





WORLD[®] SCHOOL

CHEERLEADING CHAMPIONSHIPS

2016 TRAVEL PACKAGE HIGHLIGHTS

- ★ **3 OR 4 DAY WALT DISNEY WORLD[®] PARK HOPPER[®] PASS**
Unlimited admission for three or four days (depending on the package purchased) to the **Magic Kingdom[®]* Park, *Disney's Hollywood Studios[®]*, *Epcot[®]* and *Disney's Animal Kingdom[®]* Theme Park.
3 Days premium admission into the *ESPN Wide World of Sports[®]* Complex.
- ★ **CHAMPIONSHIP CELEBRATION PARTY!**
To be held Sunday evening at the *Disney's Hollywood Studios[®]* complete with thrilling rides and a DJ.
- ★ **AIRPORT TRANSFERS WITH DISNEY'S MAGICAL EXPRESS**
Round trip Airport Transfers provided; this applies to Orlando International Airport (MCO) ONLY!
- ★ **TRANSPORTATION TO ALL SCHEDULED EVENTS**
- ★ **ALL TAXES AND GRATUITIES**



HOTEL AND TRAVEL



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

It is not required that you attend the World School 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 School 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 School 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 School Cheerleading Championships and mail in Full Payment.

b) Savings- Because of our longtime relationship with the *Walt Disney World*® Resort, the World School Cheerleading Championships is able to negotiate discounted rates for hotel rooms and theme park tickets.

2. What hotel are we staying in?

Accommodations will be provided at *Disney's All-Star Resorts*, *Disney's Pop Century Resort*, *Disney's Caribbean Beach Resort*, *Disney's Coronado Springs Resort* and *Port Orleans Resort-Riverside*. Your team may choose which resort they would like to be housed in. *Disney's All-Star Resorts* and *Disney's Pop Century Resort* is a very nice yet economical hotel. *Disney's Caribbean Beach Resort*, *Disney's Coronado Springs Resort* and *Port Orleans Resort-Riverside* is a more upscale hotel on the *Walt Disney World*® property. Therefore the main difference in package prices is the hotel cost only. All other services will remain the same for both hotels. In the event that the *Walt Disney World*® Resorts sell out of rooms, NHSCC 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 School 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. More information will be released in the future.

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 Missy Miller at mmiller@varsity.com or faxed to +1-901-387-4317. 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 School 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 celebration party take days off of my PARK HOPPER® pass?

For the Championship Celebration Party at *Disney's Hollywood Studios*®, a day will not 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 School 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. However, if you purchase a *Walt Disney World*® PARK HOPPER® ticket from the World School 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. You may order them online at cheerunion.org closer to the event. *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. If you need assistance in any way please contact our National Office at 1-888-243-3782.

Registration is also available online at cheerunion.org.

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

- | | | |
|--------------------------|----------|--|
| - Team Registration Form | Pg 6 | |
| - Accommodations Pages | Pg 8-9 | |
| - Rooming List | Pg 10 | • If your qualifying competition takes place in October or November, this packet and deposit are due December 4, 2015. |
| - Cancellation Policy | Pg 12 | • If your qualifying competition takes place in December, this packet and deposit are due December 17, 2015. |
| - Team Roster | Pg 14 | • HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES. |
| - Rules & Regulations | Pg 16-17 | |

Step 2- Have a Parent Meeting!

- Have ALL Parents sign the Cancellation Policy for their participant.
 - Cancellation Policy Pg 12
- Parents (or school) pays \$100 per person Non Refundable Deposit.
 - \$100 per person Non Refundable Deposit
- Inform your parents about how they can take advantage of our travel package.

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

Step 3- Send off your Initial Registration to WSCC, P.O. Box 752790, Memphis, TN 38175 or 6745 Lenox Center Court, Suite 300, Memphis, TN 38115

The following items should be included in your initial registration:

- | | | |
|--------------------------------|--|--------------------|
| _____ Registration Forms | _____ Accommodations Page | _____ Rooming List |
| _____ \$100 Per Person Deposit | _____ Signed Cancellation Policy | |
| _____ Enrollment Letter | _____ Signed Copy of Rules and Regulations | |

Step 4- DUE BY January 8th! Complete and collect the following:

- | | |
|---|-------------------|
| _____ Balance of Payment | _____ Team Roster |
| _____ Release/Waiver Forms for participants and coaches | |
- (A link for the Release Waiver will be included in your confirmation email after you register.)

ALL FORMS IN STEP 4 AND BALANCE OF PAYMENT ARE DUE BY January 8TH

★★★ FRIENDS AND FAMILY REGISTRATION INFORMATION ★★★

WSCC encourages friends and family to attend our World 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! Family and Friends may also register online at uca.varsity.com.

ADVISORS/COACHES- Turn to page 25. 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 tear out the forms on Page 25-28, make copies, and hand it out at your parent meeting. Parents will fill out their own information and mail it back to WSCC themselves or register online at uca.varsity.com!!! 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.

On-line Registration is Available on cheerunion.org.

WORLD SCHOOL REGISTRATION FORM

2016 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS

Some divisions may be combined depending on participation.

ONLY COMPLETE IF YOU ARE INTERESTED IN COMPETING IN THE WSCC AND ARE ELIGIBLE.



• PLEASE COMPLETE IN BOTH ADDRESSES (PRINT OR TYPE IN BLUE OR BLACK INK) •

PLEASE SEND INFO TO OUR SCHOOL ADDRESS BELOW:

School/Team Name

Contact Person

School/Team Address

City, State, Zip
() () ()

School Phone School Fax

Regional Qualifying Competition Date

2015 Qualifying Division 2015 Qualifying Placement

PLEASE SEND INFO TO THE HOME ADDRESS BELOW:

Person to Receive Information

Home Address

Home City, State, Zip
() () ()

Work Phone Home Phone Cell Phone

E-mail Address

**LIST YOUR FEDEX SHIPPING ADDRESS BELOW
(NO P.O. BOXES, PLEASE):**

Person to Receive Information

Street Address

City/State/Zip
() () ()

Daytime Phone Email Address

Cell Phone

PLEASE COMPLETE ONLY IF YOU ARE NOT PURCHASING THE TRAVEL PACKAGE!

