

2021 - 2022





2021 – 2022 USA COLLEGIATE SCORING INFORMATION TABLE OF CONTENTS

- 3 Save the Date: 2022 USA Championship Events
- 4 USA Collegiate Championships: General Information
- 5 2022 Event Pricing
- 6 USA Collegiate Championships Divisions
- 8 Registration, Eligibility and Additional Event Information
- 10 College Cheer Scoring Ranges (Jumps)
- 11 College Cheer Scoring Ranges (Pyramids)
- 12 College Cheer Scoring Ranges (Stunt)
- 13 College Cheer Scoring Ranges (Tumbling)
- 14 College Cheer Score Sheets
- 18 College Mascot Scoring & Score Sheet
- 21 College Cheer Game Day Rules & Guidelines
- 26 College Cheer Game Day: Band Chant Score Sheets
- 27 College Cheer Game Day: Situational Sideline/Cheer Score Sheets
- 28 College Cheer Game Day: Fight Song Score Sheets
- 29 College Dance Game Day Rules & Guidelines
- 35 College Dance Game Day: Fight Song Score Sheets
- 36 College Dance Game Day: Band Chant Score Sheets
- 37 College Dance Game Day: Performance Routine Score Sheets
- 38 College Dance Game Day: 'All In One" Performance Score Sheets
- 40 College Dance Safety Rules
- 44 College Dance Glossary of Terms
- 51 College Dance: Jazz Score Sheet & Scoring
- 53 College Dance: Hip Hop Score Sheet & Scoring
- 55 College Dance: Pom Score Sheet & Scoring

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!



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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!"



2022 USA Collegiate Championships Anaheim Convention Center - Anaheim, CA February 26-27, 2022



2022 USA Game Day Divisions Anaheim Convention Center - Anaheim, CA February 26, 2022



2022 USA Collegiate Expo Anaheim, CA - February 26, 2022





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











We look forward to your participation at the USA Collegiate Championships in Southern California, February 26 - 27, 2022. Any college team is welcome to register – no prequalification is necessary.

All competition will take place at the Anaheim Convention Center. Preliminary competition will take place on Saturday late afternoon/evening, with finals on Sunday afternoon/evening. Competition will conclude by approximately 8:00 PM on Sunday. All official warm-up and performance venues are at the Anaheim Convention Center.

All teams will compete at prelims on Saturday and advance to finals on Sunday.

The competition takes place near the *Disneyland*® Resort. The *Disneyland*® Resort includes the *Downtown Disney*® District, *Disneyland*® Park, and *Disney California Adventure*® Park. The *Downtown Disney*® District offers dining, entertainment and shopping. A theme park admission ticket is <u>not</u> necessary to visit the *Downtown Disney*® District.

Information on the availability of Disneyland Resort theme park tickets is still being finalized. Once finalized, information will be provided to all registered teams.

If you have any questions regarding the 2022 USA Collegiate Championship event please contact the USA office at 800-886-4872 or usacompetitions@varsity.com.

We look forward to seeing you at the 2022 USA Collegiate Championships in Anaheim!

2022 EVENT PRICING



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2022 USA COLLEGIATE CHAMPIONSHIPS PRICING

Entrance Fees

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

Cheer Divisions \$85.00 per person

Dance Divisions 1st Performance \$85.00 per person

Dance Divisions Additional Performances \$70.00 per person/

per additional performance

Game Day Divisions \$300.00 per division/team fee

Registrations for teams/participants competing only in Game Day will need to be manually adjusted by the USA office.

Extra Coaches Admission

\$56.00 per person

Up to two (2) additional coaches' wristbands per team may be purchased in advance through the team registration.

Spectator Entrance Fee - Weekend Wristband (Tickets sold online only)

Ages 17 - 64 \$56.00 per person Ages 6 – 16, Senior 65+, Military \$26.00 per person

Spectator Entrance Fee - One-Day Admission (Tickets sold online only)

 Ages 17 - 64
 \$28.00 per person

 Ages 6 - 16, Senior 65+, Military
 \$13.00 per person



A VARSITY SPIRIT BRAND

2021 – 2022 USA COLLEGIATE CHAMPIONSHIPS DIVISIONS

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 2021 – 2022 USA Cheer/AACCA College Safety Rules (school-based programs) found on the USA website: usa.varsity.com. **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 accessed 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 2021-2022 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, visuals 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 2021-2022 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 visuals 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 pompons for 80% of the routine. You must adhere to the 2021-2022 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).



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2021 – 2022 USA COLLEGE DIVISION GRID

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Show Cheer Routine Length: 3 Minutes						
2-Year College All-Girl	• Female	• 5 - 36 Members				
2-Year College Small Co-Ed	• Female (1-4 Male)	• 5 - 36 Members				
2-Year College Large Co-Ed	•Female (5+ Males) No more than 1/2 plus one (rounding up) of the total number of team members may be male.	• 5 - 36 Members				
4-Year College All-Girl	Female	• 5 - 36 Members				
4-Year College Small Co-Ed	• Female (1-4 Male)	• 5 - 36 Members				
4-Year College Large Co-Ed	•Female (5+ Males) No more than 1/2 plus one (rounding up) of the total number of team members may be male.	• 5 - 36 Members				
Mascot Routine Length: 2 Minutes						
Mascot	• Female/Male	• 1 - 10 Members				
Game Day Band Chant - Cheer Routine Length: 1 Minute						
College	• Female/Male	• 5+ Members				
Game Day Situational Sideline/Chec Routine Length: 1 Minute	er - Cheer					
College	• Female/Male	• 5+ Members				
Game Day Fight Song - Cheer Routine Length: 1 Minute						
College	• Female/Male	• 5+ Members				
Dance						
Routine Length: 2:30 Minutes						
2-Year College Hip Hop	• Female/Male	• 6 - 30 Members				
2-Year College Jazz	• Female/Male	• 6 - 30 Members				
2-Year College Pom	• Female/Male	• 6 - 30 Members				
4-Year College Hip Hop	• Female/Male	• 6 - 30 Members				
4-Year College Jazz	• Female/Male	• 6 - 30 Members				
4-Year College Pom	• Female/Male	• 6 - 30 Members				
Game Day Band Chant - Dance Routine Length: 1 Minute						
College	• Female/Male	• 6 - 30 Members				
Game Day Fight Song - Dance Routine Length: 1 Minute						
College	• Female/Male	• 6 - 30 Members				
Game Day Performance Routine - Dance Routine Length: 1 Minute						
College	• Female/Male	• 6 - 30 Members				
Game Day All In One Performance - Routine Length: 3 Minutes	Dance					
College	• Female/Male	• 6 - 30 Members				

The United Spirit Association reserves the right to add, delete, combine and/or split divisions in the interest of competition.

