

2023-2024



**2023 – 2024 USA COLLEGIATE CHAMPIONSHIPS
EVENT INFORMATION PACKET
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Visit usa.varsity.com for the most up-to-date competition and camp information this season!

Information is subject to change.

VERSION 9.1.23

Save the Date!



**2024 USA Collegiate Championships
Anaheim Convention Center
February 17-18, 2024**



**2024 USA Collegiate Expo
Anaheim, CA - February 17, 2024**

2023-24 USA COLLEGIATE CHAMPIONSHIPS

DIVISIONS

USA COLLEGIATE CHAMPIONSHIPS DIVISIONS for 2023-2024

CHEER & MASCOT DIVISIONS

| | | |
|--|---|-----------------------|
| 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 |
| Show Cheer -- Intermediate | | |
| 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 |
| Group Stunt | | |
| Routine Length: 1 Minute | | |
| Group Stunt | • All Female or All Male | • 4 - 5 Members |
| Partner Stunt | | |
| Routine Length: 1 Minute | | |
| Partner Stunt | • Female/Male | • 2 Members + Spotter |
| 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/Cheer - Cheer | | |
| Routine Length: 1 Minute | | |
| College | • Female/Male | • 5+ Members |
| Game Day Fight Song - Cheer | | |
| Routine Length: 1 Minute | | |
| College | • Female/Male | • 5+ Members |

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

Game Day (Cheer) Division Splits

Divisions will be split into 4yr and 2yr once there are 10 teams in the division. There must be at least 3 teams in each division once a split occurs to keep the divisions separated by size.

DANCE DIVISIONS

| | | |
|--|---------------|------------------|
| 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 All In One Performance - Dance | | |
| Routine Length: 3 Minutes | | |
| 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. 5-16-23

2023 – 2024 USA COLLEGIATE CHAMPIONSHIPS GENERAL INFORMATION

REGISTRATION

Event registration is done on-line at usa.varsity.com. Registration is scheduled to go live in October 2023.

Registration must be submitted on-line on or before December 1, 2023. 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. \$50 per person deposit is due by December 15, 2022.

Please wait until registration has been verified and you have received a confirmation email from the USA office before making a payment. 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.

DEADLINES

December 1, 2023 – Registration must be submitted online on or before December 1st.

December 15, 2023 – \$100 non-refundable per competitor deposit is due.

January 19, 2024 – Deadline for Division and/or Roster changes due. There are no division changes after January 19, 2024.

January 19, 2024 – Original Collegiate Championships Liability Release and Waiver forms and Eligibility Form are due in the USA office. Please use the specific Collegiate Championships release form and official Eligibility Form.

February 2, 2024 – Final balance due

USA CHEER COACH, STUNT COACH, DANCE COACH OR PROFESSIONAL MEMBERSHIP

Varsity Spirit requires that all school coaches, choreographers, and personnel wishing to access the warmup area, backstage or coaches' box at our competitions have a USA Cheer Coach, STUNT Coach, Dance Coach or Professional Membership. Visit usacheer.org/usa-cheer-membership-for-varsity-spirit to learn more and to complete the steps required before your first competition. Each registered cheer team/program must have at least one coach with a Cheer Coach membership and must accompany the team at every competition. Additional coaches can choose to have either a STUNT Coach, Dance Coach or Professional Membership. **The USA Cheer General Membership is not an acceptable membership for restricted area access.**

ELIGIBILITY

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. Schools must submit the Eligibility Form by **January 19, 2024**. 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,

2023. 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 on the Eligibility Form.

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 2024 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.

The Eligibility Form must be submitted to the USA office on or before January 19, 2024. If submitted after January 19, 2024, 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. If a team fails to produce this proof of eligibility prior to the deadline, they will not be allowed to perform.

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

ADDITIONAL VARSITY BRANDS TEAM/INDIVIDUAL REQUIREMENTS

1. Any university or college competing in a Varsity College National Championship and/or Collegiate Championships shall not permit a student-athlete to represent their school unless the student-athlete meets all the applicable eligibility requirements, and the coach and program administrative supervisor has certified the student athlete's eligibility.
2. **A student-athlete may only represent ONE (1) school in a National Championship and/or Collegiate Championships competition for each academic year.** For example, a student athlete may not compete for one school in January, transfer and compete for another school in April.
3. At the 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.
4. A student-athlete can be part of the institution's cheer/dance spirit squad but will only be allowed to compete for a **maximum of five (5)** National Championships during the course of his/her college career, regardless of the number of universities or colleges he/she has attended.
5. A student-athlete may not compete in more than **five (5)** National Championships in combined Junior College and/or 4-year college/university.
6. An alternate or injured student-athlete that does not take the competition floor will not be perceived as a competing member and will not count towards the maximum of five (5) National Championships.
7. This will apply to 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.

8. Verification of eligibility will be required by the school's Registrar's Office and the program's administrative supervisor, in addition to the coach. It will be the responsibility of these individuals to verify that all student-provided information and documentation is correct and valid.
9. Teams violating this rule could forfeit their titles and/or rankings, as well as be prohibited from entering any other Varsity Brands Championship the following year.

DIVISIONS

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

MUSIC

Note the music rules that are in place for the 2023-24 competition season. Be sure you are familiar with these prior to taking any competition floor. Failure to comply may lead to disqualification and forfeiture of all fees (registration, admission or otherwise) associated with a team's performance.

Music Rules & Restrictions

Music is defined as any recorded sound amplified through the competition sound system. One or several selections of music may be used, as long as they follow the music licensing rules. Failure to comply may lead to disqualification and forfeiture of all fees associated with a team's performance.

- Coaches are responsible for reading and understanding the USA Cheer Music Copyrights Educational Initiative and understanding that all sound recordings used in their team music shall only be used with written license from the owners(s) of the sound recordings.
- For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, teams should email musicinfo@varsity.com. Please periodically check the provider list for updates and changes.
- Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event they are attending.
- If your team is featured in a TV and/or virtual broadcast and uses an original composition created for your performance, your routine music will be used in the show if you also secured synchronization rights. Teams must be able to provide written documentation that synchronization rights were properly secured during registration at the event for the original routine music to be included in the show.
- When recording your music for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) and make sure that the volume of the song is at 0. Things to note: Most DAW's have a default that sets a track at -6 when a track is added. Check to see if there is a normalization process after you render or save your work.
- If you would like to perform your school's original fight song, you may bring a recording of your marching band playing the song. You will need to get the school's permission to use the song and recording. A letter granting permission for the cheer or dance team to use the fight song on school letterhead is enough. It should be signed by your program's administrative supervisor. Go to varsity.com/music for more details.

- If a team does not have the required paperwork, they will be given the option to count the routine verbally or perform to an approved track of music or a track with counts (provided by Varsity Spirit).
- If a team does not have the required paperwork and chooses not to count the routine or perform to an approved track of music or a track with counts, the team will be disqualified from the competition and not allowed to perform or compete.
- If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
- A challenge can only be made by the official coach of a team competing at the event at which the challenge is being made.

Challenge Process

- All music challenges must be submitted in writing to the event director.
 - There will be \$100 fee to request a music challenge and must be in the form of a check made out to St Jude Children's Research Hospital.
 - Fees collected will be voided if the challenge is correct.
 - If the team challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
 - If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
- A sound system will be provided. Speed control is not available. Music must be recorded at the correct tempo. Music checks on the main sound system are not permitted.
 - All teams must provide their own MP3 device (or smart phone) for use on the event-provided sound system. Although it is not recommended due to potential interference that may be caused during a routine, a smart phone may be used for playing music.
 - Each team is required to have a representative (responsible adult recommended) that knows the routine and music remain at the music station (no alternates or team members please). This representative is responsible for starting the music and stopping the music at the routine's end, or in case of technical malfunction or injury. Should an adult choose not to stay at the music station for the duration of the routine, and a malfunction occurs, the team may or may not be permitted to perform the routine again. Please hold on to your music until the time of your performance. If using an MP3, smart phone, etc. please ensure that there is no case on the device which will obstruct the jack from plugging into the sound system. Please ensure that jacks are clean and free of any debris which may impact connectivity. Note that you may need to acquire an adapter in advance if your player does not have a headphone jack. If you are using a smart phone, please ensure that no interruptions (i.e., phone call, alarm, etc.) occur during your performance. Place the smart phone in "airplane mode," ensure that the volume is turned up and the phone is fully charged. Interference caused by a smart phone that results in routine delay may receive an overtime or delay of contest penalty.

