



2019 - 2020

USA
collegiate
Championships



SCORING INFORMATION, UPDATES & DOCUMENTS



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Visit **USA** on the new **Varsity.com** website for the most up-to-date competition and camp information this season!

usa.Varsity.com

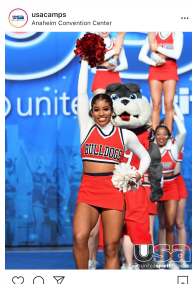
SAVE THE DATE!

The USA is thrilled to offer multiple events for Collegiate Cheerleading Teams, Dance Teams and Mascots this season! We hope that this informational packet helps prepare you for *“the most spirited weekend of the year!”*

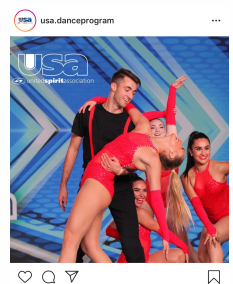
2020 USA Collegiate Championships
Anaheim Convention Center – Anaheim, CA
February 15 – 16, 2020

2020 USA Game Day Championships
Anaheim Convention Center – Anaheim, CA
February 15, 2020

2020 USA Collegiate Expo
Anaheim, CA - February 15, 2020



Share your journey with us
on Instagram and follow
@USACamps and
@USA.DanceProgram





2020 USA COLLEGIATE CHAMPIONSHIPS PRICING

Entrance Fees

Competitor Entrance Fee (all competitors/alternates must purchase a competitor's entrance fee)

Cheer Divisions Early Bird Fee*	\$75.00 per person
Cheer Divisions On-Time Fee**	\$95.00 per person
Dance Divisions First Performance Early Bird Fee*	\$75.00 per person
Dance Divisions First Performance On-Time Fee**	\$95.00 per person
Dance Divisions Second/Third Performance Early Bird Fee*	\$65.00 per person
Dance Divisions Second/Third Performance On-Time Fee**	\$85.00 per person
Mascot Division Early Bird Fee*	\$75.00 per person
Mascot Division On-Time Fee**	\$95.00 per person

*Early Bird fee applies if registration is inputted on-line and payment in full is received on or before January 10, 2020, as well as eligibility document is submitted between December 1, 2019 and January 10, 2020.

**On Time fee applies to all registrations entered and/or paid in full between January 11 - 31, 2020 or if eligibility document is submitted after January 10, 2020.

SUPPLEMENTAL REGISTRATION PACKET

Please complete and submit the additional registration paperwork included in this packet. All paperwork must be received in the USA office on or before January 10, 2020 to receive the Early Bird Registration fee. Please see the registration check list on how to submit the completed forms. All Release Forms must be originals. Please do not fax or email release forms. It is recommended (not required) that the release forms be sent via a traceable method (i.e. UPS, Fed Ex, etc.) and that you make copies of documents prior to submitting them. The USA is not responsible for packages that are lost in the mail. **During the busy Championships' season, the USA office will not always be able to verify the receipt for release forms sent via the USPS so sending the forms via a traceable method allows you to know that the forms have reached the office.**

ELIGIBILITY

All team members must be registered full-time students of the school they represent (college or university) and must be official members of the school's spirit squad (Club Teams are allowed if they are the official squad of the school or if the official squad is not attending. The Club Team must have the approval of their administration to represent the school). Please complete the enclosed form to verify team members' eligibility. Eligibility forms cannot be dated prior to December 1, 2019. Any exceptions to the above (e.g. graduating seniors, graduate students, etc.) must be pre-approved in writing by the USA prior to the competition.

A team that violates eligibility rules and/or contains members who are deemed to be ineligible may forfeit any title and/or may be prohibited from entering the competition the following year.

Any interpretations or decisions of eligibility for the 2020 USA Collegiate Championships will be rendered by the Rules Committee, which is comprised of, but not limited to, the Tournament Director, the USA Cheerleading Program Director or Song/Pom/Dance Program director and the Director of Special Events. The Rules Committee will render a judgment in a manner consistent with the general goals of the tournament.

If a team fails to produce this proof of eligibility for each team member prior to the registration at the event, they will not be allowed to perform. Proof of eligibility must be submitted to the USA office on or before January 10, 2020. If submitted after January 10, 2020 a \$25 processing fee will occur, in addition to a team not being eligible for the "Early Bird" registration fee. It is the advisor's/coach's responsibility to provide this information to the United Spirit Association by the stated deadline in the registration confirmation.

Any exceptions to the above must be pre-approved in writing by the USA office prior to the event.

Each cheer team from the United States must be accompanied by a current USA Cheer/AACCA certified coach, representing that team, in order for the team to be eligible to compete. Proof of certification must be provided with the team eligibility materials.

ADDITIONAL VARSITY BRANDS TEAM/INDIVIDUAL REQUIREMENTS

1. Any university or college competing in a Varsity College National Championship and/or Collegiate Championships shall not permit a student-athlete to represent their school unless the student-athlete meets all the applicable eligibility requirements, and the coach and program administrative supervisor has certified the student athlete's eligibility.
2. A student-athlete may only represent ONE (1) school in a National Championship and/or Collegiate Championships competition for each academic year. For example, a student athlete may not compete for one school in January, transfer and compete for another school in April.
3. At the community college level, any student-athlete will be only eligible to compete in a maximum of three (3) National Championships during the course of his/her college career.
4. A student-athlete can be part of the institution's cheer/dance spirit squad but will only be allowed to compete for a maximum of five (5) National Championships during the course of his/her college career, regardless of the number of universities or colleges he/she has attended.
5. A student-athlete may not compete in more than five (5) National Championships in combined community college and/or 4-year college/university.
6. An alternate or injured student-athlete that does not take the competition floor will not be perceived as a competing member and will not count towards the maximum of five (5) National Championships.
7. This will apply for any student-athlete competing at any one of the Varsity Brands College National Championships (UCA/UDA, NCA/NDA), as well as any other designated College Nationals Championship. Whether an individual competed at USA Collegiate Championships and at either UCA or NCA within the same season, or the individual competes at USA Collegiate Championships solely, this will count as one year of eligibility/one championships toward that athlete's maximum eligibility permitted during the athlete's collegiate career.
8. Verification of eligibility will be required by the school's Registrar's Office and the program's administrative supervisor, in addition to the coach. It will be the responsibility of these individuals to verify that all student-provided information and documentation is correct and valid.
9. Teams violating this rule could forfeit their titles and/or rankings, as well as be prohibited from entering any other Varsity Brands Championship the following year.

DIVISIONS

The contest director may delete, combine, or divide categories/divisions as deemed necessary. If divisions are altered, adjustments will be made in the awards. Categories/divisions will be subdivided into 2-year and 4-year institutions. Divisions with 10 or more teams may be subdivided again based upon school size and/or team size.

PERFORMANCE ORDER/SCHEDULES

Typically performance order is based on registration confirmation. Registrations are confirmed when the payment is received. The first registration confirmed will be the last to perform in that division and the last registration to be confirmed will be the first to perform in that division. Adjustments may be necessary due to division/team conflicts.

All teams will be given an assigned check-in and warm-up time prior to competition.

The contact on the registration will be emailed a tentative line up with performance times at least 2 weeks prior to the competition. These times are subject to change. The final schedule will be available by checking usa.varsity.com after 5:00 PM (PST) the Wednesday prior to the competition. As of this day, performance times usually remain the same regardless of scratches. It is the director's/coach's responsibility to check the schedule for accuracy of divisions, team size, etc. prior to the day of competition.

PERFORMANCE AREA

A 42' x 42' carpet bonded foam mat (non-spring) will be used for all cheerleading performances.

All stunts and tumbling must be completed on the mat surface. There will be a deduction off your final averaged score for each infraction of this rule.

The warm-up/practice area will consist of carpet bonded foam mat strips. The size of the warm up floor will be communicated in pre-competition information which is emailed approximately 14 days prior to the event.

All dance team divisions will perform on a marley, parquet, stage, basketball/gym court or similar type dance floor. Warm-up surfaces may differ and will be communicated in pre-competition information which is emailed approximately 14 days prior to the event.

PERFORMANCE ORDER/SCHEDULES

Note the music rules that are in place for the 2019-20 competition season. Be sure you are familiar with these prior to taking any competition floor. Failure to comply may lead to disqualification and forfeiture of all fees (registration, admission or otherwise) associated with a team's performance.

MUSIC RULES: Music rules are being followed at all USA and Varsity Brands events. Competition music must be properly licensed and a team must be able to provide proof of licensing at any event where the music is used. If a team cannot provide proof of licensing, the team may be disqualified from the event. For further details visit www.varsity.com/music.

In order for a team's routine music to be featured in a television broadcast, should this be an option, teams must do the following:

- Use an original composition created or commissioned by you (i.e. an original song and recording to which you own or license the rights by written agreement)
- Additionally secure the synchronization rights. Not all original music providers can/will provide these rights
- Submit proof of licensing, as well as synchronization rights, when requested after the event
- One or several selections of music may be used as long as they follow the music licensing rules

Music is defined as any recorded sound amplified through the competition sound system.

A sound system will be provided. Speed control is not available. Music checks on the main sound system are not permitted. A representative must be present at the sound system at the time of performance.

Advisors/coaches are asked to hold onto their own music until the time of performance and to take music back following the performance.

All teams must provide their own MP3 device (or smart phone) for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player or smart phone so that a patch cord may be easily inserted into the device. Please ensure that jacks are clean and free of any debris which may impact connectivity. You must ensure your device has a jack in which a patch cord may be inserted. Note that you will need to acquire an adapter in advance if your player does not have a headphone jack.

ENTRANCE/EXIT

Judges are looking for enthusiasm and showmanship during entrance and exits. Teams are encouraged to move on and off the floor as quickly as possible.

All team breaks, rituals and traditions need to take place prior to the team being called to the performance floor.

Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: check bumps, hugs, hand-shakes, etc. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation may receive a "sportsmanship" penalty. There should not be any organized exits or other activities after the official ending of the routine.

PENALTIES

Points will be deducted from the final team average for violations of safety rules and/or time limits.

Safety Rules: Points will be deducted from the final team average for each occurrence of an illegal procedure. For example, if all squad members execute an illegal stunt, the squad will receive a two-point penalty. If the same squad performs the same or another illegal stunt within the same routine, they will receive a second penalty.

You must adhere to the appropriate safety rules for collegiate school-based cheer and dance programs found on the USA website, usa.varsity.com.

Time: Timing will begin on the first note of music, the first word of the cheer, the first organized cheer, or the first movement, whichever occurs first, and stop with the end of the cheer or last note of music

There will be a one-point penalty off the final averaged score for every 10 seconds over the time limit (1 – 10 seconds over = one-point penalty; 11 – 20 seconds over = two-point penalty, etc.)

For cheer teams, up to 2:15 (135 seconds) of the total routine may be performed to music. There is no restriction as to the proportion of the music section(s) used in relation to the cheer only section(s). Penalties will be deducted from the final averaged score for going over the 2:15 total music time limit. Penalties will be assessed as follows: 1 – 10 seconds over = one-point penalty; 11 – 20 seconds over = two-point penalty, etc...

Timing for prop set-up in the Mascot division will begin at the drop of the starter's hand. Set-up timing will stop when the routine begins.

APPROPRIATENESS OF CHOREOGRAPHY, MUSIC OUTFITTING

All facets of a performance or routine, including choreography, music selection, and outfitting, should be suitable for family viewing and listening.

Bows should not be excessive in size and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for participants, should be adequately secured on the back of the head with the tails facing down and should not fall over the forehead into the participants' eyes or block the view of the participant while performing.

In general, performances from the school-based teams, including but not limited to the actual routine, signs, cheers, chants, and hand signals/gestures, should adhere to outfitting, performance and music guidelines and criteria in place and approved by the administration or institution to which the school team belongs. A Collegiate Image Category/Score is included on the school-based scoresheets.

Deductions will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Deductions will be given for music or words unsuitable for family listening, which includes, but is not limited to swearwords and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body torso, and/or violent acts or behavior

Removing improper language or words from a song and replacing with sound effects or other words constitutes inappropriate, and deductions will be made accordingly.

Any uniform, movement, or music in which the appropriateness is questionable or with which uncertainty exists should be submitted to the USA for approval.

INSURANCE

Each participant must have his/her own personal insurance. The USA directors/sponsors will not be responsible for any injuries occurring at this event. First aid staff will be on site during the event.

JUDGING

The event will utilize professional judges from various spirit organizations and/or backgrounds to create a fair competition for everyone.

HOTEL/ADDITIONAL ACTIVITIES

For additional transportation, hotel, and activity options, contact Gretchen Noack with Adventures America, a tour company that specializes in travel for performing arts groups. Adventures America can assist you with all the arrangements for your group trip. Call 866-656-6105 or gretchen@adventuresamerica.com

REGISTRATION PACKETS

Registration packets will be available for pick-up by the authorized team representative only starting on **Saturday, February 15, 2020 at 12 noon**. Packets will not be mailed in advance. Individuals are not allowed to pick up portions of their registration packet. This ensures that all tickets and wristbands are received and accounted for by the school representative.

HOW TO CONTACT THE UNITED SPIRIT ASSOCIATION

5770 Warland Drive, Suite B
Cypress, CA 90630
800-886-4USA (872)
866-761-9365 (fax)
usacompetitions@varsity.com

DIVISION GUIDELINES

SHOW CHEER

Number on Team: Five to thirty-six in all divisions

Divisions: All Girl Show Cheer, Large Co-Ed Show Cheer, Small Co-Ed Show Cheer

For the Large Co-Ed Division, no more than half plus one (rounding up) of the total number of team members may be male (e.g. 8 – 9 total participants = 5 maximum males; 16 – 17 total participants = 9 maximum males, etc.).

Routine Procedure: Execute a routine of your choice using a combination of music and cheer portion(s). Audience participation and props (spell-out letters; Go, Fight, Win signs, etc.) are encouraged for school-based programs. You must adhere to the appropriate 2019 – 2020 USA Cheer/AACCA College Safety Rules (school-based programs) found at:

<http://www.cheerrules.org/aacca-college/>

Time Limit: Maximum three (3) minutes. For cheer teams, up to 2:15 (135 seconds) of the total routine may be performed to music. There is no restriction as to the proportion of the music section(s) used in relation to the cheer only section(s). Penalties will be deducted from the final averaged score for going over the 2:15 total music time limit. Penalties will be assessed as follows: 1 – 10 seconds over = one-point penalty; 11 – 20 seconds over = two-point penalty, etc.

HIP HOP

Number on Team: Six to thirty-six

Routine Procedure: A routine where dancers perform street style movement with an emphasis on execution, uniformity, body control, rhythm, creativity, visual effect and musicality. A combination of hip hop styles is permitted. You must adhere to the 2019-20 USA College Dance Safety Rules found on the USA website:

usa.varsity.com

Time Limit: Maximum 2 ½ minutes

JAZZ

Number on Team: Six to thirty-six

Routine Procedure: A jazz routine incorporates stylized jazz dance movements and combinations, visual effects, level changes, formation changes and dance technique. Emphasis should be on uniformity of the selected jazz style, proper dance technique, and timing and performance quality. You must adhere to the 2019-20 USA College Dance Safety Rules found on the USA website:

usa.varsity.com.

Time Limit: Maximum 2 ½ minutes

POM

Number on Team: Six to thirty-six

Routine Procedure: A pom routine consists of visual effects, synchronization, clean/sharp pom motions and technical skills. Visual effects include level changes, opposition, group work, transitions and formations. Emphasis should be placed on proper pom/motion technique, proper dance technique, timing, and showmanship. All female members must use two pom for 80% of the routine. You must adhere to the 2019-20 USA College Dance Safety Rules found on the USA website: usa.varsity.com.

Time Limit: Maximum 2 ½ minutes

MASCOT

Number on Team: Mascots may perform as individuals or as mascot groups. Participants in this division must be the official mascot(s) of the school and must wear their official mascot uniform. Additional team members (e.g. cheerleaders and dancers) are not permitted to be visible and perform as part of this routine.

Routine Procedure: Execute any type of skit or novelty routine. Use of a theme and crowd involvement are encouraged. Contestants may use music, props, costumes, and accessories. Please no use of water or other substances that would be harmful to the floor. Individuals assisting with props may not be visible during the routine. Materials that require clean up (e.g. confetti, glitter, etc.) are not permitted. All props/sets/accessories must (either assembled or disassembled) be able to fit through a standard door measuring 7' H x 3' W. Stunting and/or tumbling is not allowed.

Time Limit: Maximum two (2) minutes for the routine. You will be limited to one (1) minute to set-up props and one (1) minute to break-down props (see time penalty).

2020 COLLEGIATE CHAMPIONSHIPS ROSTER/ELIGIBILITY FORM



SCHOOL NAME _____ CITY/STATE _____

- The Dean of Students or Registrar's Office must sign this form before submitting. Please see the official Rules and Regulations for questions regarding participant eligibility.
- All participants must be registered full-time student for the college or university that they are representing in competition and official members of the team.
- Each cheer team must be accompanied by a current AACCA certified coach for the team to be eligible to compete. Proof of AACCA certification is required along with team eligibility form.
- Please list the names of all participants that are performing and any alternates at the USA Collegiate Championships.