Rev. 6-11-21



REGISTRATION VERSION 11.12.21

Event registration is done on-line at usa.varsity.com. Registration is schedule to go live in October 2021. Registration must be submitted on-line and paid in full by **January 28, 2022**. Additionally, all registration forms and proof of team member's eligibility must be submitted to the USA office by this date.

We encourage schools to register for USA Collegiate Championships prior to the deadlines noted above. Championship events often close (due to full enrollment) prior to the registration deadlines.

Forms of payment accepted are school purchase order, school check, money order, cashier's check, or credit card (VISA or MasterCard only). Personal checks, organizational checks, cash or individual check payments from squad members are not accepted. School purchase orders must be paid in full at least five (5) days prior to the event.

SUPPLEMENTAL REGISTRATION PACKET

All teams will need to complete and submit the additional registration paperwork included in the Supplemental Registration Packet (available online in October 2021). All paperwork must be received in the USA office on or before **January 28, 2022.**

For assistance with registration please contact he USA office at 800-886-4872 or info@usacamps.com.

USA CHEER – CHEER, DANCE OR PROFESSIONAL MEMBERSHIP

In a continuing effort to better protect athletes and coaches Varsity Spirit has partnered with USA Cheer, the USA Federation for Sport Cheer. A USA Cheer, Dance or Professional membership will now be required for all school coaches, choreographers, and personnel attending a Varsity Spirit cheer or dance competition to gain access to the warmup, backstage or coaches' box areas. Each registered cheer team/program must have at least one coach with a Cheer Coach membership. Additional coaches can choose to have either a Dance or Professional membership. Visit USA Cheer Coach Membership to learn more and to complete the steps required before your first competition. Use code VACH21 to receive your free USA Cheer Membership by December 1, 2021. Use code VADA21 to receive your free USA Dance Membership by December 1, 2021.

ELGIBILITY

All team members must be registered full-time students at the school they represent (college or university) and must be official members of the school's spirit squad. Club Teams are allowed, but cannot compete in the same division as the official squad. The Club Team must have the approval of their administration to represent the school. Transcripts for each competitor or a letter from the Dean of Students or registrar's office verifying eligibility 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 earlier than December 1, 2021. 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.

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 2022 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.



VERSION 11.12.21

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 28, 2022. If submitted after January 28, 2022, a \$25 processing fee will occur. It is the advisor/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

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.

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.

At the Junior 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.

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.

A student-athlete may not compete in more than **five (5)** National Championships in combined Junior College and/or 4-year college/university.

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. 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 a 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 participant.

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.

Teams violating this rule cold forfeit their titles and/or rankings, as well as be prohibited from entering any other Varsity Brands Championship the following year.





VERSION 11.12.21

2021-2022. Version 9.21.21



2021-2022 COLLEGE SPIRIT COMPETITIONS

College Show Cheer

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

4.0

Synchronized single jump

4.5

Synchronized double jump combination

5.0

Synchronized triple jump combination or synchronized double jump combination and a single jump.

Must include a variety

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.







VERSION 9.18.19

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2021-2022 COLLEGE SPIRIT COMPETITIONS

College Show Cheer

COLLEGE PYRAMID - SCORING RANGES

USA CHEER Pyramid Definition: "connected partner stunts" (Example: paper dolls).

<u>Basic pyramid</u> – includes limited complex transitions, structures, entrance and/or dismount variety.

(Ex: 2 ½ high transitions with limited unique entrances and dismounts)

<u>Maxed-out pyramid</u> – could include multiple complex transitions, structures, and a variety of entries and/or dismounts, etc. *Note: required stunt dismount <u>NOT</u> 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				

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.

Degree of Difficulty Percentage of Team Participation Connection of Skills/Variety

DRIVERS

Pace and Speed of Skills

VARSITY SPIRIT

2021 – 2022 USA COLLEGE SCORING RANGES: 3/4



VERSION 11.12.21

2021-2022. Version 9.21.21



2021-2022 COLLEGE SPIRIT COMPETITIONS

College Show Cheer

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 $$\operatorname{\textsc{OR}}$$

Single based toss stunts that press or catch to extended stunt Required Dismount: Flip or double

Required Dismount: Flip or dou 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 Pike Open Split)

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.

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

8.5 - 9.0

Above 8.0 – 8.5 Stunts Plus: Basket Toss (Layout, Layout Straddle, Layout Kick or Layout

9.0 - 9.5

Perform one of the below skills (majority unassisted)
Unbraced rewinds 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 Pike 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 Pike Open Split)

DRIVERS

Degree of Difficulty

Percentage of Team Participation

Connection of Skills/Variety

Pace and Speed of Skills

Co-Ed Basket Toss (Requires 3 Males) (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)





VERSION 11.12.21

2021-2022. Version 9.21.21



2021-2022 COLLEGE SPIRIT COMPETITIONS

College Show Cheer

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 a 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.

Note: Both standing and running tumbling skills will be considered.