Virtual Competitions Music Rules

- The USA Cheer Music Copyrights Educational Initiative will govern all sound recordings used at the event and all sound recordings used in your team's music shall only be used with written license from the owners(s) of the sound recordings.
- For the most up-to-date music information, visit <http://varsity.com/music>. If you have any questions, teams should email musicinfo@varsity.com. Please check the Music Provider list for updates and changes periodically.
- All routines will be judged with sound and available for Varsity TV subscriber viewing with sound for 48 hours once the event goes live. After 48 hours, the routines will be available without sound for Varsity TV subscribers. After 5 days, routines will be available free of charge without sound for the duration of the competition season. This information is subject to change.

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. Any team traveling with a video crew may be disqualified.

LOGO USAGE

Teams will not be allowed to use any USA Varsity Spirit Brand logo, the USA logo or the Game Day logo on banners, rings, bows, t-shirts, etc. without prior approval from the USA office. However, the use of the USA letters (not unique to the USA logo) will be allowed.

ENTRANCE/EXIT

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

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

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

PERFORMANCE AREA

A 54' x 42' carpet bonded foam mat (non-spring) will be used for all cheerleading performances. All stunts and tumbling must be completed on the mat surface. There will be a three-point deduction off your final averaged score for each infraction of this rule. The warm-up/practice area will consist of carpet bonded foam mat strips. The size of the warm up floor will be communicated in pre-competition information which is emailed approximately 14 days prior to the event. All dance team divisions will perform on a marley, parquet, stage, basketball/gym court or similar type dance floor.

PERFORMANCE ORDER/SCHEDULES

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

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

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

PENALTIES

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

1. Safety Rules: Two (2) points will be deducted from the final team average for each occurrence of an illegal procedure. For example, if all squad members execute an illegal stunt, the squad will receive one two-point penalty. If the same squad performs the same or another illegal stunt within the same routine, they will receive a second two-point penalty.

You must adhere to the appropriate division limitations and the 2023-2024 USA Cheer safety rules for collegiate school-based cheer and dance programs.

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

Penalties will be assessed as follows: 1-5 seconds over = 1 point penalty; 6 or more seconds over = 2-point penalty.

For cheer teams, up to 2:15 (135 seconds) of the total routine may be performed to music. There is no restriction as to the proportion of the music section(s) used in relation to the cheer only section(s). Penalties will be deducted from the final averaged score for going over the 2:15 total music time limit. Penalties will be assessed as follows: 1-5 seconds over = 1 point penalty; 6 or more seconds over = 2-point penalty.

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

APPROPRIATENESS OF CHOREOGRAPHY, MUSIC, OUTFITTING

All facets of a performance or routine, including choreography, music selection, outfitting and cheer words should be suitable for family viewing and listening. Uniforms for all team types should be appropriate for the age of the participants performing the routine. Cheer words should promote school pride, honor, tradition and sportsmanship in the cheer. Cheers that are negative, insulting to other teams or the judges may reflect a lower School Representation or Crowd Appeal score.

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

Deductions will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another.

Deductions will be given for music or words unsuitable for family listening, which includes, but is not limited, to profanity and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body, and/or violent acts or behavior. Removing improper language or words from a song and/or replacing with sound effects or other words may be considered inappropriate, and deductions will be made accordingly.

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

INSURANCE

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

JUDGING

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

2023 – 2024 USA COLLEGIATE CHAMPIONSHIPS DIVISIONS

SHOW CHEER

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

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. Please adhere to the appropriate 2023–2024 USA Cheer College Safety Rules www.usacheer.org/college-cheer

Time Limit: Maximum three (3) minutes. For cheer teams, up to 2:15 (135 seconds) of the total routine may be performed to music. There is no restriction as to the proportion of the music section(s) used in relation to the cheer only section(s). Penalties will be deducted from the final averaged score for going over the 2:15 total music time limit. Penalties will be assessed as follows: 1-5 seconds over = 1 point penalty; 6 or more seconds over = 2-point penalty.

DIVISION RULES: SHOW CHEER

Specialty Skills Restrictions

There are no tumbling or stunt/pyramid/toss restrictions in this division besides those listed in the USA Cheer College Rules found on the USA Cheer website: www.usacheer.org/college-cheer

DIVISION RULES: SHOW CHEER – INTERMEDIATE

Specialty Skills Restrictions

Teams must adhere to the USA Cheer College Rules found on the USA Cheer website www.usacheer.org/college-cheer in addition to stunting and tumbling restrictions for the intermediate division. Please refer to the 2023-24 College Show Cheer Intermediate Division Limitations document for all specialty skill restrictions for this division.

GROUP STUNT

Number on Team: Four/Five members, including spotter (all female or all male).

Routine Procedure: The participants all must be from the same school. Execute stunts of your choice. Background music is encouraged but must meet music licensing requirements. You must adhere to the USA Cheer College Rules found on the USA Cheer website www.usacheer.org/college-cheer

Time Limit: 1 minute maximum

PARTNER STUNT

Number on Team: Two members plus a spotter.

Routine Procedure: The participants all must be from the same school. Execute single-based partner stunts of your choice. Background music is encouraged but must meet music licensing requirements. You must adhere to the USA Cheer College Rules found on the USA Cheer website www.usacheer.org/college-cheer

Time Limit: 1 minute maximum

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 cleaning 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).

POM

Number on Team: Six to thirty

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 2023-2024 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

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 2023-2024 USA College Dance Safety Rules found on the USA website: usa.varsity.com.

Time Limit: Maximum 2 ½ minutes

HIP HOP

Number on Team: Six to thirty

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 2023-2024 USA College Dance Safety Rules found on the USA website: usa.varsity.com.

Time Limit: Maximum 2 ½ minutes

SAFETY RULES REVIEW CHEER/DANCE

Cheer routines must follow the 2023-2024 USA Cheer College Rules: <https://www.usacheer.org/college-cheer>

Dance routines must follow the USA College Dance Safety Rules.

Submitting an electronic video is the only way to review a routine for potential safety violations. All video reviews must be submitted 14 days or more prior to the competition date.

For all legality, or questions regarding specific performance elements, you may email a video that contains the skill in question.

All emailed videos must include the following:

1. Name of the school and USA competitive division in the SUBJECT LINE of the email
2. Videos should be in either Windows Media Player or Quicktime formats
3. Clear, close-up view of skill in question
4. Include your name, team name, division, email address, and phone number in the body of the email

Cheerleading videos should be emailed to USARules@varsity.com

Dance videos should be emailed to USADanceRules@varsity.com

Note that submission of a routine and/or its elements does not preclude a team from being assessed a penalty while at a specific USA competition, as performances from the video submission may differ from those executed on the competition floor. Submission of a routine does not guarantee that it can be reviewed.

For specific cheerleading stunt and legality questions that pertain to the USA Cheer College rules please email USARules@varsity.com.

For specific college dance questions please email USADanceRules@varsity.com.

2023-2024 COLLEGE SHOW CHEER INTERMEDIATE DIVISION LIMITATIONS

In addition to following all rules listed in the USA Cheer College Rules on the USA Cheer website www.usacheer.org/college-cheer the following restrictions also apply to teams entering these intermediate divisions:

All Girl Show Cheer – Intermediate

Small Co-Ed Show Cheer – Intermediate

Large Co-Ed Show Cheer – Intermediate

INTERMEDIATE DIVISION LIMITATIONS

TUMBLING:

1. Standing tumbling: Back tucks, or other flips are not allowed. “Standing tumbling” is defined as any tumbling skill not originating from a cartwheel or round-off.
2. Running Tumbling: Airborne flips are allowed (tucks, layouts, etc.). Twisting flips (fulls) are not allowed. “Running tumbling” is defined as tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill.