Our team will NOT be attending on the travel package. We will be making our own arrangements. Listed below is information regarding where we will be staying in Orlando, including a phone number.

Hotel Name

Name Registered Under

Hotel Address
() / /2016

Hotel Phone Date of Check-in

Advisor's Signature

Number of Advisors

Number of Participants

Routine Performance Divisions:

- Youth Recreational**
10 years and younger, 5-36 members
- Junior Recreational**
12 years and younger, 5-36 members
- Senior Recreational**
14 years and younger, 5-36 members
- Open International Recreational**
15 years and older, 5-36 members
- Junior School** 5-25 members or less
- Small Varsity** 5-12 female members
- Medium Varsity** 13-16 female members
- Large Varsity** 17-20 female members
- Super Varsity** 21-30 female members
- Small Varsity Coed Team Cheer**
5-20 members (1-4 males)
- Medium Varsity Coed Team Cheer**
21-25 members (4-7 males)
- Large Varsity Coed Team Cheer**
21-30 members (8 or more males)
- Junior Non Tumbling**
JH, JV, Junior Team, 5-25 members
- Small Varsity Non Tumbling**
5-12 team members (up to 2 males)
- Medium Varsity Non Tumbling**
13-20 team members (up to 2 males)
- Large Varsity Non Tumbling**
21-30 team members (up to 2 males)

Game Day Divisions: (Optional)

- Junior Game Day**
JH teams, 5-25 members
- Junior Varsity Game Day**
JV teams, 5-25 members
- Small Varsity Game Day**
5-12 female members
- Medium Varsity Game Day**
13-16 female members
- Large Varsity Game Day**
17-20 female members
- Super Varsity Game Day**
21-30 female members
- Small Varsity Coed Game Day**
5-20 members (4 males or less)
- Medium Varsity Coed Game Day**
21-25 members (4-7 males)
- Large Varsity Coed Game Day**
21-30 members (8 males or more)
- Varsity Non-Tumbling Game Day**
5-30 members (2 males or less)

PAYMENT POLICIES & DEADLINES

A non-refundable or non-transferable deposit of \$100 per person is due in the WSCC office on the following dates:

Championship hotels may fill up prior to published deadline dates. If this happens every effort will be made to put your team in a comparable priced hotel.

RESERVATIONS RECEIVED AFTER YOUR DEADLINE WILL BE ACCEPTED BASED ON HOTEL AVAILABILITY.

Balance of payment is due in the WSCC office no later than January 8, 2016.

Please Note: Squads will not be officially registered with the WSCC until deposits are received.

Your squad may use a purchase order from the school, school check, cashier check, money order or credit card for payment. If deposit/balance is made by school purchase order and cancellation occurs after January 8, 2016 all cancellation fees will apply.

If the balance of payment is not received by January 8, 2016, and written arrangements are not made and approved by the WSCC prior to the January deadline, all room reservations will be cancelled, which will result in a complete forfeiture of monies paid.

No changes can be made after JANUARY 8, 2016.

If you have changes after this date, there will be a \$50 fee per change.

***Every squad must be paid in full three weeks prior to the championship regardless of written arrangements**



ACCOMMODATIONS

2016 WORLD SCHOOL CHEELEDING CHAMPIONSHIPS



School/Team Name _____

City/State _____

For the 2016 Championship we will be offering two of WDW's Value Resorts: **Disney's All Star Resort** and **Disney's Pop Century Resort**. We will also be offering three WDW Moderate Resorts: **Disney's Caribbean Beach Resort**, **Disney's Coronado Springs Resort** and **Disney's Port Orleans Resort - Riverside**. Every effort will be made to accommodate your first choice of hotel. However, we cannot guarantee your choice until all registrations are in.

\$100 per person deposit required to hold room reservation.

DIRECTIONS:

- Choose the type of room you wish to stay in (quad, triple, double or single) and Resort.
- **HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.**
- All **Walt Disney World®** Theme Park tickets are valid February 3 - February 14, 2016.

Please indicate which package you are purchasing by filling in the next to the package. You will be asked to choose your resort on rooming list.

FOUR NIGHTS

PLEASE CHOOSE ONE:

Travel package price for the four nights of February 4 (check-in) through February 8 (check-out) or February 5 (check-in) through February 9 (check-out) includes:

- Four nights and five days hotel accommodations
- Special "WSSC Night" at the **Magic Kingdom®** Park★
- Championship Celebration Party
- Round trip airport transfers through **Disney's Magical Express** (Orlando International Airport ONLY)
- Four day **Walt Disney World® PARK HOPPER®** Pass
- Three days admission into **ESPN Wide World of Sports®** Complex
- Bus Transportation to all WSSC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

| | <u>ALL STAR RESORT OR POP CENTURY</u> | <u>CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE</u> |
|--------------------------|---------------------------------------|---|
| Quad (4 per room)..... | \$531 per person | \$609 per person |
| Triple (3 per room)..... | \$589 per person | \$671 per person |
| Double (2 per room)..... | \$696 per person | \$799 per person |
| Single (1 per room)..... | \$981 per person | \$1178 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 4 Day PARK HOPPER® to a 5 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

THREE NIGHTS

PLEASE CHOOSE ONE:

The travel package price for the three nights of February 5 (check-in) through February 8 (check-out) includes:

