

IMPORTANT VIDEO INFO

To avoid any misunderstandings regarding interpretation of the rules, all teams (cheer and dance) must send a video to the Championship office no later than December 16, 2014.

- Cheer teams need to video all tumbling, partner stunts and pyramids in their national routine. (This does not have to be your entire team.)
- Dance teams need to video their entire routine including all tricks, lifts, or partner work. (This does not have to be your entire team.)

These videos will only be viewed by WUCC officials. If there are any rule infractions in your routine, you will be contacted immediately. Any changes made in your routine after this date must also be sent to the office.

NO SKILLS WILL BE APPROVED BY TELEPHONE.

Please include team name, division/category and contact information with video. Remember we are only viewing your routine for rule infractions, we are not critiquing your routine.

EVERY TEAM (CHEER AND DANCE) MUST SUBMIT A VIDEO.

SAFETY VIDEO POLICY

The purpose of the safety video is to have the opportunity to catch safety infractions as early as possible. If a rule violation is included on the safety video and is not caught, the violation may be caught and changed in the warmup area. The warmup area officials and the tournament director will make the determination as to whether a move must be changed or if changing the move at that point is more hazardous to the performers. If an illegal move is performed on the floor after having been on the video and in the warmup area, points will not be deducted from that routine. However, the move will need to be changed if the team advances to the next round. Entry of the safety video does not absolve coaches of their responsibility with regard to legal moves in the routine.

Email to: cheervideo@gmail.com Send to: WUCC • 6745 Lenox Center Court, Suite 300 • Memphis, TN 38115





HOTEL AND TRAVEL

1. What is the advantage of purchasing the travel package?

It is not required that you attend the World University Cheerleading Championships on the travel package. The two main reasons teams purchase the package are convenience and savings.

a) Convenience-Everything is handled for you. *Disney's Magical Express* will pick you up and take you back to the airport. There is no hassle of renting vans or cars and finding drivers. Hotel registration is smoother and rooms are guaranteed. The World University Cheerleading Championships office works together with the *Walt Disney World*® Resort to block your rooms so your entire group stays together.

If you book your own trip, you have to:

- Step 1: Call travel Agency or airlines (which could take hours).
- Step 2: Send in deposit for airline tickets.
- Step 3: Call several hotels to get room rates and availability.
- Step 4: Guarantee all rooms using personal credit card for deposit.
- Step 5: Request reimbursement check from the school.
- Step 6: Send your rooming list to the hotel.
- Step 7: Call car rental agencies to find out rates and regulations of drivers.
- Step 8: Fill out registration form for the event and mail in with registration fees.

If you book with the World University Cheerleading Championships package you have to:

- Step 1: Call A&I Travel at 1-866-719-0379 or your local travel agent to book flights.
- Step 2: Send in deposits for airline tickets.
- Step 3: Fill out registration forms for the World University Cheerleading Championships and mail in Full Payment.
- **b) Savings** Because of our longtime relationship with the *Walt Disney World*® Resort, the World University Cheerleading Championships is able to negotiate discounted rates for hotel rooms and theme park tickets.

What hotel are we staying in?

Accommodations will be provided at *Disney's All Star* Resorts. *Disney's All Star* Resort is a very nice yet economical hotel on the *Walt Disney World®* property. In the event that the *Walt Disney World®* Resorts sell out of rooms, the World University Cheerleading Championships will make arrangements with an alternate hotel off property.

PLEASE NOTE: Hotels may fill up prior to posted deadlines and may include additional costs.

3. We have parents who would like to come to the Championship. Can they sign up for the World University Cheerleading Championships travel package?

Of course! A lot of coaches meet with the parents and include them on the travel package with their team. However, we encourage family members and friends to register with us directly. For the Family and Friends registration form, see pages 28-31.

- 4. We have an uneven number of girls. Can we pay the quad rate for three girls in a room? No. The travel package prices have been calculated according to how many people are in each room.
- 5. Can we have five people in a room?

No. The All Star Resorts do not allow more than four people to a room.

- 6. We are arriving in Orlando at 10:00 a.m. on Friday, will our hotel rooms be ready?

 Most hotels do not guarantee check in until 4:00 p.m. However, if there are rooms ready in your block, the hotel will check you in early. Please be sure to communicate this to your entire group that is traveling with you.
- 7. Our team doesn't leave Orlando until 6:00 p.m. on Monday. What can we do all day?

 Hotel check out is at 11:00 a.m. If you would like, you can take a Walt Disney World® Resort shuttle bus to Downtown Disney-West Side to shop or a Walt Disney World® Theme Park. The hotel will be glad to store your luggage for you, but you will be responsible for picking them up before you depart.
- 8. How do I request a refund?

All refund requests must be submitted in writing to Nicole Franklin at nfranklin@varsityspirit.com or faxed to 1-800-969-8295. Include the school/team name, amount requested, who to make the check out to, where to mail the check, and a reason for the refund. The event office will review your account and issue a refund check based upon what they see in your file. All refund checks are processed AFTER the event is over. The average processing time for a refund is 4 weeks from the date the request is received. Refunds are not issued unless a written request is received.

TICKETS AND COMPETITION

- 1. When will we receive our Walt Disney World® Theme Park tickets for the Championship? You receive your tickets when you register with the World University Cheerleading Championships at the All Star Resort in Orlando.
- 2. Do we use our 3 or 4 day PARK HOPPER® ticket for competition?

 Yes. You will need a Walt Disney World® ticket to enter the ESPN Wide World of Sports® Complex for competition. Admission to ESPN Wide World of Sports® Complex is NOT considered a theme park admission, and therefore does not use a day on your PARK HOPPER®.
- 3. What does "PARK HOPPER®" mean?

A PARK HOPPER® allows you to go from Theme Park to Theme Park. Example: you can use your PARK HOPPER® ticket to enter *Walt Disney World*® Resort Theme Park Saturday morning and then go to *Epcot*® that evening, and it is only considered one day of admission. However, these tickets are only valid for three or four days.

- **4. Will attending the parties take days off of my PARK HOPPER® pass?**For the Championship Celebration Party at *Disney's Hollywood Studios*®, a day will <u>not</u> be taken off of your PARK HOPPER® pass. Please Note: YOU MUST HAVE A WRISTBAND TO ATTEND.
- 5. If we do not use all three or four days of our *Walt Disney World®* Theme Park ticket, may we use them next year?

No. All of the discounted tickets sold at the World University Cheerleading Championships have an expiration date that is listed on the back of your ticket.

6. Do spectators have to purchase a Walt Disney World® PARK HOPPER® ticket in order to watch competition at ESPN Wide World of Sports® Complex?

No! If you are only going to the **ESPN Wide World of Sports®** Complex, you may purchase a ticket at the door for \$30 per day per person. However, if you purchase a **Walt Disney World®** PARK HOPPER® ticket from the World University Cheerleading Championships it includes admission into the **HP Field House & Jostens Center**.

7. Are there discounted park tickets available for family and friends not on the travel package?

Yes, there are three different tickets.

- 1) 3-day PARK HOPPER® Ticket- \$225.00
- 2) 4-day PARK HOPPER® Ticket- \$255.00
- 3) 5-day PARK HOPPER® Ticket- \$285.00

Order Forms for these tickets can be found on page 13 or you may order them online at uca.varsity.com or uda.varsity.com. *Walt Disney World*® PARK HOPPER® tickets are valid for unlimited admission into the *Magic Kingdom*®, *Epcot*®, *Disney's Hollywood Studios*®, and *Disney's Animal Kingdom*® Theme Park as well as three days of admission into *ESPN Wide World of Sports*® Complex. These tickets DO NOT include bus transportation to the parks.

8. How do I find out when and where my team competes?

A detailed order of competition will be posted in early January. The detailed order of competition will tell you the location and exact times that your team will report backstage, take pictures, warm up, and compete.

HOW TO REGISTER

Registration can be easy!

Follow our helpful steps below, and you are sure to have a successful, stress free registration.



Step 1 - To get started, find and fill out the forms listed below

-Team Registration Form	Pg 7	This form is due by December 16th
-Accommodations	Pg 8	This form is due by December 16th
-Rooming List	Pg 9	This form is due by December 16th
-Cancellation Policy	Pg 10	This form is due by December 16th
-Team Roster	Pg 12	This form is due by December 16th
-Signed Rules	Pg 14-25	This form is due by December 16th
-Medical Release Forms		This form is due by December 16th

Step 2- Inform your parents about how they can take advantage of our travel package.