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

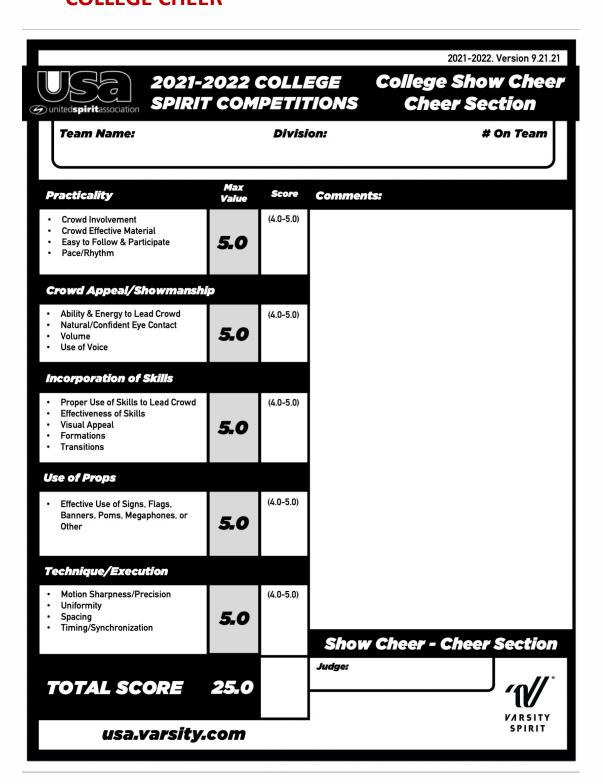
Combination of Skills/Variety

Pace and Speed of Skills

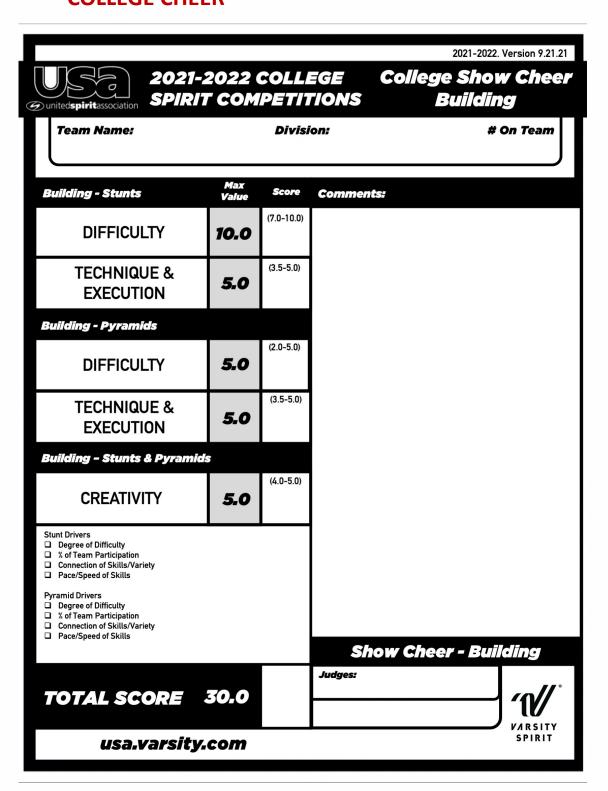


				00	21 2022 Varsion 0.21.21
2021-2 Gunitedspiritassociation				College S	21-2022. Version 9.21.21 Show Cheer Section
Team Name:		Division:			# On Team
Composition/Choreography	Max V Value	Score	Commen	ts:	
 Innovative, Intricate, Visual Ideas Pace/Flow Formations Transitions Use of Floor 	5.0	(4.0-5.0)			
Technique/Execution					
Sharpness/PrecisionUniformitySpacingTiming/Synchronization	5.0	(4.0-5.0)			
Dance					
 Creativity/Visual Effects Variety Footwork/Floor Work Formations Transitions Technique/Perfection Timing/Synchronization 	5.0	(4.0-5.0)			
Showmanship					
(ENTIRE ROUTINE) Energy/Genuine Enthusiasm Eye Contact Confidence Ability to Recover	5.0	(4.0-5.0)			
School/Organization Repres	entation				
(ENTIRE ROUTINE) Image, Performance Integrity, Sportsmanship, Appropriateness	5.0	(4.0-5.0)	Show	r Cheer - M	usic Section
TOTAL SCORE	25.0		Judge:		
usa.varsity.	com				<i>VA</i> RSITY Spirit

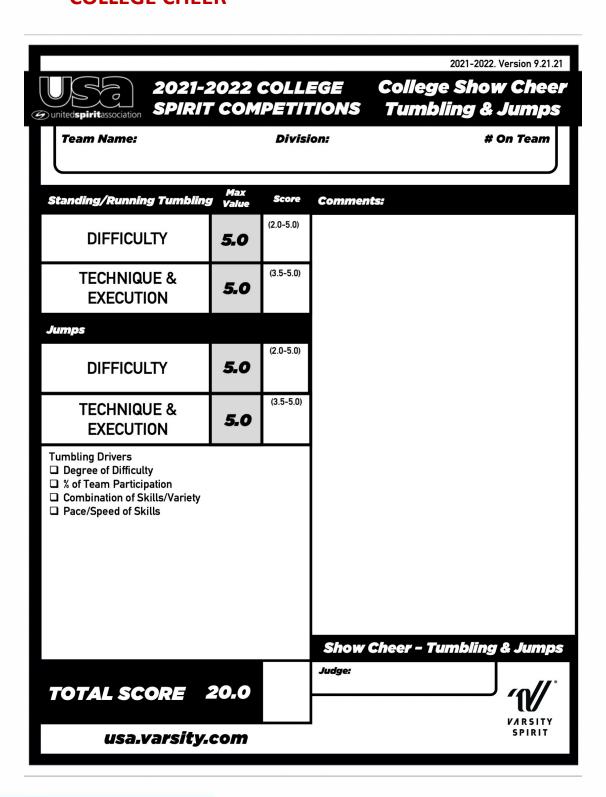






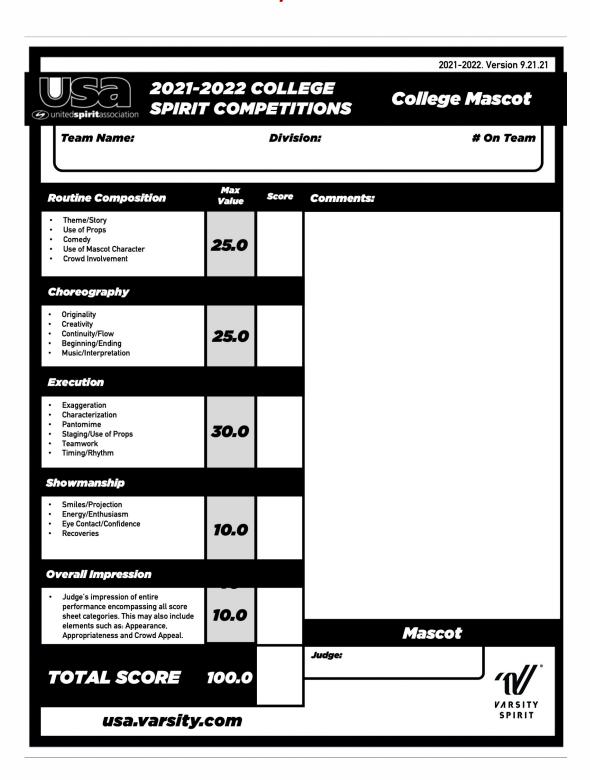








2021 – 2022 USA COLLEGE MASCOT DIVISION SCORING: 1/3







2021 – 2022 USA COLLEGE MASCOT DIVISION SCORING: 2/3

VERSION 11.12.21

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.

