

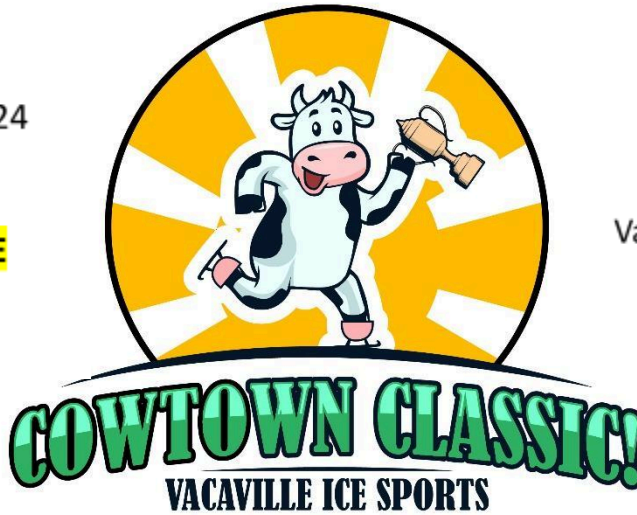
Cowtown Classic!
ISI Competition
Hosted by Vacaville Ice Sports
551 Davis Street Vacaville, Ca 95688
(707) 455-0225
www.vacavilleicesports.com

EVENT DATE

Sunday, August 18th, 2024

ENTRY & TEST DEADLINE

Sunday, July 21st, 2024



CONTACT PERSON

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ISI ENDORSEMENT

PENDING

Welcome!

We're incredibly excited to announce the THIRD ANNUAL COWTOWN CLASSIC! Last year's event was an absolute blast, and everyone loved immersing themselves in the "on the farm" theme. This year, we've got activities for skaters of all ages, levels, and abilities, promising an UDDER-ly amazing experience! Plus, we're continuing our tradition with a themed spotlight: "On the Farm." Be sure to prepare a special and unique routine for the Cowtown Classic, and don't forget your cow print attire! YEE-HAW!

Volunteers

Vacaville Ice Sports and the entire figure skating community rely heavily on volunteers to help provide skaters in our community a high-quality skating experience. Each year, parents, coaches and even skaters volunteer time to enhance skaters' experiences at competitions, shows and more. Volunteer schedule and sign up will be available approximately 2 weeks before the event.

Time commitment

Volunteers are scheduled in 1-hour shifts to easily work in between you or your child's scheduled competition routines. Please consider volunteering for at least one shift as your assistance greatly impacts the experience each skater has. Volunteering is very easy and we will provide how-to documents and assistance if you have not volunteered before.

Competition Eligibility

Open to all skaters who are registered individual members of ISI. Skaters must enter at the level of tests passed and registered with the ISI. Events offered to all ages – Tots through Adults.

General Rules

The competition will be conducted in accordance with the guidelines contained in the current ISI Handbook. Skaters may enter more than one event. All events listed in the ISI Handbook will be available for competition. If not specifically designated on EntryEaze, please contact us to add. Refer to current ISI handbook for complete description of all events & competition rules. Age groups will be determined by number of entries in each division and different event levels may be combined.

Awards

All skaters will receive an award. Awards will be presented to 1st – 5th place; all other skaters in the group will be considered 6th place. Awards will be presented upon the posting of each individual event. Each ice arena's competitors will earn points for their team. At the end of all events, team points will be tallied and a team trophy will be awarded at the closing ceremony of Cowtown Classic! The more events skaters enter, the more likely your rink is to win the big trophy!

Music and Registration

All skaters must check in at the registration desk at least one hour prior to their scheduled event. All music must be digitally submitted through EntryEaze, but please have a digital backup available (iphone, tablet, laptop, etc). PLEASE BRING NECESSARY ADAPTORS (i.e. aux cord that fits your specific device, dongle). Skaters must check in with the Ice Monitor no later than 30 minutes before their event to verify schedule and timing. *\$25 late fee for late music submissions - no exceptions.*

Schedule of Events

Approximately 2 weeks prior to the competition, a schedule of events will be emailed to all participating ice arenas & posted at Vacaville Ice Sports and on the Vacaville Ice Sports website www.vacavilleicesports.com

Rink Size

Ice surface is 200' by 85' with rounded corners.

