



WORLD[®]
SCHOOL
CHEERLEADING CHAMPIONSHIPS

11-12 February 2017

DIVISIONS, RULES & REGULATIONS INFORMATION

2017 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS (WSCC) COMPETITION RULES AND REGULATIONS

I. GENERAL RULES

A. PERFORMANCE ROUTINE DIVISIONS

JUNIOR SCHOOL DIVISIONS –Primary/Junior School

Junior School: 5-25 female/male athletes

VARSITY SCHOOL DIVISIONS–Secondary School

Junior Varsity (JV): 5-25 female/male athletes

Note: The JV division is designated for Secondary Schools with a 2nd/Preparatory Team or a 2nd Varsity team at the competition

Small Varsity: 5-12 female athletes

Medium Varsity: 13-16 female athletes

Large Varsity: 17-20 female athletes

Super Varsity: 21-30 female athletes

Small Varsity Coed: 5-20 athletes, 1-4 males

Medium Varsity Coed: 21-25 athletes, 4-7 males

Large Varsity Coed: 21-30 athletes, 8 or more males

VARSITY NON-TUMBLING DIVISIONS–Secondary School

Jr. High/JV. Non-Tumbling: 5-25 female/male athletes

Small Varsity Non-Tumbling: 5-12 athletes, 0-2 males

Medium Varsity Non-Tumbling: 13-16 athletes, 0-2 males

Large Varsity Non-Tumbling: 17-20 athletes, 0-2 males

Super Varsity Non-Tumbling: 21-30 athletes, 0-2 males

(Note: The Non-Tumbling divisions will prohibit all tumbling, except for inversions into load-in positions, stunts, and pyramids.)

RECREATIONAL (“REC”)/ CLUB DIVISIONS

Youth Rec/Club: 10 years and younger (by 31 August 2016).
5-36 female/male athletes

Junior Rec/Club: 12 years and younger (by 31 August 2016).
5-36 female/male athletes

Senior Rec/Club: 14 years and younger (by 31 August 2016).
5-36 female/male athletes

International Primary Club: 12 years and younger
(within the year of competition), 5-36 female/male athletes

International Youth Club: 14 years and younger (within
the year of competition), 5-36 female/male athletes

International Junior Club: 12- 16 years of age (within the
year of competition), 5-36 female/male athletes

International Senior Club: 15 years and older (within the
year of competition), 5-36 female/male athletes

B. GAME DAY DIVISION

1. All Non-USA School Teams are eligible to perform in the Game Day Championships for a ranking and for a World Game Day Nations Ranking Award.

2. All non-USA team competing in the Game Day Championships will perform their routine during the USA National Game day Finals, will be awarded a placement trophy specifically within the US National Finals and will receive a Nations Ranking Award based on their performance.
3. For team wanting to participate in the Game Day Championships please add an additional \$20 USD per participant. For teams that choose to participate in the World School Cheerleading Championships AND advance into the Game Day National Finals, every effort will be made to accommodate conflicts in performance time; however, cannot be guaranteed.
4. At the Game Day Championships, teams will be responding to audio cues reflective of sporting events, such as American Football and Basketball games to perform their respective segment of Game Day.
5. Game Day Divisions must follow all event rules and regulations. See section XIII for division specifics and restrictions.

GAME DAY DIVISIONS–Primary, Junior & Secondary School

Junior High: 5-25 female/male athletes

Junior Varsity: 5-25 female/male athletes

Small Varsity: 5-12 female athletes

Medium Varsity: 13-16 female athletes

Large Varsity: 17-20 female athletes

Super Varsity: 21-30 female athletes

Small Varsity Coed: 5-20 athletes, 1-4 males

Medium Varsity Coed: 21-25 athletes, 4-7 males

Large Varsity: 21-30 athletes, 8 or more males

Varsity Non-Tumbling: 5-30 athletes, 0-2 males

C. TEAM PARTICIPATION

1. USA individuals / teams must follow the eligibility requirements of the National High School Cheerleading Championships, non-USA individuals / teams must follow the primary, junior and secondary school sport requirements of their respective countries. Additionally, Varsity Division ages are limited to 18 years or younger within the year of competition (exception: International Senior Club) or as

specified, and 14 years and younger for the Junior School Division.

2. All members of the Cheerleading team must be current members of the official school spirit team and must be students of the school that they are representing. (Exception: This will not preclude participation from sister schools for same-gender schools as long as they are official members of the team as noted above.)
3. The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regard to respect for themselves, other teams and the viewing audience of all ages.
4. We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their schools / programs- in regards to grooming, traditional and appropriate attire, conservative make-up/cosmetics, uniformity, etc.

D. UNIFORM GUIDELINES

1. All participant uniforms must cover the midriff when standing at attention. Covered midriff does include flesh-colored / nude-colored body suits and liners; however, fringe does not suffice alone as a covered midriff.
2. Any team in violation of the uniform guidelines will be assessed a five (5) point deduction.
3. A traditional sideline uniform is required for all Game Day divisions.