<u>Pantomime</u>

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).



2021 – 2022 USA COLLEGE MASCOT DIVISION SCORING: 3/3

VERSION 11.12.21

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.





2021 – 2022 GAME DAY CHEER DAY RULES & SCORING (1/5)

VERSION 11.12.21

2021-22 CHEER GAME DAY RULES & GUIDELINES

(Please read through all Rules & Guidelines carefully as significant changes have been made from the 2021-22 season)

I. GENERAL RULES

All permitted cheerleading specialty skills, including tumbling, partner stunts, pyramids and jumps for the Game Day Divisions must follow the 2021-22 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 during Game Day categories at Collegiate Championships only) – 5+ 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
 <u>NOT</u> 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.



2021 – 2022 GAME DAY CHEER DAY RULES & SCORING (2/5)

VERSION 11.12.21

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.
- 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, handshakes, 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.



2021 – 2022 GAME DAY CHEER DAY RULES & SCORING (3/5)

VERSION 11.12.21

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.

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.
- 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 score sheet:
 - 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.



2021 – 2022 GAME DAY CHEER DAY RULES & SCORING (4/5)

VERSION 11.12.21

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/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/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 score sheet:
 - 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.



2021 – 2022 GAME DAY CHEER DAY RULES & SCORING (5/5)

VERSION 11.12.21

B. SPECIFIC SKILL RESTRICTIONS – SITUATIONAL SIDELINE/CHEER CATEGORY

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

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 of 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.
- Fight song incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. If the fight song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times. Counting will begin with the first initiation of a skill and continue until either the incorporation is complete or the end of the 3rd 8-count.
- 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.

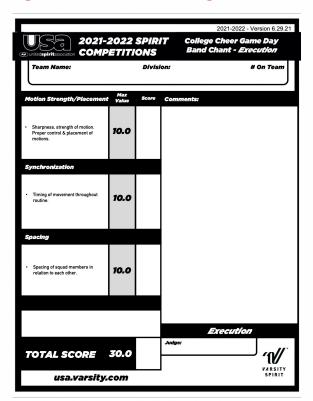
Emphasis will be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

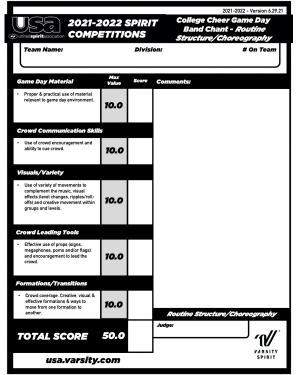
- A kick/jump will not be considered as a skill and can be performed at any time during the routine
- Tumbling twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations



2021 – 2022 USA SCORE SHEETS GAME DAY: BAND CHANT



USS 2021-2			7 2021-2022 - Version 6.29.2 T College Cheer Game Day Band Chant - Showmanship
Team Name:	Division:		_
Crowd Appeal	Max Value	Score	Comments:
Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd.	10.0		
Overall impression			
Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10.0		
TOTAL SCORE	20.0		Showmanship Judge:
usa.varsity.			VARSITY SPIRIT

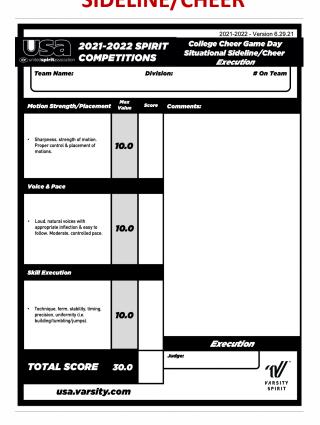






2021 – 2022 USA SCORE SHEETS GAME DAY: SITUATIONAL SIDELINE/CHEER

VERSION 11.12.21



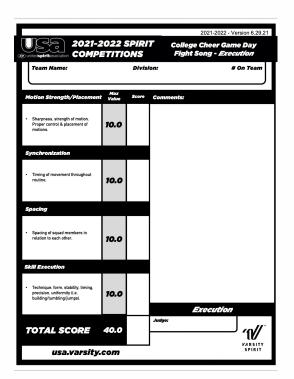
2021-2 @unitedspiritassociation COMP			2021-2022 - Version 6.29.21 College Cheer Game Day Situational Sideline/Cheer Showmanship
Team Name:	Division:		on: # On Team
Crowd Appeal	Max Value	Score	Comments:
Energy, showmanship, facial expression, eye contact & overall connection to the crowd.	10.0		
Overali impression			
Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10.0		
			Showmanship
TOTAL SCORE	20.0		Judge:
usa.varsity.	com		<i>VA</i> RSITY Spirit

Notes:

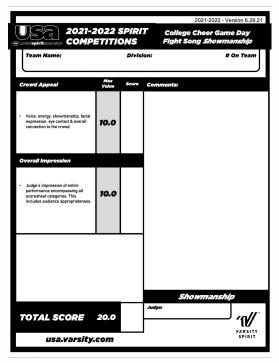
2021-2 unitedspiritassociation COMP			Situatio	2021-2022 ge Cheer Ga onal Sidelin eading/Cho	e/Cheer
Team Name:		Divisio	n:		# On Tean
Game Day Material	Max Value	Score	Comments:		
Proper & practical use of material relevant to game day environment.	10.0				
Crowd Communication Skill	ls				
Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd.	10.0				
Crowd Leading Tools					
Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	10.0				
Incorporation of Skills					
Skills incorporated to enhance the squad's ability to property lead the crowd (i.e. building/tumbling/jumps).	10.0				
Formations/Transitions					
Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.	10.0		Crowd Le	rading/Cho	re <u>ograp</u> h
TOTAL SCORE	50.0		Judgei		J ~
usa.varsity.	.com				VARSIT SPIRI