PARTICIPANT NAME	DIVISION	AGE	M/F
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____
6. _____	_____	_____	_____
7. _____	_____	_____	_____
8. _____	_____	_____	_____
9. _____	_____	_____	_____
10. _____	_____	_____	_____
11. _____	_____	_____	_____
12. _____	_____	_____	_____
13. _____	_____	_____	_____
14. _____	_____	_____	_____
15. _____	_____	_____	_____
16. _____	_____	_____	_____
17. _____	_____	_____	_____
18. _____	_____	_____	_____
19. _____	_____	_____	_____
20. _____	_____	_____	_____
ALTERNATES			
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____

I warrant that all participants are registered full-time students of the college or university that they are representing in competition and official members of the school's team.

Signature of Advisor/Coach _____

Signature of School Administrator _____

Title _____ Date _____

This form must not be dated any earlier than December 1, 2019. This form is due on or before January 10, 2020. Please email to kbetts@varsity.com.

2020 USA COLLEGIATE CHAMPIONSHIPS MINOR RELEASE AND WAIVER FORM

(Release and Waiver Form for Minors – Participants Under 18 Years of Age)

This form is due in the USA office by JANUARY 10, 2020. Please do not fax or scan this form.

Every participant must have submitted a completed, original and signed release form in order to participate. Please use [blue ink](#). Photocopies will not be accepted.

Minor's Name _____	Name of Parent/Legal Guardian _____
Address _____	School /Team Name _____
City, State, Zip _____	Division _____
Phone Number (_____) _____	Event Location: Anaheim Convention Center
E-mail _____	Event Date: February 15 – 16, 2020 Cheer [] Dance []

Liability Release: For good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, I _____, as parent or legal guardian of _____, a minor (hereinafter "Minor"), hereby grant the permission necessary to allow Minor to participate in the above Event to be conducted by Varsity Spirit LLC dba United Spirit Association. I, in my own behalf and on behalf of Minor, further agree to release and to hold harmless Varsity Spirit LLC dba United Spirit Association, Varsity Spirit's Corporate Sponsors (hereinafter "Sponsors"), the Hosting site, (university, hotel, convention center, high school) on whose premises the Event will occur (hereinafter the "Location"), the affiliates of Varsity Spirit LLC dba United Spirit Association and the Location, U.S. All Star Federation, Inc., a not for profit corporation ("USASF"), USA Federation for Sport Cheering, a not for profit corporation ("USA Cheer") and the respective directors, officers, representatives, members, agents and employees of Varsity Spirit LLC dba United Spirit Association, Sponsors, and their respective affiliates (hereinafter collectively "Releasees") from any and all liability whether caused by negligence of the Releasees or otherwise for any claim, judgment, loss, liability, cost and expenses (including, without limitations, attorney's fees and costs) arising out of or connected with the Event, including any claim arising out of or connected with any illness or injury (minimal, serious, catastrophic and / or death) that Minor may incur or sustain during the Event, all activities associated with the Event and while traveling to and from the site for the Event whether or not the Event actually occurs. I further expressly agree to indemnify and hold harmless Releasees and Releasees' heirs, successors, assigns, executors and administrators against loss from any further claims, demands or actions that may subsequently be brought by Minor or by any other persons on the account of damages of any character resulting to Minor in any way from the foregoing activities. I further agree to reimburse and to make good to Releasees any loss or costs Releasees may have to pay as a result of any such action, claim or demand.

I, in my own behalf and on behalf of Minor, hereby warrant that I have read this Liability Release in its entirety and fully understand its contents. I, in my own behalf and on behalf of Minor, am aware that this Liability Release releases Releasees from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I, in my own behalf and on behalf of Minor, further acknowledge that nothing in this Liability Release constitutes a guarantee that the Event will occur. I, in my own behalf and on behalf of Minor, have signed this document voluntarily and of my own free will.

Signature of Parent or Legal Guardian: X _____ **Date:** _____

Supervision: A chaperone/Adult (age 21 and over) is required to attend with participants. This Chaperone will be responsible for the participants at all times. Varsity Spirit LLC dba United Spirit Association, AACCA and USASF are not responsible for participants' supervision.

Appearance Agreement: I understand that Varsity Spirit LLC dba United Spirit Association from time to time produces promotional material relating to its programs. I understand that as participant and/ or a spectator at the Event that Minor may be included in videotapes, dvds, podcasts and videocasts or photographs taken during the Event. Therefore, without reservation or limitations, I, in my own behalf and on behalf of Minor, hereby assign, transfer and grant to Varsity Spirit LLC dba United Spirit Association, its successors, assignees, licensees, sponsors, any television networks, and all other commercial exhibitors the exclusive right to photograph and / or videotape Minor and to utilize such videotapes and photographs and Minor's name, face likeness, voice and appearance as a part of the Event or in any other media now in existence or hereafter developed, in advertising and promoting the Event, in advertising and promoting similar future events or in advertising and promotions relating to Varsity Spirit LLC dba United Spirit Association without reservations and limitations. I further understand that neither Varsity Spirit LLC dba United Spirit Association nor any third party is under any obligation to exercise any of the foregoing rights, licenses and privileges herein granted. I waive any right to inspect or approve the programs, copies thereof and any promotional materials related thereto.

Medical Release: I, in my own behalf and on behalf of Minor, acknowledge and agree that such participation subjects Minor to possibility of physical illness or injury (minimal, serious, catastrophic and/ or death) and that I, in my own behalf and on behalf of Minor, acknowledge that Minor is assuming the risk of such illness or injury by participating in the event. In the event of such illness or injury, I authorize Varsity Spirit LLC dba United Spirit Association to obtain necessary medical treatment for Minor and hereby, in my own behalf and on behalf of Minor, release and hold harmless Releasees in the exercises of this authority. I further acknowledge and understand that I will be responsible for any and all medical and related bills that may be incurred on behalf of Minor for any illness or injury that Minor may sustain during the Event and while traveling to and from the site for the Event whether or not the Event actually occurs.

I represent that any medication to which Minor is allergic or medications that Minor is currently taking are listed below. I agree that Minor shall bring medications which Minor is currently taking with him / her to the Event and that he / she shall consume the prescribed dosage for such medications.

Medications (if any): _____

Allergic to (if any): _____

I acknowledge that the Minor suffers from the following conditions: _____

I, in my own behalf and on behalf of Minor, hereby warrant that I have read this Release and Waiver Form in its entirety and fully understand its contents. I, in my own behalf and on behalf of Minor, am aware that this Release and Waiver Form releases from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I, in my own behalf and on behalf of Minor, further acknowledge that nothing in this Release and Waiver Form constitutes a guarantee that the Event will occur. I, in my own behalf and on behalf of Minor, have signed this document voluntarily and of my own free will.

Signature of Parent or Legal Guardian: X _____ **Date:** _____

Relationship to Minor _____ **Minor Birthdate** _____ **Minor SS #** _____

(Not required but helpful for quick verification of insurance policy by hospital/clinic.)

2020 USA COLLEGIATE CHAMPIONSHIPS ADULT RELEASE AND WAIVER FORM
(Release and Waiver Form for all Adults – Participants/Coaches 18 Years and Older)
This form is due in the USA office by JANUARY 10, 2020. Please do not fax or scan this form.
Every advisor/coach must have submitted a completed, original and signed release form in order to attend event. Please use [blue ink](#). Photocopies will not be accepted.

Adult's Name _____ School/Team Name _____
 Address _____ Division _____
 City, State, Zip _____
 Phone Number (_____) _____ Event Location: **Anaheim Convention Center**
 E-mail _____ Event Date: **February 15 – 16, 2020** Cheer [] Dance []

Liability Release: For good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, I agree to participate in the above Event to be conducted by Varsity Spirit LLC dba United Spirit Association. I, further agree to release and to hold harmless Varsity Spirit LLC dba United Spirit Association, Varsity Spirit's Corporate Sponsors (hereinafter "Sponsors"), the Hosting site, (university, hotel, convention center, high school) on whose premises the Event will occur (hereinafter the "Location"), the affiliates of Varsity Spirit LLC dba United Spirit Association and the Location, U.S. All Star Federation, Inc., a not for profit corporation ("USASF"), USA Federation for Sport Cheering, a not for profit corporation ("USA Cheer") and the respective directors, officers, representatives, members, agents and employees of Varsity Spirit LLC dba United Spirit Association, Sponsors, and their respective affiliates (hereinafter collectively "Releasees") from any and all liability whether caused by negligence of the Releasees or otherwise for any claim, judgment, loss, liability, cost and expenses (including, without limitations, attorney's fees and costs) arising out of or connected with the Event, including any claim arising out of or connected with any illness or injury (minimal, serious, catastrophic and / or death) that I may incur or sustain during the Event, all activities associated with the Event and while traveling to and from the site for the Event whether or not the Event actually occurs. I further expressly agree to indemnify and hold harmless Releasees and Releasees' heirs, successors, assigns, executors and administrators against loss from any further claims, demands or actions that may subsequently be brought by myself or by any other persons on the account of damages of any character resulting in me in any way from the foregoing activities. I further agree to reimburse and to make good to Releasees any loss or costs Releasees may have to pay as a result of any such action, claim or demand.

I, hereby warrant that I have read this Liability Release in its entirety and fully understand its contents. I am aware that this Liability Release releases Releasees from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I, further acknowledge that nothing in this Liability Release constitutes a guarantee that the Event will occur. I have signed this document voluntarily and of my own free will.

Signature of Adult X _____ Date _____

Supervision: I acknowledge that Varsity Spirit LLC dba United Spirit Association, AACCA and USASF are not responsible for my supervision.

Appearance Agreement: I understand that Varsity Spirit LLC dba United Spirit Association from time to time produces promotional material relating to its programs. I understand that as participant and/ or a spectator at the Event I may be included in videotapes, dvds, podcasts and videocasts or photographs taken during the Event. Therefore, without reservation or limitations, I hereby assign, transfer and grant to Varsity Spirit LLC dba United Spirit Association, its successors, assignees, licensees, sponsors, any television networks, and all other commercial exhibitors the exclusive right to photograph and / or videotape me and to utilize such videotapes and photographs and my name, face likeness, voice and appearance as a part of the Event or in any other media now in existence or hereafter developed, in advertising and promoting the Event, in advertising and promoting similar future events or in advertising and promotions relating to Varsity Spirit LLC dba United Spirit Association without reservations and limitations. I further understand that neither Varsity Spirit LLC dba United Spirit Association nor any third party is under any obligation to exercise any of the foregoing rights, licenses and privileges herein granted. I waive any right to inspect or approve the programs, copies thereof and any promotional materials related thereto.

Medical Release: I acknowledge and agree that such participation subjects me to possibility of physical illness or injury (minimal, serious, catastrophic and/ or death) and that I acknowledge that I am assuming the risk of such illness or injury by participating in the event. In the event of such illness or injury, I authorize Varsity Spirit LLC dba United Spirit Association to obtain necessary medical treatment for me and hereby release and hold harmless Releasees in the exercises of this authority. I further acknowledge and understand that I will be responsible for any and all medical and related bills that may be incurred for any illness or injury that I may sustain during the Event and while traveling to and from the site for the Event whether or not the Event actually occurs.

I represent that any medication to which I am allergic or medications that I am currently taking are listed below. I agree that I will bring medications I am currently taking to the Event and that I shall consume the prescribed dosage for such medications.

Medications (if any): _____

Allergic to (if any): _____

I acknowledge that I suffer from the following conditions: _____

I hereby warrant that I have read this Release and Waiver Form in its entirety and fully understand its contents. I am aware that this Release and Waiver Form releases from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I further acknowledge that nothing in this Release and Waiver Form constitutes a guarantee that the Event will occur. I have signed this document voluntarily and of my own free will.

Signature of Adult X _____ Date: _____

2020 USA COLLEGIATE CHAMPIONSHIPS POLICIES AND PROCEDURES

I. GENERAL RULES

- A. The competition will follow the same general information/stunt and safety rules as set forth in the 2019-20 USA Cheer/AACCA College Cheerleading Safety Rules in addition to those rules listed in the 2020 Collegiate Championships categories/divisions rules. Dance team rules follow the 2019-20 USA College Dance Safety Rules. All of these documents and/or links to other websites where they may be found are available on-line at usa.varsity.com.

Each school-based cheer team from the United States must be accompanied by a current coach that can submit proof of the USA Cheer Cheerleading Safety and Risk Management Course (formerly known as the AACCA Cheerleading Safety Course) in order for the team to be eligible to compete. Note that current, unexpired AACCA certification will fulfill this requirement as well. Proof of certification must be provided with the team eligibility materials. The USA Cheer Cheerleading Safety and Risk Management Course may be obtained on-line by visiting usacheer.org and linking to the appropriate website for the on-line certification course.

- B. The competition will consist of the following categories/divisions: Show Cheer (5-36 members on team) – 3 divisions College All-Girl, Small College Co-Ed (1-4 males), Large College Co-Ed [5-19 males – no more than half plus one (rounding up) of the total number of team members may be male], Hip Hop (6-36 members on team), Jazz (6-36 members on team), Pom (6-36 members), and mascot.
- C. All team members must be registered full-time students of the school they represent (college or university) and must be official members of the school’s spirit squad. Transcripts for each competitor, or a letter from the Dean of Students or registrar’s office, must be submitted upon registering for the USA Collegiate Championships. Although a team may register for the competition prior to this date, documentation of full-time status must not be dated any earlier than December 1, 2019. Any exceptions to the above (i.e. graduating seniors, graduate students, etc.) must be pre-approved in writing by the USA prior to the competitions

Individual names on the team roster must match the name given on the transcript or in the letter from the Dean of Students/registrar’s office.

A team that violates eligibility rules and/or contains members who are deemed to be ineligible may forfeit any title and/or may be prohibited from entering the competition the following year.

Any interpretations or decisions of eligibility for the 2020 USA Collegiate Championships will be rendered by the Rules Committee, which is comprised of, but not limited to, the Tournament Director, the USA Cheerleading Program Director or Song/Pom/Dance Program Director and the Director of Special Events. The Rules Committee will render a judgement in a manner consistent with the general goals of the tournament. If a team fails to produce this proof of registration prior to performance they will not be allowed to perform. It is the advisor/coaches responsibility to provide this information to competition officials by the stated deadline in the registration confirmation.

1. Any university or college competing in a Varsity college national championship and/or Collegiate Championship shall not permit a student athlete to represent their school unless the student-athlete meets all applicable eligibility requirements, and the coach and program administrative supervisor has certified the student athlete's eligibility.
2. **A student-athlete may only represent ONE (1) school in a National Championship and/or Collegiate Championship competition for each academic year.** For example, a student athlete may not compete for one school in January, transfer and compete for another school in April.

At the community college level, any student-athlete will be only eligible to compete in a maximum of three (3) National Championships during the course of his/her college career.

3. A student-athlete can be a part of the institution's cheer/dance spirit squad but will only be allowed to compete for a maximum of five (5) National Championships during the course of his/her college career, regardless of the number of universities or colleges she/he has attended.
4. A student-athlete may not compete in more than five (5) National Championships in combined community college and/or 4-year college/university.
5. An alternate or injured student-athlete that does not take the competition floor will not be perceived as a competing member and will not count towards the maximum of five (5) National Championships.
6. This will apply for any student-athlete competing at any one of the Varsity Brands College National Championships (UCA/UDA, NCA/NDA), as well as any other designated College National Championship.
7. Verification of eligibility will be required by the school's Registrar's Office and the program's administrative supervisor, in addition to the coach. It will be the responsibility of these individuals to verify that all student provided information and documentation is correct and valid.

8. Teams violating this rule could forfeit their titles and/or rankings, as well as be prohibited from entering any other Varsity Brands Championship the following year.
- D. Categories/divisions may be subdivided or combined at the discretion of the competition director if the total number of teams in a division warrants this. **The USA reserves the right to adjust days of performance for all divisions based upon final competition enrollment.**
- E. The maximum squad size for all cheer and dance teams is 36 participants. For the Mascot division there is no limit to the number of individuals permitted on a team, as long as the routine can be performed safely within the given floor size constraints.
- F. Timing of a routine will begin on the first note of music, the first vocal command (for cheer squads), or the first cheer movement, and will stop with the end of the cheer or the last note of music. Timing for prop set-up in the Mascot category will begin at the drop of the starter's hand. Set-up timing will stop when the routine begins. Penalties for exceeding the total routine time limit will be deducted from the final averaged score. Please refer to the College Championships information for time limits in each category. (Available on-line at usa.varsity.com.) We recommend that you "time" your performance several times prior to the competition and give yourself at least five seconds of "cushion" to allow for speed variations in sound equipment.
- G. Teams may use as many songs in the musical portion of their routines as they like. Music guidelines are being followed at all USA and Varsity Brands events. Competition music must be properly licensed and a team must be able to provide proof of licensing (upon request) at any event where the music is used. If a team cannot provide proof of licensing immediately upon request, the team may be disqualified from the event. For further details visit www.varsity.com/music.

Music Guidelines

- a) I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.
- b) These guidelines are as of June 16, 2016. For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, cheer teams should email info@usacheer.net and song/pom teams should email dancemusic@varsity.com. Please check Preferred Provider list for updates and changes periodically.
- c) Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event they are attending.
- d) If a team does not have the required paperwork, they will be given the option to perform to an approved track of music or track with counts (provided by Varsity Spirit).