Entry Fees

Due to a shortage of volunteers at our competitions, we've had to hire paid staff through the rink to ensure the event runs smoothly. As a result, we must adjust our prices to cover the additional labor costs. If volunteer participation increases, we'll happily reduce the prices. In the meantime, please refer to the new pricing structure below.

First Event	\$75 (Tots \$55)
Second Event+	\$40
Partner events	\$35 per skater
Family Spotlight	\$30 per skater
Team/Ensemble	\$25 per skater
Shoot the Duck	\$25 (<i>special discount price!</i>)
Stroking	\$25 (<i>special discount price!</i>)

Test and Entry Deadline

Sunday, July 21st, 2024

All entries and payments will be conducted via EntryEaze. All entries must be submitted on or before the entry deadline. **Late entries, if accepted, will be charged a double fee.**

Verification

Coaches must verify that all events and levels are correct before the application is submitted. The information submitted on EntryEaze must be accurate.

Individual and Partner Events

Artistic

This event is open to freestyle competitors only. The program length is 1 ½ minutes for Artistic 1-5 and 2 minutes for Artistic 6-10. There are no required elements, but there are maneuver limitations. Emphasis should be placed on the creative and innovative design of a skating program. Strong edges, body positions, flow, music interpretation, rhythm, choreography and artistry should be the main focus of an Artistic program. There is no score for technical merit. Props are not permitted in this event.

Couples (Technical)

This event is open to freestyle competitors only. If couple partners of different levels wish to compete together, the skater with the lower achievement must pass the test and move up to the level of the partner with the higher achievement. Skaters who have passed ISI Freestyle tests may not be more than one Freestyle level apart. Skaters who have passed a Freestyle test may not compete any lower than one Couple test below the lowest Freestyle test passed. (Ex: FS 3 and FS 4 skater compete together, must compete no lower than Couple FS 2) Programs should emphasize the required maneuvers for their test level. Skaters are limited to three attempts per required maneuver and the best attempt will be judged.

Levels:	Duration:
Couples 1-3	1:30min
Couples 4-6	2:00min
Couples 7	2:30min
Couples 8	3:00min
Couples 9	3:30min
Couples 10	4:00min

Couples Spotlight

Two skaters perform a routine together that is either entertaining (Light), Emotional (Dramatic) or the portrayal of characters (Character) using costumes and props (optional). The couples spotlight level is based on the highest ISI test level passed by either skater.

Levels:	Duration:
Low (Tots-Delta)	1:00min
Bronze (FS1-3)	1:30min
Silver (FS4-5)	1:30min
Gold (FS6-7)	2:00min
Platinum (FS8-10)	2:00min

Footwork 1-10

Skaters must have passed Freestyle 1 or Dance 1 to compete in Footwork events. Footwork level is determined by the Freestyle or Dance test passed, whichever is higher. Skaters perform footwork sequences of their own design to music. The program should contain a variety of turns and sequences to showcase their continuity, flow, posture and music interpretation. Props are not permitted in this event. The duration for all footwork levels is 1:00 minute.

Freestyle 1 – 10 (Technical), Solo Program

Freestyle programs must include the required test maneuvers from their level and are limited to 3 attempts per maneuver. The best attempt will be judged. Additional maneuvers from a higher level are not permitted. Skaters may perform maneuvers from a lower test level and uncaptured moves. Judging criteria includes: duration, correctness, pattern, posture, rhythm, extra content and general overall. Props are not permitted in this event.

Levels:	Duration:
Freestyle 1-3	1:30min
Freestyle 4-5	2:00min
Freestyle 6	2:30min
Freestyle 7	3:00min
Freestyle 8	3:30min
Freestyle 9-10	4:00min

Ice Dancing – Open Solo Free Dance

Skaters must have passed the appropriate Open Solo Free Dance test. The program should express the skater's own inspirational and artistic capabilities. This category is divided into Bronze, Silver, Gold, Platinum and Diamond

If an ISI skater has passed the following:	Skater must test and may compete no lower than:
Ice Dance 3	Bronze
Ice Dance 5	Silver
Ice Dance 7 (one dance)	Gold
Ice Dance 8	Platinum
Ice Dance 10	Diamond

Ice Dancing 1-10

This is the skater's version of Ballroom Dancing. Test levels begin with basic steps and patterns, and then advance to a high performance level. All skaters must pass the required dance tests to compete in these events. Ice Dancing can be enjoyed at any age or level. Skaters are not required to pass the Delta test to participate in Ice Dance events. Skaters are no longer required to pass the entire dance test for the next higher level before competing individual dances from that next higher level that have already been passed. Professionals and their students can compete together in the Pro Partner dance events at the student's current Ice Dance test level. The Professional must be a current ISI Professional member but does not have to pay any entry fees for that event. The professional will not receive any medal for Pro Partner dance event participation. Alternatively, dance can be performed with a competing partner of the same or different level or as a solo routine.