*****See the bottom of this page for more details!!!!*****

Step 3- Due by December 16, 2014- Send off your Registration and full payment to World University Cheerleading Championships

P.O. Box 752790, Memphis, TN 38175 or 6745 Lenox Center Court, Suite 300, Memphis, TN 38115

he following items should be included in your initial regis	stration:	
Registration Form		Credit card payment Form (if Applicable)
Payment		Dance Doubles Registration (if Applicable
Accommodations		Ticket Order Form (if Applicable)
Rooming List		Signed Cancellation Policy

ALL OF THE ABOVE FORMS AND BALANCE OF PAYMENT ARE DUE BY November 16th.

Step 4- [Due by December	16th! Fill out and collect the following:
	Team Roster	Documentation of Full Time Status
	Medical Release	Froms for participants and coaches

THESE WILL BE INCLUDED IN YOUR RETURN PACKET AFTER YOU REGISTER

*** FRIENDS AND FAMILY REGISTRATION INFORMATION ***

We encourage friends and family to attend our Championship! We want to offer them the same great packages that teams are offered. We HIGHLY encourage friends and family to set up their own registration separate from the team. This will allow your parents and friends to pick up their own registration packet and tickets in Orlando! Friends and Family registration is very easy!

ADVISORS/COACHES- Turn to page 28. Here you will find the Friends and Family registration form. Instead of you taking care of all of the parents reservations, now they can do it themselves! You can print out the forms on Page 28-31, make copies, and hand it out at your parent meeting or have them go to www.cheerunion.org to print the forms. Parents will fill out their own information and mail it back to WUCC themselves!!! There is a Credit Card Payment Form conveniently located on the back of the Friends and Family registration form. Parents, grandparents, and friends alike can all use this to purchase our travel package.

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

REGISTRATION FORM



COMPLETE THIS FORM IF YOU ARE INTERESTED IN COMPETING IN THE WUCC.

PLEA (PRINT OI	SE FILL IN ALL ADDRESSES R TYPE IN BLUE OR BLACK INK)
O PLEASE SEND INFO TO OUR SCHO	OL ADDRESS BELOW:
University Team Name	
Contact Person	
University Address	
University City, State, Zip / Coun University Phone	University Fax
O PLEASE SEND INFO TO THE HOME	ADDRESS BELOW:
Person to Receive Information	
Home Address	
Home City, State, Zip / Country () Daytime Phone	Home Phone
E-mail Address LIST YOUR FEDEX SHIPPING ADD (NO P.O. BOXES PLEASE!)	Cell Phone IRESS BELOW:
Person to Receive Information	
Street Address	
City, State, Zip / Country Daytime Phone	Cell Phone
Email Address	
Please complete ONLY if y	DU ARE NOT PURCHASING A WUCC TRAVEL PACKAGE!
	the College travel package. We will be making our own mation regarding where we will be staying in Orlando,
Hotel Name	
Name Registered Under	
Hotel Address () Hotel Phone	/ /2015 Date of Check-in
Advisor's Signature	
Number of Advisors	Number of Participants

PLEASE CHECK ONE:

- O All Girl Team Cheer (20 females or less)
- Small Coed Team Cheer
 (4 males or less, up to 16 members)
- O Large Coed Team Cheer (5 -9 males, up to 16 members)
- Dance Team Pom (12 to 16 members)
- O Dance Team Hip Hop 12 to 16 members)

Doubles Divisions:

- O Dance Team Doubles Pom (2 members)
- O Dance Team Doubles Hip Hop (2 members)

This form and full payment are due December 16, 2014 even if you are NOT attending on the Championship travel package.

- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- Any changes made after January 6, 2015 will result in a \$50 fee per change.
- This INCLUDES rooming changes and name changes not provided prior to January 6, 2015.

REGISTRATION INFO AND FULL PAYMENT IS DUE DECEMBER 16, 2014! CALL 1-888-243-3782 OR 1-800-243-3783 FOR MORE INFO!

ICCOMMODATIONS PAGE

CCOMMODATIONS

WORLD
UNIVERSITY CHEER FARING CHAMBION CHIPS

University Name City/State

Circle one: CHEER **DANCE DOUBLES**

- 1. Choose the package that you wish to purchase.
- Choose the type of room you wish to stay in (quad, triple, double or single)
 Return this form with <u>full payment</u> to the Championship office no later than **DECEMBER 16, 2014.**
- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- All Walt Disney World® Theme Park tickets are valid January 13-23, 2015
- Any changes made after January 6, 2015 will result in a \$50 fee per change.

CONTESTANT/ADVISOR PACKAGE

(Contestants Only) Travel package price for the three nights of

- O January 16 (check-in) January 19 (check-out)
 - Maximum 2 Advisors/Coach per Squad
 - Three nights and four days hotel accommodations
 - Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport Only
 - Transportation to all scheduled events

 - Three day Walt Disney World® PARK HOPPER Pass
 Three days admission into ESPN Wide World of Sports® Complex
 - One counter service meal voucher to be used at any Walt Disney World® Theme Park (One entrée and beverage at designated Theme Park dining locations. Lunch or Dinner ONLY!)
 - Celebration Block Party at Disney's Hollywood Studios®

Quad (4 per room) # of rooms	\$386.00 per person x people =
Triple (3 per room) # of rooms	\$437.00 per person x people =
Double (2 per room) # of rooms	\$480.00 per person x people =
Single (1 per room) # of rooms	\$663.00 per person x people =
TOTAL # of ROOMS	TOTAL # of PEOPLE

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-23, 2015

EXTRA NIGHTS - I would like to stay an extra day on:

○ Thursday, Jan 15, 2015 and/or ○ Monday, Jan 19, 2015

Optional Extra Nights (Thursday, January 15 and/or Monday, January 19). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come-first served basis.

All rooms (regardless of occupancy)	\$125.00 per roon
	PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-23, 2015

COMMUTER PARTICIPANT FEES: \$245 per participant

For those teams not using the travel package, there is a \$245.00 per person non-refundable registration fee (advisors included). This fee includes a three day Walt Disney World® PARK HOPPER® Pass that includes three days admission into the ESPN Wide World of Sports® Complex.

Family and Friends - please see seperate Family and Friends travel package pricing and registration pages 28-31

MAILING ADDRESS:

World University Cheerleading Championships P.O. Box 752790, Memphis, TN 38175-2790

OR TO FED EX YOUR REGISTRATION:

6745 Lenox Center Court, Suite 300 Memphis, TN 38115

ROOMING LIST

University Name					City				State	
Circle one: CHEER	DANCE D	OUBLES			, , , , , , , , , , , , , , , , , , , ,					
Medical Forms needed	: Total # of A	Adults _			Total # of Minors					
	* Medical	release	are req	uired fo	or all coaches and participan	ts only!				
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CANCELLATION POLICY



University Na	me			City	State	WORLD
Circle one:	CHEER	DANCE	DOUBLES			UNIVERSITY CHEERLEADING CHAMPIONSHIPS

For cancellations received **on or before** December 16, 2014, all monies will be refunded with the exception of a hundred dollars (\$100.00) per person FEE. For cancellations **after** December 16, 2014, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees. Cancellations received **after** January 6, 2015 will result in a **FULL FORFEITURE** of all monies paid. All cancellations must be in writing to the World University Cheerleading Championships. We will not accept cancellations by phone. Cancellations may be faxed to 901-387-4357 or 1-800-969-8295.

I have read the cancellation policy and understand and accept its contents. I have also advised all participants, parents and chaperones of my group of this cancellation policy.

Coach/Director Signature			Date				
	ling on the travel package must Your application will not be en	_	cancellation policy and understand and ac-				
1	11	21	31				
2	12	22	32				
3	13	23	33				
4	14	24	34				
5	15	25	35				
6	16	26	36				
7	17	27	37				
8	18	28	38				
9	19	29	39				
10	20	30	40				

This form is due with registration no later than December 16, 2014.

*Any changes made after January 6, 2015 will result in a \$50 fee per change.

This INCLUDES rooming changes and name changes not provided prior to January 6, 2015.