E. TIME LIMITATIONS – ROUTINE

1. Each performance routine's presentation must include at least one (1) cheer and/or sideline chant (*use of native language in cheer and/or sideline chant encouraged*). The musical portion must not exceed one minute and thirty seconds (1:30). The total time limit is two minutes and thirty seconds (2:30). Timing will begin with the first movement, voice or note of music, whichever comes first.
2. Each Game Day performance should consist of a Cheer, Sideline and Band Chant or Fight Song. Use of native language in Cheer, Sideline and Band Chant and Fight Song encouraged. The music portion must not exceed one minute (1:00) with an overall performance time of three minutes (3:00). Time will begin after the first video cue is given.
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 cause by human reaction seed and sound system time variations, judges will not issue a deduction until their stopwatches show a time of 2:33.
5. 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 ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.
6. Introductions:
 - a. All introductions (tumbling, entrances, chants, spell-outs, 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 performance surface.
 - c. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Examples: Chest bumps, hugs, handshakes, etc.
 - d. All teams shall refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE (1) point deduction.
 - e. There should not be any organized exists or other activities after the official ending of the routine.

F. TIME LIMITATIONS – GAME DAY

1. Each Game Day presentation must include one (1) Time Out Cheer, One (1) Band Chant or Fight Song and One Sideline by responding to audio cues as heard at sporting events (*use of native language in Cheer, Sideline and Band Chant and Fight Song encouraged*).
2. Emphasis is on crowd involvement, showcasing the best Game Day crowd-leading material. The use of signs, poms, flags and/or megaphones- in the native team's language is encouraged.
3. The Game Day Music portion must not exceed one minute (1:00) with an overall time limit of three minutes (3:00). Time will begin after the first video cue is given.

G. MUSIC

1. Based on the location of the WSCC, teams must follow the ICU USA National Governing Body "USA Cheer" guidelines (www.usacheer.net) and/or for countries with National Sport

Authority recognized ICU National Cheer Federations, please contact your National Cheer Federation for more details.

2. I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.
3. Teams must be able to provide proof of licensing during registration at the event they are attending. If a team does not have proof of music licensing available, they will be allowed to perform to an optional approved track of music or a track with counts (provided by WSCC).
4. If a team cannot provide proof of licensing, and do not perform to an optional approved track of music or to counts, the team will be disqualified from the competition.
5. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
6. A challenge can only be made by the official coach of a team competing at the event at where the challenge is being made.
7. Challenge Process:
 - a. All music challenges must be submitted in writing to the event director.
 - b. 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.
 - c. Fees collected will be voided if challenge is correct.
 - d. If the team challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
 - e. If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
8. Each team is required to have a responsible adult remain at the music station that knows the routine and music. The representative is responsible for starting and stopping the music and stopping the music in case of technical malfunction or injury. Please be sure that all devices are fully charged, volume is turned up and placed on airplane mode. If using CDs, please be sure the CD is unscratched and in good condition to prevent a music malfunction while in play.
9. Teams may not use Disney themes nor may have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.

H. COMPETITION PERFORMANCE 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. The WSCC complies with the NFHS & AACCA surface rules that school based programs may not compete on a spring floor.
4. Approximate floor size will be 42 feet x 54 feet/12.8 meters x 16.5 meters. (9 strips)
5. The surface will be a traditional foam Cheerleading mat.
6. 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 the warning mark.
 - b. A penalty will be assessed when any ONE full hand, foot or body part touches outside the performance surface.
7. Signs or props may be placed outside of the competition area by a team member, but the team member must remain inside the competition area. If a sign or prop is thrown outside the competition area, the team will receive a one (1) point deduction for each violation.
8. All props, center markets, etc. are prohibited. The center of all performance surfaces will be marked throughout the competition.

I. WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS PARTICIPATION

1. All World School Cheerleading Championships divisions are open to the National High School Cheerleading Championship teams eligible by schedule to participate; as well as to all non-USA school teams who are eligible by the WSCC rules of their respective divisions.
2. It is understood that teams participating in the World School Cheerleading Championships (WSCC) will not knowingly and willingly participate in any other event promoted as a "World School Cheerleading Championships". (Exception: Approved multi-sport international events congruent with the World School Cheerleading Championships and International Sport Authority organizations). Teams who do not adhere will be disqualified for the 2017 World School Cheerleading Cup Championships and will forfeit the opportunity to participate in the tournament the following year.

J. LOGO USAGE

Teams will not be allowed to use the WSCC logo including: banners, rings, bows, t-shirts, etc. without prior approval from the WSCC office. The use of the WSCC letters will be allowed.

K. SPOTTER POLICY

In an effort to promote a higher level of safety for competition athletes, WSCC will provide additional spotters all cheer competitions. School, Rec and Club Cheer programs do not always have a large number of staff and coaches available to spot routines. To ensure that the safety of the participants is not compromised due to limited number of team provided spots, additional spotters will be provided by WSCC.

Guidelines:

1. WSCC Competition provided additional spotters will be mandatory on the competition floor.
2. A limited number of additional spotters may be available upon coaches' request in rehearsal/ warm up.
3. School-based teams, recreational and club teams may provide additional spotters in the rehearsal/warm up area.

Definition of Additional Spotter:

Individuals on the competition floor are provided as a safety precaution to spot certain elements of a routine. Competition-provided "Additional Spotters" will follow the listed guidelines:

Additional Spotters:

1. Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are present for added safety and should stand at the back of the floor when not spotting those sections of the routine.
2. Should not touch, assist or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor.
3. Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes.
4. Should not dress or act in a manner that distracts from the athletes and their performance.
5. Should be at least 18 years old and familiar with spotting and the skills of the performing team.

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

II. 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. Any athlete who exhibits signs or symptoms consistent with concussion should be

removed from the activity at that time and should not be allowed to return to activity on that day and subsequent day until evaluated by and receives written clearance for such participation from a qualified physician (MD or DO specifically trained in concussion management).