- Three nights and four days hotel accommodations
- Special "WSSC Night" at the **Magic Kingdom®** Park★
- Championship Celebration Party
- Round trip airport transfers through **Disney's Magical Express** (Orlando International Airport ONLY)
- Four day **Walt Disney World® PARK HOPPER®** Pass
- Three days admission into **ESPN Wide World of Sports®** Complex
- Bus Transportation to all WSSC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

| | <u>ALL STAR RESORT OR POP CENTURY</u> | <u>CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE</u> |
|--------------------------|---------------------------------------|---|
| Quad (4 per room)..... | \$508 per person | \$557 per person |
| Triple (3 per room)..... | \$549 per person | \$601 per person |
| Double (2 per room)..... | \$622 per person | \$691 per person |
| Single (1 per room)..... | \$844 per person | \$982 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 4 Day PARK HOPPER® to a 5 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

MORE PACKAGES AVAILABLE ON THE NEXT PAGE →

Note: If you have family members who are traveling separately from the team we suggest you have them register separately with the WSSC. This will ensure them to have their own packet when they arrive to registration in Orlando (Walt Disney World® tickets, etc. information).

ACCOMMODATIONS

2016 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS



WORLD SCHOOL
CHEERLEADING CHAMPIONSHIPS

School/Team Name _____

City/State _____

TWO NIGHTS

PLEASE CHOOSE ONE:

The travel package price for the two nights of February 5 (check-in) through February 7 (check-out) includes:

- Two nights and three days hotel accommodations
- Special at the **Magic Kingdom® Park**★
- Round trip airport transfers through **Disney's Magical Express** (Orlando International Airport ONLY)
- Three day **Walt Disney World® PARK HOPPER®** Pass
- Three days admission into **ESPN Wide World of Sports® Complex**
- Bus Transportation to all WSCC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

ALL STAR RESORT OR POP CENTURY

| | |
|--------------------------|------------------|
| Quad (4 per room)..... | \$458 per person |
| Triple (3 per room)..... | \$475 per person |
| Double (2 per room)..... | \$522 per person |
| Single (1 per room)..... | \$701 per person |

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE

| | |
|-------|------------------|
| | \$494 per person |
| | \$527 per person |
| | \$589 per person |
| | \$794 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 3 Day PARK HOPPER® to a 4 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

EXTRA NIGHTS

(ONLY WITH THE FOUR NIGHT TRAVEL PACKAGE!) PLEASE CHOOSE ONE:

I would like to stay an extra night on:

Wednesday, Feb. 3, 2016 Thursday, Feb. 4, 2016 Tuesday, Feb. 9, 2016

Optional Extra Nights (Wednesday, February 3, Thursday, February 4 or Tuesday, February 9). 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. Disregard this section if you plan to stay the regular four nights and five days.

ALL STAR RESORT OR POP CENTURY RESORT:

\$125 per room All rooms (regardless of occupancy)

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE:

\$210 per room All rooms (regardless of occupancy)

COMMUTER PARTICIPANT FEE: \$255

For those participants not purchasing the travel package, there is a \$255 per participant registration fee.

This fee includes:

- Three Day **Walt Disney World® PARK HOPPER®** Pass
- Three days admission into **ESPN Wide World of Sports® Complex**
- All registration fees for the WSCC

NEW: Game Day Championships!

International teams can perform in the Game Day Championships for a ranking and for a World Nations Ranking award. New this year- all non-USA teams can perform a Game Day Routine during the USA National Game Day Finals. Non-USA Teams will not be awarded a placement trophy specifically within the US National Finals (a ranking will be provided), but teams will receive a World Nations Ranking award based on their performance. For those teams wanting to participate in the Game Day Championship please add an additional \$20 per participant. For teams that choose to participate in World School Cheerleading Championships AND advance into the Game Day National Finals, every effort will be made to accommodate conflicts in performance time however, they cannot be guaranteed.

For more information contact Missy Miller at +1-901-387-4337.



©Disney

ROOMING LIST

School/Team Name _____ City _____ State _____

- All-Star Resort
 Pop Century Resort
 Caribbean Beach Resort
 Coronado Springs Resort
 Port Orleans Riverside

★ Release/Waiver forms are required for coaches and participants only!

IMPORTANT: This form must be completed 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) Upgrade to 5 Day PARK HOPPER® (Please color in for upgrades only) (For an additional \$30 each)

SINGLES (ONE IN EACH ROOM)

| | AGE | P/A/F | Arrival Date | Depart Date | Upgrade |
|----------|-----|-------|--------------|-------------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 1. _____ | () | () | () () | () () | <input type="radio"/> |

SINGLES (ONE IN EACH ROOM)

| | AGE | P/A/F | Arrival Date | Depart Date | Upgrade |
|----------|-----|-------|--------------|-------------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 1. _____ | () | () | () () | () () | <input type="radio"/> |

DOUBLES (TWO IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

DOUBLES (TWO IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

TRIPLES (THREE IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

TRIPLES (THREE IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

QUADS (FOUR IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |
| 4. _____ | () | () | () () | () () | <input type="radio"/> |

QUADS (FOUR IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |
| 4. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |
| 4. _____ | () | () | () () | () () | <input type="radio"/> |

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
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| 4. _____ | () | () | () () | () () | <input type="radio"/> |

* Any changes made after January 8, 2016 will result in a \$50 fee per change. This INCLUDES rooming changes or name changes not provided prior to January 8, 2016. This form is due with registration.

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.

Disney's Magical Express



- ★ Transportation between Orlando International Airport (MCO) and the Walt Disney World® Resorts 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.
- ★ Disney's Magical Express luggage service is not available after 10:00 pm. If you or your team arrives after 10:00 pm you will be responsible for claiming your luggage and bringing it with you on the Disney's Magical Express buses.