CREDIT CARD PAYMENTS

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

University Name	City	State Country
Circle one: CHEER DAN	CE DOUBLES	
If any family members wish to che payment on a credit card, we accepted a series of the credit card number, expiration do along with their signature. Pleas your registration. (One form per family group.)	ept VISA, MasterCard, Disco person wishing to charge, ate and amount to be charge	CANCELLATION POLICY: For cancellations received on or before December 16, 2014, all monies will be refunded with the exception of a one hundred dollars (\$100.00) per person fee.
CREDIT CARD TYPE: OVISA OMC Total Amount Charged: \$ Account Number: Openosit or Ope	Security Code Signature ()	For cancellations between December 16.
Billing Address* Day City, State Zip / Country Email Address	rtime Telephone Number Cell Phone Numbe	phone. Deposits from cancellations cannot be applied toward your balance. I have read the cancellation policy and understand and accept its contents. I have also advised all participants, par-
If this credit card payment is not for person(s) and amounts to be paid Person(s)		ents and chaperones of my group of this cancellation policy.
1		Main Contact Signature Date
67		

This address MUST include the zip code for the billing address.

^{*} In order for credit cards to be processed, we <u>MUST</u> have the billing address for the credit card being charged.

TEAM ROSTER

TEAM ROSTER

University Name		Division			
Address			City		State
ip	Country				
lease list the names of all p hampionships.	articipants that are performing on the flo	oor at The	World	d Univers	ity Cheerleading
articipant's Name	Ye r's you have competed Nationally (e : 2009, 2010, 2011)	, AGE		Male Female	IMPORTANITI
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		()	0 0	PLEASE TAKE NOTICE!
		()	0 0	All participants must be register
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EXTRA TICKET ORDER FORM

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

Note: Transporta University Name						
(Note: Only the perso	on listed here w	vill be able to sign for	and pick up all ticket	s list on this or	rder.)	
City						
Phone Numbers ()	(Wor	,)	(Cell	This form is for Friends and Family not
WALT DISNEY	WORL	D® TICKETS	AVAILABLI	E FOR P	URCHASE	PURCHASING THE WORLD UNIVERSITY CHEERLEADIN
THREE DAY PARK (Transportation is not inclinate)					leeded	CHAMPIONSHIPS TRAVEL PACKAGE.
O FOUR DAY PARK (Transportation is not incl					leeded	Team members not attending on the travel package DO NOT need
O FIVE DAY PARK H (Transportation is not inclu					leeded	to complete this form. Individual families need to fill out a form. Please DO NOT combine families
O COUNTER SERVIC (One entreé and beverage					leeded	on one form.
O SUNDAY EVENIN DISNEY'S HOLLYV	VOOD STUL		each***	Number N	leeded	This form and full payment are due in the World
(Transportation is not ***Disney transportatio		available. Refunds	will not be given fo	r Celebration	n wristbands.	University Cheerleading
* Tickets can be picked up in Orlo can be picked up at the designo your tickets at the <i>Disney's Al</i>	ated Championship	Office at your hotel. If yo	our team is NOT staying at			
METHOD OF I	PAYMEN	IT				Credit Card orders may be faxed to: 1-800-969-8295 or
Enclosed is check			for \$			1-901-387-4357
Credit Card orders may b						To verify all faxed orders please
l authorize the World Un	iversity Cheer	leading Championsh	ips to charge my			email: registration@varsity.com
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Card Holder Daytime	e Phone ()	Cell ()		Memphis, TN 38175-2790
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Card Holder Email A	ddress					ORDERS NOT PAID IN FULL
* In order for credit cards to b This address MUST include the	e processed, we	MUST have the billing a	ddress for the credit card	being charged.		WILL NOT BE PROCESSED!

Tickets may be purchased in Orlando at Celebrity Hall, while supplies last.

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS CHEER TEAM RULES AND REGULATIONS

*Bold text denotes change

I. GENERAL RULES

A. DIVISION TEAM CHEER GUIDELINES

- 1. The competition is open to all USA colleges, universities, and junior colleges; and all non-USA universities and equivalent institutions.
- 2. Teams may not exceed sixteen (16) members, with the exception of All Girl Divisions. All Girl Divisions may not exceed twenty (20) female team members.
- 3. Crossovers are allowed (only applies to the World University Cheerleading Championships)
- 4. Large Coed Divisions will be limited to a maximum number of nine male participants.
- 5. There are THREE separate competitive Team Cheer divisions for the World University Cheerleading Championships:
 - a. All Girl Team Cheer
 - b. Small Coed Team Cheer (4 males or less)
 - c. Large Coed Team Cheer (max of 9 males)

B. PARTICIPATION GUIDELINES

- All <u>USA participants</u> must be registered full-time students
 of their college or university and official members of the
 school's spirit squad (no club teams or competition only
 teams). Official member's of the school's spirit squad is
 that team recognized by their institution as the actual
 sideline/courtside spirit squad that regularly supports their
 school athletic teams.
- All Non-USA Participants must be compliant with their country's official University sports office criteria, as it pertains to standard university international competition.
- 3. Transcripts or a notarized letter from the Dean of Students or registrar's office is required for all <u>USA Participants</u> upon registering for the Championship for the fall semester. DOCUMENTATION OF FULL TIME STATUS MUST NOT BE DATED ANY EARLIER THAN DECEMBER 1, 2014. Squads violating this rule could forfeit their titles and be prohibited from entering the competition the following year. For any clarification on these rules please call 1-888-CHEERUCA.
- 4. Each <u>USA</u> cheer team must be accompanied by a current AACCA certified coach in order for the team to be eligible to compete. Proof of certification is required upon registering for the Championship.
- 5. Any interpretations or decision of eligibility for the 2015 World Cheerleading Championships will be rendered by the Rules Committee. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.

- 6. 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 of all ages. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- 7. 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. MUSIC AND TIME LIMITATIONS

- 1. Each team's presentation must include at least one cheer and / or sideline chant.
- 2. Each team will have a maximum of 2 minutes and 30 seconds (1 minute 45 seconds maximum of music) to demonstrate its cheerleading expertise. Timing will begin with the first movement or voice by the squad, or first note of the music, whichever comes first.
- 3. If a team exceeds the time limit, a penalty will be assessed for each violation. Three (3) point deduction for 1 5 seconds over, Five (5) point deduction for 6-10 seconds over and Seven (7) point deduction for 11 seconds and over.
- 4. The routine time limit is 2:30. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatches show a time of 2:33.
- Because penalties are severe, it is recommended that all teams time their performance several times prior to competition and leave a several second cushion to all for variations in sound equipment.

6. Introductions

- a. All introductions (tumbling, entrances, chants, spellouts, etc. are considered part of the routine and will be timed as part of the performance.
- b. All team breaks, rituals and traditions need to take place prior to entering the mat.
- c. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, handshakes, etc.
- d. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE point deduction.
- e. There should not be any organized exits or other activities after the official ending of the routine.

D. MUSIC

- 1. Teams may use an unlimited number of songs in their routine.
- 2. Due to television network requirements, all music used by teams competing at the World University Cheerleading Championships must be licensed by either ASCAP, BMI or SESAC. Any violation of the licensing requirement will

- subject the team to disqualification from the Championship and omission from any associated television programs.
- Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music that is ASCAP, BMI or SESAC licensed is acceptable.
- 4. All music must be on a CD. It is recommended that teams have two copies in case sound systems have trouble reading your CD. Ipod's and MP3 players are not permitted.

E. COMPETITION AREA

- 1. Participants must start in the competition area with at least one foot on the ground.
- 2. Teams may line up anywhere inside the competition area.
- 3. Approximate floor size will 54 feet (wide) x 42 feet (deep) / 16.5meters (wide) x 12.8 meters (deep); 9 strips.
- 4. Any team member stepping outside the performance area will cause the team to receive a point-five (.5) penalty per occurrence.
 - a. The white line is considered a warning mark.
 - b. A penalty will be assessed when any ONE full hand, foot or body part touches outside of the performance surface.
- 5. Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area. If a sign or prop is thrown outside the competition area, that team will receive a one (1) point deduction for each violation.

F. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, WUCC will provide additional spotters for all rehearsal and competition floors. **Note:** To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

III. INTERRUPTION OF PERFORMANCE A. UNFORSEEN CIRCUMSTANCES

- 1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
- 2. The team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

- 1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
- 2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY

- 1. The only persons that may stop a routine for injury are: a) competition officials, b) the advisor / coach from the team performing or c) an injured individual.
- 2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
- 3. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. In the event of a suspected concussion, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries, and waiting 24 hours, even with a waiver from a parent or legal guardian.
 - d. In addition to the WUCC head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

- RULES & PROCEDURES --Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
- PERFORMANCE --Any questions concerning the team's performance should be made to the Competition Director <u>immediately</u> after the team's performance and/or following the outcome of the competition.

IV. INTERPRETATIONS AND / OR RULINGS

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

V. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The coach and director of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

VI. EVENT RULE VIOLATIONS

Any team in violation of these Rules and Regulations or any of the above mentioned guidelines will be assessed a ten point (10) deduction for each violation. This deduction does not apply to violations mentioned above that are designated a lesser point value.

VII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in the World Championships the following year.

VIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that the decisions by the judges will be final and results may ONLY be reviewed for clarification. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

IX. SCORES AND RANKINGS

Individual judges score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his/her final score and rankings prior to the final tally of the score for all teams. Score and rankings will be available only to respective team coaches and directors at the conclusion of the competition.

X. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the World University Cheerleading Championships. The judges will score each team according the judging criteria to determine their final score. Each World University Cheerleading Championship Team (USA or outside of USA) will automatically receive the "crowd segment" full 15 points of your total score per judge. Based on participation from around the world, this provides the opportunity for USA and non-USA teams to enter the World University Championships with no predetermined score, as well as allow USA teams to enter the WUCC without altering their National Championship routines. The judges' scores will be averaged together with deductions being taken off the averaged scores. In the event of a first place tie, the tie will be broken by carrying the decimal places out for the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

XI. JUDGING CRITERIA

- 1. There will be 2 panels of judge's to score each team's routine. The two score sheets will equal out to 50 points going toward your cheer and practicality score (35 on the sheet and 15 from the crowd tape) and 50 points to the music portion of the tape.
- One panel will be using a score sheet which will focus on the cheer / sideline of the routine. It will involve practicality, incorporation, use of skills, use of signs or poms or megaphones, while also taking into consideration the overall cheer execution that is used.
- The other judging panel will be using a score sheet specific to the music portion of the routine. This will involve more of the creative and difficult skills attempted while looking at the overall effect and crowd appeal plus the entertainment value of this portion of the routine.
- NEW Deductions will be assessed to each team for errors in routine performance. For detailed information go to uca.varsitv.com.
 - a. Individual Athlete Falls 0.25 point
 - Stunt Fall 1 point
 - Stunt Drop 1.5 points
 - Pyramid Collapse 2 points

JUDGING SHEET (For All Girl Divisions)

Cheer Score Sheet- 35 points

CROWD LEADING Crowd Effectiveness (5)

Proper Use of Signs, Poms or Megaphones & Motion Technique (5) Ability & Energy to Lead the Crowd (5)

SKILL INCORPORATIONS

Proper Use of Skills to Lead the Crowd (5)

Difficulty of Practical Skills (5)

Performance (5)

OVERALL CHEER IMPRESSION 5 POINTS

MUSIC Score Sheet - 50 POINTS

PARTNER STUNTS

PERFORMANCE

Proper Technique, Synchronization, Spacing DIFFICULTY

Level of Skill. Number of Stunts Performed. Number of

Bases Used, Transitions, & Variety

PYRAMIDS

PERFORMANCE 10 POINTS

Proper Technique, Synchronization, & Spacing

DIFFICULTY

5 POINTS

15 POINTS

15 POINTS

10 POINTS

5 POINTS

Level of Skill, Number of Stunts Performed, Number of Bases Used, Transitions, & Creativity

BASKET TOSSES 5 POINTS

Performance & Variety

GROUP TUMBLING 5 POINTS

Proper Technique, Difficulty of Skills Performed In Groups & Synchronization

DANCE **5 POINTS**

Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal

OVERALL PRESENTATION **5 POINTS**

Routine Creativity, Flow, Use of Formations/Transitions

COED JUDGING SHEET (For ALL Coed Divisions)

Cheer Score Sheet- 35 points

CROWD LEADING

15 POINTS

Crowd Effectiveness (5)

Proper Use of Signs, Poms or Megaphones & Motion Technique (5) Ability & Energy to Lead the Crowd (5)

SKILL INCORPORATIONS

15 POINTS

Proper Use of Skills to Lead the Crowd (5)

Difficulty of Practical Skills (5)

Performance (5)

OVERALL CHEER IMPRESSION

5 POINTS

MUSIC Score Sheet - 50 POINTS

PARTNER STUNTS

PERFORMANCE

10 POINTS

Proper Technique, Synchronization, Spacing

DIFFICULTY

5 POINTS

Level of Skill, Number of Stunts Performed, Number of

Bases Used, Transitions, & Variety USE OF COED SKILLS

5 POINTS

Use of Coed Skills / Partner Stunts Throughout Routine

PYRAMIDS

PERFORMANCE

10 POINTS

Proper Technique, Synchronization, & Spacing

DIFFICULTY

5 POINTS

Level of Skill, Number of Stunts Performed, Number of Bases Used, Transitions, & Creativity

BASKET TOSSES

5 POINTS

Performance & Variety

GROUP TUMBLING

5 POINTS

Proper Technique, Difficulty of Skills Performed In Groups & Synchronization

OVERALL PRESENTATION

5 POINTS

Routine Creativity, Flow, Use of Formations/Transitions

XII. SAFETY, GUIDELINES FOR PARTNER STUNTS, PYRAMIDS AND TOSSES

A. Definitions

- 1. Base A person who is in direct contact with the performing surface and is supporting another person's weight.
- 2. Cradle Dismount from a stunt/pyramid/toss in which the top person lands in a face-up, semi-piked position.
- 3. Cupie/Awesome A stunt in which both of the top person's feet are in one hand of the base.
- 4. Dive Roll An aerial forward roll where the feet of the performer are at or above the performer's waist prior to the hands making contact with the performing surface.
- 5. Flatback A stunt in which the top person is in a face-up, straight-body position parallel to the performing surface.
- Flip When a person is airborne while the feet pass over the head.
- 7. Height-increasing Apparatus Any type of equipment that increases the height of a skill.
- 8. Helicopter Toss A stunt in which the top person is tossed into the air with the body parallel to the ground and completes a 360 degree horizontal rotation (like the blades of a helicopter.)
- Loading Position Any intermediate position below shoulder level that uses continuous motion to put a top

- person in a stunt or pyramid. Examples: Elevator/sponge load, basket load, smoosh, scoop from the back, etc.
- 10. Middle A person who is being supported by a base while also supporting a top person.
- 11. Pyramid A skill in which a top person is being supported by a middle layer person.
- 12. Rewind Skill in which the top person starts with BOTH FEET in a standing position on the ground, is tossed into the air and performs a backward or side rotation into a stunt, pyramid or loading position (this would include a cradle).
- 13. Spotter A person who is responsible for assisting or catching the top person in a partner stunt or pyramid. This person cannot be in a position of providing primary support for a top person but must be in a position to protect the top person coming off of a stunt or pyramid.
- Stunt A skill in which a top person is supported by a base or bases.
- 15. Top A person who is either being supported by another while off of the performing surface or who has been tossed into the air by another person.
- 16. Toss A movement by a participant or group of participants that propels a person into the air so that the person is airborne (i.e., free of contact with the performing surface).

B. General Program Guidelines

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

C. General Restrictions

- 1. The use of any height-increasing apparatus (e.g. minitrampoline, etc.) other than a spring floor is prohibited for performance.
- The top person in a partner stunt, pyramid or transition cannot be released from bases or leave the floor unassisted with the intent to land or be caught in an inverted body position.
- An individual may not jump, flip or dive over, under, or through partner stunts, pyramids or individuals from basket tosses, similar tosses, partner stunts or other tosses from hands.
- 4. Drops (knee, seat, thigh, front, back and split) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet which breaks the impact of the drop.
- 5. Jewelry of any kind is prohibited (e.g., navel jewelry, tongue jewelry, earrings, necklaces, etc.) Medical bracelets are allowed provided they are taped to the body.
- Soft-soled athletic shoes must be worn while cheering or competing. Gymnastics shoes, jazz shoes and/or boots are prohibited.