Interpretive

This event is **open to skaters of all ages and all levels**. Skaters will listen to the music 3-4 times – at least once on the ice and will need to create their own routine. Emphasis is on the skater's ability to choreograph to the chosen music, not on the difficulties of elements. Skaters are not allowed to receive assistance from any person during this time. Skaters will be grouped, as much as possible, by level. Props are not permitted during Interpretive events.

Interpretive information regarding where to meet and when, will be available for skaters at the check in table on the day of the competition.

Jump and Spin Team (2 Skaters)

This event is open to any level ISI skater. Skaters perform required maneuvers without music, based on their level. A team consists of 2 skaters and if they are from different levels, then they must compete in the level of the higher partner. One team of two skaters enters the ice together and stops. The first skater begins and performs the same jump two times. After the second attempt, the first skater stops. The second skater then performs the spin two times. After the second attempt, the second skater stops. Both skaters can bow and exit the ice together.

MANEUVER LIST

Test Level	Category Level	Jump	Spin
Tots-Delta	Low	Two Foot Jump or Bunny Hop	Two Foot Spin
FS 1-3	Bronze	Half Flip or Toe Loop Jump	Two Foot or One Foot Spin
FS 4-5	Silver	Half Loop or Axel	Sit Spin or Back Spin
FS 6-7	Gold	DbI Salchow or DbI Toe Loop	Flying Camel or Layback
FS 8-10	Platinum	DbI Loop or DbI Lutz	Flying Sit or Camel Jump Camel

Open Freestyle Events

Skaters who have passed any USFS Free Skate tests may take an Open Freestyle test rather than taking all of the tests from Pre-Alpha through Freestyle. These Skaters may only compete in Open Freestyle events – along with Interpretive, Artistic, Spotlight, Rhythmic & Footwork events. Skaters who have only passed the Open Freestyle tests cannot compete in the traditional Freestyle 1-10 events without passing the traditional Freestyle tests. Skaters who have passed traditional ISI freestyle tests may also compete in the Open Freestyle events.

See the following chart for the test level equivalencies and allowable maneuvers. There are no required maneuvers for any Open Freestyle program; however, the competition program should be well balanced including jumps, spins, connecting moves, gliding maneuvers, combinations, footwork sequences, etc. There is no penalty for skating a program shorter than that prescribed duration. Props are not permitted in this event.

*Skaters can perform any spin at any level, but jumps are limited.

Open FS Level	ISI Test Passed	USFS Test Passed	Jump Limitations	Program Duration
Open Bronze	Freestyle 1-3	Pre-Preliminary Adult Pre-Bronze Adult Bronze	Freestyle 3 and below	2 minutes
Open Silver	Freestyle 4-5	Preliminary Pre-Juvenile Adult Silver	Freestyle 5 and below	2 minutes
Open Gold	Freestyle 6-7	Juvenile Intermediate Adult Gold	Freestyle 7 and below	3 minutes
Open Gold Short	Freestyle 6-7	Juvenile Intermediate Adult Gold	Freestyle 7 and below	2 minutes
Open Platinum	Freestyle 8-10	Novice Junior & Senior	Any Skating Maneuvers	3:20 minutes
Open Platinum Short	Freestyle 8-10	Novice Junior & Senior	Any Skating Maneuvers	2:50 minutes
Open Platinum Plus	Freestyle 8-10	Novice Junior & Senior	Any Skating Maneuvers	4:30 minutes

Open Pair Partner (Bronze – Platinum)

There are no required maneuvers for the Open Pair events; but all skaters and coaches should carefully check the maneuver limitations for the Bronze, Silver & Gold levels. The program should be well

balanced including jumps, spins, pair lifts, pair spins, footwork, and connecting moves. Skaters who have passed the traditional ISI Pair 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Pair events. Skaters who have passed tests from other skating organizations are only required to take the equivalent level test to compete in that level, In some cases, skaters will have to also test to move up to a higher Open Pair - based on their current program content. Please see ISI Rule Book for levels, limitations, and durations.