CANCELLATION POLICY



School/Team Name _____ City _____ State _____

For cancellations received **on or before** January 8, 2016, all monies will be refunded with the exception of the one hundred dollars (\$100.00) per person deposit. For cancellations **between** January 9 and January 15, 2016, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees. Cancellations received **after** January 15, 2016 will result in a **FULL FORFEITURE** of all monies due. All cancellations must be in writing to the World School Cheerleading Championships. We will not accept cancellations by phone. Deposits from cancellations **cannot** be applied toward your balance. **CANCELLATIONS can be emailed to mmiller@varsity.com, or faxed to attention: Missy Miller at 1-800-969-8295 or 901-387-4357.**

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. I will also make sure that this account is paid in full, including any extra fees as a result of cancellation.

Advisor/Coach's Signature

Date

Principal Signature

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.

- | | | | |
|-----------|-----------|-----------|-----------|
| 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. _____ |

Balance of payment is due January 8, 2016.

TEAM ROSTER



School/Team Name _____ Division _____

Address _____ City _____ State _____ Zip _____

Please list the names of all participants that are performing on the floor at World School Cheerleading Championships.

| Participant's Name | Grade | Male | Female | Participant's Name | Grade | Male | Female |
|--------------------|-------|-----------------------|-----------------------|--------------------|-------|-----------------------|-----------------------|
| 1. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 19. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 2. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 20. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 3. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 21. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 4. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 22. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 5. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 23. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 6. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 24. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 7. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 25. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 8. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 26. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 9. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 27. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 10. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 28. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 11. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 29. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 12. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 30. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 13. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 31. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 14. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 32. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 15. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 33. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 16. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 34. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 17. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 35. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 18. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 36. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| Team Alternates | | | | | | | |
| 1. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 3. _____ | _____ | <input type="radio"/> | <input type="radio"/> |
| 2. _____ | _____ | <input type="radio"/> | <input type="radio"/> | 4. _____ | _____ | <input type="radio"/> | <input type="radio"/> |

Please list up to three coaches names that you would like listed on video screen at the event:

TEAM MASCOT _____ TEAM COLORS _____

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

 (Advisor Name Print)

 (Advisor Signature)

 (Principal's Name Print)

 (Principal's Signature)

• Retain a copy of these rules for your files • This form is due January 8, 2016.

TEAM ROSTER

EXTRA TICKET ORDER FORM

2016 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS

***ONLY AVAILABLE ONLINE AT CHEERUNION.ORG.**



NOTE: TRANSPORTATION IS NOT INCLUDED WITH PURCHASE OF THESE TICKETS!

Extra tickets may **ONLY** be ordered on cheerunion.org under the World School Cheerleading Championships.

Tickets can be picked up in Orlando Wednesday, February 3 through Friday, February 5, 2016.

Instructions on where to pick these tickets up will be sent to you at a later date.

WALT DISNEY WORLD® TICKETS AVAILABLE FOR PURCHASE

THREE DAY PARK HOPPER® - \$235.00 each

(WSCC Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid February 3-14, 2016.

FOUR DAY PARK HOPPER® - \$265.00 each

(WSCC Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid February 3-14, 2016.

FIVE DAY PARK HOPPER® - \$295.00 each

(WSCC Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid February 3-14, 2016.

COUNTER SERVICE MEAL VOUCHERS - \$16.00 each

(One entrée and beverage per voucher - at designated Theme Park dining locations. Lunch or Dinner Only. Does not include dessert.)

SUNDAY EVENING CELEBRATION PARTY AT

DISNEY'S HOLLYWOOD STUDIOS® - \$35.00 each**

(WSCC Transportation is not included)

****Disney transportation will not be available. Refunds will not be given for Celebration wristbands.**

No extra ticket orders will be accepted after January 22, 2016.
Tickets may be purchased in Orlando at Celebrity Hall, while supplies last.

ORDERS NOT PAID IN FULL WILL NOT BE PROCESSED!

Tickets are valid from February 3 - February 14, 2016

WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS COMPETITION RULES AND REGULATIONS

**Bold text denotes a change from prior year*

I. GENERAL RULES:

A. PERFORMANCE ROUTINE DIVISIONS

Junior Division:

Junior School – 5-25 members

Varsity Divisions:

Small Varsity - 5-12 female members

Medium Varsity - 13-16 female members

Large Varsity - 17-20 female members

Super Varsity - 21-30 female members

Small Varsity Coed – 5-20 members – 1 - 4 males

Medium Varsity Coed – 21-25 members – 4-7 males

Large Varsity Coed – 21-30 members – 8 or more males

Non Tumbling Divisions:

JH or JV Non Tumbling - 5-25 female/male members

Small Varsity Non Tumbling - 5-12 members – 0-2 males

Medium Varsity Non Tumbling - **13-16 members – 0-2 males**

Large Varsity Non Tumbling - **17-20 members – 0-2 males**

Super Varsity Non Tumbling – 21-30 members – 0-2 males

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

Recreational Divisions:

Youth Rec – 5-36 members – **10 years of age and below**

Junior Rec – 5-36 members – **12 years of age and below**

Senior Rec – 5-36 members – **14 years of age and below**

Open Rec – 5-36 members – **15 years of age and older**

1. Rec divisions are determined by the age of the oldest team member. The competitor's age within the year of the competition shall be the competitor's age through the World School Cheerleading Championships.
2. See additional skill restrictions for these divisions (XIII Safety Rules Section I)

B. GAME DAY DIVISIONS

1. International teams can perform in the Game Day Championships for a ranking and for a World Nations Ranking award.
2. New this year- all non-USA teams can perform a Game Day Routine during the USA National Game Day Finals. Non-USA Teams will not be awarded a placement trophy specifically within the US National Finals (a ranking will be provided), but teams will receive a World Nations Ranking award based on their performance.
3. For those teams wanting to participate in the Game Day Championship please add an additional \$20 per participant. For teams that choose to participate in World School Cheerleading Championships AND advance into the Game Day National Finals, every effort will be made to accommodate conflicts in performance time however, they cannot be guaranteed.

