone other than the monitor once they have heard the music. Coaches are not allowed near the listening room or rink side where skaters take the ice. **Groupings are based on the skater’s freestyle level and may not be divided by age or draw, but not by gender.**

INTERPRETIVE (CONT)

EVENT	Time	Requirements/Restrictions
No Test	1 Minute	No USFSA freestyle tests passed. Three jump maximum. No Axels.
Pre-Preliminary A & B	1 Minute	No higher than Pre-Preliminary free skating test. No axel or double jumps. Three jump maximum.
Preliminary	1 Minute	Preliminary free skating test passed. No axel or double jumps. Three jumps maximum.
Pre-Juvenile & Juvenile	1 Minute 15 seconds	No higher than Juvenile free skating test passed. No double jumps. Three jumps maximum.
Intermediate & Novice	1 Minute 15 seconds	No higher Novice free skating test passed. No double axel or triple jumps. Three jumps maximum.
Junior & Senior	1 Minute 15 seconds	No higher than Senior free skating test passed. No triple jumps. Three jumps maximum.

7. JUMPS:

Age and test requirements are the same as listed under Freeskate . Must be skated as the same level as Freeskate. Jumps must be skated EXACTLY as stated in order.. This event does not involve a program. An Axel will be considered a single jump. Skaters will be given two opportunities to perform each jump and will be judged on the better of the two. Each skater will perform the first jump with two attempts then the subsequent jumps(s) in the same manner. Where there is a choice of jumps, the second attempt must be the same jump, ie.

Skater cannot change their mind for the second attempt.

Event	Ice	Requirements/Restrictions
Pre-Preliminary A	Half – ice	No higher than Pre-Pre free skating test. Toe Loop, Waltz jump and combination of any two single jumps (no Axels)
Pre- Preliminary B & Preliminary	Half – ice	Flip or Lutz jump, Waltz jump and combination of any single jump with a Loop jump (Axel allowed)
Pre-Juvenile	Half – ice	Axel Jump, any double jump and single-single combination
Juvenile	Half – ice	Axel jump, double salchow, and combination of any double jump with a Loop jump.
Intermediate	Full Ice	Axel Jump Double Loop or Double Flip Combination of any two double jumps
Novice	Full Ice	Double Loop Double Flip Combination of any two double jumps
Junior	Full Ice	Double Loop Double Lutz Combination: any two double jumps
Senior	Full –Ice	Double Lutz Double Flip Combination: any two double jumps

Highest Tests Passed: Freestyle: _____ Moves: _____ Dance: _____

Coach's Signature: _____ Print Name: _____

Phone: _____ E-mail: _____

I am an eligible skater under the rules of the United State Figure Skating Association to enter the events(s) checked on the application. I certify that the information regarding my age is correct and agree to provide proof of age if requested to do so.

I understand that due to limitations of ice for this competition the Referee and/or the Competition Committee reserve the right to limit entries on a first-come, first-serve basis or to eliminate events with suitable notification to the entrants of entry fees for the event.

Signature of Contestant _____

CERTIFICATION OF CLUB OFFICER

Certification by Club Officer may be sent separately from the entry form but must be postmarked by October 12, 2005.

To the best of my knowledge, the above is true and correct. The contestant is a member of our club in good standing.

Name: _____ Title: _____

Club: _____

All competitors waive all claims of injury during the competition and practice sessions at the John MacInnes Student Ice Arena. If the competitor is under age (18 years) the parent or guardian must sign the release.

Competitor: _____ Date: _____

Parent/Guardian: _____

MAIL ENTRY FORM TO: Stacey Michaels 37750 South Entry Road Chassell, MI 49916

MAKE CHECKS PAYABLE TO: CCSA (Copper Country Skating Academy)

For More Information Contact: Stacey Michaels (906) 523-1987

(Please, no calls before 7:00 a.m. or after 10:00 p.m. (est))

- **ENTRIES MUST BE POSTMARKED BY OCTOBER 12, 2005 ***

Entry Fees: \$65.00 First Event ****Basic skills events are \$35****

\$20.00 Each Additional Event

	#	Total
First Event		\$65.00
Each Additional Event \$20.00 @	_____	= _____
Basic Skills Events \$35.00 @	_____	= _____
Each Additional Event \$20.00@	_____	= _____
TOTAL FEES FOR EVENTS		_____

Basic Skills Events

1. Elements Event

* To be skated on 1/3 to 1/2 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 by a judge or referee. (format examples: All skater perform element 1 before moving on to element 2 and so on OR each skater performs all of the required elements before moving on to the next skater).

<p>Basic 1</p> <ol style="list-style-type: none"> 1. Forward two foot glide 2. Forward two foot swizzles – 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles 6-8 in a row 	<p>Basic 5</p> <ol style="list-style-type: none"> 1. Backward outside edge on a circle – clockwise or counterclockwise 2. Backward crossovers 6-8 consecutive – both directions 3. One foot spin – min of three revolutions 4. Hockey stop 5. Side Toe hop- either direction
<p>Basic 2</p> <ol style="list-style-type: none"> 1. Forward one foot glide – either foot 2. Backward two 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 	<p>Basic 6</p> <ol style="list-style-type: none"> 1. Forward inside 3-turn – R & 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
<p>Basic 3</p> <ol style="list-style-type: none"> 1. Forward stroking 2. Forward swizzle pumps on a circle, either clockwise or counter clockwise 6-8 consecutive 3. Moving forward to backward two foot turn- either direction 4. Backward one foot glide – either foot 5. Two foot spin 	<p>Basic 7</p> <ol style="list-style-type: none"> 1. Forward inside open Mohawk – R to L and L to R 2. Ballet Jump either direction 3. Back crossovers to a back outside edge landing position – clockwise and counter clockwise 4. Forward inside pivot
<p>Basic 4</p> <ol style="list-style-type: none"> 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 	<p>Basic 8</p> <ol style="list-style-type: none"> 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 (from Basic 8 curriculum) 5. Beginning one-foot upright spin, optional free foot position

2. Basic Programs 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 etc., unless otherwise stated.

Vocal music is allowed.

May use elements from a previous level. Deductions will be made for each element from a higher level that are skated.

Time is 1 minutes +/- 10 sec., to be skated on full ice.

Skaters will be judged on: Technical Merit and Presentation

<p>Basic Program A: (Basic 1 & 2)</p> <ol style="list-style-type: none"> 1. Glide forward and dip 2. Moving snowplow stop 3. Forward two-foot swizzles 4. Backward skating (wiggles or swizzles) 	<p>Basic Program C: (Basic 5 & 6)</p> <ol style="list-style-type: none"> 1. Backward crossovers – min 5 consecutive clockwise or counter clockwise 2. One foot spin 3. Bunny hop 4. Forward Spiral in a straight line R or L
<p>Basic Program B: (Basic 3 & 4)</p> <ol style="list-style-type: none"> 1. Backward ½ swizzle pumps on a circle clockwise or counter clockwise 2. Two foot spin 3. Forward crossovers – min of 5 consecutive clockwise or counter clockwise 4. Back one foot glide, right or left 	<p>Basic Program D: (Basic 7 & 8)</p> <ol style="list-style-type: none"> 1. Beginning one foot spin, optional free foot position 2. Mazurka or Ballet jump 3. Combination move: either direction: 2 forward crossovers into FI Mohawk, cross behind, step into 1 back crossover and step to a forward inside edge 4. Waltz jump