- d. In addition to the WUCC head injury policy, we encourage all stakeholders to be familiar with the specific law(s) of the state where the competition is being held.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES

Any questions concerning the rules or procedures of the competition will be handled exclusively by the director / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. 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.

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 advisor and coach 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 RULES VIOLATIONS

Any team in violation of these Rules and Regulations or any of the above mentioned guidelines will be assessed a ten (10) point 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.

VIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that decision 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 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 score for all teams. Scores and rankings will be available only to advisors or coaches at the conclusion of the competition.

X. AWARDS AND PRIZES

All teams in the final round of competition will receive a trophy. Teams who rank first (1st), second (2nd), or third (3rd) place will additionally receive a gold, silver, or bronze medallion. Teams placing first will receive a championship banner and jacket for each participant who performed on the floor plus two (2) coaches. Based on availability, rostered alternates may request additional jackets after the completion of our final awards sessions on Sunday evening.

XI. JUDGING PROCEDURES

1. CHEER COMPETITION ROUTINES

- a. The judges will score teams using the criteria listed on the WSCC score sheet. Each team will be evaluated on a 100-point system.
- b. The Cheer portion will be valued at a possible 35 points (native language is encouraged)

and 65 points for the Music section of the routine. Each section will be averaged and then combined for the final score.

- c. Any deductions or violations will be taken off of the final averaged score. For more information on scoring, score sheet and judging criteria, please visit www.cheerunion.org

2. GAME DAY COMPETITION ROUTINES

- a. The Game Day Championships showcases what traditional cheerleading is all about- leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations/performance, motion/dance and overall routine.
- b. Teams are encouraged to use signs, poms, flags and/or megaphones (native language is encouraged)
- c. The incorporation of skills (stunts, jumps, tumbling, motions/dance) may be added to any/all sections of the Game day performance.
- d. To imitate the Game Day experience, audio cues will be provided in random order to each team performing. (Fight Song/Band Chant, Offense/Defense/General Sideline, Cheer)
- e. The Band Chant is a music selection performance by a band that encourages crowd response and interaction.
- f. The judges will score teams using the criteria listed on the WSCC score sheet. Each team will be evaluated on a 100-point system.
- g. Crowd-leading will be valued at a possible 60 points (native language is encouraged) and the Band Chant portion at a possible 40 points. Each section will be averaged and then combined for the final score.
- h. Each section should have a beginning and an end. *Note: Spirited crowd leading interactions between each section is encouraged to continue the game day feeling and experience.*
- i. Traditional game day uniform attire is required.
- j. Any deductions or violations will be taken off of the final averaged score. For more information on scoring, score sheet and judging criteria, please visit www.cheerunion.org

CHEER COMPETITION ROUTINE SCORE SHEET (For School/Rec Divisions*)

**For all WSCC Routine divisions not designated as "Varsity Coed" or as "Non-Tumbling"*

CHEER Judging Sheet- 35 points

CROWD LEADING 15 POINTS

Note: Use of native language is encouraged.

Crowd Effective Material- Voice, Pace & Flow (5)
Proper Use of Signs, Poms, or Megaphones & Motion Technique (5)
Ability & Energy to Lead the Crowd (5)

SKILL INCORPORTATIONS 15 POINTS

Proper Use of Skills to Lead the Crowd (5)
Difficulty of Practical Skills (5)
Execution- Proper Technique, Synchronization & Spacing (5)

OVERALL CHEER IMPRESSION 5 POINTS

BUILDING Judging Sheet- 40 points

PARTNER STUNTS

-EXECUTION 10 POINTS

Proper technique, Synchronization & Spacing

-DIFFICULTY 10 POINTS

Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions & Variety

PYRAMIDS

-EXECUTION 10 POINTS

Proper technique, Synchronization & Spacing

-DIFFICULTY 10 POINTS

Level of Skills, Number of Structures Performed, Number of Bases Used, Transitions & Creativity

OVERALL Judging Sheet- 25 points

GROUP TUMBLING

-RUNNING 5 POINTS

Proper technique, Difficulty of Skills Performed in Groups & Synchronization

-STANDING 5 POINTS

Proper technique, Difficulty of Skills Performed in Groups & Synchronization

GROUP JUMPS 5 POINTS

Proper technique, Form, Height, Synchronization, Type of Jump(s), Connections/Combinations or Variety

DANCE 5 POINTS

Motions/Dance- Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal

OVERALL 5 POINTS

Routine Creativity, Flow & Use of Formations/Transitions

CHEER COMPETITION ROUTINE SCORE SHEET (For Varsity Coed Divisions)

CHEER Judging Sheet- 35 points

CROWD LEADING 15 POINTS

Note: Use of native language is encouraged.

Crowd Effective Material- Voice, Pace & Flow (5)
Proper Use of Signs, Poms, or Megaphones & Motion Technique (5)
Ability & Energy to Lead the Crowd (5)

SKILL INCORPORTATIONS 15 POINTS

Proper Use of Skills to Lead the Crowd (5)
Difficulty of Practical Skills (5)
Execution- Proper Technique, Synchronization & Spacing (5)

OVERALL CHEER IMPRESSION 5 POINTS

BUILDING Judging Sheet- 45 points

PARTNER STUNTS

-EXECUTION	10 POINTS
Proper technique, Synchronization & Spacing	
-DIFFICULTY	10 POINTS
Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used	
PYRAMIDS	
-EXECUTION	10 POINTS
Proper technique, Synchronization & Spacing	
-DIFFICULTY	10 POINTS
Level of Skills, Number of Structures Performed, Number of Bases Used (Coed)	
OVERALL BUILDING/SKILLS	5 POINTS
Skill Creativity, Use of Formations/Transitions	

OVERALL Judging Sheet- 20 points

GROUP TUMBLING

-RUNNING	5 POINTS
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Proper technique, Difficulty of Skills Performed in Groups & Synchronization

-STANDING	5 POINTS
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Proper technique, Difficulty of Skills Performed in Groups & Synchronization

JUMP(S)/DANCE	5 POINTS
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*Motions/Dance- Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal

*Jump(s) - Proper technique, Form, Height & Synchronization

NOTE: Both are not required. Teams will be evaluated on skills performed in this section.