- e) If a team does not have the required paperwork, and chooses not to perform to the approved track of music or a track with counts, the team will be disqualified from the competition and not be allowed to perform.
- f) If there are concerns regarding a team’s use of music, a Challenge Form must be completed immediately following the team’s performance.
- g) A challenge can only be made by the official coach, advisor, director or gym owner of a team competing at the event at which the challenge is being made.
- h) Challenge Process
 - i) All music challenges must be submitted in writing to the event director. ii) There will be a \$100 fee to request a music challenge, which must be in the form of a check made payable to St Jude Children’s Research Hospital.
 - ii) Challenges will be reviewed and finalized within 48 hours of the event.
 - iii) If the challenge is correct, fees collected will be voided. If the challenge is incorrect, fees will be donated to St. Jude.
 - iv) Each team is required to have a representative remain at the music station who knows the routine and music. This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury. Please hold on to your music until the time of your performance. A team representative must remain at the sound station during you team’s performance. If using an MP3, smart phone, etc. please ensure that there is no case on the device which will obstruct the jack from plugging into the sound system. Please ensure that jacks are clean and free of any debris which may impact connectivity. Note that you may need to acquire and adapter in advance if your player does not have a head phone jack. If you are using a smart phone, please ensure that no interruptions (i.e. phone call, alarm, etc.) occur during your performance. Place the smart phone in “airplane mode,” ensure that the volume is turned up and the phone is fully charged. Interference caused by a smart phone that results in routine delay may receive and overtime or delay of contest penalty.

Video Media Policy

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, “Event Locations”). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of the performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image likeness, actions and statements of the attendee in any live or record3ed audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation. Any team traveling with a video crew may be disqualified.

Logo Usage

Teams will not be allowed to use any Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office.

- H. Judges are looking for enthusiasm and showmanship during entrances and exits. Teams and individuals are encouraged to move on and off the floor as quickly as possible. Set-ups and break-downs will be timed in the Mascot category.
- I. A 54' x 42' carpet bonded foam mat (non-spring) will be used for all cheerleading performances. All stunts and/or tumbling must be completed on the mat surface. There will be a point deduction off your final averaged score for each infraction of the rule. All dance team divisions will perform on a marley, parquet, stage, or similar type dance floor, measuring at least 42' x 42'.
- J. Competition Standard for Spotters
“Team Spotters” = are part of the performing team and required as part of specific types of stunting/pyramid/toss, etc. skills.

“Additional (Routine) Spotters” = Individuals on the competition floor provided as a safety precaution spot certain elements of a routine. These are in addition to the team and do not take the place of “team spotters” required by specific types of stunting/pyramid/toss, etc. skills.

To promote a higher level of safety for competing athletes, USA will provide additional spotters at all USA school and recreational/youth cheer competitions. School and recreational/youth cheer programs do not always have a large number of staff and coaches available to spot routines. To ensure that the safety of participants is not compromised due to limited number of team provided spotters, “additional (routine) spotters” will be provided by the USA.

These USA-provided “additional (routine) spotters” will be mandatory on the competition floor.

Reminder – To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

II. INTERRUPTION OF PERFORMANCE

- A. If, in the opinion of the competition officials, a squad’s routine is interrupted due to failure of competition equipment, facilities or other factors attributed to the competition, rather than the squad, the squad affected may be allowed to re-present its routine from the beginning. The degree and effect of the interruption will be determined by competition officials as will the decision to allow a team to re-present its routine.

- B. In the event a squad's routine is interrupted because of failure of the squad's equipment or an error on the part of a squad representative, the squad must either continue the routine, withdraw from the competition or be placed elsewhere in the division with a 3-point penalty from the final averaged score for "unnecessary change of performance order".
- C. In the event that an injury causes the squad's routine to be interrupted, the squad will be allowed to re-present the routine in its entirety, but will be evaluated ONLY from the point where the interruption occurred, or the team may withdraw from the competition. Either of these options is at the discretion of the competition official. The competition officials reserve the right to stop the routine due to injury.
- D. **Uniform Distractions**
The Legality Official, Head Judge or any other competition official reserves the right to stop a routine, assess a deduction, and/or disqualify a team for a uniform distraction (e.g. garment not being securely fastened/attached, straps break, pants split, etc.). Each performer is required to take the necessary steps to avoid inappropriate exposure prior to the performance. If a judge stops the routine the penalty will vary from 3 points to possible disqualification of the routine.
- E. Competition officials reserve the right to stop a routine at any time.

III. APPROPRIATENESS OF CHOREOGRAPHY, MUSIC, OUTFITTING

All facets of a performance or routine, including choreography, music selection and outfitting, should be suitable for family viewing and listening. Uniforms for all team types should be appropriate for the age of the participants performing the routine.

Bows should not be excessive in size and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down and should not fall over the forehead into the participants' eyes or block the view of the participant while performing.

In general, performances from school-based teams, including but not limited to the actual routine, signs, cheers, chants and hand signals/gestures, should adhere to outfitting, performance and music guidelines and criteria in place and approved by the administration or institution to which the school team belongs.

Deductions will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Deductions will be given for music or words unsuitable for family listening, which includes, but is not limited, to swearwords and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body torso, and/or violent acts of behavior. Removing improper language or words from a song and replacing with sound effects or other words constitutes inappropriate, and deductions will be made accordingly.

Any uniform or music in which the appropriateness is questionable or with which uncertainty exists should be submitted to the USA for approval prior to the performance taking place.

IV. PRELIMINARY AND FINAL COMPETITION

All divisions will advance from prelims to finals. The judges and tournament officials have full authority to make final determination of the number of squads/teams selected for the finals in each division. Any team that competes in a division with a prelims and finals must compete twice to be considered for final placement in that division.

V. HOW TO HANDLE PROCEDURAL QUESTIONS

Any questions concerning the rules or procedures of the competition will be handled exclusively by the captain or the advisor of the squad and will be directed only to the Competition/Venue Director or their designee. Such questions must be made prior to the squad's competition performance. Any questions concerning the performance of the squad must be made to the Competition/Venue Director immediately after the performance. Should a director or coach wish to lodge a formal complaint against another team in the competition for any violation of "Policies and Procedures" or competition rules, this complaint must be submitted in writing, signed, dated and presented to the Competition/Venue Director prior to any awards ceremony for which the team in question may be eligible to receive an award. It is to the discretion of the Competition/Venue Director whether investigation into the complaint will be completed prior to or after the awards ceremony.

VI. SPORTSMANSHIP

All participants and spectators affiliated with them agree to conduct themselves in a manner displaying positive sportsmanship throughout the competition. The advisor and/or captain of each squad is responsible for seeing that squad members, coaches, parents and any other persons affiliated with the squad conduct themselves accordingly. Un-sportsmanlike conduct will include, but is not limited to, approaching other teams, competition judges and/or any competition personnel with inappropriate comments, outbursts or gesture; confrontation with members of another team and/or between spectators of teams. Cases of un-sportsmanlike conduct at any time during the Championships event are grounds to receive a penalty per occurrence, up to and including disqualification and the USA also has the right to deny entrance to or to remove an individual from the competition site. Additionally, disbarment from future USA events may occur.

VII. SCORES AND RANKINGS

Individual judge's score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores prior to the final results of each division being announced. Score sheets will be available only to advisors, directors or captains at the conclusion of the competitions. No scores or rankings will be given over the phone. If the recaps are not available at the competition, then advisors/coaches may request detailed recaps for each category/division by calling the main USA office no earlier than 1 week following the competition.

VIII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All squads winning titles, awards or prizes agree to have all appearances, endorsements and publicity approved through the USA office.

IX. INTERPRETATIONS AND RULINGS

Any interpretation of any aspect of these Policies and Procedures or any decision involving any other aspect of the competition will be rendered by the Competition Rules Committee. The Rules Committee will render a judgement in an effort to insure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of, but not limited to, the Tournament Director, the USA Cheerleading Program Director or Song/Pom/Dance Program Director and the Director of Special Events.

X. FINALTY OF DECISIONS

By participating in this competition, each squad agrees that decisions by the judges will be final and will not be subject for review. Each squad acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each squad therefore expressly waives any legal, equitable administrative or procedural review of such decisions.

Any squad that does not adhere to the terms and procedures in the “Policies and Procedures” may be penalized (up to and including disqualification) from the competition and automatically forfeit the right to any awards presented by the competition. In addition, the squad may also forfeit the opportunity to participate in any competition produced by the United Spirit Association the following season or subsequent seasons. Any fees (team and/or spectator based) associated with participation in the event will be forfeited in the event of disqualification.

I have reviewed the “Policies and Procedures” with our entire squad and we accept the “Policies and Procedures” as a fair and integral part of the rules of this competition and agree to adhere to the rules, policies and procedures contained herein.

School Name _____

City/State _____

Advisor’s/Coach’s/Director’s Name/Signature _____

Date _____

THIS FORM WILL BE SENT TO YOU VIA DOCUSIGN AND IS DUE NO LATER THAN JANUARY 10, 2020

Disneyland® Resort Tickets

Disneyland® Resort tickets purchased through the United Spirit Association may not be re-sold. Tickets are non-refundable and non-upgradeable. **Although the same price, tickets need to be purchased accordingly: Youth (3 – 22 years) or Adult (23+ years).**

- **1-Day Park Hopper®** Pass \$180.00 per person
 - Admission to *Disneyland®* Park and *Disney California Adventure®* Park
(one day park hopper must be used between February 9 – 22, 2020)

- **2-Day Park Hopper®** Pass \$234.00 per person
 - Admission to *Disneyland®* Park and *Disney California Adventure®* Park
(Tickets must be used between February 9 – 22, 2020. Tickets expire 13 days after first use or by February 22, 2020 whichever comes first, regardless of the number of days the ticket has been used. All days must be used by the same person.)

- **3-Day Park Hopper®** Pass \$296.00 per person
 - Admission to *Disneyland®* Park and *Disney California Adventure®* Park
(Tickets must be used between February 9 – 22, 2020. Tickets expire 13 days after first use or by February 22, 2020 whichever comes first, regardless of the number of days the ticket has been used. All days must be used by the same person.)

- **4-Day Park Hopper®** Pass \$338.00 per person
 - Admission to *Disneyland®* Park and *Disney California Adventure®* Park
(Tickets must be used between February 9 – 22, 2020. Tickets expire 13 days after first use or by February 22, 2020 whichever comes first, regardless of the number of days the ticket has been used. All days must be used by the same person.)

One (1) complimentary chaperone park ticket for every 20 “youth” tickets purchased of the same ticket type (e.g. 20 Youth 2-Day *Park Hopper®* Passes purchased equals one (1) complimentary 2-Day *Park Hopper®* Pass) per each pre-purchased ticket order. This applies to school orders only. Adult tickets are not counted towards a complimentary ticket. Complimentary tickets will be added automatically to registration or order. Please do not include complimentary tickets in purchased quantity.

Parents, spectators, and guests can purchase *Disneyland®* Resort tickets using the enclosed order form. Although the same price, tickets need to be purchased on-line accordingly: Youth (3-22 years) or Adult (23+ years). Payment in full via credit card is due at the time of purchase. Orders may be placed in advance until **January 10, 2020**. After **January 10, 2020**, tickets may be purchased at the event while supplies last. Tickets will be available for pick-up at team registration starting on **Thursday, February 13, 2020 at 9:00 AM**. Tickets can be shipped in advance via Fed Ex for \$25. Tickets will not be shipped before **January 31, 2020**. Information on pick up location and times will be emailed to purchaser prior to the event. **Complimentary tickets mentioned above do not apply to tickets purchased individually.** Once tickets have been shipped or picked up in Anaheim, there will be no upgrades or refunds to the initial order.



2020 USA COLLEGIATE CHAMPIONSHIPS DISNEYLAND® RESORT TICKET ORDER FORM

Athletes/Spectators attending Collegiate Championships, February 15 – 16, 2020, can pre-purchase discounted Disneyland® Resort Tickets through the USA. **Fill out the information below and send the form via fax 1.866.761.9365 or email kbetts@varsity.com or mail with payment on or before January 10, 2020.** Tickets can

be sent via fed ex in advance or picked up at USA registration hours for the event starting Thursday, February 13, 2020 by the contact listed below.

School Name _____

Purchaser's Name _____

Purchaser's Address (not a PO box) _____

City _____ State _____ Zip _____

Cell Phone _____ Email _____

Disneyland® Resort ticket purchased through the United Spirit Association may not be re-sold. Tickets are non-refundable and non-upgradeable. Although the same price, tickets need to be purchased accordingly: Youth (3-22 years) or Adult (23+ years).

QUANTITY*	TICKET TYPE	PRICE	TOTAL
_____	1-day Park Hopper® Pass (youth)	\$180.00 per person	\$ _____
_____	1-day Park Hopper® Pass (adult) <small>(one day hopper tickets must be used between February 9 – 22, 2020.)</small>	\$180.00 per person	\$ _____
_____	2-day Park Hopper® Pass (youth)	\$234.00 per person	\$ _____
_____	2-day Park Hopper® Pass (adult)	\$234.00 per person	\$ _____
_____	3-day Park Hopper® Pass (youth)	\$296.00 per person	\$ _____
_____	3-day Park Hopper® Pass (adult)	\$296.00 per person	\$ _____
_____	4-day Park Hopper® Pass (youth)	\$338.00 per person	\$ _____
_____	4-day Park Hopper® Pass (adult) <small>Multi-Day Park Hopper Tickets must be used between February 9 - 22, 2020. Tickets expire 13 days after first use or by February 22, 2020, whichever comes first, regardless of the number of days the ticket has been used. All days must be used by the same person.</small>	\$338.00 per person	\$ _____
_____	Send Tickets via Fed Ex	\$25.00	\$25.00
TOTAL DUE:			\$ _____

*Please only list quantity of tickets being purchased. The USA will automatically add the correct number of complimentary tickets to your order of applicable.

One (1) complimentary chaperone park ticket for every 20 "youth" purchased of the same ticket type (e.g. 20 "youth" 2-Day Park Hopper® Passes purchased equals one (1) complimentary 2-Day Park Hopper® Pass) per each pre-purchased ticket order. Adult tickets are not counted towards a complimentary ticket. **For tickets sent via Fed Ex.** - Please note the USA is not responsible for replacing the Disneyland® Resort Theme Park tickets if they are lost by Fed Ex. A signature will be required upon delivery. Tickets cannot be sent outside of the United States. There will be an additional fed ex shipping fee of \$25 added to your ticket purchase. For tickets not sent in advanced, they will be available for pick up at USA registration hours for the event starting Thursday, February 13, 2020.

If paying with credit card, once order is received you will be contacted by the USA office for a credit card for payment. Accepted: Visa, MasterCard, American Express, Discover Card.

REGISTRATION CHECK LIST

Please use the following check-list to assist with your school's registration for the 2020 USA Collegiate Championships.

All items need to be completed and mailed/submitted on or before January 10, 2020 to receive Early Bird fee.

- _____ Complete on-line registration by logging into myvarsity.com and searching for Collegiate Championships
- _____ Complete the Eligibility Form and submit via email to kbetts@varsity.com
- _____ **Policies and Procedures** – Document will be sent to you via email for signature and submission via DocuSign.
- _____ **Adult Release and Waiver Forms** – Mail to the USA office a complete and original release and waiver for all participants and coaches 18 years of age and over.
- _____ **Minor Release and Waiver Forms** – Mail to the USA office a complete and original release and waiver form for all participants under the age of 18.
- _____ Proof of USA Cheer Cheerleading Safety and Risk Management Course (formerly known as the AACCA Cheerleading Safety Course). At least one coach from the school must submit proof of this certification for cheer divisions. Note that current, unexpired AACCA certification will fulfill this requirement as well. Mail, fax or email certificate to USA office with Eligibility Form. Visit usacheer.org for more information.
- _____ **On Site Contact Information/Registration Packet/Score Sheet Authorization** – link to form will be emailed separately.
- _____ Disneyland® Resort Ticket Order Form (optional)

2019-20 USA Cheer College Safety Rules

SUMMARY OF CHANGES

Note: The USA Cheer College Safety Rules use a two-year cycle for rules changes. 2019-20 is a “minor changes” year. The former “AACCA Cheer Rules” are now the USA Cheer Rules since the two organizations merged.

- The wording for non-twisting basket toss flips has been changed. The previously listed set of baskets is consistent with the new wording that flipping baskets that do not twist are limited to one additional skill.
- The wording for allowed surfaces has been changed to provide more clarity.
- A rule has been added that prohibits middle and top layers in pyramids from releasing signs or other hard props to the performance surface. Note that at the college level, a base may take a sign from a top or middle layer temporarily and then release it immediately to the ground or hand to another person on the ground.

New or revised rules are highlighted in **bold, underlined, italicized**.