Pair Partner (1 – 10)

Together two skaters perform a choreographed routine to music. This program should include all the required maneuvers from their current Pair test level. The event is similar to Couples. However, unlike Couples, Pairs includes pair lifts and pair spins. Both skaters must pass the required Pair Test to compete in this event. Skater performs a routine to music that emphasizes the required test level maneuvers from Pre-Alpha through Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the Pre-Alpha – Delta test to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program.

Levels	Duration
Pair 1	1.5 minutes
Pair 2 – 3	2 minutes
Pair 4	2.5 minutes
Pair 5 – 6	3 minutes
Pair 7	3.5 minutes
Pair 8 - 10	4 minutes

Pre-Alpha - Delta (Technical), Solo Program

Skaters are to perform a program to music for one minute, including all the required compulsory maneuvers from their level and one (and only one) additional FS 1 maneuver. Maneuvers from a lower level are also permitted. Skaters are limited to three attempts per required maneuver during their programs, and as always, the best attempt will be judged. If the skater performs more than one FS 1 maneuver, the first one will be judged and the second one will receive a penalty score.

Rhythmic Skating

This event is similar to rhythmic gymnastics. It requires the use of one handheld prop: ball, hoop or ribbon. There are no required maneuvers for these events, and emphasis should be placed on the entertainment value and use of the prop in creative and unusual ways to enhance the program choreography. The skater must always maintain control of the prop. If two rhythmic events are entered at the same competition, the skater must use two different programs and use a different prop. The same rule and choreography limitations apply as for spotlight events. **Props are not allowed in the warm-up.**

RHYTHMIC SKATING PROP SPECIFICATIONS

Ball: Made of rubber or plastic with a diameter of 7.75 inches.

Hoop: Made of wood or plastic, but must be made from rigid, non-bending material. The hoop diameter should be between 2 feet 7 inches and 2 feet 11 inches.

Ribbon: The ribbon stick should be made of wood, plastic or fiberglass. Stick should be between 20" – 30". Ribbon material should be one single piece of satin or non-starched fabric. Ribbon width should be 2" – 4" and length should be between 6 feet - 9 feet.

Level	Maneuver Limitations	Duration
Freestyle 1-3/Bronze	FS 4 and below	1:30min
Freestyle 4-5/Silver	FS 6 and below	1:30min
Freestyle 6-10/Gold/Platinum	Any Maneuvers	2:00min

Shoot the Duck

This event is considered a special category where skaters will compete for who can hold the longest shoot the duck. The event guidelines and judging criteria will not be found in the ISI Handbook. Skaters will be grouped by approximate age and test level. Timing will begin when the skater's hips are below knee level. Skaters may come up on two feet. A 20 second penalty will be given for a fall. Skaters are allowed to hold the free foot while performing the shoot the duck. *\$25 (special discount price!)*

Solo Compulsory Moves

The following are the chosen maneuvers for the Solo Compulsory event. Maneuvers are to be performed in a "mini- program" without music. Skaters will be grouped together by age and level. Connecting steps must be limited and are not judged. Elements may be performed once, with no additional maneuvers allowed. There is no penalty for the quantity of swizzles, wiggles, stokes or crossovers in the Tot – Beta levels. Only the quality of these maneuvers is judged.

Pre-Alpha	Left One Foot Glide / Right One Foot Glide / Backward Swizzles
Alpha	Forward Stroking / Right over Left Forward Crossovers / 1-Foot Snowplow Stop
Beta	R over L Backward Crossovers / L over R Backward Crossovers / Right T-Stop
Gamma	RFI Mohawk Combo / LFI Mohawk Combo / Hockey Stop
Delta	RFI 3 -turn / LFI 3-turn/ Bunny Hop
Freestyle 1	Waltz Jump / One-Half Flip /2 Foot Spin
Freestyle 2	Ballet Jump / 1-foot spin / 2 Forward Arabesques
Freestyle 3	Salchow Jump / Backward outside or inside pivot / Toe Loop
Freestyle 4	Flip jump / Sit Spin / Loop jump
Freestyle 5	Camel Spin / Axel / Lutz Jump
Freestyle 6	Double Salchow / Choice spin (Cross-foot/Layback/Sit-Change-Sit) / Split Jump
Freestyle 7	Opposite Jump/ Flying Camel spin / Double Toe Loop jump
Freestyle 8	Double Loop jump / Flying sit or axel sit spin / Split Lutz