OVERALL	5 POINTS
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Routine Creativity, Flow & Use of Formations/Transitions

CHEER COMPETITION ROUTINE SCORE SHEET
(For Non-Tumbling Divisions)

CHEER Judging Sheet- 35 points

CROWD LEADING	15 POINTS
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Note: Use of native language is encouraged.

Crowd Effective Material- Voice, Pace & Flow (5)

Proper Use of Signs, Poms, or Megaphones & Motion Technique (5)

Ability & Energy to Lead the Crowd (5)

SKILL INCORPORATIONS	15 POINTS
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Proper Use of Skills to Lead the Crowd (5)

Difficulty of Practical Skills (5)

Execution- Proper Technique, Synchronization & Spacing (5)

OVERALL CHEER IMPRESSION	5 POINTS
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BUILDING Judging Sheet- 40 points

PARTNER STUNTS

-EXECUTION	10 POINTS
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Proper technique, Synchronization & Spacing

-DIFFICULTY	10 POINTS
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Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions & Variety

PYRAMIDS

-EXECUTION	10 POINTS
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Proper technique, Synchronization & Spacing

-DIFFICULTY	10 POINTS
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Level of Skills, Number of Structures Performed, Number of Bases Used, Transitions & Creativity

OVERALL Judging Sheet- 25 points

JUMP(S)	10 POINTS
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Proper technique, Form, Height, Synchronization (5)

Type of Jump(s), Connections/Combinations or Variety (5)

DANCE	5 POINTS
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Motions/Dance- Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal

OVERALL	10 POINTS
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Routine Creativity, Flow & Use of Formations/Transitions

GAME DAY COMPETITION SCORE SHEET

CHEER LEADING Judging Sheet- 60 points

CROWD LEADING	25 POINTS
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Note: Use of native language is encouraged.

Crowd Effective Material- Voice, Pace & Flow (10)

Proper Use of Signs, Poms, or Megaphones & Motion Technique (10)

Ability & Energy to Lead the Crowd (5)

SKILL INCORPORATIONS	25 POINTS
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Proper Use of Skills to Lead the Crowd (10)

Difficulty of Practical Skills (5)

Execution- Proper Technique, Synchronization & Spacing (10)

OVERALL CROWD LEADING	10 POINTS
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Ability to Adapt & Utilize Proper Game Day Material (5)

Cheer Impression (5)

BAND CHANT Judging Sheet- 40 points

SKILL INCORPORATIONS	25 POINTS
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Proper Use of Skills to Lead the Crowd (10)

Execution- Proper Technique, Synchronization & Spacing (10)

Difficulty of Practical Skills (5)

MOTIONS/DANCE TECHNIQUE	10 POINTS
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Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal

OVERALL	5 POINTS
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Routine Creativity, Flow & Use of Formations/Transitions

XII. JUDGING PANELS

1. Head Judge: The Head Judge is responsible for overseeing the entire Judging Panel that consists of Panel Judges, Point Deduction Judge, and Safety Judge.
2. Panel Judge: Panel Judges are responsible for scoring each team's performance based on the WSCC score sheets. Each Panel Judge will complete a score sheet in reflection of each team performance.
3. Point Deduction Judge: The Point Deduction Judge is responsible for assessing deductions in each routine for athlete(s), stunt(s), and pyramid fall(s), drop(s) or collapse. Please review the "Point Deduction explanation sheet at www.cheerunion.org

4. Safety Judge: The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
5. All judges' decisions are final.

XIII. 2016-2017 SAFETY RULES

A. GLOSSARY

Base: A person who is in direct contact with the performing surface and is supporting another person's weight.

Basket Toss: A stunt in which a top person is tossed by bases whose hands are interlocked.

Bracer: A top person who is connected to another top person.

Braced Flip/Roll: A pyramid in which a top person performs a hip-over-head rotation while in contact with bracers.

Cradle: Dismount from a partner stunt, pyramid or toss in which the catch is completed below shoulder height by a base or bases with the top person in a cradle position.

Cradle Position: A face-up open-pike position.

Cupie/Awesome: A stunt in which both feet of the top person are in one hand of a base.

Dive Roll: A forward roll where the feet leave the performance surface before the hands make contact with the performance surface.

Downward Inversion: A stunt or pyramid in which an inverted top person's center of gravity moves toward the performance surface.

Drop: Landing on the performance surface from an airborne position.

Elevator/Sponge Toss: A stunt in which the top person loads into an elevator/sponge loading position and is then tossed into the air.

Extended Stunt: A stunt in which the entire body of the top person is extended in an upright position over the base(s). Chairs, torches, flatbacks and straddle lifts are examples of stunts where the bases' arms are extended overhead, but are NOT considered to be extended stunts since the height of the body of the top person is similar to a shoulder level stunt.

Flatback: A stunt in which the top person is held face up or face down, in a horizontal position, with their hips and shoulders in alignment.