2021 – 2022 USA SCORE SHEETS GAME DAY: FIGHT SONG



			Collection	2021-2022 - Version 6.29.2
2021-2 @unitedspiritassociation COMP			Figh	e Cheer Game Day t Song - <i>Routine</i> ure/Choreography
Team Name:	Division		ion:	# On Team
Game Day Material	Max Value	Score	Comments:	
Proper & practical use of material, and props, if applicable, relevant to game day environment.	10.0			
Incorporation of Skills				
 Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps). 	10.0			
Visuals/Variety				
 Use of variety of movements to complement the music, visual effects (level changes, ripples/roll- offs) and creative movement within groups. 	10.0			
Formations/Transitions				
Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.	10.0		Routine Str	ructure/Choreograph
TOTAL SCORE	40.0		Judge:	10/
usa.varsity.	com			SPIRIT







2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (1/6)

VERSION 11.12.21

2021-22 COLLEGE DANCE GAME DAY RULES & GUIDELINES

I. GENERAL RULES

All permitted dance specialty skills, including leaps, turns, jumps, etc. for the Game Day Divisions must follow the 2021-22 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. CATEGORIES/DIVISIONS:

There are three stand-alone categories and one all-in-one category.

- Fight Song
- Band Chant
- · Performance Routine
- · All-In-One Performance
 - (performed in this order -- Fight Song/Band Chant/Performance Routine)

DIVISIONS

College (offered during Game Day categories at Collegiate Championships only) – 6-30 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 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/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."

2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (2/6)



VERSION 11.12.21

D. COMPETITION AREA:

- Participants may stand or enter 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, handshakes, 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.



2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (3/6)

VERSION 11.12.21

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.

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 score sheet:
 - o Game Day oriented material
 - o Crowd communication skills
 - o Incorporation of game day/sideline appropriate skills
 - o Formations/transitions
 - o Motion strength and placement
 - o Spacing
 - o Execution of skills
 - o 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 2021-22 USA College Dance Safety Rules for this category .



2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (4/6)

VERSION 11.12.21

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 2021 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 score sheet:
 - o Game Day oriented material
 - o Crowd communication skills
 - o Incorporation of game day/sideline appropriate skills
 - o Formations/transitions
 - o Motion strength and placement
 - o Spacing
 - o Execution of skills
 - o 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 2021-22 USA College Dance Safety Rules for this category .



2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (5/6)

VERSION 11.12.21

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 score sheet:
 - o Game Day oriented material
 - o Crowd communication skills
 - o Incorporation of game day/sideline appropriate skills
 - o Formations/transitions
 - o Motion strength and placement
 - o Spacing
 - o Execution of skills
 - o 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 2021-22 USA College Dance Safety Rules for this category .



2021 – 2022 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES (6/6)

VERSION 11.12.21

V. GAME DAY "ALL-IN-ONE" PERFORMANCE

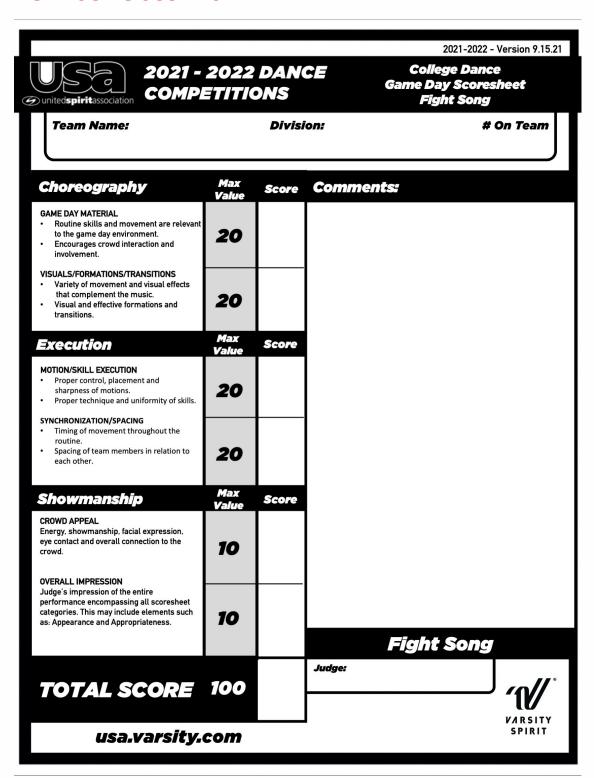
A. ROUTINE AND JUDGING REQUIREMENTS:

- 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.