D. Partner Stunts

- 1. Twisting dismounts with more than a 360 degree rotation require an additional spotter that assists on the cradle.
- 2. Released load-ins from a handstand position (stationary or through a handspring load-in) to a partner stunt require an additional spotter.
- 3. Stunts in which the top person is in a handstand position require an additional spotter.
- 4. Stunts in which the base uses only one arm for support require a spotter when:
 - a. The stunt is anything other than a cupie/awesome or basic liberty. All other one-arm stunts require a spotter (e.g., heel stretch, arabesque, high torch, scorpion, bow and arrow, etc.).
 - b. The load-in or dismount involves a twist. The spotter must be in place during the twist and assist on the cradle during twisting dismounts.
 - c. The top person is popped from one arm to the other.
- 5. Single based split catches are prohibited.
- All leg pitch, toe pitch, walk-in, sponge, and straddle catch flips are prohibited.
- 7. Twisting dismounts greater than two rotations are prohibited. Exception: side facing stunts i.e. Arabesque, Scorpion, double full twisting cradles to the front are legal.
- 8. Front, back and side tension drops are prohibited.
- 9. Flips into or from partner stunts are prohibited, with the following exceptions.
 - a. Rewinds into a pyramid, stunt, loading position or cradle are allowed under the following conditions:
 - 1. The top person is limited to one and one quarter rotations and may not twist.
 - 2. Bases are limited to one quarter turn under the top person.
 - 3. An active spotter is required throughout the skill.
 - 4. If the rewind is continuous to a cradle, the spotter must assist in the cradle.
 - 5. In a rewind to a pyramid or to another base, the original base may serve as the spotter.

- b. Flips from stunts in which the top person is in an upright position standing in the hand(s) of the base(s) are allowed under the following conditions:
 - 1. An additional spotter must be active throughout the following skills. Exception: An additional spotter is not required for a double base front flip to the performing surface.
 - Front flips to the performing surface are allowed from single or double base shoulder level stunts.
 The top person must land on at least one foot with assistance from at least one base.
 - 3. Front flips to a cradle are allowed from single or double base stunts shoulder level and below.
 - 4. Back flips to a cradle are allowed from double base stunts shoulder level and below.
 - 5. The top person is limited to one and one quarter flipping rotations.
 - Dismounts to a cradle may have up to one half twist. No other twists are allowed.
- c. Flips from stunts in which the top person is in a horizontal position not being supported at their feet are allowed under the following conditions:
 - Front flips and back flips from shoulder level double base stunts to a stunt, loading position, cradle or the performing surface with assistance from a base. Note that flips are not permitted from a horizontal position below shoulder level or from a single base.
 - 2. The top person is limited to one and one quarter rotation and may not twist.
 - 3. A spotter is not required.

E. Pyramids

- Pyramids higher than 2 ½ body lengths are prohibited.
 Pyramid height is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are 1 ½ body lengths; shoulder stands are 2 body lengths; extended stunts (i.e. extension, liberty, etc.) are 2 ½ body lengths.
 Exception: an extended stunt on top of a thigh stand is allowed.
- 2. In all pyramids, there must be at least two spotters, providing additional pyramid support, designated for each person who is above two persons high and whose primary support does not have at least one foot on the ground. Both spotters must be in position as the top person is loading onto the pyramid. One spotter must be behind the top person and the other must be in front of the top person or at the side of the pyramid in a position to get to the top person if they were to dismount forward. Once the pyramid shows adequate stability and just prior to the dismount, this spotter can move to the back to catch the cradle. As pyramid design varies greatly, we recommend a review of any new pyramids where the spotting position may be in question.
- 3. In all "2-1-1 thigh stand tower" pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person. If a bracer is needed to assist the thigh stand middle later, they do not fill this role and an additional spotter who is not in contact with the pyramid is required.
- 4. Cradles from pyramids over two high must use at least two catchers, one on each side of the top person.

- All flips into or from pyramids are prohibited, with the exception of a forward flip dismount to a cradle and legal rewinds.
- 6. Releases to prone dismounts are prohibited.
- 7. Front, back and side tension drops are prohibited.

F. Tosses

- 1. Basket tosses or similar tosses may only be performed from ground level, can use no more than four bases, and must be cradled by three of the original bases, one of which must catch in a scoop under the head and shoulders.
- 2. Basket and elevator/sponge tosses may not be directed so that the bases must move to catch the top person.
- 3. Basket and elevator/sponge tosses cannot exceed one flipping and two twisting rotations.
- 4. In flipping basket or elevator/sponge tosses (tuck, layout, or pike position) only two additional skills are allowed. One twisting rotation is considered to be one skill.

Examples:

Legal (two skills)

Tuck flip, X-out, Full Twist Double Full-twisting Layout Kick, Full-twisting Layout Pike, Open, Double Full Twist Arabian Front, Full Twist

Illegal (three skills)

Tuck flip, X-out, Double Full Twist Kick, Double Full-twisting Layout Kick, Full-twisting Layout, Kick Pike, Split, Double Full Twist Full-twisting Layout, Split, Full Twist

Note: An Arabian Front followed by a 1 ½ twist is considered to be a legal skill. A Kick Double Full Twist with no flip is legal.

5. Basket and elevator/sponge load-ins can land in a stunt or pyramid provided that the toss does not significantly exceed the height of the intended skill. Flips into stunts or pyramids from a basket or elevator/sponge load-in are prohibited.

G. Tumbling

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

H. Specific Surface Restrictions

- 1. The following skills are only allowed on a mat, grass (real or artificial) *or rubberized track surface*.
 - Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Flipping skills into or from stunts, tosses or pyramids.
 - c. Two and one half high pyramids. Mounts or dismounts to and from 2 ½ high pyramids may not flip or twist on a rubberized track surface.
- 2. Kick double baskets and baskets that flip AND twist are not allowed at a football game during regular play or timeouts. They may be done during a pre-game or half-time situation, but only on grass (real or artificial) or matted surface with dimensions of at least 10' X 10'.
- At indoor court-type games such as basketball, the following skills may only be performed during pre-game, halftime, or post-game (not during timeouts) where the area

is free of obstructions and non-cheer personnel, and all skills are performed on a matted surface.

- Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
- b. Partner stunts in which the base uses only one arm to support the top person. Exception: Cupies/awesomes are allowed with an additional spotter.
- c. Flips into or from partner stunts.
- d. Inversions. Exception: High school level inversions are allowed. (For example, suspended forward and backward rolls, low-level inversions, and braced flips with two bracers are allowed. For college, the two bracers and top person are not required to be double based.
- e. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ rotation on the court require an additional spotter.
- f. Two and one half person high pyramids.
- g. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, roundoffs and aerial cartwheels are allowed.)

The above safety rules are general in nature and are not intended to cover all circumstances. All cheerleading skills, including tumbling, partner stunts, pyramids, jumps and tosses should be carefully reviewed and supervised by a qualified and knowledgeable advisor or coach.

XIII. TOURNAMENT FACILITY

- 1. The competition is scheduled to be held at ESPN's Wide World of Sports® HP Field House and J Center.
- 2. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

XIV. WORLD UNIVERSITY CHAMPIONSHIP FORMAT (TENTATIVE)

- Saturday (all day) will host the United States College Cheerleading and Dance Team National Championships, and non-USA WUCC teams will conduct routine performances (optional to the teams) in front of live audience of the United States National Championships.
- Sunday (host the World University Cheerleading Championships comprising of all United States teams (divisions mentioned previously) and non-USA teams. Crossovers for the WUCC and within the WUCC only will be allowed. Awards for Nations rankings and individual team results will be presented.
- 3. **Sunday** will also host several divisional finals of the United States National Championships.

XV. WORLD UNIVERSITY CHAMPIONSHIP PARTICIPATION

It is understood that teams participating in the World University Cheerleading Championships will not knowingly and willingly participate in any other event promoted as a "World University Cheerleading Championships". (Exception: Approved multi-sport international events congruent with the World University Cheerleading Championship and

International Sport Authority organizations). Teams who do not adhere will disqualified for the 2015 World University Cheerleading Championships and will forfeit the opportunity to participate in the tournament the following year.

XVI. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles, awards or prizes agree to have all appearances, endorsements and publicity approved through the WUCC Competition Directors.