Foldover Stunt: An inverted stunt in which the top person bends at the waist and is caught on his/her back by multiple catchers while one or both of the top person's ankles/feet remain in the grip of the base(s) (e.g. yo-yo, pancake, etc.).

Hanging Pyramid: A pyramid in which the top person's weight is primarily supported by another top person. Examples of hanging pyramids are: a person being suspended between two shoulder stands; a "whirlybird"

stunt where one person's weight is being supported by the legs of a top person in a shoulder sit; and a "diamond head" stunt where two persons are suspended from one shoulder stand.

Helicopter: A stunt in which the top person is tossed into the air in a horizontal position and rotates parallel to the ground in the same motion as a helicopter blade.

Inverted: A body position where the shoulders are below the waist.

Loading position: Bases support a non-extended top person under the foot/feet in preparation for a stunt or toss.

Log Roll: A top person in a horizontal position or cradle that is popped then twists parallel to the performance surface before being caught by the original base(s) in a horizontal position or a cradle.

Pyramid: Connected partner stunts.

Post: A person on the performance surface who may assist a top person during a stunt or transition.

Prep: A stunt in which one or more bases hold a standing top person at approximately shoulder height.

Prep Level: A level where the top person's base of support is at approximately shoulder height.

Prop: Any object(s) which can be manipulated or used as a tool to enhance crowd-leading during a Cheer performance. (e.g. poms, signs, flags, megaphones, etc.)

Quick Toss/Partner Toss: A toss technique where the top person begins the toss with **at least one foot** on the ground.

Released Pyramid Transition: A pyramid transition in which the top person is connected to a bracer while being released from their bases before being caught in a cradle, stunt or loading position.

Release Stunt: A transition from one stunt to another stunt (including loading positions) in which the top person becomes free from all bases, posts and spotters.

Spotter: A person who is responsible for assisting or catching the top person in a partner stunt or pyramid.

Stunt/Partner Stunt: One or more persons supporting one or more persons in a skill off of the performance surface.

Switch Liberty: A stunt in which the top person begins with one foot on the performance surface, is released from the bases, and then lands in a stunt on the other foot.

Suspended Roll: A stunt in which one or more upright bases or posts hold the top person's

hand(s)/arm(s) while the top person performs continuous hip-over-head rotation.

Tension Drop: A dismount from a stunt or pyramid where the top person(s) are directed toward the ground while their feet are held by the bases until just before landing.

Tick-Tock: A stunt that is held in a static position on one leg, the base(s) takes a downward dip and release the top person as the top person switches the weight to the other leg and lands in a static position on the opposite leg. The dip may or may not pass through prep level before release.

Top Person: A person who is not in contact with the performance surface and is being supported or stabilized by another person or has been tossed into the air.

Toss: A release stunt in which the base(s) begin underneath the top person's foot/feet, execute a throwing motion from below shoulder level to increase the height of the top person, and the top person becomes free from all bases, spotter posts or bracers. Note: This term applies when at least one base is under one or both feet of the top person. For other types of tosses, see "Quick Toss/Partner Toss".

Tumbling: Gymnastic skills that begin and end on the performance surface, including rolls, inverted extended skills (e.g. cartwheels, handstands, walkovers, handsprings, etc.), aerials, twists and flips. Note: Jump, leaps and side rolls on the performance surface are not considered to be tumbling.

B. GENERAL PROGRAM GUIDELINES

1. These rules are to be in effect for all practices, games, competitions and other performances.
2. Cheerleading squads/teams should be placed under the direction of a qualified and knowledgeable coach.
3. All practice sessions should be supervised by the 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.)
4. Coaches should recognize a team's particular ability level and should limit the team's activities accordingly. "Ability level" refers to the team's talents as a whole and individuals should not be pressed to perform activities until safely perfected.
5. All cheerleaders should receive proper training before attempting any form of cheerleading skills (e.g. tumbling, partner stunts, pyramids and jumps).
6. Thorough training in proper spotting techniques should be mandatory for all teams.
7. All cheerleading teams should adopt a comprehensive conditioning and strength-building program.
8. An appropriate warm-up exercise should precede all cheerleading activities.
9. 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-cheerleading personnel, performance surface, lighting and/or any weather precipitation (re: outdoor activities). Technical skills should not be performed on concrete, asphalt, wet or uneven surfaces or surfaces with obstructions.
10. Teams should qualify cheerleaders according to generally accepted teaching progressions. Appropriate spotting should be used until all performers demonstrate proficiency of the skill.
11. All jewelry is prohibited during participation. Religious medals and medical medals are not considered to be jewelry. A religious medal without a chain must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.
12. Supports, braces and soft casts which are unaltered from the manufacturer's original design/production do not require any additional padding. Supports/braces and supports/braces that have been altered from the manufacturer's design/production must be padded with a closed-cell, slow-recovery foam padding no less the one-half (1/2) inch/1.27 cm thick if the participant is involved in partner stunts, pyramids or tosses. A participant wearing a plaster cast or a walking boot must not be involved in partner stunts, pyramids or tosses.
13. Team members must wear athletic shoes (no gymnastic slippers).
14. When discarding props (signs, etc.) that are made of solid materials or have sharp edges/corners, team members must gently toss or place the props so that they are safely discarded in a controlled manner.
15. The use of mini-trampolines, springboards, spring-assisted floors or any other height-increasing apparatus is prohibited for competition or performance. These devices may be used for skills development and practice under the supervision of a coach trained in their use.