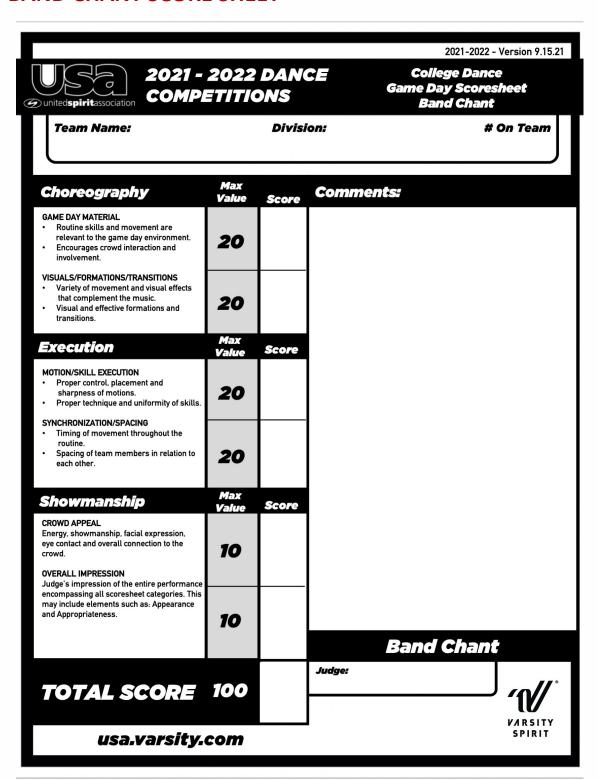






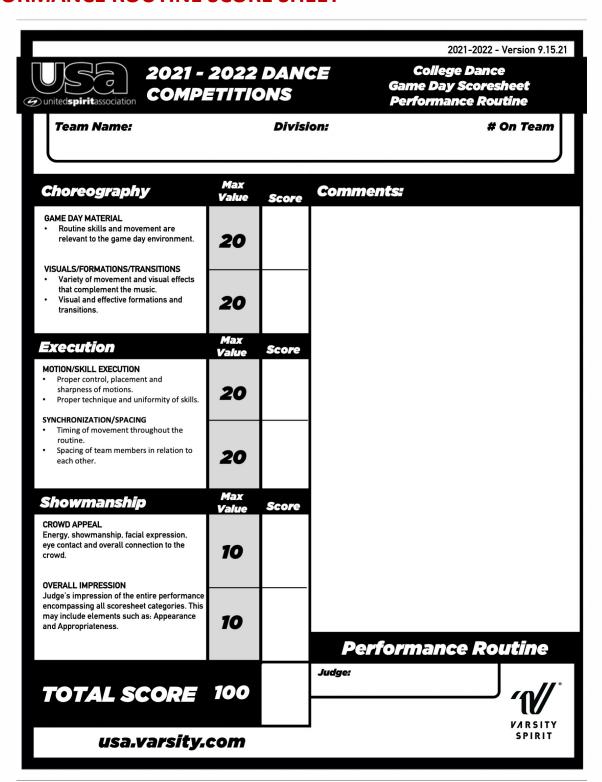
GAME DAY COLLEGE DANCE BAND CHANT SCORE SHEET





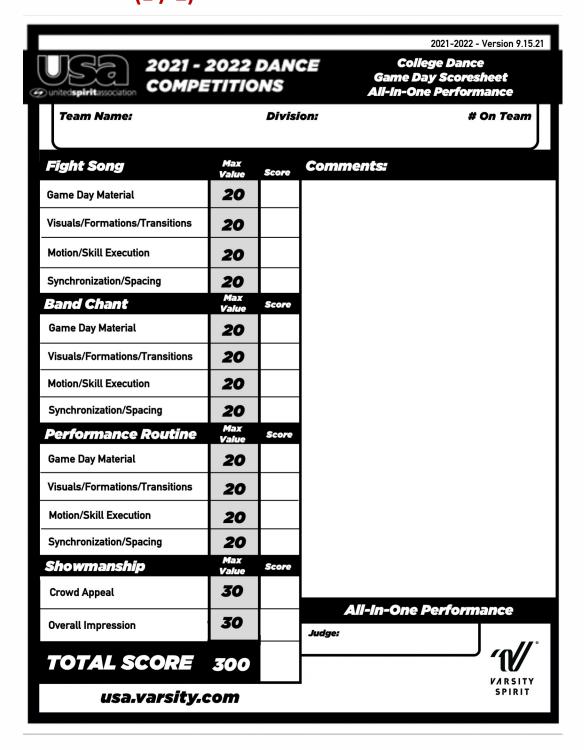


GAME DAY COLLEGE DANCE PERFORMANCE ROUTINE SCORE SHEET





GAME DAY COLLEGE DANCE 'ALL IN ONE' PERFORMANCE SCORE SHEET (1 / 2)







GAME DAY COLLEGE DANCE 'ALL IN ONE' PERFORMANCE SCORE SHEET (2 / 2)

VERSION 11.12.21

COLLEGE DANCE GAME DAY ALL-IN-ONE PERFORMANCE

2021-2022 Version 9.15.2

All 3 Game Day routines will be performed for this division and in the following order: Fight Song, Band Chant and Performance Routine. Each routine will be judged on the below criteria.

CHOREOGRAPHY (120 points possible for all 3 routines)

GAME DAY MATERIAL (20 points possible per routine)

- · Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

VISUALS/FORMATIONS/TRANSITIONS (20 points possible per routine)

- Variety of movement and visual effects that complement the music.
- Visual and effective formations and transitions.

EXECUTION (120 points possible for all 3 routines)

MOTION/SKILL EXECUTION (20 points possible per routine)

- · Proper control, placement and sharpness of motions.
- · Proper technique and uniformity of skills.

SYNCHRONIZATION/SPACING (20 points possible per routine)

- · Timing of movement throughout the routine.
- · Spacing of team members in relation to each other.

SHOWMANSHIP (60 points possible for all 3 routines)

CROWD APPEAL (30 points possible)

Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

OVERALL IMPRESSION (30 points possible)

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

TOTAL POINTS POSSIBLE (300 points for all 3 routines)

POINT SCALES

20 Point Scale:

Superior 18-20 Above Average 15-17 Average 12-14 Below Average 0-11 30 Point Scale:

Superior 28-30 Above Average 25-27 Average 22-24 Below Average 0-21





2021-2022 COLLEGE DANCE SAFETY RULES (1/4)

VERSION 11.12.21

Changes/updates from the 2020-2021 competition season are in red.

GENERAL GUIDELINES

- 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.



2021-2022 COLLEGE DANCE SAFETY RULES (2/4)

VERSION 11.12.21

COMPETITION ROUTINE REQUIREMENTS:

- 1. Teams must have at least 6 (six) members. The maximum is 30 (thirty) 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. Participants that wear shoes must have soft, non-marking soles. Penalty of marking floor is disqualification. The performing school will be responsible for any charges that may occur as a result of damage to any floor. Performers who do not wear shoes while performing do so at their own risk. Shoes are required at all other times when not directly performing.
- 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.).



2021-2022 COLLEGE DANCE SAFETY RULES (3/4)

VERSION 11.12.21

EXECUTED BY INDIVIDUALS - TUMBLING & STREET STYLE SKILLS:

Please note that any or all inverted skills and tumbling are not required in any category. If choreographed into routine, please be sure to follow the guidelines below.