STUNTS:

1. Stunts in which the base uses only one arm for support are not allowed.
2. Extended static inverted stunts are not allowed (ex: extended handstand is not allowed).
3. Release inversions into or from stunts are not allowed.
4. Release twisting skills (load-ins, dismounts, and transitions) are limited to 1 ¼ twists.
5. Free flipping stunts are not allowed (ex: leg pitch, walk-in, sponge, rewinds, and straddle catch flips).

PYRAMIDS:


1. Pyramids sustained over 2 persons high are prohibited.
2. Free flipping pyramid skills (including load-ins and dismounts) are not allowed. All pyramid inversions and flips must be braced by at least one bracer at or below prep level.
3. Static pyramid inversions require at least one bracer at prep level or below. Top person cannot land inverted.

TOSSES:

1. Tosses must be directed vertically and caught by the original bases who remain stationary.
2. Limited to 2 tricks during a toss (ex: kick full, ball X).
3. No flipping skills are allowed from basket and/or sponge tosses.
4. Only up to 1 1/4 twisting is allowed.

2023-2024 USA SCORE SHEETS COLLEGE CHEER:

2023-2024 - Version 5.12.23




2023-2024 COLLEGE SPIRIT COMPETITIONS

College Show Cheer Music Section

Team Name:

Division:


On Team

| Composition/Choreography | Max Value | Score | Comments: | |
|--|-----------|-----------|-----------|---|
| <div><div><ul style="list-style-type: none">Innovative, Intricate, Visual IdeasPace/FlowFormationsTransitionsUse of Floor</div></div> | 5.0 | (4.0-5.0) | | |
| Technique/Execution | | | | |
| <div><div><ul style="list-style-type: none">Sharpness/PrecisionUniformitySpacingTiming/Synchronization</div></div> | 5.0 | (4.0-5.0) | | |
| Dance | | | | |
| <div><div><ul style="list-style-type: none">Creativity/Visual EffectsVarietyFootwork/Floor WorkFormationsTransitionsTechnique/PerfectionTiming/Synchronization</div></div> | 5.0 | (4.0-5.0) | | |
| Showmanship | | | | |
| <div><div><ul style="list-style-type: none">(ENTIRE ROUTINE)Energy/Genuine EnthusiasmEye ContactConfidenceAbility to Recover</div></div> | 5.0 | (4.0-5.0) | | |
| School/Organization Representation | | | | |
| <div><div><ul style="list-style-type: none">(ENTIRE ROUTINE)Image, Performance Integrity, Sportsmanship, Appropriateness</div></div> | 5.0 | (4.0-5.0) | | |
| TOTAL SCORE | | | 25.0 | Judge: <div></div> |

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2023-2024 - Version 5.12.23




2023-2024 COLLEGE SPIRIT COMPETITIONS

College Show Cheer Cheer Section

Team Name:

Division:


On Team

| Practicality | Max Value | Score | Comments: | |
|---|-----------|-----------|-----------|---|
| <div><div><ul style="list-style-type: none">Crowd InvolvementCrowd Effective MaterialEasy to Follow & ParticipatePace/Rhythm</div></div> | 5.0 | (4.0-5.0) | | |
| Crowd Appeal/Showmanship | | | | |
| <div><div><ul style="list-style-type: none">Ability & Energy to Lead CrowdNatural/Confident Eye ContactVolumeUse of Voice</div></div> | 5.0 | (4.0-5.0) | | |
| Incorporation of Skills | | | | |
| <div><div><ul style="list-style-type: none">Proper Use of Skills to Lead CrowdEffectiveness of SkillsVisual AppealFormationsTransitions</div></div> | 5.0 | (4.0-5.0) | | |
| Use of Props | | | | |
| <div><div><ul style="list-style-type: none">Effective Use of Signs, Flags, Banners, Poms, Megaphones, or Other</div></div> | 5.0 | (4.0-5.0) | | |
| Technique/Execution | | | | |
| <div><div><ul style="list-style-type: none">Motion Sharpness/PrecisionUniformitySpacingTiming/Synchronization</div></div> | 5.0 | (4.0-5.0) | | |
| TOTAL SCORE | | | 25.0 | Judge: <div></div> |

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2023-2024 - Version 5.12.23




2023-2024 COLLEGE SPIRIT COMPETITIONS

College Show Cheer Building

Team Name:

Division:


On Team

| Building - Stunts | Max Value | Score | Comments: | |
|------------------------------|-----------|------------|-----------|---|
| DIFFICULTY | 10.0 | (7.0-10.0) | | |
| TECHNIQUE & EXECUTION | 5.0 | (3.5-5.0) | | |
| Building - Pyramids | | | | |
| DIFFICULTY | 5.0 | (2.0-5.0) | | |
| TECHNIQUE & EXECUTION | 5.0 | (3.5-5.0) | | |
| Building - Stunts & Pyramids | | | | |
| CREATIVITY | 5.0 | (4.0-5.0) | | |
| TOTAL SCORE | | | 30.0 | Judge: <div></div> |

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2023-2024 - Version 5.12.23




2023-2024 COLLEGE SPIRIT COMPETITIONS

College Show Cheer Tumbling & Jumps

Team Name:

Division:

On Team

| Standing/Running Tumbling | Max Value | Score | Comments: | |
|--|-----------|-----------|-----------|---|
| DIFFICULTY | 5.0 | (2.0-5.0) | | |
| TECHNIQUE & EXECUTION | 5.0 | (3.5-5.0) | | |
| Jumps | | | | |
| DIFFICULTY | 5.0 | (2.0-5.0) | | |
| TECHNIQUE & EXECUTION | 5.0 | (3.5-5.0) | | |
| Tumbling Drivers <input type="checkbox"/> Degree of Difficulty <input type="checkbox"/> % of Team Participation <input type="checkbox"/> Combination of Skills/Variety <input type="checkbox"/> Pace/Speed of Skills | | | | |
| TOTAL SCORE | | | 20.0 | Judge: <div></div> |

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Varsity Spirit

2023-2024 USA COLLEGE SCORING RANGES:

2023-2024 COLLEGE SPIRIT COMPETITIONS

2023-2024 - Version 5.12.23
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 most of the same stunt skills and dismount requirements but will not compete against each other.