4. At the Game Day Championship, teams will be responding to audio cues, as heard at football and basketball games.
5. Game Day Divisions must follow all the event rules and regulations. See section XIII for division specifics and restrictions.

Game Day Divisions

Junior High Game Day - 5-25 members

Junior Varsity Game Day - 5-25 members

Small Varsity - 5-12 female members

Medium Varsity - 13-16 female members

Large Varsity - 17-20 female members

Super Varsity - 21-30 female members

Small Varsity Coed – 5-20 members – 1 - 4 males

Medium Varsity Coed – 21-25 members – 4-7 males

Large Varsity Coed – 21-30 members – 8 or more males

Varsity Non Tumbling – 5-30 members – 0-2 males

C. TEAM PARTICIPATION

1. USA individuals / teams must follow the eligibility requirements of the National High School Cheerleading Championships, non-USA must follow the secondary school sport requirements of their respective countries. Additionally, ages are limited to 18 years or younger the year of the competition, and 14 years and younger for the Junior School Divisions.
2. All members of the cheerleading squad must be current members of the official school spirit squad and must attend the school 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 squad.)
3. 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.
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 school in regards to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

D. UNIFORM GUIDELINES

1. All participant uniforms must cover the midriff when standing at attention. Covered midriff does include flesh or nude colored body suits and liners; however, fringe would not count as a cover.
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 routines presentation must include at least one cheer or sideline chant. The musical portion must not exceed **one minute and thirty seconds**. Total time limit is **two minutes and thirty seconds**. 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. The music portion must not exceed one minute with an overall maximum performance time of three minutes. Time will begin after the first audio 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 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.
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, 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, hand shakes, 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.

F. TIME LIMITATIONS – GAME DAY

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

G. MUSIC

1. Teams may use an unlimited number of songs in their routine at all competitions.
2. **NHSCC MUSIC GUIDELINES** – Teams may not use Disney themes, however, Disney music is acceptable.

Note: All teams must provide their own Fight Song / Band Cadence music for the Game Day Championship.

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. WUCC Competitions comply with the NFHS & AACCA surface ruling that school based programs may not compete on a spring floor.
4. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips).
5. Any team member stepping outside or touching outside the performance area will cause the squad to receive a .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.
6. **Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area. A ONE (1) point penalty will be assessed for signs or props that are thrown outside the competition area at the WUCC.**
7. **All props, center markers, etc. are prohibited. Center will be marked on all performance surfaces.**

I. WORLD SCHOOL CHEERLEADING CHAMPIONSHIP:

1. All World School Cheerleading Championship 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 will not knowingly and willingly participate in any other event promoted as a "World School Cheerleading Championships" or equivalently named event. (Exception: Approved multi-sport international events congruent with the World School Cheerleading Championship 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.

J. LOGO USAGE

Teams will not be allowed to use the WSCC logo including; banners, rings, bows, t-shirts etc.

K. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, WSCC will provide additional spotters at all cheer competitions. School and Recreational cheer programs do not always have a large number of staff and coaches available to spot routines. To ensure that the safety of participants is not compromised due to limited number of team provided spotters, additional 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 and recreational teams may provide additional spotters in rehearsal/warm up.

Definition of Additional Spotter:

Individuals on the competition floor 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.
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 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 that day. The athlete should not return to activity on a 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 WSCC head injury policy, WSCC encourages you to be familiar with the specific laws 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 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.

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 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. SAFETY 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.

VIII. FINALITY OF DECISIONS

By participating in this competition, 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 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 coaches or captains 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, second, or, third 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 coaches. Based on availability, rostered alternates may request additional jackets after the completion of our final awards sessions on Sunday evening.

XI. JUDGING CRITERIA

1. Performance Routines
 - a. The judges will score teams using the criteria listed on the UCA score sheet. Each team will be evaluated on a 100 point system.
 - b. Cheer will count for 35 points 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 uca.varsity.com.
2. Game Day Routines
 - a. The Game Day Championship 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.
 - 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 feel, audio cues will be given in random order to each team performing. (Fight Song / Band Chant, Offense / Defense / General Sideline, Cheer)**
 - e. Band Chant, is a music selection performed by a band that encourages crowd response and interaction.
 - f. The judges will score teams using the criteria listed on the UCA Game Day score sheet. Each team will be evaluated on a 100 point system.
 - g. Crowd leading will count for 60 points and the Band Chant will count for 40 points. Each section will be averaged and then combined for the final score.

- h. Each section should have a beginning and end. *Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel.*
- i. Traditional game day uniform is required.
- j. Any deductions or violations will be taken off of the final averaged score. For more information on scoring, score sheets and judging criteria, please visit uca.varsity.com

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. The Head Judge will also fill out his/her own score sheet for each performance.
2. Panel Judge - Panel Judges are responsible for scoring each team's performance based on the UCA Score Sheets. Each Panel Judge will fill out a score sheet for each 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 uca.varsity.com under the competitions tab.
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. 2015-2016 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 stabilizes and/or assists another top person.
- Braced Flip/Roll:** A pyramid in which the top person performs a hip-over-head rotation while in contact with bracers.
- Cradle:** A 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 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 ground before the hands reach the ground.
- Downward Inversion:** A stunt or pyramid in which an inverted top person's center of gravity moves toward the performing surface.
- Drop:** Landing on the performance surface from an airborne position.
- Elevator/Sponge Toss:** A stunt in which the top person loads in to 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 a 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" 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 is popped then twists parallel to the performing 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 performing 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: When a top person's base of support is at approximately shoulder height.