C. PARTNER STUNTS

1. A spotter is required for any static extended stunt where the top person's weight is being borne by the base(s)

Note: "Show and Go" stunts, where the top person is not in an extended static position, do not require a spotter.

2. A spotter is required for single base shoulder level stunts in which the feet of the top person are in the hand(s) of the base. (This spotter may assist under the sole of the foot.)
3. In stunts requiring a spotter, a spotter:
 - a. Cannot provide primary support for a top person. Primary support means the majority of the top person's weight.
 - b. Must be in position to protect the top person's head, neck and shoulders when coming off a stunt or pyramid or landing in a cradle. In most stunts, this required spotter position is located behind or beside the top person.
 - c. Must have their attention focused on the top person. Momentarily looking away in order to assess environmental safety factors (poms, signs, another stunt, etc.) is allowed as long as their focus returns to the top person.
 - d. May not have their hands behind their back.
 - e. May not support under the heel or sole of the top person's foot in a single based extended stunt. The spotter may hold at the ankle of the top person and/or the wrist of the base or any combination thereof.
 - f. May not hold any objects in their hands.
4. The top person cannot travel over another person from Quick Tosses or Partner Tosses.
5. The base of any extended stunt must have both feet in direct weight-bearing contact with the performance surface.
6. Bases may not:
 - a. Hold any objects in a hand that is supporting the top person.
 - b. Assume a backbend, handstand or headstand position.
7. Partner stunts and pyramids may not pass over, under or through other partner stunts or pyramids.
8. The total number of twists in a dismount from a stunt cannot be greater than $1\frac{1}{4}$ rotations.
9. Cradle dismounts from partner stunts shoulder height or above to the original base(s) require an additional spotter in a position to protect the head, neck and shoulders of the top person.
10. In all dismounts to catchers who are not the original bases, the following conditions must be met:
 - a. The top person must be cradled by two catchers and a head-and-shoulders spotter/catcher.
 - b. The new catchers must remain close to the original bases.
 - c. The new catchers must be in place and not involved in any other skill when the release is initiated.
 - d. The top person may not perform any skills (twist, toe touch, etc.) following the release.
11. In all cradle dismounts, the top person must not hold props that are made of hard material or have corners or sharp edges.
12. Unless listed below, a release stunt must either be cradled or connected to at least one bracer.
 - a. Helicopters are allowed provided all of the following conditions are met:
 - i. The top person makes no more than a 180 degree rotation (half / $\frac{1}{2}$ turn).
 - ii. Four bases must be in position during the entire release.
 - iii. There must be a base at the head/shoulder area during the initiation of the toss as well as the catch.
 - iv. The bases are not allowed to change positions during the release.
 - v. The top person must begin and end in a face up position.
 - vi. The top person cannot perform a twisting skill.
 - b. A log roll is legal provided it does not involve more than one complete rotation and the top person is not in contact with another person in a release stunt. The following additional conditions apply:
 - i. In a single-base log roll, the top person must rotate toward the base and begin and end in a face-up position.
 - ii. In a multi-base log roll, the top person must begin and end in a face-up or face-down position.
 - c. A top person in a vertical position at prep level may be released to a stunt at any level provided that the top person remains vertical, and the top person performs no more than $1\frac{1}{4}$ twisting rotations.
 - d. A top person in a horizontal position shoulder height or below or in a cradle may be released to a loading position or to a stunt at shoulder height or below.
 - e. Legal inversion releases are listed under Inversions Rule D.
13. Non-braced suspended splits in a transition are allowed provided all of the following conditions are met:
 - a. The top person must have both hands in continuous hand-to-hand contact with a post or with both bases' hands or,

- b. During transitions to the split without continuous hand-to-hand contact under the following conditions:
 - i. There are a total of three bases that support the top person.
 - ii. At least two of the bases must support under the legs of the top person. The third base may support the top person under the legs or in contact with the hands of the top person.
 - iii. The top person must have both hands in contact with the bases during the split portion of the transition.
14. Extended Straddle Lifts must have an additional spotter for the head and shoulders of the top person (similar position to a Double-Based Elevator/Extension Prep).
 15. Single-based stunts in which the top person is parallel to the performance surface and the bases' arms are extended must have a continuous spotter at the head and shoulder of the top person (e.g. Bird, Side T. Single-Based Flatback, etc.)
 16. A top person may be moved from a vertical position to a horizontal position (straight body or cradle) provided all the following conditions are met:
 - a. The top person maintains contact with at least one original base or spotter.
 - b. At least two catchers and/or based catch the upper body of the top person.
 - c. The catchers must be to the side or front of the person(s) moving the top person.
 - d. When the catchers are not the original bases, they remain close to the original bases and must be in place prior to the movement to the horizontal position.
 - e. When the catchers are not the original bases and the top person begins or passes through an extended overhead position, at least three catchers are required.
 17. A single-base may not be the only primary support for two extended top persons.
EXCEPTION: Double Cupies/Awesomes are allowed. If dismounted to cradles, there must be three people for each top person being cradled.
 18. Dismounts to the performance surface from shoulder height or above must have assisted landings. This assistance must be sufficient to slow the momentum of the top person. If the dismount involves a skill (e.g. toe touch, twist, etc.), there must be an additional spotter who may, but is not required to provide assistance.
 19. A swinging stunt is legal provided all of the following conditions are met:
 - a. A downward movement is only allowed from below shoulder height.
 - b. The top person is face up.
 - c. The top person begins from the performance surface or in a stunt that is below shoulder height.
 20. A top person must not be in a face down suspended position between bases in which the top person's torso is suspended below the arms and legs.
 21. Single-based split catches are prohibited.
 22. Tension drops are prohibited.