| ALL GIRL/SMALL CO-ED | LARGE CO-ED | INTERMEDIATE ALL GIRL/SMALL CO-ED/LARGE CO-ED |
|---|--|---|
| 7.0 – 7.5 Group stunts performed with incorporation of unique mounts, dismounts, and transitions. | 7.0 – 7.5 Extended stunts performed with incorporation of unique mounts, dismounts, and transitions. Single base extended stunt (majority unassisted). | 7.0 – 7.5 Beginning Stunts Skills. Shoulder stands, extensions, chair sits, etc. |
| 7.5 – 8.0 Above 7.0-7.5 Stunts Plus: Non-flipping Basket Toss (twist, kick full twist) | 7.5 – 8.0 Above 7.0 – 7.5 Stunts Plus: Basket Toss (Tuck, Tuck X-Out, Tuck Kick or Split) | 7.5 – 8.0 Extended single leg stunts performed with minimal incorporation of mounts, dismounts, and transitions. |
| 8.0 – 8.5 Group stunt up to 3 ft 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. Additional Co-ed team requirement: Single base toss hands to extended (majority unassisted). | 8.0 – 8.5 Group stunt inversions into extended one leg stunt OR Single based toss to extended stunt (majority unassisted). Required Dismount: Flip or twist from the above skills. | 8.0 – 8.5 Extended single leg stunts performed with some incorporation of braced inverting, twisting, unique mounts, dismounts, and transitions. |
| 8.5 – 9.0 Above 8.0 – 8.5 Stunts Plus: Flipping Basket Toss (tuck, layout, pike open) | 8.5 – 9.0 Above 8.0 – 8.5 Stunts Plus: Basket Toss (Layout, Layout Straddle, Layout Kick or Layout Split) | 8.5 – 9.0 Above 8.0-8.5 Stunts Plus: Non-Twisting Basket Toss Toe Touch, Kick Arch, etc. |
| 9.0 – 9.5 Group stunt inversions into extended one leg stunts OR Single based toss stunts that press or catch in extended stunt. Required Dismount: Flip or double twist from the above skills. Additional Co-ed team requirement: Unassisted releases OR Inversion OR released toss full up to liberty or awesome. | 9.0 – 9.5 Perform one of the above skills (majority unassisted). Unassisted releases OR Inversions OR released toss full up to liberty variations OR catches/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. | 9.0 – 9.5 Advanced Stunt Skills performed with incorporation of multiple braced inverting/holding/unique mounts, dismounts, and transitions (braced reweeds, full up to extended positions, braced inversions, etc.). |
| 9.5 – 10.0 Above 9.0 – 9.5 Stunts Plus: 2 Position Basket Toss (Tuck X-Out, Pike Open Straddle or Kick or Split, Full Twist Layout) | 9.5 – 10.0 Perform one of the above skills (majority unassisted). 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. | 9.5 – 10.0 Above 9.0-9.5 Stunts Plus: Non-Flipping up to 1.14 Twisting Basket Toss Toss Full Twist, Kick Full Twist, etc. Additional Co-ed team requirement: Unassisted toss single leg extended stunt and required single twist dismount. |

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 |
| 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) |

2023-2024 COLLEGE SPIRIT COMPETITIONS

2023-2024 - Version 5.12.23
College Show Cheer

COLLEGE PYRAMID - SCORING RANGES

USA CHEER Pyramid Definition: "connected partner stunts" (Example: paper dolls).
Basic pyramid – includes limited complex transitions, structures, entrance and/or dismount variety. (Ex: 2 ½ high transitions with limited unique entrances and dismounts)
Maxed-out pyramid – could include multiple complex transitions, structures, and a variety of entries and/or dismounts, etc. *Note: required stunt dismount NOT implemented here, only in stunt section.

| POINT RANGES |
|-----------------------------|
| 3.0 |
| Basic pyramid |
| 3.0 – 4.0 |
| Maxed-out pyramid |
| 4.0 – 5.0 |
| Basic AND Maxed-out pyramid |

TECHNIQUE RANGES

| |
|--|
| 3.5 – 4.0 |
| Less than 50% of skills were executed with excellent precision and form. |
| 4.0 – 4.5 |
| 50% of skills were executed with excellent precision and form. |
| 4.5 – 5.0 |
| 75% or more of skills were executed with excellent precision and form. |

DRIVERS

| |
|----------------------------------|
| Degree of Difficulty |
| Percentage of Team Participation |
| Connection of Skills/Variety |
| Pace and Speed of Skills |

2023-2024 COLLEGE SPIRIT COMPETITIONS

2023-2024 - Version 5.12.23
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. Examples: 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 |

2023-2024 SPIRIT COMPETITIONS

2023-2024 - Version 5.12.23
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 |
|--|
| 2.0 |
| Jumps performed do not meet the 3.0 requirement |
| 3.0 |
| Synchronized single jump |
| 4.0 |
| Synchronized double jump combination with no variety |
| 5.0 |
| Synchronized double jump combination with variety OR synchronized double jump combination with no variety +1 additional synchronized jump. |

TECHNIQUE RANGES


| |
|--|
| 3.5 – 4.0 |
| Less than 50% of skills were executed with excellent precision and form. |
| 4.0 – 4.5 |
| 50% of skills were executed with excellent precision and form. |
| 4.5 – 5.0 |
| 75% or more of skills were executed with excellent precision and form. |

DRIVERS

| |
|----------------------------------|
| Degree of Difficulty |
| Percentage of Team Participation |
| Combination of Skills/Variety |
| Pace and Speed of Skills |

| | |
|--|---------------------|
| 2023-2024 - Version 5.2.23 | |
|  2023-2024 SPIRIT COMPETITIONS | SHOW CHEER |
| STUNT QUANTITY CHART | |
| # OF ATHLETES | STUNT GROUPS NEEDED |
| 8 | 1 |
| 9 | 1 |
| 10 | 1 |
| 11 | 1 |
| 12 | 2 |
| 13 | 2 |
| 14 | 2 |
| 15 | 2 |
| 16 | 3 |
| 17 | 3 |
| 18 | 3 |
| 19 | 3 |
| 20 | 4 |
| 21 | 4 |
| 22 | 4 |
| 23 | 4 |
| 24 | 5 |
| 25 | 5 |
| 26 | 5 |
| 27 | 5 |
| 28 | 6 |
| 29 | 6 |
| 30 | 6 |
| 31 | 6 |
| 32 | 7 |
| 33 | 7 |
| 34 | 7 |
| 35 | 7 |
| 36 | 7 |
| 37 | 7 |
| 38 | 7 |
| Revised 06/14/21 | |

2023-2024 - Version 5.2.23


usa
 united spirit association

**2023-2024 SPIRIT
COMPETITIONS**

SHOW CHEER

TUMBLING QUANTITY CHART

| TUMBLING/JUMPS | | |
|-----------------------|----------|-------|
| School-based | | |
| | Tumbling | Jumps |
| Number of Athletes | 50% | 75% |
| 8 | 4 | 6 |
| 9 | 5 | 7 |
| 10 | 5 | 8 |
| 11 | 6 | 8 |
| 12 | 6 | 9 |
| 13 | 7 | 10 |
| 14 | 7 | 11 |
| 15 | 8 | 11 |
| 16 | 8 | 12 |
| 17 | 9 | 13 |
| 18 | 9 | 14 |
| 19 | 10 | 14 |
| 20 | 10 | 15 |
| 21 | 11 | 16 |
| 22 | 11 | 17 |
| 23 | 12 | 17 |
| 24 | 12 | 18 |
| 25 | 13 | 19 |
| 26 | 13 | 20 |
| 27 | 14 | 20 |
| 28 | 14 | 21 |
| 29 | 15 | 22 |
| 30 | 15 | 23 |
| 31 | 16 | 23 |
| 32 | 16 | 24 |
| 33 | 17 | 25 |
| 34 | 17 | 26 |
| 35 | 18 | 26 |
| 36 | 18 | 27 |

2023-24 DEDUCTION SCORING GUIDELINES

COLLEGE SHOW CHEER DIVISIONS ONLY

(Does not include Group Stunt, Partner Stunt, or Game Day divisions)

ATHLETE FALL (AF) – (0.5) point deduction

Drops to the performing surface during individual tumbling and/or jump skills will result in a 0.5 deduction for each occurrence.

Examples:

- Hands or knees down on tumbling or jump skills
- Landing on head, shoulders, back, seat, thighs during individual skills

BUILDING BOBBLES (BB) – (0.5) point deduction

Bobbles during stunts, pyramids, and tosses will result in a 0.5 deduction for each occurrence.

Examples:

- Stunts and pyramids that almost drop/fall, but are saved
- Top person becomes weight bearing on a spotter
- Incomplete twisting cradle to side or prone
- Mistakes made during cradle or dismount. Top person has hand(s) or both feet on the floor
- Severe balance checks
- Severe timing issues

BUILDING FALLS (BF) – (1.0) point deduction

Mistakes during stunts, pyramids, and tosses will result in a 1.0 deduction for each occurrence.

Examples:

- Drops from individual stunt to a cradle, load-in, prone, flatback, etc.
- Drops from individual stunt to pop down, or lowering top person to the performance surface
- Base or spotter drops to performance surface during building skill
- Toss that does not land in a cradle (lands inverted, backward, etc.)