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" Competition Routine Requirements, rule #5).
 - 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. (Exception: aerials). Clarifications:
 - If a team chooses to use hands free poms for an aerial skill and a dancer(s) touches down during the skill, the hands free poms must be used properly or a penalty will be assessed.
 (See "Hands Free Poms" Competition Routine Requirements, rule #5).
 - If a team chooses to use NON-hands free poms for an aerial skill, the poms must be moved to one hand. If a dancer touches down during the skill with the hand 'holding the poms, 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.



2021-2022 COLLEGE DANCE SAFETY RULES (4/4)

VERSION 11.12.21

EXECUTED BY GROUPS OR PAIRS - LIFTS & PARTNERING:

Please note that any or all lifts and partnering are not required in any category. If choreographed into routine, please be sure to follow the guidelines below.

- 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).

GROUPS & PAIRS - DISMOUNTS TO THE PERFORMANCE SURFACE (CLARIFICATION: MAY BE ASSISTED BUT NOT REQUIRED)

Please note that any or all dismounts to the performance surface are not required in any category. If choreographed into routine, please be sure to follow the guidelines below.

- 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 send a video clip if you have a question about the legality of a skill.





2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (1/7)

VERSION 11.12.21

This glossary of terms is divided into rules terminology and skills terminology.

RULES TERMINOLOGY

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).

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

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.

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.

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.

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

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

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.)

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.)



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (2/7)

VERSION 11.12.21

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.

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.

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).

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.

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.

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.)



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (3/7)

VERSION 11.12.21

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.

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.

SKILLS TERMINOLOGY

A la Secondé Leap (Second Leap): A leap in which the legs open to second position in turnout, so that the dancer's heels are visible.

A la Seconde Turn (Second Turn): Pirouette a la seconde is a classical ballet term meaning a "spin with leg to the side" or "spin with leg in second position." A dancer performing a pirouette a la seconde will be turning on their supporting leg with their other leg to the side and straight with a pointed foot.

Aerial: (airborne hip over head rotation skill without hand support) A skill that takes off from one foot and lands on one or two feet without placing hands on the ground.

Attitude: A position where the working leg is lifted in the air to the front (devant), side (a la seconde) or to the back (derrière). The leg in the air is bent and is most often turned out so that the knee is higher than the foot.

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.



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (4/7)

VERSION 11.12.21

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.

C Jump: A jump in which a dancer uses a deep plie, the legs pull behind the body and are bent, the head is released and arms are pulled back. The body forms the shape of a "C".

Calypso: (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: A connecting step in which one foot remains in advance of the other; meaning to chase.

Chaines/Chaine Turn: Chaînés or "chaîné turns" is when a dancer is performing a series of turns on both feet, picking up each foot back and forth in order to keep moving in a line or circle.

Coupé: 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: An action in which the working leg moves through passé (bends) before extending into position; meaning to develop.

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.

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

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).



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (5/7)

VERSION 11.12.21

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: 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: 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.

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.

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.

Jeté: 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.



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (6/7)

VERSION 11.12.21

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

Kick: Throwing the working leg in the air in a controlled manner, while the supporting leg and body stay properly aligned in the position of choice. Jazz equivalent of a grand battement in ballet.

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.

Leg hold/Leg Hold Turn: A skill in which a dancer extends one leg upward showing flexibility. When executing this skill, the dancer grabs the leg and/or foot of the leg that is extended. To make the skill more advanced, rotations can be incorporated making it a leg hold turn.

Passé: 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.

Pencil: A position of the working leg during a pirouette turn in which the leg is forward, turned out and pointed to the floor. The foot is a couple inches off the floor.

Pique/Pique Turn: "Pricked" a step in which a dancer transfers weight onto the pointe or demi pointe of the supporting leg. The working leg is in passé position and turned out. This action can be immediately followed by a turning motion, known as a pique turn.

Pirouette: (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: A preparatory and landing skill in which the dancer bends, softens his/her knees; meaning to bend.

Relevé: An executing skill in which the dancer lifts up to the ball of his/her feet; meaning to rise.



2021-2022 COLLEGE DANCE GLOSSARY OF TERMS (7/7)

VERSION 11.12.21

Reverse Leap: A leap in which a dancer begins facing back and travels toward the back (with steps or a chasse), then rotates the shoulders and hips to the front/direction the dancer came from and hits the split leap position facing the front/the direction the dancer came from.

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).

Scissor Leap/Switch Leap: A leap in which the legs exchange positions (by swinging past each other while in the air), showing a split with both legs in one jump.

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: 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.

Surprise Leap: A leap in which a dancer begins facing back and travels to the side (with steps or chasse) and then rotates the shoulders and hips to the front while also bringing the leg through passé and hits the split leap position facing front.

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).

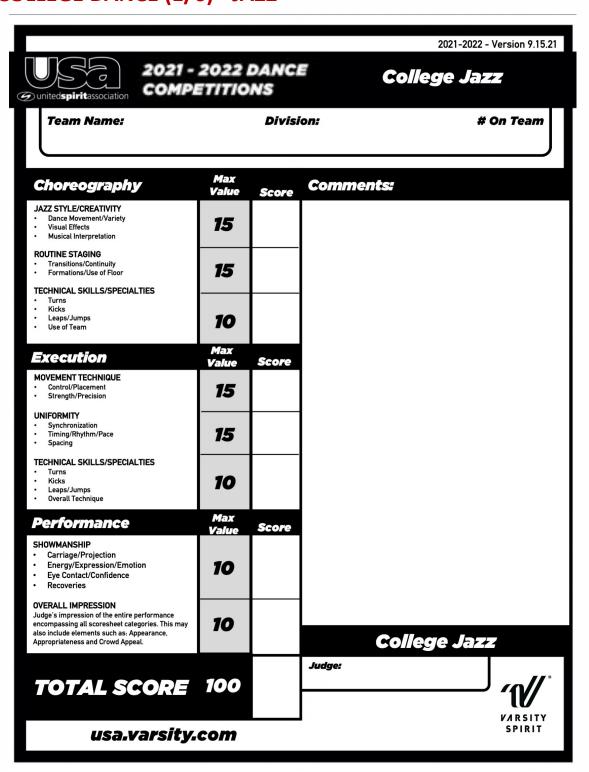
Toe Touch: (airborne skill) A jump in which the dancer lifts the legs through a straddle position. Hips externally rotate to turn out the legs and the chest is upright. Arms are typically held in a T position.