Freestyle 9	Double Lutz jump / Flying Camel into Jump Sit spin / Axel in opposite direction or Double Axel
Freestyle 10	Double Axel-Double Toe Loop jump combination / Death Drop / Three Arabian Cartwheel or Butterfly jumps

Spotlight Events:

This event is open to skaters of all levels. Emphasis is placed on the theatrical and entertainment value of the skater's performance, rather than on the technical accuracy of specific maneuvers. There is no score for technical merit or correctness. There are no required maneuvers, but skaters are limited to maneuvers as follows:

Level	Maneuver Limitations	Duration
Tots-Delta	FS 1 and below	1:00min
Freestyle 1-3/Bronze	FS 4 and below	1:30min
Freestyle 4-5/Silver	FS 6 and below	1:30min
Freestyle 6-10/Gold/Platinum	Any Maneuvers	2:00min

Solo Spotlight Character

Individual skaters portray a famous, easily identifiable character, through use of music, costume, props and actions.

Solo Spotlight Dramatic

An artistic theatrical performance by an individual skater that evokes an emotional response from the judges and audience. The skater's interpretation should create a mood that is enhanced by style, creativity, costuming and props (optional). The overall impression is dramatic, not lighthearted, as in the light entertainment category.

Solo Spotlight Light Entertainment

To entertain in a refreshing, lighthearted, entertaining fashion using music, costumes, props, comedy, dance and skating moves. All skaters/all levels.

Solo Spotlight Themed

Our theme for Cowtown Classic is "On the Farm!" Use your imagination and have fun interpreting what it means for you to be on the farm. Skaters should prepare their program, costume and prop to match this theme.

Special Skater 1-10

This category is open to skaters of all ages with special needs. Skaters are to perform a program to music for 1:00 minute, including all the required compulsory maneuvers from their test level. Any maneuvers from a lower test level may be included. An additional maneuver from FS 1 is optional and will not be judged. Props are not permitted in this event.

Stroking

This event is open to skaters in Pre-Alpha and up. Skaters compete together in a group at the same time and may wear numbers or a colored sash for identification by the judges. Skaters will be grouped together by age and ability level as enrollment justifies. Forward crossovers are required to be skated on the end patterns and will be judged. *\$25 (special discount price!)*

Tots (Technical)

Tots must be no older than 6 years of age as of Saturday, August 12th, 2023. Programs are one minute in length. Tots are not permitted or required to perform an additional maneuver from Freestyle 1. Programs should emphasize the required maneuvers for their test level. They can perform maneuvers from lower levels, but not from higher test levels. Coaches can assist Tot skaters during this event. Props are not allowed during this event.

Group and Team Events

Ensemble

This event is open to groups of 3-7 skaters of all ages and all levels. Skaters will be judged on the entertainment and performance value of the program. There are no required maneuvers and no technical score, and any skating maneuvers can be performed at any level. Event groups are usually divided by the number of skaters first, then by age/level if necessary. Costumes and props are encouraged to help illustrate the act; however they are not required. Duration is 3:00 minutes.

Family Spotlight

This event is open to 2 or more related family members only (of any age and skating level). Program length is 1:30 minutes, and routines may be fun, entertaining, emotional or portrayal of characters using music, costumes, props and actions. Skaters will be judged on the entertainment and performance value of the program.

Kaleidoskate Team

This event must have a minimum of 8 skaters, but there is no maximum number of skaters. Skaters form various designs including lines, squares, circles, triangles, stars, diamonds, etc, with emphasis on creating constantly changing formations that resemble the unique visual patterns of a kaleidoscope. Costumes of contrasting colors and props may be used to accentuate the creative arrangements and patterns. Props are allowed but not required. Duration is 4:30 minutes.

Pattern Team

All skaters entering this category must have passed the Delta test. Pattern skating incorporates figures, freestyle, footwork, and group skating into one event. Using the basic circle concept, patterns are worked off a common circle and skated by a group of at least 4 skaters to “draw” figures, flowers, and

designs. The more complicated and ornate the pattern, the prettier the design left on the ice. The skaters work in unison, all doing the same thing at the same time, each in their own area of the pattern. Duration is 4:30 minutes.