A. Definitions

1. Base - A person who is in direct contact with the performing surface and is supporting another person's weight.
2. Cradle - Dismount from a stunt/pyramid/toss in which the top person lands in a face-up, semi-piked position.
3. Cupie/Awesome – A stunt in which both of the top person's feet are in one hand of the base.
4. Dive Roll - An aerial forward roll where the feet of the performer are at or above the performer's waist prior to the hands making contact with the performing surface.
5. Flatback - A stunt in which the top person is in a face-up, straight-body position parallel to the performing surface.
6. Flip - When a person is airborne while the feet pass over the head.
7. Height-increasing Apparatus - Any type of equipment that increases the height of a skill.
8. Helicopter Toss - A stunt in which the top person is tossed into the air with the body parallel to the ground and completes a 360 degree horizontal rotation (like the blades of a helicopter).
9. Inverted/Inversion – A body position where the shoulders are below the waist.
10. Loading Position - Any intermediate position below shoulder level that uses continuous motion to put a top person in a stunt or pyramid. Examples: Elevator/sponge load, basket load, smooch, scoop from the back, etc.
11. Middle - A person who is being supported by a base while also supporting a top person.
12. Pyramid - A skill in which a top person is being supported by a middle layer person.
13. Rewind - Skill in which the top person starts with at least one foot on the ground, is tossed into the air and performs a forward, backward, or side flip into a stunt, pyramid, loading position, or cradle.
14. Spotter - A person who is responsible for assisting or catching the top person in a partner stunt or pyramid. This person cannot be in a position of providing primary support for a top person but must be in a position to protect the top person coming off of a stunt or pyramid.

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15. Stunt - A skill in which a top person is supported by a base or bases.
16. Top - A person who is either being supported by another while off of the performing surface or who has been tossed into the air by another person.
17. Toss - A release stunt in which the bases begin underneath the top person's feet, execute a throwing motion from below shoulder level to increase the height of the top person, and the top person becomes free from all bases, spotters, posts or bracers.

B. General Program Guidelines

1. Cheerleading squads should be placed under the direction of a qualified and knowledgeable advisor or coach.
2. All practice sessions should be supervised by the advisor/coach and held in a location suitable for the activities of cheerleaders (e.g., use of appropriate matting, away from excessive noise and distractions, etc.)
3. Prior to the performance of any skill, the immediate environment for the activity should be taken into consideration including, but not limited to proximity of non-squad personnel, performance surface, lighting and/or precipitation. Technical skills should not be performed on concrete, asphalt, wet or uneven surfaces or surfaces with obstructions.
4. Advisors/coaches should recognize the particular ability level of all participants and should limit the squad's activities accordingly. Participants should not be pressed to perform activities until they are safely prepared.
5. Skills that have not been mastered should be performed only in a supervised practice environment.
6. Thorough training in proper spotting techniques should be mandatory for all squads.
7. All cheerleaders should receive proper training before attempting any form of cheerleading technical skills (tumbling, partner stunts, pyramids and jumps).
8. All cheerleading squads should adopt a comprehensive conditioning and strength building program.
9. An appropriate warm-up exercise should precede all cheerleading activities.
10. All programs should qualify cheerleaders according to accepted teaching progressions. Appropriate spotting should be used until all performers demonstrate mastery of the skill, and when spotting is required by specific rule.
11. In environments where there is close proximity to the athletic event and out of bounds plays pose a significant risk of injury to the participant, no technical skills should be performed while the ball is in play.
12. All partner stunts, pyramids, and tosses should be reviewed and approved by the coach prior to execution.

C. General Restrictions

1. The use of any height-increasing apparatus (e.g. mini-trampoline, etc.) other than a spring floor is prohibited for performance.
2. **When using props (signs, etc.) that are made of solid material or have sharp edges/corners:**
 - a. **A top or middle person may not release the props to the ground.**
 - b. **A person on the ground must gently toss or place the props.**
3. Unless allowed below, the top person in a partner stunt, pyramid or transition cannot be released from bases or leave the floor unassisted with the intent to land or be caught in an inverted body position.
4. An individual may not jump, flip or dive over, under, or through partner stunts, pyramids or individuals from basket tosses, similar tosses, partner stunts or other tosses from hands.

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5. Drops (knee, seat, thigh, front, back and split) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet which breaks the impact of the drop.
6. Jewelry of any kind is prohibited (e.g., navel jewelry, tongue jewelry, earrings, necklaces, etc.) Medical bracelets are allowed provided they are taped to the body.
7. Soft-soled athletic shoes must be worn while cheering or competing. Gymnastics shoes, jazz shoes and/or boots are prohibited.

D. Partner Stunts

1. Released load-ins and released transitions with more than 1 $\frac{1}{4}$ twists require an additional spotter.
2. Dismounts with more than 1 $\frac{1}{4}$ twists require an additional spotter that assists on the cradle.
3. Released load-ins from a handstand position (stationary or through a handspring load-in) to a partner stunt require an additional spotter.
4. Stunts in which the top person is in a handstand position require an additional spotter.
5. Stunts in which the base uses only one arm for support require a spotter when:
 - a. The stunt is anything other than a cupie/awesome or basic liberty. All other one-arm stunts require a spotter (e.g., heel stretch, arabesque, high torch, scorpion, bow and arrow, etc.).
 - b. There is a released twisting load-in or dismount. The spotter must be in place during the twist and assist on the cradle during twisting dismounts.
 - c. The top person is popped from one arm to the other.
6. A single base release to shoulders requires a spotter to the side or back of the base during the release and landing phase of the skill.
7. A top person can be released from a handstand position on the ground to a hand-to-hand stunt provided the top person does not twist or rotate.
8. A top person can be released from a cradle position to an inverted position.
9. Single based split catches are prohibited.
10. Twisting dismounts greater than two rotations are prohibited. Exception: side facing stunts - i.e. Arabesque, Scorpion, double full twisting cradles to the front are legal.
11. Front, back and side tension drops are prohibited.
12. All leg pitch, toe pitch, walk-in, sponge, and straddle catch flips to the performing surface are prohibited.
13. Flipping into and out of stunts is allowed with the following conditions.
 - a. The top person is limited to 1 $\frac{1}{4}$ flipping rotations and $\frac{1}{2}$ twisting rotations.
 - b. Flips must be caught by the original group and may not be directed so that the bases must move to catch the top person.
 - c. Bases are limited to $\frac{1}{2}$ turn under the top person.
 - d. In rewinds:
 1. Rewinds require a spotter and may land in a stunt (including loads and horizontal positions), a standing position on the performing surface, or a cradle with assistance from the spotter.
 2. Spotters may throw from under a single foot or leg of the top person.
 - e. In flips from stunts:
 1. Flips from stunts must initiate from prep level only and must land in a cradle, horizontal position, or in a standing position on the performing surface. (Note that flipping from a basket or sponge loading position is a "toss" and must follow the Toss section rules.)
 2. Landings from flips with a single rotation or less require two people.

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3. Landings from flips with greater than one rotation require three people. When landing in a cradle position, one of the catchers must be in a “scoop” position behind the top person.
4. Flips to the performing surface require the top person landing on at least one foot with assistance from at least one base. The spotter must be active, but is not required to make contact.
5. In all other landings from flips, all required catchers must be active in assisting the top person during the landing by making contact.

E. Pyramids

1. Pyramids higher than 2 ½ body lengths are prohibited. Pyramid height is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are 1 ½ body lengths; shoulder stands are 2 body lengths; extended stunts (i.e. extension, liberty, etc.) are 2 ½ body lengths. Exception: an extended stunt on top of a thigh stand is allowed.
2. In all pyramids, there must be at least two spotters designated for each person who is above two persons high and whose primary support does not have at least one foot on the ground. Both spotters must be in position as the top person is loading onto the pyramid. One spotter must be behind the top person and the other must be in front of the top person or at the side of the pyramid in a position to get to the top person if they were to dismount forward. Once the pyramid shows adequate stability and just prior to the dismount, this spotter can move to the back to catch the cradle. As pyramid design and loading varies greatly, we recommend a review of any new pyramids where the spotting position may be in question. Loaders may act as spotters. The most important issue is that there is someone in position to provide assistance to the top person when they land.
3. In all “2-1-1 thigh stand tower” pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person. If a bracer is needed to assist the thigh stand middle layer, they do not fill this role and an additional spotter who is not in contact with the pyramid is required.
4. Cradles and horizontal landings from pyramids over two high must use at least two catchers, one on each side of the top person.
5. Front, back, and side tension drops are prohibited.
6. Flipping dismounts from pyramids are allowed with the following conditions:
 - a. Front flip and Arabian dismounts may land in a cradle, face up horizontal position, or the performing surface to a minimum of two catchers who assist on the landing.
7. Flips into a pyramid are allowed under the following conditions:
 - a. The flip is initiated from prep level or below. (Basket toss flips and handstand flips are not allowed.) The top person is limited to one and one-quarter rotations and may not twist.
 - b. Top persons may not land in an inverted position.
 - c. A rewind to a pyramid does not require an additional spotter.

F. Tosses

1. Basket tosses or similar tosses may only be performed from ground level, can use no more than four bases, and must be cradled by three of the original bases, one of which must catch in a scoop under the head and shoulders.
 - a. Exceptions:
 1. Elevator tosses may flip into pyramids as outlined above.
 2. Basket and elevator/sponge load-ins can land in a stunt or pyramid provided that the toss does not significantly exceed the height of the intended skill.
2. Basket and elevator/sponge tosses may not be directed so that the bases must move to catch the top person.

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3. In non-flipping baskets, the top person is limited to 2 ¼ twisting rotations and three total tricks (i.e. kick double full).
4. In flipping baskets that involve more than one male thrower (sides or front), the backspot must be a male.
5. In flipping basket/sponge tosses, only the following skills are allowed:
 - a. **Non-twisting somersaults in a tuck, layout, or pike position with up to one additional non-flipping trick.**
6. The following skills may only be performed if both side throwers and the backspot are male.
 - a. Layout Full Twist
 - b. Layout Straddle Full Twist
 - c. Tuck X Out Full Twist
 - d. Tuck Kick or Tuck Split Full Twist
 - e. Layout Kick or Layout Split Full Twist

(All other flipping basket positions and combinations are prohibited, i.e., Front flips, Arabians, Pike-open Full Twist, Side Sumis, Double Full Twists, etc.)

G. Tumbling

1. Tumbling skills performed over, under or through partner stunts, pyramids or individuals are prohibited.
2. Tumbling skills that exceed one flipping rotation are prohibited.
3. Tumbling skills with two or more twisting rotations are prohibited.
4. Dive rolls are prohibited.
5. Airborne drops to a prone position on the performing surface are illegal. (Examples: A back flip or a jump landing in a pushup position is illegal. A handspring to a pushup position is legal as it is not airborne prior to the prone landing.)

H. Specific Surface Restrictions

1. The following skills are only allowed on a mat, grass (real or artificial) or rubberized track surface.
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Flipping skills into or from stunts, tosses or pyramids.
 - c. Two and one-half high pyramids. Mounts or dismounts to and from 2 ½ high pyramids may not flip or twist on a rubberized track surface.
2. At football games, kick double baskets and baskets that flip AND twist are only allowed during pre-game or half-time situations while on grass (real or artificial) or a matted surface with dimensions of at least 10' x 10'.

USA Federation for Sport Cheering

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3. At basketball, volleyball, and other indoor games, **the following skills are prohibited for all timeouts (regardless of matting) and for pre-game, half-time, or post-game performances without matting.**

- a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
- b. Partner stunts in which the base uses only one arm to support the top person. Exception: Cupies/awesomes are allowed with an additional spotter.
- c. Flips into or from partner stunts.
- d. Inversions. Exception: High school level inversions are allowed. (For college, braced flips can be braced by single based skills with a spotter.)
- e. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ rotation on the court require an additional spotter.
- f. Two and one-half person high pyramids.
- g. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, roundoffs and aerial cartwheels are allowed.)

4. At basketball, volleyball, and other indoor games during pre-game, half-time, or post-game performances where sufficient matting is used, there are no additional restrictions to the standard rules. (Sufficient matting varies by skill. In general, there should be at least two to three feet of clearance between non-tumbling skills and the edge of the mat.)

The above safety rules are general in nature and are not intended to cover all circumstances. All cheerleading skills, including tumbling, partner stunts, pyramids, jumps and tosses should be carefully reviewed and supervised by a qualified and knowledgeable advisor or coach. USA Cheer makes no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

Rules may change within a season for safety or clarification purposes. For the most recent safety rules and information, visit usacheer.org.

USA Federation for Sport Cheering

2019 – 2020 USA COLLEGE SCORING RANGES – JUMPS (1/4)

USA collegiate Championships

COLLEGE JUMPS - SCORING RANGES

If 75% or “most” of team do not perform synchronized skill, score drops into the range directly below.

Jump Combination - Jumps connected with continuous movement, using either a whip or prep approach (NO PAUSE BETWEEN JUMPS).

Synchronized Jumps - exact same skill(s) at the exact same time. Roll off in jumps is not considered synchronized.

POINT RANGES

2.0

Synchronized single jump

3.0

Synchronized double jump combination
with no variety

4.0

Synchronized double jump combination with variety
OR
Synchronized triple jump combination with no variety

5.0

Synchronized triple jump combination with variety
OR
Synchronized triple jump combination with no
variety +1 additional synchronized jump

TECHNIQUE RANGES

3.5 – 4.0

Less than 50% of skills were executed
with excellent precision and form.

4.0 – 4.5

50% of skills were executed with
excellent precision and form.

4.5 – 5.0

75% or more of skills were executed
with excellent precision and form.

2019 – 2020 USA COLLEGE SCORING RANGES – PYRAMIDS (2/4)

USA Collegiate Championships

COLLEGE PYRAMID - SCORING RANGES

AACCA Pyramid Definition: "connected partner stunts" (*Example:* paper dolls).

Basic pyramid - includes limited complex transitions, structures, entrance and/or dismount variety.

(Ex: 2 1/4 high transitions with limited unique entrances and dismounts.)

Maxed-out pyramid - includes multiple complex transitions, structures, and a variety of entries and/or dismounts, etc.

(Ex: 2 or more top people at 2 1/2 high with multiple inverting/twisting/unique mounts and dismounts.)

Note: required stunt dismount NOT implemented here, only in stunt section.

POINT RANGES

3.0

Basic pyramid

3.0 - 4.0

Maxed-out pyramid

4.0 - 5.0

Basic AND Maxed-out pyramid

TECHNIQUE RANGES

3.5 – 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 – 4.5

50% of skills were executed with excellent precision and form.

4.5 – 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Degree of Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed

2019 – 2020 USA COLLEGE SCORING RANGES – STUNT (3/4)

USA collegiate Championships

COLLEGE STUNT - SCORING RANGES

If "most" of team do not perform synchronized skill, score drops into the range directly below.

Refer to Stunt Quantity Chart for clarification of "most."

Synchronized - exact same skill(s) at the exact same time.

Note: required dismount only implemented here, not in pyramid section.

Note: All Girl teams and Small Co-ed teams have the same stunt skill and dismount requirements, but will not compete against each other.

ALL GIRL / SMALL CO-ED

7.0 - 7.5

Group stunts performed with incorporation of unique mounts, dismounts, and transitions

7.5 - 8.0

Above 7.0-7.5 Stunts Plus: Basket Toss (Tuck, Tuck X Out, Tuck Kick or Split)

8.0 - 8.5

Group stunt up to 1 ½ up to extended stunt OR
Group stunt double up to extended stunt OR
Released inversions to below extended level
Required Dismount: Flip or twist from the above skills

8.5 - 9.0

Above 8.0-8.5 Stunts Plus: Basket Toss (Layout, Layout Straddle, Layout Kick or Layout Split)

9.0 - 9.5

Group stunt inversions into extended one leg stunts OR
Single based toss stunts that press or catch to extended stunt (majority unassisted)
Required Dismount: Flip or double twist from the above skills

9.5 - 10.0

Above 9.0-9.5 Stunts Plus: Basket Toss (Pike Open, Pike Open Straddle, Pike Open Kick or Pick Open Split)

TECHNIQUE DRIVER

3.5 - 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 - 4.5

50% of skills were executed with excellent precision and form.

4.5 - 5.0

75% or more of skills were executed with excellent precision and form.

LARGE CO-ED

7.0 - 7.5

Extended stunts performed with incorporation of unique mounts, dismounts, and transitions
Single base extended stunt (majority unassisted)

7.5 - 8.0

Above 7.0-7.5 Stunts Plus: Basket Toss (Tuck, Tuck X Out, Tuck Kick or Split)

8.0 - 8.5

Group stunt inversions into extended one leg stunt OR Single based toss to extended stunt (majority unassisted)
Required Dismount: Flip or twist from the above skills

8.5 - 9.0

Above 8.0-8.5 Stunts Plus: Basket Toss (Layout, Layout Straddle, Layout Kick or Layout Split)

9.0 - 9.5

Perform one of the below skills (majority unassisted)
Unbraced rowinds OR inversions OR released toss full up to liberty variations OR cupie/awesome
Required Dismount: Flip or double twist from the above skills

Required Basket Toss:
(Pike Open, Pike Open Straddle, Pike Open Kick or Pick Open Split)

9.5 - 10.0

Perform one of the stunt sequence options listed in 9.0 9.5 AND All other stunts/stunt sections in the routine must be performed unassisted/unbraced by a majority of the partner stunts.
Required Dismount: Flip or double twist from the above skills

Required Basket Toss:
(Pike Open, Pike Open Straddle, Pike Open Kick or Pick Open Split)

DRIVERS

- Degree of Difficulty
- Percentage of Team Participation
- Combination of Skills/Variety
- Pace and Speed of Skills
- Co-Ed Basket Toss (Requires 3 Malos):
(Layout Full Twist, Layout Straddle Full Twist, Tuck X Out Full Twist, Tuck Kick or Tuck Twist Full Twist, Layout Kick or Split Full Twist)

2019 – 2020 USA COLLEGE SCORING RANGES – TUMBLING (4/4)

USA collegiate Championships

COLLEGE TUMBLING - SCORING RANGES

If 50% or "half" of team do not perform synchronized skill, score drops into the range directly below.