For any clarification or interpretation of the above safety guideline please contact Mike Cooper at mike@cheerunion.org

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE COMPETITION AND ROUTINE RULES AND GUIDELINES AND

(School/Team Name) AGREE TO ABIDE BY THESE RULES. (Date)

(City/State/Country) (Advisor / Coach's Signature)

(Division — All Girl, Small Coed, etc.) (Administrator's Signature)

• Retain a copy of these rules for your files •

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS DANCE TEAM RULES AND REGULATIONS

*Bold text denotes change

I. GENERAL RULES

- 1. The competition is open to all USA colleges, universities and junior colleges; and all non-USA universities and equivalent
- The World University Cheerleading Championship will consist of the following Team Dance divisions for all International including - USA Division IA, Division I and Open Divisions:
 - a. Dance Team Pom
 - b. Dance Team Hip Hop
- Teams may have a minimum of twelve (12) members with a maximum of sixteen (16) members.
- Cross-overs are allowed (only applies to the World University Cheerleading Championships)
- 5. All <u>USA participants</u> must be registered full-time students of their college or university and official members of the school's spirit squad (no club teams or competition only teams). Official member's of the school's spirit squad is that team recognized by their institution as the actual sideline/courtside spirit squad that regularly supports their school athletic teams.
- All Non-USA Participants must be compliant with their country's official University sports office criteria, as it pertains to standard university international competition.
- 7. Transcripts or a notarized letter from the Dean of Students or registrar's office is required for all <u>USA teams</u> upon registering for the National Championship for the fall semester. DOCUMENTATION OF FULL TIME STATUS MUST NOT BE DATED ANY EARLIER THAN DECEMBER 1, 2014. Squads violating this rule could forfeit their titles and be prohibited from entering the competition the following year. For any clarification on these rules please call 1-800-DANCEUDA.
- 8. Any interpretations or decision of eligibility for the 2015 World University Cheerleading Championships will be rendered by the Rules Committee. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.
- 9. Each team's presentation must be in accordance with its own university's guidelines and approved by its advisor/director or the appropriate university official.
- 10. Any team in violation of any of the rules and regulations will be assessed a five (5) point per judge deduction for each violation.

II. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the World University Cheerleading Championships. The judges will score each team according to the judging criteria to determine their final score. Each World University Cheerleading Championship Team (USA or outside of USA) will automatically receive the "Spirit Tape" full 15 points of your total score per judge; traditionally evaluated by video (January 6, 2015) for the 2015 College Cheerleading and Dance Team National Championships. Based on participation from around the world, this provides the opportunity for USA and non-USA teams to enter the World University Cheerleading Championships with no predetermined score, as well as allow USA teams to enter the WUCC without altering their National Championship routines. As the teams make their presentations, the judges will score the teams using a 115 point system (100 points on score sheet and 15 points automatic spirit tape). The judges' scores will be AVERAGED together to determine the overall team score. In the event of a first place tie, the ranking points for each judge will be used to break the tie. Go to cheerunion.org for a copy of the score sheets.

III. SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available only to respective team coaches, captains and directors at the conclusion of the competition. Teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and scores of the teams advancing.

IV. HOW TO HANDLE PROCEDURAL QUESTIONS

- 1. RULES & PROCEDURES Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
- PERFORMANCE Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

V. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The coach and director of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

VI. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

- If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
- The team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

- In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
- The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY

- 1. The only persons that may stop a routine for injury are: a) competition officials, b) the advisor / coach from the team performing or c) an injured individual.
- The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole

- discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
- 3. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver
 - c. In the event of a suspected concussion, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries, and waiting 24 hours, even with a waiver from a parent or legal guardian.
 - d. In addition to the WUCC head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

VII. INTERPRETATIONS AND / OR RULINGS

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition.

VIII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in a competition or the World University Cheerleading Championships the following year.

IX. FINALITY OF DECISIONS

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

X. WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS PARTICIPATION

It is understood that teams participating in the World University Cheerleading Championships will not knowingly and willingly participate in any other event promoted as a "World University Cheerleading Championships". (Exception: Approved multi-sport international events congruent with the World University Cheerleading Championship and International Sport Authority organizations). Teams who do not adhere will be disqualified for the 2015 World University Cheerleading Championships and will forfeit the opportunity to participate in the tournament the following year.

XI. TOURNAMENT FACILITY

- 1. The competition is scheduled to be held at ESPN's Wide World of Sports® hp Field House and J Center.
- 2. The performance floor will be approximately 46 feet x 46 feet. The surface will be professional grade material.

3. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

XII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles, awards or prizes agree to have all appearances, endorsements and publicity approved through the WUCC Competition Directors.

XIII. PENALTIES

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated. This deduction does not apply to violations mentioned that are designated a lesser point value.

If you have any questions concerning the legality of a move or trick, please email to the World University Cheerleading Championship Office. Please email to lrifino@cheerunion.org

XIV. COLLEGE SPECIFIC RULES AND REGULATION

GENERAL SAFETY GUIDELINES

- 1. All teams must be supervised during all official functions by a qualified coach.
- 2. Coaches must require proficiency before skill progression. Coaches must consider the dancer and team skill level with regard to proper performance placement.
- 3. 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.
- 4. All programs should have, and review, an emergency action plan in the event of an injury.
- 5. Coaches must recognize the entire team's particular ability level and limit the team's activities accordingly.
- 6. No technical skills should be performed when a coach is not present or providing direct supervision.
- 7. All practice sessions should be held in a location suitable for the activities of dance, and away from noise and distractions.
- 8. Warm-up and stretching should precede and conclude all practice sessions, pep rallies, games, competitions, performances, and other physical activities.
- 9. 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

10. The dance team coach or other knowledgeable designated representative should be in attendance at all practices, functions, and games.

COMPETITION ROUTINE GUIDELINES

- 1. Substitutions may be made in the event of an injury or other serious circumstance. Substitutes must also abide by the age restrictions in all division in which they compete.
- 2. Formal entrances which involve dance, technical skills, and all traditions/chants are not permitted. Dancers should enter the performance area in a timely fashion.
- 3. All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, feathers, glitter, etc).
- 4. Time limit is as follows:
 - a. Teams will have a maximum of (2) two minutes to demonstrate their style and expertise. If a routine exceeds the time limit, a penalty will be assessed for each violation. Three (3) point deduction for 3-5 seconds over, five (5) point deduction for 6-10 seconds over, and a seven (7) point deduction for 11 seconds and over.

CHOREOGRAPHY AND COSTUMING

- Routine choreography should be appropriate and entertaining for all audience members. Vulgar or suggestive material, choreography and/or music is not allowed and is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd of profane gestures or implications. Inappropriate choreography, costuming, makeup and/or music may affect the judges' overall impression and/or score of the routine.
- Shoes, on both feet, must be worn during the competition. Dance paws are acceptable. Shoes with wheels are not allowed (Example: roller skates, roller blades, heelys, etc). Wearing socks and/or footed tights only is not allowed.
- 3. All male dancers' costumes must include a shirt that is fastened, however it can be sleeveless.

PROPS

Props are allowed, however, they must fit through a 36 inch door. Props must be handheld and cannot be used to bear the weight of the dancer. Any props used must first be approved through the WUCC National Office. To get them approved, please send an email to lrifino@cheerunion.org.

TEAM PARTICIPANTS

- 1. Teams who participate in the competition will have the opportunity to compete in two categories.
- 2. Teams who choose to enter two categories must have at least 10 of the same team members perform in both routines.
- 3. Teams who compete in two (2) categories must have the same number of dancers in both routines.
- 4. Individuals may not represent more than one team at the National Championship.

5. EXCEPTION: If your team chooses pom as one of your categories, male dancers are not required to perform in pom. If male dancers do choose to perform in pom, they are not required to use poms.

CATEGORIES:

- POM Poms are required to be used throughout the routine. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and dance technique. Motions should be very sharp, clean, and precise. Your team should be synchronized and appear as "one." A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc. Keep in mind that a pom routine carries a more "traditional" theme. See scoresheet for more information.
- HIP HOP Routines should include street style movements with an emphasis on execution, style, creativity, body isolations and control. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. Teams may also put an additional focus on incorporations such as jumps, jump variations, combo jumps, stalls and floor work. No props. Distinctive clothing and accessories reflecting the Hip Hop Culture must be worn. See scoresheet for more information.