Prop: Any object which can be manipulated or used as a base (ex: 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. The base(s) can apply an upward force on any part of the body other than under the foot. Quick Toss is the common term when multiple bases are used.

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 top persons off of the ground.

Switch Liberty: A stunt in which the top person begins with one foot on the performing 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 a 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 base(s) until just before the 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 performing 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, spotters, 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 performing surface, including rolls, inverted extended skills (cartwheels, handstands, walkovers, handsprings, etc.), aerials, twists and flips. NOTE: Jumps, leaps and side rolls on the performing surface are not considered to be tumbling.

B. General

1. These rules are to be in effect for all practices, games, competitions and other performances.
2. Cheerleading squads 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 (i.e., use of appropriate mats, away from excessive noise and distractions, etc.).
4. Coaches should recognize a squad's particular ability level and should limit the squad's activities accordingly. "Ability level" refers to the squad'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 gymnastics (tumbling, partner stunts, pyramids and jumps).
6. Professional training in proper spotting techniques should be mandatory for all squads.
7. All cheerleading squads should adopt a comprehensive conditioning and strength-building program.
8. An appropriate warm-up routine 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-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.
10. Programs 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 original design/production must be padded with a closed-cell, slow-recovery foam padding no less than one-half inch 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. Squad members must wear athletic shoes (no gymnastic slippers).
14. When discarding props (signs, etc.) that are made of solid material or have sharp edges/corners, team members must gently toss or place the props so that they are under control.

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 skill development and practice under the supervision of a coach trained in their use.

C. Partner Stunts

1. Partner stunts (free-standing or as part of a pyramid) higher than shoulder stand level must have a separate, continuous spotter for each person over shoulder stand level.
2. The bases of any extended stunt must have both feet in direct weight-bearing contact with the performing surface.
3. Bases may not:
 - a. Hold any objects in a hand that is supporting the top person.
 - b. Assume a backbend, handstand or headstand position.
4. 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.)
5. 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 a 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 is behind or beside the top person.
 - c. Spotters 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. They 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.
6. In all Quick Tosses and Partner Tosses the following rules apply:
 - a. No one can apply force under the foot. If force is applied under the foot and there is a release, the rules in the "Tosses" section apply.
 - b. If landing on the ground, a catcher must control the top person back to the ground and the top person must land with at least one foot on the ground.
 - c. If landing in a cradle, one additional catcher is required.
 - d. The top person cannot travel over or under another person.
 - e. The top person cannot be caught in a single base horizontal position.
7. The total number of twists in a dismount from a stunt cannot be greater than 1 1/4 rotations.
8. Partner stunts and pyramids may not pass over, under or through other partner stunts or pyramids.
9. Cradle dismounts from partner stunts shoulder height or above to the original base(s) require an additional spotter in 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 skill (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:
 1. The top person makes no more than a 180 degree rotation (half-turn).
 2. Four bases must be in position during the entire release.
 3. There must be a base at the head/shoulder area during the initiation of the toss as well as the catch.
 4. The bases are not allowed to change positions during the release.
 5. The top person must begin and end in a face up position.
 6. 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 a person in a release stunt.
 1. In a single-base log roll, the top person must rotate toward the base and begin and end in a face-up position.
 2. In a multi-base log roll, the top person may begin and end in a face-up or face-down position.
 - c. A free standing tick-tock that begins at shoulder level is permitted.
 - d. A top person in a horizontal position shoulder height or below or in a cradle may be released to a loading position or stunt shoulder height or below.
 - e. A top person in an inverted position on the performing surface can be released to a loading position below shoulder height.
 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 contact with a post or with both bases' hands or,
 - b. When transitioning to the split without continuous hand-to-hand contact:
 1. There are a total of four bases that support the top person.
 2. At least three of the bases must support under the legs of the top person. The fourth base may support under the legs or make contact with the hands of the top person.
 3. The top person must have both hands in contact with 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 performing surface and the bases' arms are extended must have a continuous spotter at the head and shoulder of the top person. (i.e. 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 bases 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 performing surface from shoulder height or above must have assisted landings. If the dismount involves a skill (e.g. toe touch, twist, etc.) the assistance must be from two bases or a base and spotter. This assistance must be sufficient to slow the momentum of the top person.
 19. A swinging stunt is legal provided all 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 performing surface or 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