MAJOR BUILDING FALLS (MBF) – (1.5) point deduction

Drops to the performance surface from a stunt, pyramid or toss by the top person and/or bases/spotter will result in a 1.5 deduction for each occurrence.

Examples:

- Top person lands on the performance surface from a stunt, pyramid, or toss
- Multiple bases and/or spotters drop to the performance surface
- Top person lands on a base and/or spotter who drops to the performance surface

MAXIMUM (MAX) – (2.0) point deduction

Collapses during pyramid skills where fall(s) continue to affect other portions of the pyramid will result in a 2.0 deduction.

Examples:

- Multiple pyramid falls that affect other portions of the pyramid
- Separated pyramids will be treated separately
- If a pyramid regains stability, additional deductions can be given

2023-24 CHEER LEGALITY JUDGE - SCORING GUIDELINES

SCHOOL SHOW CHEER, GROUP/PARTNER STUNT, AND GAME DAY DIVISIONS

SAFETY VIOLATION – (2.0) per occurrence

Given when a skill is performed, or other violation occurs, that is not allowed by the USA Cheer College Rules

DIVISION LIMITATION VIOLATION – (2.0) per occurrence

Given when a skill is beyond those allowed in the USA Division Limitations

GAME DAY FORMAT VIOLATION – (2.0) per occurrence

Given when skills or elements do not meet the additional skill restrictions for a Game Day routine. Example: Stunting beyond the restrictions listed for the Game Day routine.

TIME LIMIT VIOLATION FOR TOTAL ROUTINE LENGTH – (1-5 seconds over time limit = 1.0 points, 6 or more seconds over time limit = 2.0 points)

TIME LIMIT VIOLATION FOR SHOW CHEER TOTAL MUSIC LENGTH – (1-5 seconds over time limit = 1.0 points, 6 or more seconds over time limit = 2.0 points)

BOWS – (.25)

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

COSTUMING/FOOTWEAR/PROPS – (3.0) penalty for each violation of guidelines listed in the General Information

UNECESSARY CHANGE IN PERFORMANCE ORDER – (3.0) determined by competition officials/directors

INAPPROPRIATE MUSIC/LYRICS/CHEER WORDS, APPEARANCE AND/OR MOVEMENTS – (3.0) determined by competition officials/directors in accordance with the guidelines listed in the General Information

TUMBLING/STUNTING OFF THE MAT – (3.0) (Nationals only)

UNSPORTSMANLIKE CONDUCT – (1.0)


When a coach is in discussion with an official, other coaches, athletes, and/or parents/spectators, they must maintain proper professional conduct. Failing to do so may result in a 1.0 deduction and removal of coach from event. Severity of infraction may lead to team disqualification. Penalties will be determined by competition officials/directors.

DISQUALIFICATION PENALTIES – Examples include violation of eligibility requirements, age/grade requirements, participating on two teams within the same category type/and or divisions, entering/performing in the incorrect category/division, failing to provide proof of music licensing, and severe sportsmanlike conduct. Disqualification will be determined by event officials and the Director of Special Events.

Rev. 08/23/23

2023-2024 USA COLLEGE MASCOT DIVISION SCORING:

2023-2024 - Version 5.12.23



2023-2024 COLLEGE SPIRIT COMPETITIONS


College Mascot

Team Name:Division: # On Team

| Routine Composition | Max Value | Score | Comments: |
|--|-----------|-------|-----------|
| <ul style="list-style-type: none">Theme/StoryUse of PropsComedyUse of Mascot CharacterCrowd Involvement | 25.0 | | |
| Choreography <ul style="list-style-type: none">OriginalityCreativityContinuity/FlowBeginning/EndingMusic/Interpretation | 25.0 | | |
| Execution <ul style="list-style-type: none">ExaggerationCharacterizationPantomimeStaging/Use of PropsTeamworkTiming/Rhythm | 30.0 | | |
| Showmanship <ul style="list-style-type: none">Smiles/ProjectionEnergy/EnthusiasmEye Contact/ConfidenceRecoveries | 10.0 | | |
| Overall Impression <ul style="list-style-type: none">Judge's impression of entire performance encompassing all score sheet categories. This may also include elements such as: Appearance, Appropriateness and Crowd Appeal. | 10.0 | | |
| TOTAL SCORE | 100.0 | | |

Judge:

Mascot



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2023-2024 USA COLLEGE MASCOT DIVISION SCORING 2/3

VERSION 5.17.23

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
Adequate 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 costumes 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 be easy to understand.

EXECUTION (30)

Exaggeration
Movements and motions that are big and visible by the audience.

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

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

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

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

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

2023-2024 USA COLLEGE MASCOT DIVISION SCORING 3/3

VERSION 5.17.23

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 as part of the routine/skit. Keep showmanship strong even through mistakes.

OVERALL IMPRESSION (10)
Judge's impression of entire performance encompassing all score sheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.

2023-2024 USA COLLEGE GROUP STUNT AND PARTNER STUNT SCORE SHEETS

| 2023-2024 - Version 5.12.23 | | | |
|---|-----------|---------------------------------------|---|
| USA <small>unitedspiritassociation</small> | | 2023-2024 COLLEGE SPIRIT COMPETITIONS | |
| Team Name: | | Division: | # On Team |
| Difficulty | Max Value | Score | Comments: |
| <ul style="list-style-type: none"> Degree of Difficulty Skill Transitions/Continuous Pace Combination of Skills/Variety Visual Appeal | 40 | | |
| Execution | Max Value | Score | |
| <ul style="list-style-type: none"> Form/Flexibility Proper Technique Cradles, Dismounts, Transitions Successful Execution of Routine | 40 | | |
| Showmanship | Max Value | Score | |
| <ul style="list-style-type: none"> Smiles/Projection Energy/Genuine Enthusiasm Eye Contact/Confidence Recoveries | 10 | | |
| Overall Impression | Max Value | Score | College Group Stunt |
| Judge's impression of entire performance encompassing all score sheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal. | 10 | | |
| TOTAL SCORE | 100 | | Judge:  |
| usa.varsity.com | | | |

| 2023-2024 - Version 5.12.23 | | | |
|---|-----------|---------------------------------------|---|
| USA <small>unitedspiritassociation</small> | | 2023-2024 COLLEGE SPIRIT COMPETITIONS | |
| Team Name: | | Division: | # On Team |
| Choreography | Max Value | Score | Comments: |
| <ul style="list-style-type: none"> Degree of Difficulty Skill Transitions/Continuous Pace Combination of Skills/Variety Visual Appeal | 40 | | |
| Execution | Max Value | Score | |
| <ul style="list-style-type: none"> Form/Flexibility Proper Technique Cradles, Dismounts, Transitions Successful Execution of Routine | 40 | | |
| Showmanship | Max Value | Score | |
| <ul style="list-style-type: none"> Smiles/Projection Energy/Genuine Enthusiasm Eye Contact/Confidence Recoveries | 10 | | |
| Overall Impression | Max Value | Score | College Partner Stunt |
| Judge's impression of entire performance encompassing all score sheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal. | 10 | | |
| TOTAL SCORE | 100 | | Judge:  |
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2023-24 COLLEGE DANCE SAFETY RULES

Changes/updates from the 2022-2023 competition season are in red.

GENERAL GUIDELINES

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

COMPETITION ROUTINE REQUIREMENTS:

1. Teams must have at least 6 (six) members. The maximum is 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.).

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: Aerial cartwheels/Side somis not connected to any other skill with hip over-head rotation).
 - i. NEW LANGUAGE* If a dancer bears weight on the performance surface with a hand that is holding a pom during the skill, a penalty will be assessed.
3. Simultaneous tumbling over or under another dancer that includes hip over-head rotation by both dancers is not allowed.
4. Drops (from being completely airborne) to the knee, thigh, back, shoulder, seat, front or head onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.