ROUTINE RULES AND GUIDELINES

WEIGHT BEARING SKILLS

Headsprings (with hand support)

Hip over-head rotation skills with hand support are not allowed while holding poms or props in the supporting hand. (Exception: forward rolls and backward rolls are allowed). The use of hands free poms for hip over-head skills is allowed.

TUMBLING AND TRICKS (Executed by Individuals)

ALLOWED NOT ALLOWED Aerials cartwheel Front/Back Handsprings Forward/Backward Rolls Front/Back Tucks Shoulder Rolls Side Somi Cartwheels Lavouts Headstands Shushunova Handstands Headsprings (without hand support) Dive Rolls (In any position) Backbends Front/Back Walkovers Continuous double (partner) cartwheels Stalls/Freezes Toe Pitches Head spins Front Aerials Windmills Kip up Round Off

- 1. Airborne skills without hand support are not allowed. (Exception: Aerial cartwheel that is not connected to any other tumbling skill is allowed).
- Aerial cartwheels are not allowed while holding poms or props. They must be placed in one hand. (Exception: Aerial cartwheels may be done with hands free poms).

- 3. Tumbling skills with hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed; 4 are not allowed).
- 4. Drops to the knee, thigh, back, front, head, shoulder, or seat 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 shushunova (see glossary) are not allowed.

<u>DANCE LIFTS AND PARTNERING (Executed in pairs or groups)</u>

- 1. The Executing Dancer must receive support from a Supporting Dancer who is in direct contact with the performance surface through the entire skill. (Exception: Kick Line Leaps).
- 2. Elevators, thigh stands, shoulder sits, and chair sits are allowed. Extensions (see glossary) and all other cheer based stunts are not allowed.
- 3. Swinging lifts and tricks are allowed provided the Executing Dancer's body does not make a complete circular rotation and is in a supine position at all times. Swinging in a prone position is not allowed (backwards and forwards or a complete circular rotation).
- 4. Hip over-head rotation of the Executing Dancer(s) may occur as long as ALL of the following apply:
 - a. When passing through the inverted position, the Executing Dancer's shoulders may not exceed the height of the supporting dancer's shoulders when standing upright.
 - b. A Supporting Dancer maintains contact until the Executing Dancer returns to the performance surface or to the upright position.
 - c. The skill is limited to one (hip over-head) rotation.
- 5. Vertical Inversions are allowed as long as:
 - a. The Supporting Dancer(s) maintain contact until the Executing Dancer returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Dancers shoulders exceed shoulder level of the Supporting dancer, there is at least one additional dancer to spot who does not bear weight.

<u>RELEASE MOVES (Unassisted Dismounts to the performance surface)</u>

- 1. An Executing Dancer may jump, leap, step, or push off a Supporting Dancer if:
 - a. The highest point of the released skill does not elevate the Executing Dancer's hips above shoulder level.

- b. When the height of the skill is between hip level and shoulder level, the Executing Dancer may not pass through the prone or inverted position after the release.
 - c. Toe pitches are not allowed.
- 2. A Supporting Dancer may release/toss an Executing Dancer if:
 - a. The highest point of the release/toss does not elevate the Executing Dancer's hips above shoulder level.
 - b. The Executing Dancer is not supine or inverted when released.
 - c. The Executing Dancer does not pass through a prone or inverted position after release.
 - d. Toe Pitches are not allowed,

XV. TEAM PARTICIPANTS

- 1. The maximum number of participants a team can have is sixteen (16). The minimum number of participants a team can have is twelve (12).
- 2. Non-USA Teams who participate in the competition will have the opportunity to compete in two categories. Teams who choose to enter two categories must have at least 10 of the same team members perform in both routines. Teams who compete in 2 categories must have the same number of dancers in both routines.
- 3. EXCEPTION: If your team chooses pom as one of your categories "Pom usage is compulsory and must be used throughout the routine." Exception: male dancers are not required to perform in pom. If male dancers do choose to perform in pom, they are not required to use poms

XVI. WORLD UNIVERSITY CHAMPIONSHIP FORMAT (TENTATIVE)

- Saturday (all day) will host the United States College Cheerleading and Dance Team National Championships, and non-USA WUCC teams will conduct routine performances (optional to the teams) in front of live audience of the United States National Championships.
- Sunday (host the World University Cheerleading Championships comprising of all United States teams (divisions mentioned previously) and non-USA teams. Crossovers for the WUCC and within the WUCC only will be allowed. Awards for Nations rankings and individual team results will be presented.
- 3. **Sunday** will also host several divisional finals of the United States National Championships.

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

(School/Team Name)	(Date)
(City/State/Country)	(Advisor / Coach's Signature)
(Division — Junior High, Small Varsity, etc.)	(Administrator's Signature)

[•] Retain a copy of these rules for your files •

2015 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS DANCE TEAM DOUBLES RULES AND REGULATIONS

A. Divisions

- 1. Dance Team Doubles Pom
- 2. Dance Team Doubles Hip Hop

B. Music and Time Limitations

- The competition is open to all USA and non-USA teams competing in the World University Cheerleading Championships.
- 2. All routines must be "Music Only" and performance time may not exceed one minute and thirty seconds (1:30) in length.
- 3. Timing will begin with the first movement, voice, or note of music, whichever comes first.
- 4. There should not be any organized entrances, exits or other activities before routine begins or after the official ending.
- 5. Teams may use an unlimited number of songs in their routine.

C. General Rules

- 1. <u>USA Participants</u> may not represent more than one group. <u>Non-USA</u> participants may represent more than one group.
- 2. Each doubles group will be comprised of 2 members.
- 3. You are required to follow the World University Cheerleading Championships Safety Rules and Regulations.

D. Violations

- 1. Any team in violation of any of the Specific Safety Guidelines or these Rules and Regulations will be assessed a ten (5) point per judge deduction for each violation. This deduction does not apply to violations mentioned above that are designated a lesser point value.
- 2. Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to deductions and/or disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in the competition or the World University Cheerleading Championships the following year.

E. Doubles Score Sheet	
TECHNIQUE	
Execution of Skills/Style	
(Pom-Hip Hop)	10
Execution of movements and s	kills in the style of the
category	
Placement/Control	10
Exhibits control, proper levels	
motions) arm movements, "Tu	
hip/leg/foot placement in Kick	
control of torso and body parts	throughout movements
and skills	
Strength of Movement	10
Intensity, strength and presence	e in movements
Extension/Flexibility	10
Exhibits full extension (in arms	s, legs, feet etc), and when
applicable, stretch and flexibili	ty in movement
CHOREOGRAPHY	
Musicality	10
Use of the music accents, rhyth	nms, lyrics and style
Difficulty	10
Level of difficulty of skills, mo	ovement, weight changes,
tempo, etc.	
Creativity/Style	10
Exhibiting creative and original	
accordance with the style of the	e category
Routine Staging	10
Utilization of floor space, trans	
group work, interaction of the	pair while allowing for a
seamless flow of the routine	
ENECHTION	
EXECUTION	10
Synchronization	10
Uniformity of all movement, m	loving together and with
the music	
OVERALL EFFECT	
Communication / Projection	/ Audience Appeal &
Appropriateness	10
Ability to exhibit a dynamic ro	
and audience appeal	p
Age appropriate music, costum	ne and choreography that
enhances the performance	

100 PTS

TOTAL

AIRPORT TRANSPORTATION

If you need transportation to and from the Orlando International Airport (MCO), you must read this information carefully. We will be emailing you a transportation form with important instructions for setting up your transportation to and from the airport. This form will be included in your registration confirmation email. We will also send you an email reminding you when it is time to send this information to Disney.

Theney's Magical Express



- ★ Transportation between Orlando International Airport (MCO) and the Walt Disney World® Resort will be provided by Disney's Magical Express. Attendees utilizing another airport will need to find alternate transportation.
- ★ Disney's Magical Express provides motorcoach transportation to/from the Walt Disney World® Resort and special luggage delivery service.
- ★ Disney's Magical Express requires a reservation. Each guest must be registered at a Walt Disney World® Resort prior to contacting Disney's Magical Express.
- ★ After registering for the event, each team will be provided with specific details to book their **Disney's**Magical Express reservation. Reservations need to be completed 14 days prior to arrival. Guests will be asked to provide a mailing address and inbound/outbound flight information.
- ★ **Disney's Magical Express** will mail Airport Transportation Booklets which include detailed arrival instructions and special luggage tags (as long as reservations are made 14 days in advance).
- ★ Do not send your flight information to The World University Cheerleading Championships.