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.

Turning C Jump: A jump in which a dancer uses a chaine turn to prep into a C jump and the jump is performed while turning.



2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (1/6) - JAZZ



2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (2/6) - JAZZ



VERSION 11.12.21

2021-2022 - Version 9.15.21

COLLEGE JAZZ ROUTINE PROCEDURE: A college jazz routine incorporates stylized jazz dance movements and combinations, visuals effects, level changes, formation changes and dance technique. Emphasis should be on uniformity of the selected jazz style, proper dance technique, timing and showmanship.

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 the 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
 is also taken into consideration.
- Kicks Variety of kicks and how they are incorporated into routine.
- Leaps/Jumps Incorporation and variety of leaps/jumps, and how they are used to enhance routine, difficulty 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)

Movement Technique (15)

- Control/Placement Proper control, placement and posturing of angles and body positions. Looking for full extension and 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 proper 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 the
 performance.
- Eye Contact/Confidence Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, and sportsmanship.
- · Recoveries Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

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

POINT SCALES

15 Point Scale:

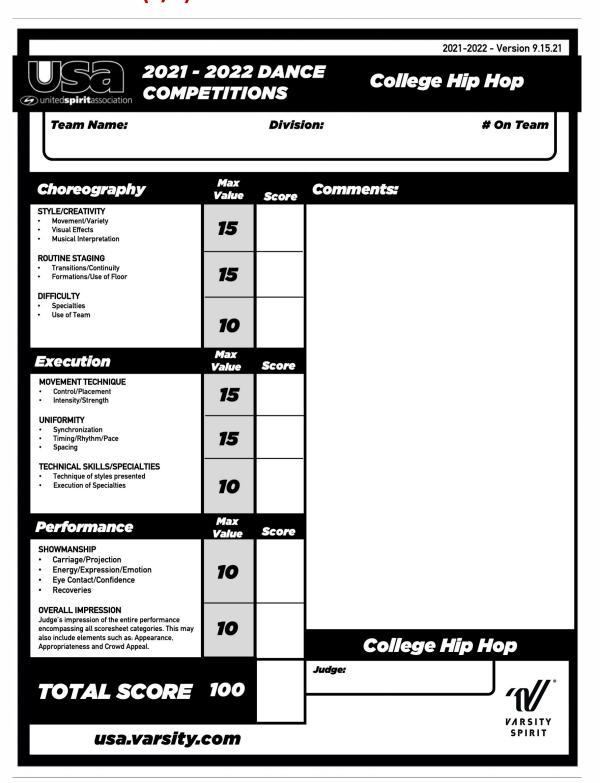
Superior 14-15 Above Average 12-13 Average 10-11 Below Average 0-9 10 Point Scale:

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





2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (3/6) - HIP HOP



2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (4/6) - HIP HOP



VERSION 11.12.21

2021-2022 - Version 9.15.21

COLLEGE HIP HOP ROUTINE PROCEDURE: A college hip hop routine consists of street style movement with an emphasis on execution, uniformity, body control, rhythm, creativity, visual effects and musical interpretation. A combination of hip hop styles are permitted and may include (but not limited to): body control/isolations, popping, locking, tutting, breaking etc. Jazz technique and technical skills (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 the 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 and posturing of angles and body positions. Looking for full extension & completion
 of movement.
- Intensity/Strength Ability to perform movement with the proper level of strength and 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 the
 performance.
- Eye Contact/Confidence Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, and sportsmanship.
- Recoveries Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

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

POINT SCALES

15 Point Scale:

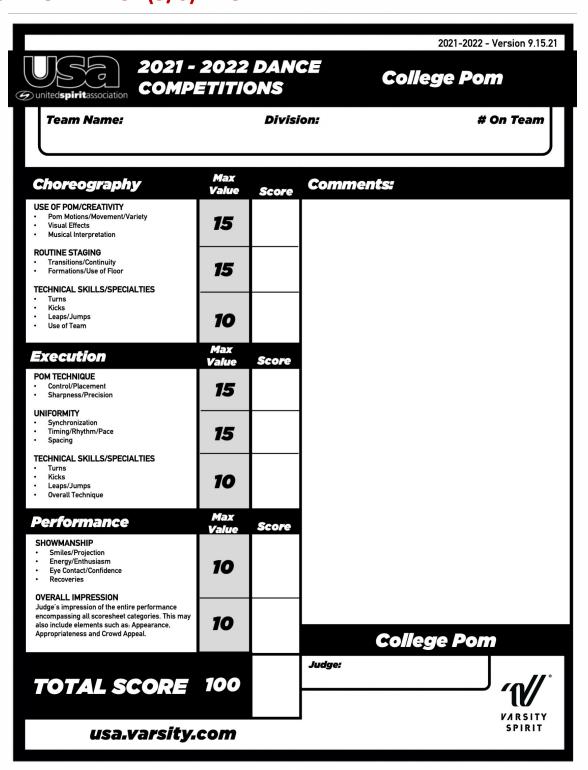
Superior 14-15 Above Average 12-13 Average 10-11 Below Average 0-9 10 Point Scale:

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





2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (5/6) - POM





2021 – 2022 USA SCORE SHEETS COLLEGE DANCE (6/6) - POM

VERSION 11.12.21

2021-2022 - Version 9.15.21

COLLEGE POM ROUTINE PROCEDURE: A college pom routine consists of visuals 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 pompons for 80% of the routine.

CHOREOGRAPHY (40)

Use of Pom/Creativity (15)

- Pom Motions/Movement/Variety Variety of pom motions and 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 the 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 will
 be taken into consideration.
- Kicks Variety of kicks and how they are incorporated into routine.
- Leaps/Jumps Incorporation and variety of leaps/jumps, and how they are used to enhance routine, difficulty will be 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 and completion of pom motions, angles and body positions.
- · Sharpness/Precision Strong pom motions and 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 proper 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 and sportsmanship.
- Recoveries Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

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

POINT SCALES

15 Point Scale:

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

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