Synchronized - exact same skill(s) at the exact same time. *Example: Synchronized* - 50% of the team does a back handspring at the exact same time.
Not synchronized - 25% of the team does a back handspring, other 25% does back handspring into a back tuck.

Note: Tumbling passes must land on both feet to receive credit for ranges. *Example:* Back handsprings which land in prone position would not count.
Note: To get into a range, tumbling is not cumulative.

POINT RANGES

2.0 - 3.0

Standing back handspring
Round-off back handspring

3.0 - 4.0

Round-off BHS back tuck(s)
Round-off tuck(s)
Standing BHS series
Jump(s)/BHS combinations

4.0 - 5.0

Standing tuck
Jump(s) to tuck
Standing BHS to tuck/layout/
full Round off to layout or full
Round-off BHS to layout/full

TECHNIQUE RANGES

3.5 – 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 – 4.5

50% of skills were executed with excellent precision and form.

4.5 – 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Degree of Difficulty
Percentage of Team Participation
Combination of Skills/Variety
Pace and Speed of Skills
Creativity
Both standing and running tumbling skills will be considered.

2019 – 2020 USA SCORESHEETS

COLLEGE CHEER

USA Collegiate Championships 2019-2020 COLLEGE CHEER SCORESHEET		
CHEER SECTION		SCORESHEET
TEAM NAME: _____ DIVISION: _____ # ON TEAM: _____		
PRACTICALITY	MINUS RISK	SCORE (4-5.0)
<ul style="list-style-type: none"> - Crowd Involvement - Crowd Technique Adherence - Easy to Follow & Participate - Pace/Rhythm 	5.0	
CROWD APPEAL/SHOWMANSHIP		(4-5.0)
<ul style="list-style-type: none"> - Ability & Energy to Lead Crowd - Natural/Confident Eye Contact - Volume - Use of Voice 	5.0	
INCORPORATION OF SKILLS		(4-5.0)
<ul style="list-style-type: none"> - Proper Use of Skills to Lead Crowd - Sophistication of Skills - Visual Appeal - Transitions 	5.0	
USE OF PROPS		(4-5.0)
<ul style="list-style-type: none"> - Effective Use of Signs, Flags, Banners, Poms, Megaphones, or Other 	5.0	
TECHNIQUE/EXECUTION		(4-5.0)
<ul style="list-style-type: none"> - Uniform Sharpness/Precision - Uniformity - Spacing - Timing/Synchronization 	5.0	
COLLEGE CHEER SCORESHEET		
CHEER SECTION		
TOTAL SCORE 25.0		
NAME: _____		

USA Collegiate Championships 2019-2020 COLLEGE CHEER SCORESHEET				
TUMBLING & JUMPS				SCORESHEET
TEAM NAME: _____ DIVISION: _____ # ON TEAM: _____				
STANDING/ROLLING TUMBLING	MINUS RISK	DIFFICULTY (2-4.0)	MINUS RISK	SCORE (4-5.0)
	5.0		5.0	
JUMPS		(3-3.0)		(4-5.0)
	5.0		5.0	
REVIEWS - Tumbling <input type="checkbox"/> Degree of Difficulty <input type="checkbox"/> % of Team Participation <input type="checkbox"/> Sophistication of Skills/Transitions <input type="checkbox"/> Precision of Skills <input type="checkbox"/> Creativity				
COLLEGE CHEER SCORESHEET				
TUMBLING & JUMPS				
TOTAL SCORE 20.0				
NAME: _____				

USA Collegiate Championships 2019-2020 COLLEGE CHEER SCORESHEET		
MUSIC SECTION		SCORESHEET
TEAM NAME: _____ DIVISION: _____ # ON TEAM: _____		
COMPOSITION/CHOREOGRAPHY	MINUS RISK	SCORE (4-5.0)
<ul style="list-style-type: none"> - Innovative, Intricate, Visual Ideas - Pace/Flow - Formations - Transitions - Use of Floor 	5.0	
TECHNIQUE/EXECUTION		(4-5.0)
<ul style="list-style-type: none"> - Sharpness/Precision - Uniformity - Spacing - Timing/Synchronization 	5.0	
DANCE		(4-5.0)
<ul style="list-style-type: none"> - Creativity/Visual Effects - Variety - Footwork/Floor Work - Formations - Transitions - Technique/Perfection - Timing/Synchronization 	5.0	
SHOWMANSHIP		(4-5.0)
(ENTIRE ROUTINE)		(4-5.0)
<ul style="list-style-type: none"> - Energy/Genuine Enthusiasm - Eye Contact - Confidence - Ability to Recover 	5.0	
SCHOOL/ORGANIZATION REPRESENTATION		(4-5.0)
(ENTIRE ROUTINE)		(4-5.0)
<ul style="list-style-type: none"> - Image, Performance Integrity, Sportsmanship, Appropriateness 	5.0	
COLLEGE CHEER SCORESHEET		
MUSIC SECTION		
TOTAL SCORE 25.0		
NAME: _____		

USA Collegiate Championships 2019-2020 COLLEGE CHEER SCORESHEET				
BUILDING				SCORESHEET
TEAM NAME: _____ DIVISION: _____ # ON TEAM: _____				
STUNTS	MINUS RISK	DIFFICULTY (1-3.0)	MINUS RISK	SCORE (4-5.0)
	10.0		5.0	
PYRAMIDS		(1-3.0)		(4-5.0)
	5.0		5.0	
BUILDING CREATIVITY	MINUS RISK	SCORE (4-5.0)		
	5.0			
REVIEWS - Stunts <input type="checkbox"/> Degree of Difficulty <input type="checkbox"/> % of Team Participation <input type="checkbox"/> Sophistication of Skills/Transitions <input type="checkbox"/> Precision of Skills <input type="checkbox"/> Creativity				
REVIEWS - Pyramids <input type="checkbox"/> Degree of Difficulty <input type="checkbox"/> % of Team Participation <input type="checkbox"/> Sophistication of Skills/Transitions <input type="checkbox"/> Precision of Skills <input type="checkbox"/> Creativity				
COLLEGE CHEER SCORESHEET				
BUILDING				
TOTAL SCORE 30.0				
NAME: _____				

2019 – 2020 USA COLLEGE MASCOT DIVISION SCORING: 1/3



2019-2020 COLLEGE MASCOT SCORESHEET

TEAM NAME:

DIVISION:

ON TEAM:

ROUTINE COMPOSITION	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Theme/Story - Use of Props - Comedy - Use of Mascot Character - Crowd Involvement 	25.0	
CHOREOGRAPHY		
<ul style="list-style-type: none"> - Originality - Creativity - Continuity/Flow - Beginning/Ending - Music/Interpretation 	25.0	
EXECUTION		
<ul style="list-style-type: none"> - Exaggeration - Characterization - Pantomime - Staging/Use of Props - Teamwork - Timing/Rhythm 	30.0	
SHOWMANSHIP		
<ul style="list-style-type: none"> - Smiles/Projection - Energy/Enthusiasm - Eye Contact/Confidence - Recoveries 	10.0	
OVERALL IMPRESSION		
<p>Judge's impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.</p>	10.0	

COMMENTS:

Below Average 0-10
Average 11-16
Above Average 17-21
Superior 22-25

Below Average 0-14
Average 15-21
Above Average 22-26
Superior 27-30

Below Average 0-4
Average 5-6
Above Average 7-8
Superior 9-10

COLLEGE MASCOT SCORESHEET



TOTAL SCORE 100.0

JUDGE: _____

Revised 7/10/19

2019 – 2020 USA COLLEGE MASCOT DIVISION SCORING: 2/3

ROUTINE COMPOSITION (25)

Theme/Story

Is there a story line or theme that was consistent and easy to follow throughout the routine? Incorporate originality and creativity that is told through the theme/story and is well defined.

Use of Props

Use of props is strongly encouraged. They should be large enough to see and understand. The props should make sense and compliment the theme/story. They should help enhance and not hinder the overall effect of the routine.

Comedy

Ample amount of humor should be incorporated into the routine. It should relate to the story/theme. There shouldn't be too much included that it distracts and takes away from the story/theme but should make the audience laugh out loud.

Use of Mascot Character

The mascots should be using the correct character traits for who/what they are trying to portray (i.e. male or female, fox or dog etc.) These character traits should be used throughout the entire routine and compliment the theme/story. Incorporate costumes/clothes that fit their mascot and help to enhance the routine/theme/story.

Crowd Involvement

Utilizing the crowd and interaction with the crowd during the routine is encouraged.

CHOREOGRAPHY (25)

Originality

Be original and try not to use a theme that has been used over abundantly (i.e. "Grease"). Add in visual effects, props and costuming to make the routine more exciting and original.

Creativity

Avoid adding in too much dancing and not enough mascot movement. Incorporate props that are creative, visual and crowd effective.

Continuity/Flow

The flow and continuity of the routine should be seamless. There should be minimal pauses when changing props or costumes. The routine should also flow well with the music through the theme/story.

Beginning/Ending

Mascots should enter and exit the stage "in character." The beginning of the routine should grab the crowd's attention and keep it through to the end. The beginning of the routine should easily set the story/theme and be complete by the end of the routine.

Music/Interpretation

Music selection should relate and help to enhance the story/theme. The music should help to tell the story, should be age-appropriate, flow well and easy to understand.

EXECUTION (30)

Exaggeration

Movements and motions that is big and visible by the audience.

Characterization

Portraying the character in a manner that demonstrates the personality, feeling or overall goal of the intended character. Were they cool, mad, shy, strong etc. Movements should also compliment the portrayed character.

Pantomime

The pantomime should convey proper action/emotion. The mascots should be able to execute acting at times throughout the routine without the use of props.

Staging/Use of Props

The use of props should enhance the performance and not hinder the overall effect. The props should be neatly organized before use and discarded properly after use. Staging throughout the routine should use the entire performing area. Avoid staying in one general location during the course of the routine.

Teamwork

The mascots should interact and play off of each other throughout the performance. Showcasing a strong connection between characters by having a carefully thought out skit/theme/routine.

Timing/Rhythm

The timing of movements and motions throughout should be in synch with the music and with each other (when applicable).

2019 – 2020 USA COLLEGE MASCOT DIVISION SCORING: 3/3

SHOWMANSHIP (10)

Smiles/Projection

Project well through the costume so the audience can understand what is being performed or portrayed. Even though some participants faces may be covered with a costume smiles and facial projection are encouraged.

Energy/Enthusiasm

Energy and enthusiasm maintained throughout performance.

Eye Contact/Confidence

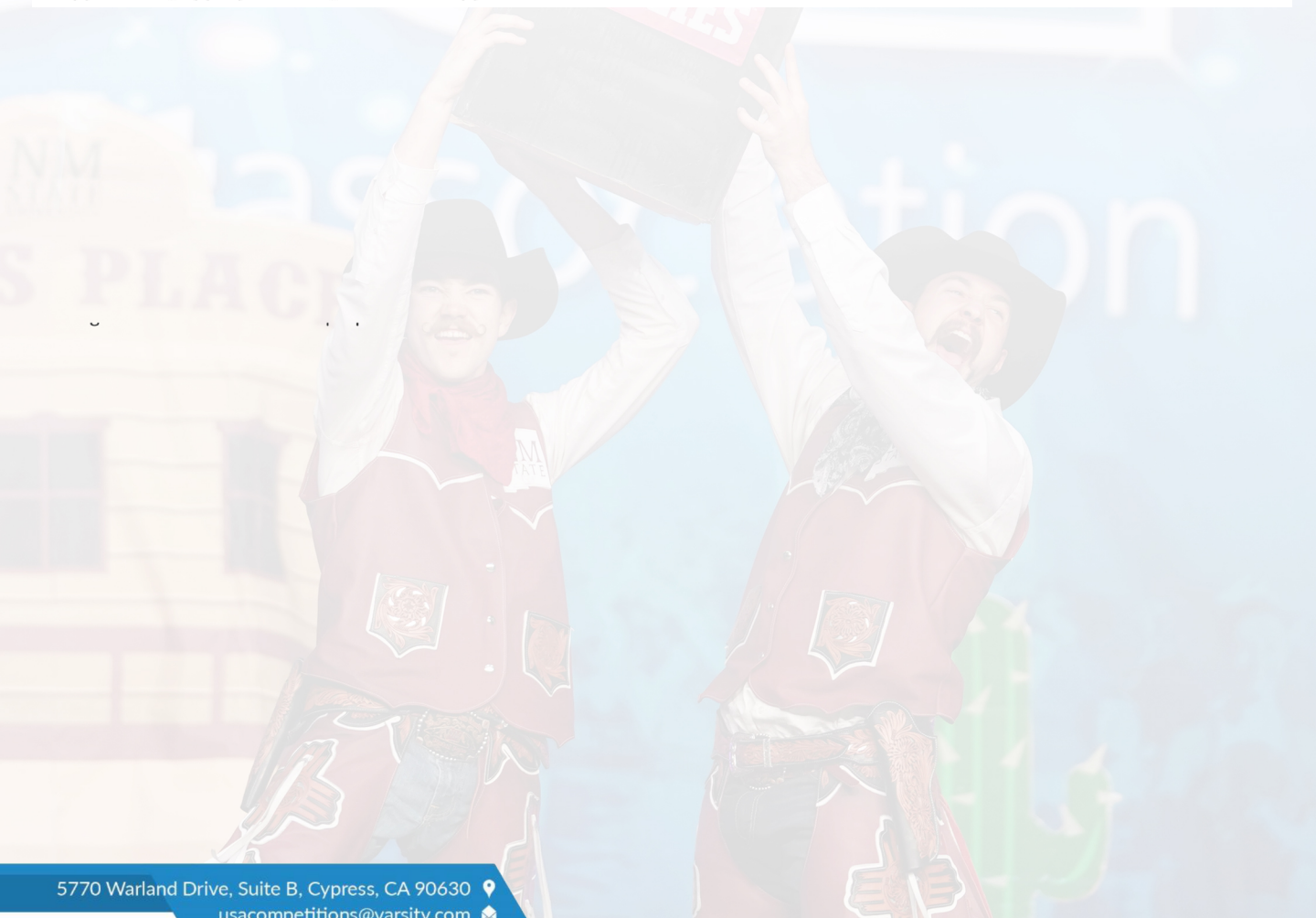
Holding proper body positions, opening up to the crowd, approaching the crowd, confidence, poise and sportsmanship. When in a costume remember to keep the mascot “head/eyes” up throughout the performance.

Recoveries

If mistakes were made could they have been played out to be a part of the routine/skit? If the costume head fell off or if a sign was held upside down play off on it as part of the routine/skit. Keeping showmanship strong even through mistakes.

OVERALL IMPRESSION (10)

Judge's impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.



2019-20 COMPETITION SEASON

COLLEGE DANCE RULES

(UPDATED 10/3/19)

Blue indicates a change/update from the 2018-19 competition season.

GENERAL GUIDELINES

1. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the event. The coach of each team is responsible for seeing that team members, coaches, parents, and any other person affiliated with the team conduct themselves accordingly.
2. All programs should have, and review, an emergency action plan in the event of an injury.
3. Coaches must recognize the entire team's particular ability level and limit the team's activities accordingly.
4. No technical skills should be performed when a coach is not present or providing direct supervision.
5. All practice sessions should be held in a location suitable for the activities of dance, and away from noise and distractions.
6. Warm-up and stretching should precede and conclude all practice sessions, pep rallies, games, competitions, performances, and other physical activities.
7. The performance surface should be taken into consideration before engaging in any technical aspect of dance. The performance area should be reasonably free of obstructions. Dancers should not perform technical skills on:
 - a) Concrete, asphalt, or any other hard or uncovered surface
 - b) Wet surfaces
 - c) Uneven surfaces
 - d) Surfaces with obstructions
8. The dance team coach or other knowledgeable designated representative should be in attendance at all practices, functions, and games.

COMPETITION ROUTINE REQUIREMENTS:

1. Teams must have at least 6 (six) members. The maximum is 36 (thirty-six) members.
2. Each team will have a maximum of 2 minutes and 30 seconds (2:30) to demonstrate their style and expertise. Timing will begin with the first choreographed movement or note of the music. Timing will end with the last choreographed movement or note the music, whichever comes first.

3. Footwear is recommended but not required. Wearing socks and/or footed tights only is prohibited.

4. Jewelry as part of a costume is allowed. All jewelry (including hair accessories) must be securely affixed to the performers' body, hair or uniform and should not interfere with the safe execution of any dance movement.