Production / Theatre Production Team

Skaters of all ages and ability levels can participate in this exciting team event. Production teams have a minimum of 8 skaters and teams can be divided into:

Small (8-14 skaters)

Medium (15-22 skaters)

Large (23-32 skaters)

Extravaganza (33+ skaters)

This is a lavish, creative, artistic work marked by extreme freedom of style and structure, using costumes and props to illustrate the number. Any and all maneuvers are permitted. Production duration is 4:30 minutes and Theatre Production duration is 6:30 minutes.

Synchronized Team – Dance/Formation/Skating

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For complete description of Formation, Skating, and Dance categories, please see current edition of ISI Handbook.

Synchronized Compulsories – Formation/Skating

Synchronized Formation and Skating teams must perform required elements to music, with no additional moves permitted. Teams will be divided into age groups. For details of compulsory maneuvers and program duration limitations, please see the current edition of the ISI Handbook.

Other Events

All events listed in the current ISI Handbook will be held. If you do not see your preferred event listed on EntryEaze, please contact us to add. Refer to the current ISI Handbook for a complete description of all events and competition rules.

Additional Information

Team Points for Group Events

Group events including Kaleidoskate, Pattern, Production, Synchronized Teams, and Team Compulsories will receive the following team points:

1st Place 25 points for placement + 5 points for participation

2nd Place 20 points for placement + 5 points for participation

3rd Place 15 points for placement + 5 points for participation

4th Place 10 points for placement + 5 points for participation

5th Place 5 points for placement + 5 points for participation

6th Place 0 points for placement + 5 points for participation

Team Points for All Other Events

1st Place 5 points for placement + 1 point for participation

2nd Place 4 points for placement + 1 point for participation

3rd Place 3 points for placement + 1 point for participation

4th Place 2 points for placement + 1 point for participation

5th Place 1 points for placement + 1 point for participation

6th Place 0 points for placement + 1 point for participation

Practice Ice

Public and Freestyle ice time will be available at Vacaville Ice Sports. Public is open to skaters of all levels, but some maneuvers are not permitted on public skating. Please see below "Public Policies". Freestyle is permitted for skaters who are at Freestyle Level 1 or higher. No skaters below Freestyle Level 1 are permitted on Freestyle sessions.

Public Policies

- No jumps above single Lutz, no axel or double+ jumps, and basic spins only (two-foot, one-foot, scratch and sit spin ok).
- No camel spins or backward spirals. Forward spirals MUST be conducted during private lessons only with the coach following right behind for safety.
- Figure skating maneuvers must be practiced in the inner circle area of the ice. Coaches will be required to put cones out in the center area while conducting lessons and must remove them at the end of the session.
- Dance and Moves in The Field/edge work permitted outside the inner circle.
- If at any time skaters are partaking in a private lesson (especially when skating backwards), coaches must follow them on the ice and help them navigate their surroundings.
- Jumps and spins will not be permitted during busy public sessions (such as Winter Wonderland and sessions with large parties).

Please check the website for all session times and to register. www.vacavilleicesports.com

Public \$15/session (session lengths vary)

Freestyle \$20/hour

Prices are subject to change at any time.

Driving Directions

From Sacramento: Take I-80 West to Vacaville. Take the Davis Street exit. Cross Davis Street onto Porter Way (corner of Chevron station & Outback Steakhouse). Vacaville Ice Sports is located past the Brenden Theaters to the right.

From San Francisco: Take I-80 East to Vacaville. Take exit toward Davis Street. Turn left onto Bella Vista Road - changes into Davis Street. Turn right onto Porter Way (corner of Chevron station & Outback Steakhouse). Vacaville Ice Sports is located past the Brenden Theaters to the right.

From San Jose: Take I-680 North toward Sacramento. Merge onto I-80 East to Vacaville. Take exit toward Davis Street. Turn left onto Bella Vista Road - changes into Davis Street. Turn right onto Porter Way (corner of Chevron station & Outback Steakhouse). Vacaville Ice Sports is located past the Brenden Theaters to the right.

Lodging

The following hotels are nearby.

Hampton Inn & Suites, 800 Mason St. 707 469 6200 (Across parking lot from Vacaville Ice Sports)

Courtyard by Marriot, 120 Nut Tree Pkwy. 800 321 2211 or 707 451 9000

Residence Inn by Marriot, 360 Orange Dr. 800 331 3131 or 707 469 0300

Fairfield Inn by Marriot, 370 Orange Dr. 707 469 0800

Holiday Inn Express, 151 Lawrence Dr. 707 4