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

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, pyramids, and basket tosses 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. An Executing Dancer may jump, leap, step or push off a Supporting Dancer(s) if:
 - a) The highest point of the released skill does not elevate the Executing Dancer's hips above head level.
 - b) The Executing Dancer's hips may not cross the vertical axis after the release if airborne and/or inverted.
 - c) Toe pitches are not allowed.
2. The Supporting Dancer(s) may toss an Executing Dancer if:
 - a) The highest point of the toss does not elevate the Executing Dancer's hips above head level.
 - b) The Executing Dancer may be supine or inverted when released but s/he must land on their foot/feet.
 - c) The Executing dancer's hips may not cross the vertical axis while airborne and/or inverted.
 - d) Toe pitches are not allowed.

2023-24 COLLEGE DANCE GLOSSARY OF TERMS

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.)

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.)

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 Cartwheel: (airborne hip over head rotation skill without hand support) A skill which emulates a cartwheel executed 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 secondé) 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.

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).

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.

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.

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.

2023-2024 USA SCORE SHEETS COLLEGE DANCE: JAZZ

2023-2024 - Version 5.16.23




2023-2024 DANCE COMPETITIONS

College Jazz

Team Name:Division: # On Team

| Choreography | Max Value | Score | Comments: |
|--|-----------|-------|-----------|
| JAZZ STYLE/CREATIVITY <ul style="list-style-type: none">Dance Movement/VarietyVisual EffectsMusical Interpretation | 15 | | |
| ROUTINE STAGING <ul style="list-style-type: none">Transitions/ContinuityFormations/Use of Floor | 15 | | |
| TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">TurnsKicksLeaps/JumpsUse of Team | 10 | | |
| Execution | | | |
| MOVEMENT TECHNIQUE <ul style="list-style-type: none">Control/PlacementStrength/Precision | 15 | | |
| UNIFORMITY <ul style="list-style-type: none">SynchronizationTiming/Rhythm/PaceSpacing | 15 | | |
| TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">TurnsKicksLeaps/JumpsOverall Technique | 10 | | |
| Performance | | | |
| SHOWMANSHIP <ul style="list-style-type: none">Carriage/ProjectionEnergy/Expression/EmotionEye Contact/ConfidenceRecoveries | 10 | | |
| OVERALL IMPRESSION <small>Judge's Impression of the entire performance encompassing all score sheet categories. This may also include elements such as: Appearance, Appropriateness and Crowd Appeal.</small> | 10 | | |
| TOTAL SCORE | 100 | | |

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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 Scales:

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

10 Point Scales:


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



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2023-2024 USA SCORE SHEETS COLLEGE DANCE: HIP HOP

2023-2024 - Version 5.16.23



2023-2024 DANCE COMPETITIONS

College Hip Hop

Team Name:


Division:

On Team

| Choreography | Max Value | Score | Comments: |
|--|-----------|-------|-----------|
| <div>STYLE/CREATIVITY<ul style="list-style-type: none">Movement/VarietyVisual EffectsMusical Interpretation</div> | 15 | | |
| <div>ROUTINE STAGING<ul style="list-style-type: none">Transitions/ContinuityFormations/Use of Floor</div> | 15 | | |
| <div>DIFFICULTY<ul style="list-style-type: none">SpecialtiesUse of Team</div> | 10 | | |
| <div>Execution</div> | | | |
| <div>MOVEMENT TECHNIQUE<ul style="list-style-type: none">Control/PlacementIntensity/Strength</div> | 15 | | |
| <div>UNIFORMITY<ul style="list-style-type: none">SynchronizationTiming/Rhythm/PaceSpacing</div> | 15 | | |
| <div>TECHNICAL SKILLS/SPECIALTIES<ul style="list-style-type: none">Technique of styles presentedExecution of Specialties</div> | 10 | | |
| <div>Performance</div> | | | |
| <div>SHOWMANSHIP<ul style="list-style-type: none">Carriage/ProjectionEnergy/Expression/EmotionEye Contact/ConfidenceRecoveries</div> | 10 | | |
| <div>OVERALL IMPRESSION<ul style="list-style-type: none">Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as Appearance, Appropriateness and Crowd Appeal.</div> | 10 | | |
| TOTAL SCORE | 100 | | |

College Hip Hop

Judge:



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2023-2024 - Version 5.16.23

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/rhythm 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 style 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 |



2023-2024 USA SCORE SHEETS COLLEGE DANCE: POM

| 2023-2024 - Version 5.16.23 | | | |
|---|-----------|-------------|--|
| 2023-2024 DANCE COMPETITIONS | | College Pom | |
| Team Name: | | Division: | # On Team |
| Choreography | Max Value | Score | Comments: |
| USE OF POM/CREATIVITY <ul style="list-style-type: none"> • Pom Motions/Movement/Variety • Visual Effects • Musical Interpretation | 15 | | |
| ROUTINE STAGING <ul style="list-style-type: none"> • Transitions/Continuity • Formations/Use of Floor | 15 | | |
| TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none"> • Turns • Kicks • Leaps/Jumps • Use of Team | 10 | | |
| Execution | Max Value | Score | |
| POM TECHNIQUE <ul style="list-style-type: none"> • Control/Placement • Sharpness/Precision | 15 | | |
| UNIFORMITY <ul style="list-style-type: none"> • Synchronization • Timing/Rhythm/Pace • Spacing | 15 | | |
| TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none"> • Turns • Kicks • Leaps/Jumps • Overall Technique | 10 | | |
| Performance | Max Value | Score | |
| SHOWMANSHIP <ul style="list-style-type: none"> • Smiles/Projection • Energy/Enthusiasm • Eye Contact/Confidence • Recoveries | 10 | | |
| OVERALL IMPRESSION <small>Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness and Crowd Appeal.</small> | 10 | | |
| College Pom | | | Judge: |
| TOTAL SCORE | | 100 | |
| | | | |

| 2023-2024 - Version 5.16.23 | | | | | | | | | | | | | | | | | |
|--|----------|-------|---------------|-------|---------|-------|---------------|-----|---|----------|------|---------------|-----|---------|-----|---------------|-----|
| COLLEGE POM ROUTINE PROCEDURE: A college pom routine consists of visual effects, synchronization, clean/sharp pom motions and technical skills. Visual effects include level changes, opposition, group work, transitions and formations. Emphasis should be placed on proper pom/motion technique, proper dance technique, timing, and showmanship. All female members must use two pompons for 80% of the routine. | | | | | | | | | | | | | | | | | |
| CHOREOGRAPHY (40) | | | | | | | | | | | | | | | | | |
| Use of Pom/Creativity (15) <ul style="list-style-type: none"> • 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/beats in music. Sound effects should accentuate choreography not overpower it. | | | | | | | | | | | | | | | | | |
| Routine Staging (15) <ul style="list-style-type: none"> • 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) <ul style="list-style-type: none"> • 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) <ul style="list-style-type: none"> • 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) <ul style="list-style-type: none"> • 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) <ul style="list-style-type: none"> • 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) <ul style="list-style-type: none"> • 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) <small>Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness and Crowd Appeal.</small> | | | | | | | | | | | | | | | | | |
| POINT SCALES | | | | | | | | | | | | | | | | | |
| 15 Point Scale: <table border="1" style="font-size: x-small; width: 100%;"> <tr><td>Superior</td><td>14-15</td></tr> <tr><td>Above Average</td><td>12-13</td></tr> <tr><td>Average</td><td>10-11</td></tr> <tr><td>Below Average</td><td>0-9</td></tr> </table> | Superior | 14-15 | Above Average | 12-13 | Average | 10-11 | Below Average | 0-9 | 10 Point Scale: <table border="1" style="font-size: x-small; width: 100%;"> <tr><td>Superior</td><td>9-10</td></tr> <tr><td>Above Average</td><td>7-8</td></tr> <tr><td>Average</td><td>5-6</td></tr> <tr><td>Below Average</td><td>0-4</td></tr> </table> | Superior | 9-10 | Above Average | 7-8 | Average | 5-6 | Below Average | 0-4 |
| Superior | 14-15 | | | | | | | | | | | | | | | | |
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| Average | 10-11 | | | | | | | | | | | | | | | | |
| Below Average | 0-9 | | | | | | | | | | | | | | | | |
| Superior | 9-10 | | | | | | | | | | | | | | | | |
| Above Average | 7-8 | | | | | | | | | | | | | | | | |
| Average | 5-6 | | | | | | | | | | | | | | | | |
| Below Average | 0-4 | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |

COLLEGIATE CHEER GAME DAY RULES & GUIDELINES

GENERAL RULES

All permitted cheerleading specialty skills, including tumbling, partner stunts, pyramids and jumps for the Game Day Divisions must follow the 2023-24 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 **NOT** allowed to stunt in any Game Day division.
- Routines must be appropriate for family viewing. Any vulgar and/or suggestive movements, words, or music will result in a score deduction.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance regarding 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 regarding grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. UNIFORM RULES:

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

D. COMPETITION AREA:

- Participants may stand or enter outside the competition area for their performance.
- All permitted skills (stunts, pyramids, tumbling etc.) must be performed on the competition mat.
- Competitions comply with the USA Cheer surface ruling that school-based programs may not compete on a spring floor. The 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 outside the competition area by a team member.

E. MUSIC RULES/RESTRICTIONS: Refer to same section above.

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 entrances, exits, or other activities after the official ending of the routine.

G. VIDEO MEDIA POLICY: Refer to same section above.

H. LOGO USAGE: Refer to same section above.

BAND CHANT CATEGORY

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. song/pom or dance) 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, the timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The Band Chant must be one traditionally played by a school sideline/jazz band. Crowd interaction and involvement, including yell-backs, spell-outs, school colors are encouraged.
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2023 Varsity Brands camp could be used for this routine. Examples might include “Rock ‘N Roll Part II, “Land of A Thousand Dances,” etc.
- Sideline/traditional school uniforms are required.
- The use of poms, signs, flags, megaphones and/or banners is permitted and encouraged. Each item type is not required.
- Judging will be based on the following criteria, as well as elements noted on the score sheet:
 - 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.
 - Creativity and musicality, variety and the execution of transitions and formations.
 - Placement, synchronization and strength of motions/movement.
 - Visual effect and spacing.
 - Overall impression and crowd appeal.
 - Thematic routines and/or specialized costuming are 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.


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

2023-2024 USA SCORE SHEETS GAME DAY: BAND CHANT

2023-2024 - Version 5.15.23



2023-2024 SPIRIT


COMPETITIONS

College Cheer Game Day
Band Chant - Routine
Structure/Choreography


Team Name:

Division:

On Team

| Game Day Material | Max Value | Score | Comments: |
|--|-----------|-------|---|
| <ul style="list-style-type: none">Proper & practical use of material relevant to game day environment. | 10.0 | | |
| Crowd Communication Skills | | | |
| <ul style="list-style-type: none">Use of crowd encouragement and ability to cue crowd. | 10.0 | | |
| Visuals/Variety | | | |
| <ul style="list-style-type: none">Use of variety of movements to complement the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels. | 10.0 | | |
| Crowd Leading Tools | | | |
| <ul style="list-style-type: none">Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd. | 10.0 | | |
| Formations/Transitions | | | |
| <ul style="list-style-type: none">Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. | 10.0 | | |
| TOTAL SCORE 50.0 | | | Judge: <div></div> |
| usa.varsity.com | | | |

2023-2024 - Version 5.15.23



2023-2024 SPIRIT

COMPETITIONS

College Cheer Game Day
Band Chant - Execution


Team Name:

Division:

On Team

| Motion Strength/Placement | Max Value | Score | Comments: |
|---|-----------|-------|-----------|
| <ul style="list-style-type: none">Sharpness, strength of motion. Proper control & placement of motions. | 10.0 | | |
| Synchronization | | | |
| <ul style="list-style-type: none">Timing of movement throughout routine. | 10.0 | | |
| Spacing | | | |
| <ul style="list-style-type: none">Spacing of squad members in relation to each other. | 10.0 | | |
| TOTAL SCORE 30.0 | | | |
| usa.varsity.com | | | |

2023-2024 - Version 5.15.23



2023-2024 SPIRIT

COMPETITIONS

College Cheer Game Day
Band Chant - Showmanship

Team Name:

Division:

On Team

| Crowd Appeal | Max Value | Score | Comments: |
|--|-----------|-------|-----------|
| <ul style="list-style-type: none">Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd. | 10.0 | | |
| Overall Impression | | | |
| <ul style="list-style-type: none">Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. | 10.0 | | |
| TOTAL SCORE 20.0 | | | |
| usa.varsity.com | | | |

FIGHT SONG CATEGORY

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. Each item type is not required.
- 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 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.


SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

- Tumbling – twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation

Flipping tosses are permitted with 0 twisting rotations

2023-2024 USA SCORE SHEETS GAME DAY: FIGHT SONG

2023-2024 - Version 5.15.23



2023-2024 SPIRIT


COMPETITIONS

College Cheer Game Day
Fight Song - Routine
Structure/Choreography


Team Name:

Division:

On Team

| Game Day Material | Max Value | Score | Comments: |
|---|-----------|-------|---|
| <ul style="list-style-type: none">Proper & practical use of material, and props, if applicable, relevant to game day environment. | 10.0 | | |
| Overall Impression of Routine Elements | | | |
| <ul style="list-style-type: none">Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/ jumps/kicks/turns, etc...). | 10.0 | | |
| Visuals/Variety | | | |
| <ul style="list-style-type: none">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 | | | |
| <ul style="list-style-type: none">Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. | 10.0 | | |
| Routine Structure/Choreography | | | |
| TOTAL SCORE | | 40.0 | Judge: <div></div> |
| usa.varsity.com | | | |

2023-2024 - Version 5.15.23



2023-2024 SPIRIT


COMPETITIONS

College Cheer Game Day
Fight Song - Execution


Team Name:

Division:

On Team

| Motion Strength/Placement | Max Value | Score | Comments: |
|--|-----------|-------|---|
| <ul style="list-style-type: none">Sharpness, strength of motion. Proper control & placement of motions. | 10.0 | | |
| Synchronization | | | |
| <ul style="list-style-type: none">Timing of movement throughout routine. | 10.0 | | |
| Spacing | | | |
| <ul style="list-style-type: none">Spacing of squad members in relation to each other. | 10.0 | | |
| Execution of Routine Elements | | | |
| <ul style="list-style-type: none">Technique, form, stability, timing, precision, uniformity (i.e. building/ tumbling/jumps/kicks/turns, etc...). | 10.0 | | |
| Execution | | | |
| TOTAL SCORE | | 40.0 | Judge: <div></div> |
| usa.varsity.com | | | |

2023-2024 - Version 5.15.23



2023-2024 SPIRIT


COMPETITIONS

College Cheer Game Day
Fight Song Showmanship

Team Name:

Division:

On Team

| Crowd Appeal | Max Value | Score | Comments: |
|--|-----------|-------|---|
| <ul style="list-style-type: none">Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd. | 10.0 | | |
| Overall Impression | | | |
| <ul style="list-style-type: none">Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. | 10.0 | | |
| Showmanship | | | |
| TOTAL SCORE | | 20.0 | Judge: <div></div> |
| usa.varsity.com | | | |

SITUATIONAL SIDELINE/CHEER CATEGORY (2 elements to this routine)

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 crowd-oriented 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 are 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 crowd-oriented 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 a requirement, however, each item type is not required.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Crowd communication, including; crowd effective material, spacing and formations, voice and pace, crowd leading skills and use of poms, signs, flags, megaphones and/or banners.
 - Placement, synchronization and strength of motions.
 - Overall impression and crowd appeal.


Emphasis should be placed on crowd involvement and practicality. All material should be suitable for a game or pep rally.