THE NEXT TWO PAGES ARE FOR FRIENDS & FAMILY REGISTERING SEPARATELY FROM THE TEAM.

Tear out the next three pages and give them to friends and family who would like to attend the World University Cheerleading Championships on our Travel Package! Please feel free to make copies of these pages!

ATTN: WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS 6745 LENOX CENTER COURT, P.O. BOX 752790 **MEMPHIS, TN 38175**

FEDEX ADDRESS: SUITE 300 MEMPHIS, TN 38115

FULL PAYMENT IS DUE BY DECEMBER 16, 2014

FRIENDS AND FAMILY REGISTRATION

2014 WORLD UNIVERSITY CHAMPIONSHIP

Your name Team you are supporting

Circle one: CHEER DANCE DOUBLES

WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

ACCOMMODATIONS DIRECTIONS:

- 1. Choose the package that you wish to purchase.
- 2. Choose the type of room you wish to stay in (quad, triple, double or single)
- 3. Return this form with full payment to the Championship office no later than December 16, 2014.
- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- All Walt Disney World® Theme Park tickets are valid January 13-23, 2015
- *Any changes made after January 6, 2015 will result in a \$50 fee per change.

SPECTATOR PACKAGE-3 NIGHT

(Family & Friends) Travel package price for the three nights of January 16 (check-in) - January 19 (check-out)

- Three nights and four days hotel accommodations
- Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport
- Four day Walt Disney World® PARK HÖPPER® Pass (unlimited admission to the Magic Kingdom® Park, Epcot®, Disney's Hollywood Studios® and the Disney's Animal Kingdom® Theme Park for four days)
- Three days admission into ESPN Wide World of Sports® Complex
- One counter service meal voucher to be used at any Walt Disney World® Theme Park (One entrée and beverage at designated Theme Park dining locations. Lunch or Dinner ONLY!)
- Celebration Block Party at Disney's Hollywood Studios®
- Transportation to all scheduled events

Quad (4 per room) # of rooms	\$474.00 per person x people =
Triple (3 per room) # of rooms	\$525.00 per person x people =
Double (2 per room) # of rooms	\$568.00 per person x people =
Single (1 per room) # of rooms	\$751.00 per person x people =
TOTAL# of ROOMS	TOTAL # of PEOPLE

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-23, 2015

EXTRA NIGHTS - I would like to stay an extra day on:

○ Thursday, Jan 15, 2015 and/or ○ Monday, Jan 19, 2015

Optional Extra Nights (Thursday, January 15 and/or Monday, January 19). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come-first served basis.

All rooms (regardless of occupancy)	\$125.00 per room
	RICES INCLUDE AIRFARE.)

SPECTATOR PACKAGE-2 NIGHT

(Family & Friends) Travel package price for the two nights of January 16 (check-in) - January 18 (check-out)

- Two nights and three days hotel accommodations
- Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport
- Three day Walt Disney World® PARK HOPPER® Pass (unlimited admission to the Magic Kingdom® Park, Epcot®, Disney's Hollywood Studios® and the Disney's Animal Kingdom® Theme Park for four days)
- Three days admission into ESPN Wide World of Sports® Complex
- One counter service meal voucher to be used at any Walt Disney World® Theme Park (One entrée and beverage at designated Theme Park dining locations. Lunch or Dinner ONLY!)
- Transportation to all scheduled events

Quad (4 per room) # of rooms	\$406.00 per person x people =
Triple (3 per room) # of rooms	\$432.00 per person x people =
Double (2 per room) # of rooms	\$479.00 per person x people =
Single (1 per room) # of rooms	\$584.00 per person x people =
TOTAL # of ROOMS	TOTAL # of PEOPLE

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-23, 2015

MAILING ADDRESS:

WUCC P.O. Box 752790 Memphis, TN 38175-2790

OR TO FED EX YOUR REGISTRATION:

6745 Lenox Center Court Suite 300, Memphis, TN 38115

We encourage Friends and Family to attend the World University Cheerleading Championships! We want to offer you the same great travel packages that teams are offered. We HIGHLY recommend that you set up your own registration by filling out all portions of the front and back of these forms.

Your Name			
Your Address (No P.O. Boxes Please)		
City, State, Zip	()	()	
Home Phone	Daytime Phone	Cell Phone	
Email Address			
College / University that you are sup	pporting		
TOTAL number of Adults	TOTAL number of Minors	_	

ROOMING LIST: IMPORTANT: This form must be filled out completely in order for your registration to be accepted. Reservations will be entered according to the dates below and charged as such. List below names in full of people staying in either quad (4), triple (3), double (2), or single (1), rooms. In parenthesis, specify one of the following for each person: (P) = Participant (A) = Advisor (F) = Family/Friend

PLEASE NOTE: Rollaway beds are not available. (PLEASE PRINT OR TYPE)

SINGLES (ONE IN EACH ROOM)	Age P/A/F Arrival Date Depart Date Ticket Upgrades 4 day 5 day 6 day SINGLES (ONE IN EACH ROOM)	Age	Ρ,	/A/F An	ival Date Dep	oart Date Ticket Upgrades 4 day 5 day 6 day
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2.	() () () () () () () () () ()	() () () (1000
TRIPLES (THREE IN EACH ROOM)	QUADS (FOUR IN EACH ROOM)					
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3.	() () () () () () () () () ()	() () () (1000
	4.	() () () (1000

AIRPORT TRANSPORTATION

If you need transportation to and from the Orlando International Airport (MCO), you must read this information carefully. We will be emailing you a transportation form with important instructions for setting up your transportation to and from the airport. This form will be included in your registration confirmation email. We will also send you an email reminding you when it is time to send this information to Disney. Theney's Magical Express

- Transportation between Orlando International Airport (MCO) and the Walt Disney World® Resort will be provided by Disney's Magical Express. Attendees utilizing another airport will need to find alternate transportation.
- Disney's Magical Express provides motorcoach transportation to/from the Walt **Disney World**® Resort and special luggage delivery service.
- Disney's Magical Express requires a reservation. Each guest must be registered at a Walt Disney World® Resort prior to contacting Disney's Magical Express.
- After registering for the event, each team will be provided with specific details to book their Disney's Magical Express reservation. Reservations need to be completed 14 days prior to arrival. Guests will be asked to provide a mailing address and inbound/outbound flight information.
- Disney's Magical Express will mail Airport Transportation Booklets which include detailed arrival instructions and special luggage tags.



FRIENDS AND FAMILY CREDIT CARD PAYMENT:

If any family members wish to charge their deposit or balance of payment on a credit card, we accept VISA, MasterCard, Discover or American Express. Below list the person wishing to charge, their credit card number, expiration date and amount to be charged along with their signature. Please send this information along with your registration.

Exp. Date: ___/___/_

(One form per family group.)

CREDIT CARD TYPE: O VISA O MC O AMEX O DISC

Deposit or O Balance of Pay	yment	
ame (Print)		Signature
unie (min)	()	()
ling Address*	Daytime Telephone Numb	er Cell Phone Number
ty, State Zip		
nail Address		
this credit card pay	yment is not for your entire	group, please list
erson(s) and amou	nts to be paid with this cre	dit card.
` '		
Person(s)		Amoun
Person(s)		

December to charge your balance).

Balance of payment due by DECEMBER 16, 2014.

CANCELLATION POLICY:

For cancellations received on or before December 16, 2014, all monies will be refunded with the exception of a hundred dollars (\$100.00)person fee. For cancellations between December 16, 2014 and January 6, 2015, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees. Cancellations received after January 6, 2015 will result in a **FULL FORFEITURE** of all monies paid. All cancellations must be in writing to the World University Cheerleading Championships. We will not accept cancellations by phone. Deposits from cancellations **cannot** be applied toward your balance.

I have read the cancellation policy and understand and accept its contents. I have also advised all participants, parents and chaperones of my group of this cancellation policy.

Main Contact Signatu	ıre
Date	

Each adult traveling on the travel package and each participant's parent must sign below. "We have read the cancellation policy and understand and accept its contents." Your application will not be entered without all signatures.