D. INVERSIONS

Note: Inversions are partner stunts or pyramids in which the top person has her or his shoulders below the waist. In addition to the following rules, all persons involved in an inversion must follow all rules from the Partner Stunt and Pyramid sections.

1. Unless allowed under the rules of this section, a top person must not be in an inverted position.
2. An inverted top person may pass through an extended position, but must not begin, end, pause or stop in a static extended inverted position.
3. Suspended rolls are allowed provided:
 - a. Two people on the performance surface control the top person with continuous hand-to-hand/arm contact to a stunt, two-person cradle, loading position or the performing surface.
 - b. A single base or post controls the top person with continuous hands-to-hands contact to a stunt, two-person cradle, loading position or the performance surface.
 - c. A single base/post suspended roll that ends on the performance surface requires a spotter.
 - d. If caught in a cradle, load or stunt, the new catches are in place and are not involved in any other skill when the suspended roll is initiated.
 - e. The feet/ankles of the top person are released.
4. Braced inversions in a pyramid that do not flip or roll are allowed provided the following conditions are met:
 - a. Braced inversions that release must follow the Release Pyramid Transition Rule E.7.
NOTE: Braced inversions that do not release are treated just like any other non-released braced stunts and must follow Pyramid Rules E.1-E.5. Braced rolls are in this category.

5. Braced flips or rolls in a pyramid are allowed provided all the following conditions are met:
 - a. The top person begins in multi-base loading position, stunt, cradle, or on the performance surface.
 - b. The top person maintains continuous hand-to-hand/arm contact with two bracers who are in double base preps with a spotter. Each arm of the top person must be connected to a bracer.
 - c. The top person is not behind the bracers.
 - d. At least three catchers (one base and two spotters or two bases and one spotter) who were the original bases/spotters catch the top person in a loading position, stunt or cradle, or assist the top person to the performance surface. If the flip ends in a cradle, the bracers may release the top person once she/he begins to descend and is no longer inverted.
 - e. The top person ends in a non-inverted position.
 - f. The top person does not perform more than one and one quarter ($1\frac{1}{4}$) flipping rotations and no more than one half ($\frac{1}{2}$) twist.
 - g. The bases/catchers remain stationary except as necessary for safety adjustments.
6. In all other inversions:
 - a. A top person in an inverted position on the performance surface may be released to a loading position below prep level.
 - b. Static inversions at prep level require two bases or a base and spotter. The spotter is not required to be in contact with the top person.
 - c. A release transition from a static inverted position to a non-inverted position is allowed provided all of the following conditions are met:
 - i. The top person lands at or below prep level.
 - ii. The top person does not twist more than a $\frac{1}{4}$ rotation.
 - iii. There is a spotter.
 - d. In inversions where the base of support begins and remains below prep level:
 - i. At least one base of spotter must be in a position to protect the head/neck of the top person.
 - ii. The base or spotter must maintain contact with the top person's upper body (waist and above, including arms/hands) until the top person is no longer inverted or his/her hands are on the performance surface. The contact must be sufficient to stabilize/control the top person's position.
 - e. In inversions where the base of support begins at or passes through prep level:
 - i. At least two people on the performance surface must be in a position to protect the head/neck of the top person.
 - ii. The bases/spotters must maintain contact with the top person's upper body (waist and above, including arms/hands) until the top person is no longer inverted or his/her hands are on the performance surface. The contact must be sufficient to stabilize/control the top person's position.
EXCEPTION: A foldover stunt that begins at or below prep level and does not stop in an extended position is allowed without initial upper body contact.
 - iii. The top person must not go directly to an inverted position on the performance surface from a prep or higher.
 - f. When the stunt begins in an inversion and goes to a non-inverted position, the upper body contact may be released before the top person is no longer inverted.
 - g. Dismounts from inverted stunts to a cradle or an upright position on the performance surface are allowed provided that the top person begins in a static or "pump and go" position (e.g. handstand) and does no more than a $\frac{1}{4}$ turn. Dismounts to the performance surface from shoulder height or above must follow Partner Stunt Rule C.18.
7. An inverted top person must not hold objects (e.g. poms, signs, etc.) in his/her hands.
EXCEPTION: During a transition from an inverted position on the performance surface to a non-inverted stunt, a top person can hold objects.

E. PYRAMIDS

Note: In addition to these specific pyramids rules, all persons and stunts involved in a pyramid must follow all rules from the Partner Stunt and Inversion sections.

1. The top person in a pyramid must receive primary support from a base or be connected to a bracer who is on a base.
2. A bracer may not support a majority of a top person's weight.
3. In pyramids where one static extended stunt braces another static extended stunt, the connection must be hand/arm to hand/arm.
4. Partner stunt and pyramids may not pass over, under or through other partner stunts of pyramids.

5. If a person in a pyramid is used to brace the foot/leg of an extended stunt, that brace must not be supporting a majority of the top person's weight. (To demonstrate this, the foot of the top person's braced leg must be at or above the knee of their supporting leg.)
6. Hanging pyramids must have a continuous spotter for each shoulder stand involved in suspending another person. Hanging pyramids are not allowed to rotate.
7. In a Released Pyramid Transition, the following rules apply:
 - a. The skills before and after the release must be legal, including the required spotters
 - b. The top person must be in hand/arm to hand/arm contact with at least one bracer during the entire transition.
 - c. The top person and each bracer must have a separate spotter.
EXCEPTION: Bracers in shoulder sits and thigh stands do not require a spotter.
 - d. The top person may not be supporting his or her weight on any other body part of the person(s) assisting (e.g. shoulders of the bracer).
 - e. The released top person and bases make no more than a ¼ turn around the bracer in a continuous movement in which the top person remains above the original base(s). The top person must be continuous in motion and cannot be supported so that there is a pause during the transition.
 - f. The bracer must be at prep level or below and must not serve as the primary support for the top person.
 - g. The top person must be caught by the original bases.