1. Unless allowed under the rules in this section, a top person must not be in an inverted position.
2. Suspended rolls are allowed provided:
 - a. Two people on the performing 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 performing surface.
 - c. A single base/post suspended roll that ends on the performing surface requires a spotter.
 - d. If caught in a cradle, load or stunt, the new catchers are in place and are not involved with any other skill when the suspended roll is initiated.
 - e. The feet/ankles of the top person are released.
3. Braced inversions in a pyramid that do not flip or roll are allowed provided the following conditions are met:
 - a. The top person does not begin in an extended inverted position.
 - b. 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 stunt and must follow the Pyramid rules E1 – E5.
4. Braced flips or rolls in a pyramid are allowed provided all the following conditions are met:
 - a. The top person begins in a multi-base loading position, stunt, cradle, or on the performing surface.
 - b. The top person does not begin in an extended inverted position.
 - c. The top person maintains continuous hand-to-hand/arm contact with a bracer on each side.
 - d. The bracers are in double base preps with a spotter.
 - e. The top person is between or in front of the bracers.
 - f. 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 performing 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.
 - g. The top person ends in a non-inverted position.
 - h. The top person does not perform more than one and one quarter (1¼) flipping rotations and no more than one half (½) twist.
 - i. The bases/catchers remain stationary except as necessary for safety adjustments.
5. In all other inversions:
 - a. An inverted top person is allowed to pass through an extended position, but must not pause or stop while extended.
 - b. In inversions where the base of support begins and remains below prep level:
 1. At least one base or spotter must be in a position to protect the head/neck of the top person.
 2. 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 performing surface. The contact must be sufficient to stabilize/control the top person's position.
EXCEPTION: A top person in an inverted position on the performing surface may be released to a loading position below shoulder height.
 - c. In inversions where the base of support begins at or passes through prep level:
 1. At least two people on the performing surface must be in a position to protect the head/neck of the top person.
 2. 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 performing surface. The contact must be sufficient to stabilize/control the top person's position.
EXCEPTION: In a foldover stunt, the top person may initiate the inversion without upper body contact.
 3. The top person must not go directly to an inverted position on the performance surface from a prep or higher.
 - d. Dismounts from inverted stunts to a cradle or an upright position on the performing surface are allowed provided the top person begins in a static or "pump and go" position (i.e., handstand) and does not perform any skill (e.g., toe touches, twists, etc.). Dismounts to the performing surface from shoulder height or above must follow Rule C-18.
6. An inverted top person must not hold objects (poms, signs, etc.) in his/her hands.
EXCEPTION: During a transition from an inverted

position on the performing surface to a non-inverted stunt, a top person can hold objects.

E. Pyramids

In addition to these specific pyramid 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 braced pyramids, at least one bracer of each pair must be at shoulder height or below. EXCEPTION: Extensions (double- or single-based) may brace other extensions.
4. Partner stunts and pyramids may not pass over, under or through other partner stunts or pyramids.
5. If a person in a pyramid is used as a brace for 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 (i.e. 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 they pause during the transition.
 - f. The top person must be caught by original bases.For braced inversion pyramids, see Rule D3 and D4.

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.

1. All tosses in this section are prohibited for Elementary, Middle School, and Junior High cheerleading teams.
2. In all tosses:
 - a. No more than four tossers are allowed.
 - b. Must be caught in a cradle.
 1. The cradle must include at least three of the original tossers.
 2. One of the catchers must be at the head and shoulders.
 - c. 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.)
 - d. The top person may not hold any objects (poms, signs, etc.) during the toss.

- e. The top person cannot travel over or under another person.
- f. The total number of twists cannot be greater than one and one quarter 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 or under a stunt, person or prop is illegal.
EXCEPTION: Non-aerial tumbling over a person or prop is allowed. (Cartwheels, rolls and walkovers with poms or over a person are allowed. Back handsprings and tucks 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 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 (i.e. pushup) on the performing surface are illegal.
10. Airborne skills without hip over-head rotation may not jump from a standing or squatting position backwards onto your neck, shoulders and hands. (This rule only refers to a type of entrance into the "kip-up/rubber band" skill.)

H. Specific Surface Restrictions

The following skills are only allowed on a mat, grass or rubberized track surface.

1. Basket tosses, elevator/sponge tosses and other similar multi-base tosses.
2. Partner stunts in which the base uses only one arm to support the top person.
3. Twisting tumbling skills (Arabians, full twisting layouts, etc.). EXCEPTION: Cartwheels, roundoffs and aerial cartwheels are allowed on surfaces other than a mat, grass or rubberized track.

I. Additional Restrictions for Recreational, Club Rec, Elementary, Middle and Junior High School

The following restriction for elementary, middle school and junior high teams is in addition to the above rules for high school teams:

1. Basket tosses, elevator tosses and similar multi-based tosses are prohibited.

Copies of these guidelines should be distributed to all squad 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, squad members, parents, and administrators.

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

Cheerleading jumps, 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 the AACCA Safety Course will help minimize the risk of injury, the American Association of Cheerleading Coaches and Administrators makes no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

XIV. WORLD SCHOOL CHEERLEADING CHAMPIONSHIP PARTICIPATION

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

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 Disney’s Wide World of Sports®.
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 championship.

XVI. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams 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 guideline please email info@cheerunion.org by January 8, 2016.

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)

(Advisor / Coach’s Signature)

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

(Administrator’s Signature)

• Retain a copy of these rules for your files •



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

Registration is also available online at cheerunion.org.

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

**ATTN: WSCC
P.O. BOX 752790
MEMPHIS, TN 38175**

**FEDEX ADDRESS:
6745 LENOX CENTER COURT,
SUITE 300
MEMPHIS, TN 38115**

REGISTRATION & \$100 PER PERSON DEPOSIT ARE DUE.

BALANCE OF PAYMENT IS DUE BY January 8, 2016.

**Championship hotels may fill up prior to published deadline dates.
Reservations received after deadline will be accepted based on hotel availability.**

FRIENDS AND FAMILY REGISTRATION

2016 WORLD SCHOOL CHEELEDING CHAMPIONSHIPS

Online registration is available on uca.varsity.com.

UCA encourages Friends and Family to attend WSCC! 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. Please send only one form per room.