5. Hands Free Poms: The use of hands-free poms will be allowed. Hands-free Poms are specifically made so that performers do not have to hold the poms but rather the poms are affixed to the performers hand. "Proper use" means bars cannot be in palm of the hand and only an elastic band can be between the supporting hand and performance surface making it possible to safely execute skills. A hair tie, rubber band, or tying pom strings/pieces together will not be counted as a hands free pom.

PROPS:

1. Wearable and/or handheld items are allowed in all categories and can be removed and discarded from the body.

2. Standing props are not allowed. Any item that bears weight of the participant is a standing prop (Examples: chairs, stools, benches, ladders, boxes, stairs, etc.).

(EXECUTED BY INDIVIDUALS) TUMBLING & STREET STYLE SKILLS:

1. Inverted Skills:

- a) Non airborne skills are allowed (Example: Headstand).
- b) Airborne skills with or without hand support that land in a perpendicular inversion may not have backward momentum in the approach.

2. Skills with hip over head rotation:

- a) With hand support are not allowed while holding poms or props in supporting hand(s). (Exception: forward rolls, backward rolls **and the proper use of hands-free poms – See "Hands-Free Poms" section for details**). **Some examples of skills with hip over head rotation with hand support are: cartwheel, front/back walk over and headspring.**
- b) Non airborne skills are allowed and are limited to 3 connected skills. Example: 3 consecutive cartwheels are allowed, 4 consecutive cartwheels are not allowed.
- c) Airborne skills with hand support may not be airborne in approach, but may be airborne in descent if the approach is non-airborne (clarification: a round off is allowed – hands touch the ground before the foot leaves the ground).
- d) Airborne skills without hand support are not allowed. (Exceptions: Aerial Cartwheel, front aerial and side somi that is not connected to any other skill with hip over head rotation). Clarifications:
 - i. **If a team chooses to use hands free poms for aerial cartwheels, front aerials and/or side somis and touches down during the skill, the poms MUST be flipped off of the palm of the hand, or a penalty will be assessed. Simply wearing the hands free poms for the aerial cartwheel does not make it legal if they are not used properly. (Continued on next page)**

- ii. **If a team chooses to use NON- hands free poms for aerial cartwheels, front aerials and/or side somis, they MUST be moved to one hand. If a dancer touches down with the hand that holds both poms during the skill, a penalty will be assessed.**

3. Simultaneous tumbling over or under another dancer that includes hip over head rotation by both dancers is not allowed.

4. Drops (**from being completely airborne**) to the knee, thigh, back, shoulder, seat, front or head onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.

5. Landing in a push up position onto the performance surface from a jump in which the legs are in front of the body and swing behind are not allowed.

(EXECUTED BY GROUPS OR PAIRS) LIFTS & PARTNERING:

1. The Executing Dancer must receive support from a Supporting Dancer who is in direct contact with the performance surface (exception: kick line leaps, partner aerial cartwheels and partner kip ups).

2. When a skill is above shoulder level, at least one Supporting Dancer must maintain contact with the Executing Dancer until the Executing dancer returns to the performance surface.

3. Hip over-head rotation of the Executing Dancer(s) is allowed provided:

- a) Contact between the Executing Dancer and at least one Supporting Dancer(s) must be maintained until the Executing Dancer returns to the performance surface or is returning to the upright position.

4. Elevators, thigh stands, shoulder sits, and chair sits are allowed. Extensions (see glossary for definition) are not allowed.

5. A Vertical Inversion is allowed provided:

- a) Contact between the Executing Dancer and at least one Supporting Dancer(s) must be maintained until the Executing Dancer returns to the performance surface or is returning to the upright position.
- b) When the height of the Executing Dancer's shoulders exceed shoulder-level there is at least one additional dancer to spot who does not bear the weight of the Executing Dancer. (Clarification: When there are 3 Supporting Dancers an additional spot is not required).

DISMOUNTS TO THE PERFORMANCE SURFACE:

1. Dismounts are allowed provided:

- a) At the highest point of the dismount, at least one part of the Executing Dancer's body must be at or below head level and the Executing Dancer must land on their foot/feet. (Exception: may land on hand(s) when contact point between Supporting Dancer (s) and Executing Dancer is at or below knee level)**
- b) The Executing Dancer's hips may not cross the vertical axis while airborne and inverted (Clarification: while free of contact from both the performance surface and other performers.)**

College Dance questions can be sent to Carina Clendenin at cclendenin@varsity.com or call (800) 886-4872 ext. 2023. It is recommended that you sent a video clip if you have a question about the legality of a skill.

2019-20 GLOSSARY OF TERMS

COLLEGE DANCE

(Rev. 8/27/19)

Note: This document provides terminology reference for the USA College Dance Safety Rules.

Updates from the 2018-19 season are in blue.

Aerial Cartwheel: (airborne hip over head rotation skill without hand support) A skill which emulates a cartwheel executed without placing hands on the ground.

Airborne (Executed by Individuals, Groups or Pairs): A state in which the dancer is free of contact from a person and the performing surface.

Airborne Hip Over Head Rotation (Executed by Individuals): A tumbling skill in which the hips continuously rotate over the head and there is a moment of no contact with the performance surface (Example: Round Off or a Back Handspring).

Axel: (airborne skill with axis rotation) A turn in which the working leg makes a circle in the air to passé as the supporting leg lifts off the ground enabling the dancer to perform a rotation in the air and then lands on the original supporting leg.

Axis Rotation: An action in which a dancer rotates around his/her vertical or horizontal center.

Back Walkover: (non-airborne hip over head rotation skill with hand support) A skill in which the dancer moves backward into an arched position, with the hands making contact with the ground first, then rotates the hips over the head and lands on one foot/leg at a time.

Backward Roll: (non-airborne hip over head rotation skill with hand support) A skill in which the dancer rotates backward, rotating the hips over the head while curving the spine (a tucked position) to create a motion similar to a ball “rolling” across the floor.

Calypso [ka-lip-SO]: (airborne skill) A turning leap in which the working leg extends making a circle in the air as the supporting leg lifts off the ground enabling the dancer to perform a rotation in the air then the supporting (back) leg reaches behind the body, often in an attitude, and then lands on the original working leg.

Cartwheel: (non-airborne hip over head rotation skill with hand support) A skill where the dancer supports the weight of the body with the arm(s) while rotating sideways through an inverted position landing on one foot at a time.

Chassé [sha-SAY]: A connecting step in which one foot remains in advance of the other; meaning to chase.

Connected/Consecutive Skills: An action in which the dancer executes skills without a step, pause or break in between. (Example: Double Pirouette or Double Toe Touch)

Contact (Executed by Groups or Pairs): When two (or more) people physically touch each other. Touching hair and clothing does not qualify as contact.

Costuming: An accessory or an article of clothing that adds to the overall effect and/or theme of the routine.

Coupé [koo-PAY]: A position in which one foot is held lifted and close to the ankle. Also known as Coup de Pied: quickly takes the place of the other; meaning to cut or cutting.

Developpé [develop-AY]: An action in which the working leg moves through passé (bends) before extending into position; meaning to develop.

Dismount (executed by Groups or Pairs): An action in which the Executing Dancer(s) returns to the performance surface or upright position with or without assistance from a Supporting Dancer(s) with whom there was prior contact.

Dive Roll: (airborne hip over head rotation skill with hand support) A forward roll where the dancer's feet leave the ground before the dancer's hands reach the ground.

Drop: An action in which an airborne dancer lands on a body part other than his/her hand(s) or feet without first bearing weight on the hands/feet.

Elevated: An action in which a dancer is moved to a higher position or place from a lower one.

Elevator: When the top person is being held at shoulder level by the base(s). Also known as Extension Prep, Prep or Half.

Executing Dancer: A dancer who performs a skill as a part of Groups or Pairs who use(s) support from another dancer(s).

Extension: A fully-extended stunt above head level where the Executing Dancer stands with both legs locked out (shoulder-width apart) and one foot in each hand of the base (partner stunt) or each foot is held by a different base (group stunt).

Forward Roll: (non-airborne hip over head rotation skill with hand support) A skill in which the dancer rotates forward, rotating the hips over the head while curving the spine (a tucked position) to create a motion similar to a ball "rolling" across the floor.

Fouetté [foo-eh-TAY]: A turning step, usually done in a series, in which the working leg makes a circle in the air and then into passé as the dancer turns bending (plié) and rising (relevé) at each revolution; meaning to whip. Fouetté turns can also be done to the side or in second position (fouetté à la seconde).

Fouetté à la Seconde: A turning step done in a series in which the working leg makes a circle in the air and extends at a 90° angle from the supporting leg remaining parallel to the ground as the dancer turns with a plié and relevé at each revolution.

Front Aerial: (an airborne hip over head rotation skill without hand support) A skill which emulates a front walkover but is executed without placing hands on the ground.

Front Walkover: (a non-airborne hip over head rotation skill with hand support) A skill where the dancer moves forward with the hands making contact with the ground first, then rotates the hips over the head passing through an arched position and lands on one foot/leg at a time.

Glissade [glee-SOD]: A connecting step that transfers weight from one foot to the other; meaning to glide.

Handstand: (a non-airborne inverted skill with hand support) A non-airborne, nonrotating, skill where the dancer supports him/herself vertically on his/her hands in an inverted position and the arms are extended straight by the head and ears.

Head Level: A designated and averaged height: the crown of the head of a standing dancer while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)

Headspring: (an airborne hip over head rotation skill with hand support) A skill where a dancer moves forward with the hands then head, making contact with the performance surface, then rotates the hips over the head passing through an arched position. It is non-airborne in approach but airborne in descent after hips pass through perpendicular.

Headstand: (an non-airborne inverted skill with hand support) A non-airborne, nonrotating, skill where the dancer supports him/herself vertically on his/her head in an inverted position with hands in contact with the floor to support the body.

Hip Level: A designated and averaged height; the height of a standing dancer's hips while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)

Hip Over Head Rotation (Executed by Individuals): An action characterized by continuous movement where a dancer's hips rotate over the head in a tumbling skill (Example: Back Walkover or Cartwheel).

Hip Over Head Rotation (Executed by Groups or Pairs): An action characterized by continuous movement where the Executing Dancer's hips rotate over their own head in a lift or partnering skill.

Illusion: (a stationary turn) A skill where a dancer steps onto a standing leg, releasing the upper body all the way forward, lifting the working leg as close to 90 degrees as possible while rotating on the standing foot.

Inversion/Inverted: A position in which the dancer's waist, hips and feet are higher than his/her head and shoulders.

Inverted Skills (Executed by individuals): A skill in which a dancer's waist and hips and feet are higher than his/her head and shoulders and there is a stop, stall, or change in momentum.

Jetté/Jeté[juh-TAY]: A skill in which the dancer takes off from one foot by brushing the feet into the ground and swiftly 'whipping' them into the position and then landing on one foot. A jetté can be executed in various directions, sizes and positions.

Jump: Movement taking off and landing on same foot or both feet.

Kip Up: (non-airborne in approach, airborne in decent, inverted skill) A skill where the dancer begins in a supine position, rolls back onto their shoulders elevating their hips off the performance surface and into an inverted position. Using their arms and/or legs, core, and momentum, the dancer thrusts their body in an upward direction away from the floor. The movement is completed by bringing the feet to the performance surface keeping the body inline and following to an upright position.

Leap: (airborne skill) A skill in which the dancer pushes from a plié (bend) off of one foot, becomes airborne, and lands on one foot.

Lift (executed by Groups or Pairs): A skill in which a dancer(s) is elevated from the performance surface by one or more dancers and set down. A Dance Lift is comprised of an Executing Dancer(s) and a Supporting Dancer(s).

Passé [pa-SAY]: A position or movement in which the working leg bends connecting the pointed foot to or near the knee of the supporting leg; meaning to pass. Passé can be executed with the hips parallel or turned out.

Partnering (Executed by Pairs): A skill in which two dancers use support from one another. Partnering can involve both Supporting and Executing skills.

Perpendicular Inversion (executed by individuals): A skill that begins with backward airborne momentum and lands on the hands and head in an inverted position in which the dancer's head, neck and shoulders are directly aligned with the performance surface, creating a 90 degree angle between the head and floor.

Pirouette [peer-o-WET]: (axis rotation) A skill in which the dancer bends (plié) with one foot in front of the other (fourth position) and rises (relevé) to one supporting leg making a complete rotation of the body; meaning to whirl. A pirouette can be executed in a variety of positions.

Plié [plee-AY]: A preparatory and landing skill in which the dancer bends, softens his/her knees; meaning to bend.

Prop: Any physical object used to enhance the overall effect and/or theme of your routine.

Prone: A position in which the front of the dancer's body is facing the ground and the back of the dancer's body is facing up.

Release (executed by Groups or Pairs): An action that results in a moment of time when the Executing Dancer is free of contact from the performance floor and the Supporting Dancer(s) with whom there was prior contact.

Relevé [rell-eh-VAY]: An executing skill in which the dancer lifts up to the ball of his/her feet; meaning to rise.

Round Off (Executed by Individuals): (airborne hip over head rotation skill with hand support) An airborne hip over head rotation skill that takes off on one foot and lands on two feet simultaneously. (Clarification: the skill becomes airborne after the hips have rotated over the head).

Shoulder Inversion (executed by individuals): A skill that begins with backward airborne momentum and lands on the hands /shoulders /upper back area on the performance surface and the dancer's waist and hips and feet are higher than his/her head and shoulders.

Shoulder Level: A designated and averaged height; the height of a standing dancers' shoulders while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)

Shoulder Roll (forward/back): A non-airborne tumbling skill where the dancer rolls with the back of the shoulder and maintains contact with the floor and the head is tilted to the side to avoid contact with the floor.

Shushunova [Shush-A-nova]: A jump variation in which the dancer lifts extended legs to a toe touch or pike position and then circles them behind the body dropping the chest and landing in a prone support (push up position).

Stag: A grand jete in which the front and back leg bend as the body travels through the air. It can also be performed with the back leg extended.

Supporting Leg: The leg of a dancer that supports the weight of the body, during a skill.

Supporting Dancer: A dancer who performs a skill as a part of a group or pair who supports or maintains contact with an Executing Dancer.

Supine: A position in which the back of the dancer's body is facing the ground, and the front of the dancer's body is facing up.

Thigh Stand: Stunt in which the top person stands on two bases' lunged thighs.

Toe Pitch (executed by Groups or Pairs): A skill in which the Executing Dancer(s) starts in an upright position with one foot in the hand(s) of a Supporting Dancer(s) and is propelled upward. (Clarification: this is not the definition of a toe pitch back tuck).

Toe Touch: (airborne skill) A jump in which the dancer lifts the legs through a straddle position. Hips externally rotate to turn out the legs and the chest is upright. Arms are typically held in a T position.

Tour Jete: (airborne skill with axis rotation) A skill in which the dancer takes off from one leg, executes a half turn and lands on the other leg.

Tumbling: A collection of skills that emphasize acrobatic or gymnastic ability, are executed by an individual dancer without contact, assistance or support of another dancer(s) and begin and end on the performance surface. (Clarification: tumbling skills do not have to include hip over head rotation)

Vertical Axis: (executed by Groups or Pairs): a designated line in space that goes straight up and down and has no slope.

Vertical Inversion (executed by Groups or Pairs): A skill in which the Executing Dancer's waist, hips and feet are higher than his/her own head and shoulders and bears direct weight on the Supporting Dancer(s) by a stop, stall or change in momentum.

Working Leg: The leg of a dancer that is responsible for momentum and/or position, during a skill.

2019 – 2020 USA SCORESHEETS

COLLEGE DANCE (1/6) - JAZZ



2019-2020 COLLEGE JAZZ
SCORESHEET

TEAM NAME:

DIVISION:

ON TEAM

CHOREOGRAPHY	MAXIMUM VALUE	SCORE
JAZZ STYLE/CREATIVITY - Dance Movement/Variety - Visual Effects - Musical Interpretation	15.0	
ROUTINE STAGING - Transitions/Continuity - Formations/Use of Floor	15.0	
TECHNICAL SKILLS/SPECIALTIES - Turns - Kicks - Leaps/Jumps - Use of Team	10.0	
EXECUTION		
MOVEMENT TECHNIQUE - Control/Placement - Strength/Precision	15.0	
UNIFORMITY - Synchronization - Timing/Rhythm/Pace - Spacing	15.0	
TECHNICAL SKILLS/SPECIALTIES - Turns - Kicks - Leaps/Jumps - Overall Technique	10.0	
PERFORMANCE		
SHOWMANSHIP - Carriage/Projection - Energy/Expression/Emotion - Eye Contact/Confidence - Recoveries	10.0	
OVERALL IMPRESSION Judge's impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.	10.0	

COMMENTS :

COLLEGE JAZZ SCORESHEET



TOTAL SCORE 100.0

JUDGE: _____

Revised 7/10/19

2019 – 2020 USA SCORESHEETS

COLLEGE DANCE (2/6) - JAZZ

Routine Procedure: A jazz routine incorporates stylized jazz dance movements and combinations, visual effects, level changes, formation changes and dance technique. Emphasis should be on uniformity of the selected jazz style, proper dance technique, timing and showmanship. Props are not allowed. Costuming is allowed in this category.

Choreography (40)

Jazz Style/Creativity (15)

Dance movement/variety - Variety of dance movements incorporated effectively throughout the routine.

Visual effects - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.