Note: For Braced Inversion Pyramid Rules see Inversions Rule D.

F. TOSSES

The rules in this section only apply to tosses where someone is under a foot, e.g. basket tosses, elevator/sponge tosses, toe pitch tosses, etc.

1. All tosses in this section are prohibited for Elementary/Primary School, Middle/Junior School and Junior High School, as well as all Rec Club and International Club Divisions- with the exception of the International Junior Club Division (ages 12-16 within the year of competition) and International Senior Club Division (ages 15 years + within the year of competition).
2. In all tosses:
 - a. No more than four tossers are allowed.
 - b. The top person must be caught in a cradle.
 - c. The cradle must include at least three of the original tossers.
 - d. One of the catchers must be at the head and shoulders of the top person.
 - e. The toss may not be directed so that the bases must travel to catch the top person (The bases can turn/rotate under the toss.)
 - f. The top person must not land in an inverted position.
 - g. The top person may not hold any objects (poms, signs, etc.) during the toss.
 - h. The top person cannot travel over or under another person or through a prop.
 - i. The total number of twists cannot be greater than one and one quarter (1¼) rotations. EXCEPTION: Switch liberties (also called "Giddy Up" or "Tick Up") are allowed.

G. TUMBLING AND JUMPS

1. Dive rolls are prohibited.
2. Flips greater than one rotation are prohibited.
3. Twists greater than one rotation are prohibited.
4. A forward three-quarter flip to the seat or knees is prohibited.
5. Tumbling or rebounding over, onto, or under a stunt, person or prop is prohibited.
EXCEPTIONS:
 - a. Cartwheels, rolls and walkovers with poms or over a person are allowed.
 - b. Aerials and standing back tucks with poms are allowed. (Back handsprings with poms are prohibited)
6. A flip that lands in a partner stunt or cradle is prohibited. (Example: A back flip from a tumbling pass into a cradle is prohibited. However, rebounding from a back handspring into a cradle is allowed.)
7. Landings for all jumps must bear weight on at least one foot. (Example: A toe touch jump directly to the seat, knees, or landing with both feet back, or to a push-up position are prohibited.)
8. Knee drops are prohibited without first bearing weight on the hands.
9. Drops to a prone position (e.g. pushup) on the performance surface are prohibited.
10. Airborne skills without hip over-head rotation may not jump from a standing or squatting position backwards onto your neck, shoulder and hands. (This rule only refers to a type of entrance into the "kip-up/rubber band" skill.)

H. SPECIFIC SURFACE RESTRICTIONS

1. The following skills are only allowed on a matted surface, grass (real or artificial) or a rubberized track surface:
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Partner stunts in which the base uses only one arm to support the top person.
 - c. Twisting tumbling skills (e.g. Arabians, full twisting layouts, etc.).
EXCEPTION: Cartwheels, round-offs and aerial cartwheels are allowed on surfaces other than a matted surface, grass (real or artificial) or a rubberized track surface.

Copies of these guidelines should be distributed to all team members and any administrators involved with the Cheerleading program. All guidelines should be understood and accepted by all parties involved in the cheerleading program including coaches, assistants, team members, parents and administrators.

The enclosed safety guidelines are general in nature and are not intended to cover all circumstances. All cheerleading skills including partner stunts, pyramids, tumbling and jumps should be carefully reviewed and supervised by a qualified adult coach.

Cheerleading jumps, tumbling/gymnastics and stunts may involve height and inversion of the body and there is an inherent risk of injury involved with any athletic activity. While the use of these guidelines in coordination with AACCA Safety Course and/or the ICU Safety Course will help to minimize the risk of injury, AACCA and the ICU makes no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

XIV. WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS PARTICIPATION

It is understood that teams participating in the World School Cheerleading Championships will not knowingly and willingly participate in any other event promoted at a "World School Cheerleading Championships" or an equivalently named event. (Exception: Approved multi-sport international events congruent with the World School Cheerleading Championships and International Sport Authority organizations). Teams who do not

adhere will be subject to disqualification and will forfeit the opportunity to participate in the tournament the following year.

XV. TOURNAMENT FACILITY

1. The competition is scheduled to be held at **ESPN Wide World of Sports®** Complex.
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 offices to be essential to the successful execution of the championships.

XVI. WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS FORMAT (TENTATIVE)

1. **Saturday** (all day) will host the United States National High School Cheerleading Championships, and non-USA WSCC teams will conduct their routine performances (optional to the teams) in front of live audiences of the United States National Championships.
2. **Sunday** will host the World School Cheerleading Championships (WSCC) comprising of United States teams (divisions mentioned previously) and non-USA teams. Awards for Nations rankings and individual team results will be presented. (**Saturday & Sunday** also hosts several divisional finals of the US National Championships.)

XVII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

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

For any clarification or interpretation of the above safety guidelines, please email info@cheerunion.org

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

(School/Team Name)

(Division- Junior High, Small Varsity, etc.)

(City/State-Province/Country)

(Advisor/Coach/Director's Signature)

(Date)

(Administrator's Signature)