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

2023-2024 USA SCORE SHEETS GAME DAY: SITUATIONAL SIDELINE/CHEER

| 2023-2024 - Version 5.15.23 | | | |
|---|-----------|--|--|
| USA 2023-2024 SPIRIT COMPETITIONS | | College Cheer Game Day Situational Sideline/Cheer Crowd Leading/Choreography | |
| Team Name: | | Division: | # On Team |
| Game Day Material | Max Value | Score | Comments: |
| <ul style="list-style-type: none"> Proper & practical use of material relevant to game day environment. | 10.0 | | |
| Crowd Communication Skills | | | |
| <ul style="list-style-type: none"> Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd. | 10.0 | | |
| Crowd Leading Tools | | | |
| <ul style="list-style-type: none"> Effective use of props (signs, megaphones, pom-poms and/or flags) and encouragement to lead the crowd. | 10.0 | | |
| Overall Impression of Routine Elements | | | |
| <ul style="list-style-type: none"> Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps/kicks/turns, etc...). | 10.0 | | |
| Formations/Transitions | | | |
| <ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. | 10.0 | | |
| TOTAL SCORE | | 50.0 | Judge:  |
| usa.varsity.com | | | |

| 2023-2024 - Version 5.15.23 | | | |
|---|-----------|---|--|
| USA 2023-2024 SPIRIT COMPETITIONS | | College Cheer Game Day Situational Sideline/Cheer Execution | |
| Team Name: | | Division: | # On Team |
| Motion Strength/Placement | Max Value | Score | Comments: |
| <ul style="list-style-type: none"> Sharpness, strength of motion. Proper control & placement of motions. | 10.0 | | |
| Voice & Pace | | | |
| <ul style="list-style-type: none"> Loud, natural voices with appropriate inflection & easy to follow. Moderate, controlled pace. | 10.0 | | |
| Execution of Routine Elements | | | |
| <ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps/kicks/turns, etc...). | 10.0 | | |
| TOTAL SCORE | | 30.0 | Judge:  |
| usa.varsity.com | | | |

| 2023-2024 - Version 5.15.23 | | | |
|--|-----------|--|-----------|
| USA 2023-2024 SPIRIT COMPETITIONS | | College Cheer Game Day Situational Sideline/Cheer Showmanship | |
| Team Name: | | Division: | # On Team |
| Crowd Appeal | Max Value | Score | Comments: |
| <ul style="list-style-type: none"> Energy, showmanship, facial expression, eye contact & overall connection to the crowd. | 10.0 | | |
| Overall Impression | | | |
| <ul style="list-style-type: none"> Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. | 10.0 | | |
| TOTAL SCORE | | 20.0 | |
| Showmanship | | Judge:  | |
| usa.varsity.com | | | |

COLLEGIATE DANCE GAME DAY RULES & GUIDELINES

GENERAL RULES

All permitted dance specialty skills, including leaps, turns, jumps, etc. for the Game Day Divisions must follow the 2023-24 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 is one category.

- All-In-One Performance
(Performed in this order -- Fight Song/ Spirit Raising /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 Spirit Raising (Band Chant) categories.
- The use of signs, flags, banners or other spirit related props are permitted but not required.
- 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." Costuming is not allowed.

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: Refer to same section above.**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.

G. VIDEO MEDIA POLICY: Refer to same section above.**H. LOGO USAGE:** Refer to same section above.

GAME DAY “ALL-IN-ONE” PERFORMANCE

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
 - Spirit Raising
 - 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 Spirit Raising 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 Spirit Raising (Band Chant). For the Performance Routine, the use of poms is permitted, but not required.
- The use of signs, flags, banners or other spirit related props are permitted but not required.
- 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.” Costuming is not allowed.
- 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 email USACompetitions@varsity.com.

FIGHT SONG SECTION

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 for approval.
- 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 use of signs, flags, banners or other spirit related props are permitted but not required.
- Choreography should represent a traditional Fight Song that your team performs at games or community events.
- Costuming is not allowed.
- Judging will be based on the following criteria, as well as elements noted on the score sheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

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

SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

There are no additional restrictions besides those listed in the 2023-24 USA College Dance Safety Rules for this category.

SPIRIT RAISING SECTION

ROUTINE AND JUDGING REQUIREMENTS

- Each team will perform a routine not to exceed 1 minute.
- A team must start on 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 use of signs, flags, banners or other spirit related props are permitted but not required.
- The performance should have an emphasis on crowd appeal, encourage crowd interaction and involvement (i.e., yell backs, spell outs, school colors, etc.), and display excitement and genuine school spirit.
- The performance should consist of one or more of the following types of material:
 - Band Chant
 - Drum Cadence
 - Sideline Routine
 - Stand Routine
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2023 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.
- 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.” Costuming is not permitted.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

These routines are intended for quick, spur-of-the-moment game day situations. There may or may not be a repeated sequence of choreography. 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.

SPECIFIC SKILL RESTRICTIONS – SPIRIT RAISING CATEGORY

There are no additional restrictions besides those listed in the 2023-24 USA College Dance Safety Rules for this category.

PERFORMANCE ROUTINE SECTION

ROUTINE AND JUDGING REQUIREMENTS

- Each team will perform a routine not to exceed 1 minute.
- A team must start on 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.
- The use of signs, flags, banners or other spirit related props are permitted, but not required.
- 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.” Costuming is not allowed.
- The Performance Routine must be in the style of pom, jazz, hip hop, kick or combination of any of these styles.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression


Emphasis should be placed on crowd entertainment.

SPECIFIC SKILL RESTRICTIONS – PERFORMANCE ROUTINE CATEGORY

There are no additional restrictions besides those listed in the 2023-24 USA College Dance Safety Rules for this category.

2023-2024 USA SCORE SHEETS GAME DAY DANCE: ALL-IN-ONE PERFORMANCE

2023-2024- Version 5.16.23



2023-2024 DANCE COMPETITIONS

College Dance
Game Day Scoresheet
All-In-One Performance

Team Name:


Division:

On Team

| Fight Song | Max Value | Score | Comments: |
|--------------------------------|-----------|-------|-----------|
| Game Day Material | 5 | | |
| Visuals/Formations/Transitions | 5 | | |
| Motion/Skill Execution | 5 | | |
| Synchronization/Spacing | 5 | | |
| Spirit Raising (Band Chant) | | | |
| Game Day Material | 5 | | |
| Visuals/Formations/Transitions | 5 | | |
| Motion/Skill Execution | 5 | | |
| Synchronization/Spacing | 5 | | |
| Performance Routine | | | |
| Game Day Material | 5 | | |
| Visuals/Formations/Transitions | 5 | | |
| Motion/Skill Execution | 5 | | |
| Synchronization/Spacing | 5 | | |
| Showmanship | | | |
| Crowd Appeal | 20 | | |
| Overall Impression | 20 | | |
| TOTAL SCORE | 100 | | |

All-In-One Performance

Judge:



usa.varsity.com

COLLEGE DANCE GAME DAY ALL-IN-ONE PERFORMANCE

2023-2024 - Version 6.15.25

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 (30 points possible for all 3 routines)

GAME DAY MATERIAL (15 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 (15 points possible per routine)

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

EXECUTION (30 points possible for all 3 routines)

MOTION/SKILL EXECUTION (15 points possible per routine)

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

SYNCHRONIZATION/SPACING (15 points possible per routine)

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

SHOWMANSHIP (40 points possible for all 3 routines)

CROWD APPEAL (20 points possible)

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

OVERALL IMPRESSION (20 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 (100 points for all 3 routines)

POINT SCALES

5 Point Scale:

| | |
|---------------|-------|
| Superior | 5 |
| Above Average | 4 |
| Average | 2 - 3 |
| Below Average | 0 - 1 |

20 Point Scale:

| | |
|---------------|--------|
| Superior | 18-20 |
| Above Average | 15-17 |
| Average | 12-14 |
| Below Average | 0 - 11 |