Musical Interpretation - Music selection and appeal, should complement choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (15)

Transitions/Continuity – Smooth transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.

Formations/Use of Floor - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Technical Skills/Specialties (10)

Turns - Variety and incorporation of turns and turn sequences, ability to perform and execute them successfully.

Kicks - Variety of kicks and how they are incorporated into routine.

Leaps/Jumps - Incorporation and variety of leaps and jumps, and how they are used to enhance routine.

Use of Team - How many team members are used to perform skills listed above, looking for good utilization of the team overall.

Execution (40)

Movement Technique (15)

Control/Placement - Proper control, placement & posturing of angles and body positions. Full extension & completion of movement.

Strength/Precision – Ability to perform movement with the proper level of strength continually and effectively.

Uniformity (15)

Synchronization – How well a team dances together. The ability to be “in sync” and maintain accuracy of movement.

Timing/Rhythm/Pace – The ability to dance on beat with the music, avoiding going too fast or too slow.

Spacing - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technical Skills/Specialties (10)

Turns - Ability to use proper technique in execution of turns and turn sequences (spotting, body placement, balance).

Kicks – Ability to execute with proper technique, straight legs, pointed toes, even height, good extension and flexibility, timing and uniformity.

Leaps/Jumps – Ability to perform leaps & jumps with proper technique, good height in air and body position.

Overall Technique - Proper technique performed throughout routine by the team as a whole.

Performance (20)

SHOWMANSHIP (10)

Carriage/Projection- Genuine use of projection, engaging the audience, naturalness.

Energy/Expression/Emotion – Ability to convey and maintain the appropriate energy, mood and emotion throughout performance.

Eye Contact/Confidence - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.

Recoveries - Good recoveries, keeping showmanship strong even through mistakes.

OVERALL IMPRESSION (10)

Judge's impression of entire performance encompassing all score-sheet categories. This may also include elements such as: Appearance, Appropriateness, Crowd Appeal.

TOTAL POINTS POSSIBLE (100)

POINT SCALES:

15 Points:

10 Points:

Superior	14-15	Superior	9-10
Above Average	12-13	Above Average	7 - 8
Average	10-11	Average	5 - 6
Below Average	0 - 9	Below Average	0 - 4

2019 – 2020 USA SCORESHEETS

COLLEGE DANCE (4/6) - HIP HOP

Routine Procedure: A routine where dancers perform street style movement with an emphasis on execution, uniformity, body control, rhythm, creativity, visual effect and musical interpretation. A combination of hip hop styles is permitted and can include (but not limited to): body control/isolations, popping, locking, tutting, breaking, etc. Jazz technique (i.e.turns/leaps) will not be credited in this division.

Choreography (40)

Style/Creativity (15)

Movement/Variety - Variety of movement incorporated effectively throughout the routine.

Visual Effects - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.

Musical Interpretation - Music selection and appeal, should complement choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (15)

Transitions/Continuity – Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.

Formations/Use of Floor - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Difficulty (10)

Specialties – Incorporation of challenging elements (pace, direction changes, style specific specialties, technical elements, etc.) and how they are used to enhance the routine.

Use of Team - How many team members are used to perform specialties and/or technical elements, looking for good utilization of the team overall.

Execution (40)

Movement Technique (15)

Control/Placement - Proper control, placement & posturing of angles and body positions. Full extension & completion of movement.

Intensity/Strength– Ability to perform movement with the proper level of strength & attack continually and effectively.

Uniformity (15)

Synchronization – How well a team dances together. The ability to be “in sync” and maintain accuracy of movement.

Timing/Rhythm/Pace – The ability to dance on beat with the music, avoiding going too fast or too slow.

Spacing - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technique (10)

Technique of Styles Presented – Ability to perform correct technique of selected styles (popping, locking, tutting, breaking, etc.).

Execution of Specialties – Ability to demonstrate correct technique when executing specialties (body awareness, control, body position/form, balance, etc.)

Performance (20)

Showmanship (10)

Carriage/Projection- Genuine use of projection, engaging the audience, naturalness.

Energy/Expression/Emotion – Ability to convey and maintain the appropriate energy, mood and emotion throughout performance.

Eye Contact/Confidence - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.

Recoveries - Good recoveries, keeping showmanship strong even through mistakes.

OVERALL IMPRESSION (10)

Judge’s impression of entire performance encompassing all score-sheet categories. This may also include elements such as: Appearance, Appropriateness, Crowd Appeal.

TOTAL POINTS POSSIBLE (100)

POINT SCALES:

15 Points:

10 Points:

Superior	14-15	Superior	9-10
Above Average	12-13	Above Average	7 - 8
Average	10-11	Average	5 - 6
Below Average	0 - 9	Below Average	0 - 4

2019 – 2020 USA SCORESHEETS

COLLEGE DANCE (5/6) - POM



2019-2020 COLLEGE POM SCORESHEET

TEAM NAME:

DIVISION:

ON TEAM

CHOREOGRAPHY	MAXIMUM VALUE	SCORE
USE OF POM/CREATIVITY - Pom Motions/Movement/Variety - Visual Effects - Musical Interpretation	15.0	
ROUTINE STAGING - Transitions/Continuity - Formations/Use of Floor	15.0	
TECHNICAL SKILLS/SPECIALTIES - Turns - Kicks - Leaps/Jumps - Use of Team	10.0	
EXECUTION		
POM TECHNIQUE - Control/Placement - Sharpness/Precision	15.0	
UNIFORMITY - Synchronization - Timing/Rhythm/Pace - Spacing	15.0	
TECHNICAL SKILLS/SPECIALTIES - Turns - Kicks - Leaps/Jumps - Overall Technique	10.0	
PERFORMANCE		
SHOWMANSHIP - Smiles/Protection - Energy/Enthusiasm - Eye Contact/Confidence - Recoveries	10.0	
OVERALL IMPRESSION Judge's impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.	10.0	

COMMENTS:

COLLEGE POM SCORESHEET



TOTAL SCORE 100.0

JUDGE: _____

Revised 7/10/19

2019 – 2020 USA SCORESHEETS

COLLEGE DANCE (6/6) - POM

Routine Procedure: A pom routine consists of visual effects, synchronization, clean/sharp pom motions and technical skills (determined by level). Visual effects include level changes, opposition, group work, transitions and formations. Emphasis should be placed on proper pom/motion technique, proper dance technique, timing, and showmanship. All female members must use two pompons for 80% of the routine.

Choreography (40)

Use of Pom/Creativity (15)

Pom motions/movement/variety - Variety of pom motions & dance movements incorporated effectively throughout the routine.

Visual effects - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.

Musical Interpretation - Music selection and appeal, should compliment choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (15)

Transitions/Continuity – Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.

Formations/Use of Floor - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Technical Skills/Specialties (10)

Turns - Variety and incorporation of turns and turn sequences, ability to perform and execute them successfully, difficulty (determined by level) is also taken into consideration.

Kicks - Variety of kicks and how they are incorporated into routine.

Leaps/Jumps - Incorporation and variety of leaps and jumps, and how they are used to enhance routine, difficulty (determined by level) is also taken into consideration.

Use of Team - How many team members are used to perform skills listed above, looking for good utilization of the team overall.

Execution (40)

Pom Technique (15)

Control/Placement - Proper control, placement & completion of pom motions, angles and body positions.

Sharpness/Precision - Strong pom motions & dance movements that are crisp, clean and precise.

Uniformity (15)

Synchronization – How well a team dances together. The ability to be “in sync” and maintain accuracy of movement.

Timing/Rhythm/Pace – The ability to dance on beat with the music, avoiding going too fast or too slow.

Spacing - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technical Skills/Specialties (10)

Turns - Ability to use proper technique in execution of turns and turn sequences (spotting, body placement, balance).

Kicks – Ability to execute with proper technique, straight legs, pointed toes, even height, good extension and flexibility, timing and uniformity.

Leaps/Jumps – Ability to perform leaps & jumps with proper technique, good height in air and body position.

Overall Technique - Proper technique performed throughout routine by the team as a whole.

Performance (20)

SHOWMANSHIP (10)

Smiles/Projection - Nice smiles and facial projection, engaging the audience, naturalness.

Energy/Enthusiasm - Energy and enthusiasm maintained throughout performance.

Eye Contact/Confidence - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.

Recoveries - Good recoveries, keeping showmanship strong even through mistakes.

OVERALL IMPRESSION (10)

Judge’s impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, Crowd Appeal.

TOTAL POINTS POSSIBLE (100)

POINT SCALES:

15 Points:

10 Points:

Superior	14-15
Above Average	12-13
Average	10-11
Below Average	0-9

Superior	9-10
Above Average	7-8
Average	5-6
Below Average	0-4



USA GAME DAY Championships

February 15, 2020
Anaheim Convention
Center - Anaheim, CA



Take your Game Day skills to the next
level and compete in any of our
Collegiate Game Day divisions!

CALLING ALL COLLEGIATE CHEER & DANCE TEAMS!

3 CHEER DIVISIONS

Band Chant
Fight Song
Situational Sideline/
Crowdleading Cheer

4 DANCE DIVISIONS

Band Chant
Fight Song
Performance Routine
All-in-One Performance

Get the **MOST** out the **COLLEGIATE CHAMPIONSHIP** Weekend!



Contact your **USA State Director** for more information.

Visit usa.varsity.com to learn more about the
USA Game Day Collegiate Championships!

Sample Scoresheets, Division Limitations
and more available online.





2020 USA GAME DAY CHAMPIONSHIPS PRICING*

*This is a stand-alone, one day event, that also offers high school and jr. high/middle school game day divisions.

Entrance Fees

Team Entrance Fee (all teams/performances must purchase a team/performance entrance fee)

Game Day – 1 st Performance	\$245 per performance
Game Day – 2 nd Performance	\$210 per performance
Game Day – 3 rd Performance	\$210 per performance
Game Day – 4 th Performance*	\$210 per performance

Early Bird deadline is January 24, 2020.

*Option for Dance teams only

2019 – 2020 GAME DAY COLLEGIATE GAME CHEER DAY RULES & SCORING (1/5)

2019-20 COLLEGIATE GAME DAY RULES & GUIDELINES

(Please read through all Rules & Guidelines carefully as significant changes have been made from the 2018-19 season) – Rev. 10/17/19

I. GENERAL RULES

All permitted cheerleading specialty skills, including tumbling, partner stunts, pyramids and jumps for the Game Day Divisions must follow the 2019-20 USA Cheer College Cheerleading Safety Rules. Please see additional specific skill restrictions below for each category. All skills should be carefully reviewed and supervised by a qualified adult advisor/director/coach.

A. DIVISIONS:

- College (offered at Game Day Championships only on 2/15/20) – 6+ Members

B. SCHOOL REPRESENTATION:

- All members of the performing squad must be current members of the official school spirit squad, dance team and/or band, and must attend the school they are representing. These must be individuals who cheered and/or performed for games during the appropriate season.
- All Cheer Game Day routines are required to be comprised of at least 50% cheerleaders. Schools are encouraged to include other sideline spirit groups (i.e. dance team, mascot, etc...); however, the routine(s) must be comprised of at least 50% cheerleaders and will be judged as one unified routine. Other performance-based and/or spirit groups may not enter the division without their cheerleaders.
- If other sideline spirit groups are part of a cheer game day routine, then that activity must abide by any specific game day rules related to them (i.e. dance members must follow the specific game day rules/specialty skill restrictions during the routine).
- Mascots are limited to the same props as cheerleaders (poms, signs, flags, megaphones and/or banners) and are **NOT** allowed to stunt in any Game Day division.
- Routines must be appropriate for family viewing. Any vulgar and/or suggestive movements, words, or music will result in a score deduction.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regards to respect for themselves, other teams and the viewing audience. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regards to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. UNIFORM RULES:

- Sideline/traditional school uniforms must be worn.
- No tear-away uniforms and/or removal of clothing are permitted.

D. COMPETITION AREA:

- Participants may stand or enter outside the competition area for their performance.
- All permitted skills (stunts, pyramids, tumbling etc.) must be performed on the competition mat.
- Competitions comply with the USA Cheer/AACCA surface ruling that school-based programs may not compete on a spring floor. Approximate floor size will be a traditional mat of 54' (feet) wide by 42' (feet) deep – 9 strips.

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (2/5)

- Tossing, throwing or other projecting of any type of object outside the competition floor and/or into the crowd is not allowed.
- Poms, signs, flags, megaphones and/or banners may be placed or dropped outside the competition area by a team member.

E. MUSIC RULES/RESTRICTIONS:

- Music rules are being followed at all USA and/or Varsity Brands events. Competition music must be properly licensed and a team must provide proof of licensing at any event where the music is used. If a team cannot provide proof of licensing, the team may be disqualified from the event. For further details visit www.varsity.com/music.
- In order for a team's routine music to be featured in a television broadcast, should this be an option, teams must do the following:
 - Use an original composition created or commissioned by you (i.e. an original song and recording to which you own or license the rights by written agreement)
 - Additionally secure the synchronization rights. Not all original music providers can/will provide these rights.
 - Submit proof of licensing, as well as synchronization rights, when requested after the event.
- Music is defined as any recorded sound amplified through the competition sound system.
- A sound system will be provided. Speed control is not available. Music checks on the main sound system are not permitted. A representative must be present at the sound system at the time of performance. Advisor/director/coach is asked to hold onto their own music until the time of performance and to take music back following the performance.
- All teams must provide their own MP3 device (or smart phone) for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player or smart phone so that a patch cord may be easily inserted into the device. Please ensure that jacks are clean and free of any debris which may impact connectivity. You must ensure that your device has a jack into which a patch cord may be inserted. Note that you may need to acquire an adapter in advance if your player does not have a head phone jack. One or several selections of music may be used, as long as they follow the music licensing rules.

F. TIME LIMITATIONS/ENTRANCE/EXIT:

- Each team will perform a routine not to exceed 1 minute.
- Teams may not set up props in advance of any category.
- See specific category for details on the start and stop of each type of routine.
- All team breaks, rituals and traditions need to take place prior to the team being called to the performance floor
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, hand shakes, etc.
- All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation may receive a "sportsmanship" penalty.
- There should not be any organized exits or other activities after the official ending of the routine.

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (3/5)

G. VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, “Event Locations”). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

H. LOGO USAGE

Teams will not be allowed to use any USA and/or Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed without permission; however, not the licensed logo.

COLLEGE GAME DAY CATEGORIES

II. BAND CHANT CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Band Chant must be made up of at least 50% cheerleaders. Non-cheer teams may participate (i.e. dance team), but may not comprise more than 50% of the total team numbers.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The Band Chant must be one traditionally played by a school sideline/jazz band. Crowd interaction and involvement, including yell-backs, spell-outs, school colors are encouraged.
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2019 Varsity Brands camp could be used for this routine. Examples might include “Rock ‘N Roll Part II, “Land of A Thousand Dances,” etc.
- Sideline/traditional school uniforms are required.
- The use of poms, signs, flags, megaphones and/or banners is permitted and encouraged.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Creativity and musicality, variety and the execution of transitions and formations.
 - Crowd leading ability, including crowd encouragement, ease of crowd to participate, etc.
 - Material appropriate for a sideline situation during a time-out, quarter break, between downs, etc.
 - Placement, synchronization and strength of motions/movement.
 - Visual effect and spacing.
 - Overall impression and crowd appeal.
 - Thematic routines and/or specialized costuming is not encouraged.

Emphasis should be placed on crowd interaction/involvement and entertaining the crowd. All material should be suitable and able to be performed multiple times during a game or pep rally.

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (4/5)

B. SPECIFIC SKILL RESTRICTIONS – BAND CHANT CATEGORY

Skill incorporation should promote and encourage crowd involvement, and the practicality of the skills for a game day environment should be a priority.

- Tumbling – twisting flips are not permitted.
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

III. SITUATIONAL SIDELINE/CROWDLEADING CHEER CATEGORY

(2 elements to this routine)

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will respond to a game situation (presented by the announcer), followed by a second element of an additional crowd-oriented cheer/chant/traditional yell/drum cadence, etc. not to exceed 1 minute in total routine length for the two elements that are required.
- Situational Sideline/Crowdleading Cheer will begin with the presentation of a game time sideline situation.
- Timing starts once the game situation has been presented and ends at the conclusion of the second element of the routine – the crowdleading cheer section of the routine. (this is the overall end of the routine)
- The team may start their routine on or off the mat for the reading of their game time sideline situation. Once the situation is read, timing begins.
- No music may be used during the performance. Live drummer(s), other band members and/or drum track is allowed. All specialty skills (i.e. jumps, stunts and/or tumbling) must be performed within a safe distance of all drummers and/or other band members. Drummer(s) and/or any other band members cannot be involved in any type of specialty skill and must be positioned off the cheerleading mat.
- Each team’s crowdleading cheer presentation (the second element of the overall routine) must include at least one component required from the following: cheers, chants, traditional yells, and/or drum cadences. This is a separate crowd-oriented cheer that is not directly related to the situational cheer, but rather is an add-on following the situational cheer.
- Teams should utilize all areas of their squad’s crowd-leading strengths. The use of poms, signs, flags, megaphones and/or banners is **required**.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Crowd communication, including; crowd effective material, spacing and formations, voice and pace, crowd leading skills and use of poms, signs, flags, megaphones and/or banners.
 - Placement, synchronization and strength of motions.
 - Overall impression and crowd appeal.

Emphasis on crowd involvement and practicality. All material should be suitable and able to be performed multiple times for a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – SITUATIONAL SIDELINE/CROWDLEADING CHEER CATEGORY

- Tumbling – twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (5/5)

IV. FIGHT SONG CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Teams are encouraged to use their traditional school fight song. Should your school fight song exceed 1 minute, and no reasonable way to edit the routine is possible, please contact the USA office.
- Timing will begin with the first organized movement, voice or note music, whichever comes first. Timing will end with the last beat of music or organized movement.
- Props (poms, signs, flags, megaphones and/or banners) are permitted in this category and encouraged.
- Performances can incorporate up to three (3) eight counts of skills (stunts, tumbling and/or jumps). The three (3) eight counts must be consecutive and the same three (3) eight counts can be repeated if the fight song is repeated. The three (3) eight counts of skills includes loading into and dismounting from stunts (unless the routine finishes in a stunt/pyramid).
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Crowd oriented material, fit to music, using effective spacing and formations, and incorporating visual effects.
 - Placement, synchronization and strength of motions.
 - Overall impression and crowd appeal.

Emphasis will be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

- A jump is considered a skill and can only be performed in the three (3) eight count segment
- A kick will not be considered as a skill and can be performed at any time during the routine
- Tumbling – twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

Rev. 10/17/19

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: BAND CHANT

USA 2019-2020 COLLEGE GAME DAY SCORESHEET BAND CHANT

TEAM NAME		DIVISION	# ON TEAM
Routine Structure/Choreography			
Game Day Material	MAXIMUM VALUE	SCORE	Comments:
- Proper and practical use of material relevant to game-day environment.	10		
Crowd Communication Skills			
- Use of crowd encouragement, and ability to cue the crowd.	10		
Visuals/Variety			
- Use of variety of movements to complement the music, visual effects (level changes, repeatability) and creative movement within groups and levels.	10		
Crowdleading Tools			
- Effective use of props (signs, megaphones, pom-poms and/or flags) and encouragement to lead the crowd.	10		
Formations/Transitions			
- Crowd coverage, creative, visual and effective formations, and ways to move from one formation to another.	10		
TOTAL SCORE (50)			
			ROUTINE STRUCTURE/CHOREOGRAPHY



JUDGE: _____
Revised 5/16/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET BAND CHANT

TEAM NAME		DIVISION	# ON TEAM
Execution			
Motion Strength/Placement	MAXIMUM VALUE	SCORE	Comments:
- Sharpness, strength of motion, proper rotation and placement of chevrons.	10		
Synchronization			
- Timing of movements throughout routine.	10		
Spacing			
- Ability of spaced members to "buckle" to each other.	10		
TOTAL SCORE (30)			
			EXECUTION



JUDGE: _____
Revised 5/16/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET BAND CHANT

TEAM NAME		DIVISION	# ON TEAM	
Showmanship				
Crowd Appeal	MAXIMUM VALUE	SCORE	Comments:	
- Voice, energy, enthusiasm, crowd expressions, eye contact and crowd interaction in the crowd.	10			
Overall Impression				
- Judge's impression of the production encompassing all competitive categories. This includes audience responsiveness.	10			
TOTAL SCORE (20)				
				SHOWMANSHIP



JUDGE: _____
Revised 5/16/19

Notes:

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: SITUATIONAL SIDELINE / CROWDLEADING CHEER

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Crowdleading/Choreography		
Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material relevant to game day environment.	10	
Crowd Communication Skills		
- Accurate situation response, clear set-up, use of crowd encouragement, and ability to cue the crowd.	10	
Crowdleading Tools		
- Effective use of press signs, megaphones, pom-poms, and/or flags) and encouragement to lead the crowd.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/fumbling/jumps)	10	
Formations/Transitions		
- Crowd coverage, Creative, visual and effective formations, and ways to move from one formation to another.	10	

TOTAL SCORE (50)

Comments:

CROWDLEADING / CHOREOGRAPHY

JUDGE: _____
Revised 5/14/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Execution		
Motion Strength/Placement	10	
- Showcases strength of motion. Proper control and placement of motions. Uniformity of movement and precise synchronized call words or cadences.		
Voice and Pace	10	
- Call material verbal cues appropriate in length and easy to follow. Moderate consistent pace.		
Skills Execution	10	
- Techniques such as ability, timing, direction, uniformity (i.e. music/chanting/dances)		

TOTAL SCORE (30)

Comments:

EXECUTION

JUDGE: _____
Revised 5/14/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Showmanship		
Crowd Appeal	10	
- Energy, showmanship, social engagement, eye contact, and overall connection to the crowd.		
Overall Impression	10	
- Judges' assessment of entire performance incorporating all assessment categories. This includes audience experiences.		

TOTAL SCORE (20)

Comments:

SHOWMANSHIP

JUDGE: _____
Revised 5/14/19

Notes:

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: FIGHT SONG

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

FIGHT SONG

TEAM NAME _____ DIVISION _____ # ON TEAM _____

Showmanship		
Crowd Appeal		
<ul style="list-style-type: none"> • Voice, energy, communication, facial expression, eye contact and overall interaction to the crowd. 	10	
Overall Impression		
<ul style="list-style-type: none"> • Judge's impression of entire performance encompassing all scoreboard categories. The exclusive audience appreciation. 	10	
TOTAL SCORE (20)		

Comments:

SHOWMANSHIP



JUDGE: _____ Revised 5/15/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

FIGHT SONG

TEAM NAME _____ DIVISION _____ # ON TEAM _____

Execution		
Motion Strength/Placement		
<ul style="list-style-type: none"> • Sharpness, strength of motion, power, control and placement of motion. 	10	
Synchronization		
<ul style="list-style-type: none"> • Timing of movement throughout routine. 	10	
Spacing		
<ul style="list-style-type: none"> • Grouping of crowd members in relation to each other. 	10	
Skills Execution		
<ul style="list-style-type: none"> • Technique done steadily, strong precision, uniformly (ie. backflips, handstands). 	10	
TOTAL SCORE (40)		

Comments:

EXECUTION



JUDGE: _____ Revised 5/16/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

FIGHT SONG

TEAM NAME _____ DIVISION _____ # ON TEAM _____

Routine Structure/Choreography		
Game Day Material		
<ul style="list-style-type: none"> • Proper and practical use of material, and props, if applicable, relevant to game day environment. 	10	
Incorporation of Skills		
<ul style="list-style-type: none"> • Skills incorporated to enhance the squad's ability to properly lead the crowd (ie. building/tumbling/jumps). 	10	
Visuals/Variety		
<ul style="list-style-type: none"> • Use of variety of movements to compliment the music, visual effects, (level changes, applies/roll-offs) and creative movement within groups. 	10	
Formations/Transitions		
<ul style="list-style-type: none"> • Crowd coverage, Creative, visual and effective formations and ways to move from one formation to another. 	10	
TOTAL SCORE (40)		

Comments:

ROUTINE STRUCTURE/CHOREOGRAPHY



JUDGE: _____ Revised 5/14/19

Notes:

2019-20 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES

10/30/19

I. GENERAL RULES

All permitted dance specialty skills, including leaps, turns, jumps, etc. for the Game Day Divisions must follow the 2019-20 Competition Season College Dance Rules. Please see additional specific skill restrictions below for each category. These restrictions must be followed whether a dance competitor is in a College Dance Game Day category or a combined routine under one of the College Cheer Game Day categories. All skills should be carefully reviewed and supervised by a qualified adult advisor/director/coach.

A. DIVISIONS:

College (offered at Game Day Championships only on 2/15/20) – 6-36 Members

B. SCHOOL REPRESENTATION:

- All members of the performing squad must be current members of the official college dance team. These must be individuals who performed for games during the appropriate season.
- All College Dance Game Day routines are required to be comprised entirely of members of the school's dance team. Other performance-based and/or spirit groups **may not** enter the college dance only divisions.
- Routines must be appropriate for family viewing. Any vulgar and/or suggestive movements, words, or music will result in a score deduction.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regard to respect for themselves, other teams and the viewing audience. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regard to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. UNIFORM RULES/POM USAGE:

- Sideline/traditional school uniforms must be worn.
- No tear-away uniforms and/or removal of clothing are permitted.
- Teams may use poms, but they are not required in the Performance Routine category. Poms are required for all female team members for the Fight Song and Band Chant categories.
- Props (other than poms) and/or costuming are not permitted.
- If an accessory (i.e. hair bows) or an article of clothing adds to the overall effect and/or theme of the routine, it will be considered "costuming."

D. COMPETITION AREA:

- Participants may enter from outside the competition area for their performance.
- Tossing, throwing or other projecting of any type of object outside the competition floor and/or into the crowd is not allowed.
- The performance floor will measure at least 42' x 42' and be on top of a basketball court, parquet dance floor, or similar type of surface.

E. MUSIC RULES/RESTRICTIONS:

- Music rules are being followed at all USA and/or Varsity Brands events. Competition music must be properly licensed and a team must provide proof of licensing at any event where the music is used. If a team cannot provide proof of licensing, the team may be disqualified from the event. For further details visit www.varsity.com/music.
- In order for a team's routine music to be featured in a television broadcast, should this be an option, teams must do the following:
 - Use an original composition created or commissioned by you (i.e. an original song and recording to which you own or license the rights by written agreement)
 - Additionally secure the synchronization rights. Not all original music providers can/will provide these rights.
 - Submit proof of licensing, as well as synchronization rights, when requested after the event.
- Music is defined as any recorded sound amplified through the competition sound system.
- A sound system will be provided. Speed control is not available. Music checks on the main sound system are not permitted. A representative must be present at the sound system at the time of performance. Advisor/director/coach is asked to hold onto their own music until the time of performance and to take music back following the performance.
- All teams must provide their own MP3 device (or smart phone) for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player or smart phone so that a patch cord may be easily inserted into the device. Please ensure that jacks are clean and free of any debris which may impact connectivity. You must ensure that your device has a jack into which a patch cord may be inserted. Note that you may need to acquire an adapter in advance if your player does not have a head phone jack. One or several selections of music may be used, as long as they follow the music licensing rules.

F. TIME LIMITATIONS/ENTRANCE/EXIT:

- Each team will perform a routine not to exceed 1 minute.
- See specific category for details on the start and stop of each type of routine.
- All team breaks, rituals and traditions need to take place prior to the team being called to the performance floor.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, hand shakes, etc.
- All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation may receive a "sportsmanship" penalty.
- There should not be any organized exits or other activities after the official ending of the routine.

G. VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations"). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

H. LOGO USAGE

Teams will not be allowed to use any USA and/or Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed without permission; however, not the licensed logo.

COLLEGE DANCE GAME DAY CATEGORIES

II. FIGHT SONG CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Teams are encouraged to use their traditional school fight song. Should your school fight song exceed 1 minute, and no reasonable way to edit the routine is possible, please contact the USA office.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is required for all female members.
- Choreography should represent a traditional Fight Song that your team performs at games or community events.
- Props and/or costuming are not permitted.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

Emphasis should be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

III. BAND CHANT CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is required for all female members.
- The Band Chant must be one traditionally played by a school sideline/jazz band. The performance should have an emphasis on crowd appeal and encourage crowd interaction and involvement (i.e. yell backs, spell outs, school colors, etc.)
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2019 Varsity Brands camp could be used for this routine. Examples might include “Party in the USA”, “Rock ‘N Roll Part II”, “Land of A Thousand Dances,” etc.
- Props and/or costuming are not permitted.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:

- Game Day oriented material
- Crowd communication skills
- Incorporation of game day/sideline appropriate skills
- Formations/transitions
- Motion strength and placement
- Spacing
- Execution of skills
- Crowd appeal and overall impression

- ↳ Emphasis should be placed on crowd interaction/involvement and entertaining the crowd. All material should be suitable and able to be performed multiple times during a game or pep rally/assembly.

B. SPECIFIC SKILL RESTRICTIONS – BAND CHANT CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

IV. PERFORMANCE ROUTINE CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is permitted, but not required.
- Props and/or costuming are not permitted.
- The Performance Routine must be in the style of pom, jazz, hip hop, kick or combination of any of these styles.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

Emphasis should be placed on crowd entertainment

B. SPECIFIC SKILL RESTRICTIONS – PERFORMANCE ROUTINE CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

V. GAME DAY “ALL-IN-ONE” PERFORMANCE

A. ROUTINE AND JUDGING REQUIREMENTS:

- This category combines all 3 divisions from above into one performance.
- Teams will perform the following routines in the below order to fulfill the “All-In-One” category:
 - Fight Song
 - Band Chant
 - Performance Routine
- Time limitations: 1:00 minute for each routine. Timing will begin with the first organized movement, voice or note of music, whichever comes first. Timing will end with the last beat of music or organized movement. Timing will be recorded for each routine.
- A team may begin on or off the performance floor for the start of the Fight Song. They must remain on the performance floor for the start of the Band Chant and Performance Routine.
- Each routine will have a beginning and an end. Teams are encouraged to show spirit to the crowd between each routine.
- The use of poms is required for all female members during the Fight Song and Band Chant. For the Performance Routine, the use of poms is permitted, but not required.
- Props and/or costuming are not permitted.
- For each routine, see category description above for routine/judging requirements and specialty skill restrictions.
- It is encouraged that teams use the same routines performed in the individual categories for the Game Day “All-In-One” performance.

For specific College Dance Game Day questions, please call Carina Clendenin at 1-800-886-4872 ext. 2023 or e-mail CClendenin@varsity.com

2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: FIGHT SONG

USA

2019-20 COLLEGE DANCE GAME DAY SCORESHEET

FIGHT SONG

TEAM NAME _____ DIVISION _____ # ON TEAM _____

Routine Structure/Choreography		
Game Day Material	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Routine skills and movement are relevant to the game day environment. - Encourages crowd interaction and involvement. 	20	
Visuals/Formations/Transitions		
<ul style="list-style-type: none"> - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions. 	20	

Execution		
Motion/Skill Execution	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.). 	20	
Synchronization/Spacing		
<ul style="list-style-type: none"> - Timing of movement throughout the routine. - Spacing of team members in relation to each other. 	20	

Showmanship		
Crowd Appeal	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Energy, showmanship, facial expression, eye contact and overall connection to the crowd. 	10	
Overall		
<ul style="list-style-type: none"> - Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. 	10	

Comments:

TOTAL SCORE (100)

JUDGE



2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: BAND CHANT

USA **2019-20 COLLEGE DANCE GAME DAY SCORESHEET**

BAND CHANT

TEAM NAME _____ DIVISION _____ # ON TEAM _____

Routine Structure/Choreography		
Game Day Material	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Routine skills and movement are relevant to the game day environment. - Encourages crowd interaction and involvement. 	20	
Visuals/Formations/Transitions		
<ul style="list-style-type: none"> - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions. 	20	

Execution		
Motion/Skill Execution	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.). 	20	
Synchronization/Spacing		
<ul style="list-style-type: none"> - Timing of movement throughout the routine. - Spacing of team members in relation to each other. 	20	

Showmanship		
Crowd Appeal	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> - Energy, showmanship, facial expression, eye contact and overall connection to the crowd. 	10	
Overall		
<ul style="list-style-type: none"> - Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. 	10	

Comments:

TOTAL SCORE (100)

JUDGE



2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: PERFORMANCE ROUTINE

2019-20 COLLEGE DANCE GAME DAY SCORESHEET
PERFORMANCE ROUTINE

TEAM NAME _____ DIVISION _____ # ON TEAM _____

<i>Routine Structure/Choreography</i>		
Game Day Material	MAXIMUM VALUE	SCORE
- Routine skills and movement are relevant to the game day environment.	20	<input style="width: 100%; height: 100%;" type="text"/>
<i>Visuals/Formations/Transitions</i>		
- Variety of movement and visual effects that compliment the music and entertain the crowd. - Visual and effective formations and transitions.	20	<input style="width: 100%; height: 100%;" type="text"/>

<i>Execution</i>		
Motion/Skill Execution	MAXIMUM VALUE	SCORE
- Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.).	20	<input style="width: 100%; height: 100%;" type="text"/>
<i>Synchronization/Spacing</i>		
- Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	<input style="width: 100%; height: 100%;" type="text"/>

<i>Showmanship</i>		
Crowd Appeal	MAXIMUM VALUE	SCORE
- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.	10	<input style="width: 100%; height: 100%;" type="text"/>
<i>Overall</i>		
- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10	<input style="width: 100%; height: 100%;" type="text"/>

Comments:

TOTAL SCORE (100)



JUDGE

USA 2019-20 COLLEGE DANCE GAME DAY SCORESHEET

ALL-IN-ONE PERFORMANCE

TEAM NAME _____

DIVISION _____

ON TEAM _____

FIGHT SONG	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

BAND CHANT	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

PERFORMANCE ROUTINE	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

SHOWMANSHIP	MAXIMUM VALUE	SCORE
CROWD APPEAL - Energy, showmanship, facial expression, eye contact and overall connection to the crowd.	30	
OVERALL - Judge's impression of the entire performance encompassing all scoresheet categories. This includes audience appropriateness.	30	

Comments:

TOTAL SCORE (300) _____

JUDGE _____