- All-Star Resort
 Pop Century Resort
 Caribbean Beach Resort
 Coronado Springs Resort
 Port Orleans Riverside

Contact Name (only one contact per invoice - every room on this form will be on the same invoice)

Mailing Address

FedEx Address

City, State, Zip

City, State, Zip

() () ()

() () ()

() () ()

Home Phone

Daytime Phone

Cell Phone

Email Address

School, Rec or Club Team that you are supporting

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) Upgrade to 5 Day PARK HOPPER® (for an additional \$30 each) (Please color for Upgrades only)

SINGLES (ONE IN EACH ROOM)

| | AGE | P/M/F | Arrival Date | Depart Date | Ticket Upgrade |
|----------|-----|-------|--------------|-------------|-----------------------|
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| 1. _____ | () | () | () () | () () | <input type="radio"/> |

DOUBLES (TWO IN EACH ROOM)

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| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

TRIPLES (THREE IN EACH ROOM)

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| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |

SINGLES (ONE IN EACH ROOM)

| | AGE | P/M/F | Arrival Date | Depart Date | Ticket Upgrade |
|----------|-----|-------|--------------|-------------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 1. _____ | () | () | () () | () () | <input type="radio"/> |

DOUBLES (TWO IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
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| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |

QUADS (FOUR IN EACH ROOM)

| | | | | | |
|----------|-----|-----|---------|---------|-----------------------|
| 1. _____ | () | () | () () | () () | <input type="radio"/> |
| 2. _____ | () | () | () () | () () | <input type="radio"/> |
| 3. _____ | () | () | () () | () () | <input type="radio"/> |
| 4. _____ | () | () | () () | () () | <input type="radio"/> |

AIRPORT TRANSPORTATION

If you need transportation to and from the Orlando International Airport, 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.

- ★ Transportation between Orlando International Airport 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.

Disney's Magical Express



***If your qualifying competition takes place in October or November, this packet and deposit are due December 4, 2015.**

***If your qualifying competition takes place in December, this packet and deposit are due December 17, 2015.**

Balance of payment is due January 8, 2016.

FRIENDS AND FAMILY REGISTRATION

2016 WORLD SCHOOL CHEELEDING CHAMPIONSHIPS



WORLD SCHOOL
CHEELEDING CHAMPIONSHIPS

School/Team Name _____

City/State _____

ACCOMMODATIONS DIRECTIONS:

- Choose the type of room you wish to stay in (quad, triple, double or single) and Resort.
- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- All Walt Disney World® Theme Park tickets are valid February 3 - February 14, 2016.

\$100 per person deposit required to hold room reservation.

Please indicate which package you are purchasing by filling in the next to the package. You will be asked to choose your resort on rooming list.

FOUR NIGHTS

PLEASE CHOOSE ONE:

The travel package price for the four nights of February 4 (check-in) through February 8 (check-out) or February 5 (check-in) through February 9 (check-out) includes:

- Four nights and five days hotel accommodations
- Special "WSSC Night" at the Magic Kingdom® Park★
- Championship Celebration Party
- Round trip airport transfers through Disney's Magical Express (Orlando International Airport ONLY)
- Four day Walt Disney World® PARK HOPPER® Pass
- Three days admission into ESPN Wide World of Sports® Complex
- Bus Transportation to all WSSC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE

| ALL STAR RESORT OR POP CENTURY | | CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE | |
|---------------------------------------|------------------|---|-------------------|
| Quad (4 per room)..... | \$531 per person | | \$609 per person |
| Triple (3 per room)..... | \$589 per person | | \$671 per person |
| Double (2 per room)..... | \$696 per person | | \$799 per person |
| Single (1 per room)..... | \$981 per person | | \$1178 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 4 Day PARK HOPPER® to a 5 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

THREE NIGHTS

PLEASE CHOOSE ONE:

The travel package price for the three nights of February 5 (check-in) through February 8 (check-out) includes:

- Three nights and four days hotel accommodations
- Special "WSSC Night" at the Magic Kingdom® Park★
- Championship Celebration Party
- Round trip airport transfers through Disney's Magical Express (Orlando International Airport ONLY)
- Four day Walt Disney World® PARK HOPPER® Pass
- Three days admission into ESPN Wide World of Sports® Complex
- Bus Transportation to all WSSC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE

| ALL STAR RESORT OR POP CENTURY | | CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE | |
|---------------------------------------|------------------|---|------------------|
| Quad (4 per room)..... | \$508 per person | | \$557 per person |
| Triple (3 per room)..... | \$549 per person | | \$601 per person |
| Double (2 per room)..... | \$622 per person | | \$691 per person |
| Single (1 per room)..... | \$844 per person | | \$982 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 4 Day PARK HOPPER® to a 5 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

TWO NIGHTS

PLEASE CHOOSE ONE:

The travel package price for the two nights of February 5 (check-in) through February 7 (check-out) includes:

- Two nights and three days hotel accommodations
- Special at the Magic Kingdom® Park★
- Round trip airport transfers through Disney's Magical Express (Orlando International Airport ONLY)
- Three day Walt Disney World® PARK HOPPER® Pass
- Three days admission into ESPN Wide World of Sports® Complex
- Bus Transportation to all WSSC events
- All taxes and gratuities
- One counter service meal voucher (One entrée and beverage per voucher NO DESSERT at designated Theme Park dining locations. Lunch or Dinner ONLY.)

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE

| ALL STAR RESORT OR POP CENTURY | | CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE | |
|---------------------------------------|------------------|---|------------------|
| Quad (4 per room)..... | \$458 per person | | \$494 per person |
| Triple (3 per room)..... | \$475 per person | | \$527 per person |
| Double (2 per room)..... | \$522 per person | | \$589 per person |
| Single (1 per room)..... | \$701 per person | | \$794 per person |

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 3 Day PARK HOPPER® to a 4 Day PARK HOPPER® for an additional \$30 per person. Please indicate this on your rooming list. ★ You will need to use your WDW Park Hopper® Pass in order to attend this event!

EXTRA NIGHTS

(ONLY WITH THE FOUR NIGHT TRAVEL PACKAGE!) PLEASE CHOOSE ONE:

I would like to stay an extra night on:

Wednesday, Feb. 3, 2016 Thursday, Feb. 4, 2016 Tuesday, Feb. 9, 2016

Optional Extra Nights (Wednesday, February 3, Thursday, February 4 or Tuesday, February 9). 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. Disregard this section if you plan to stay the regular four nights and five days.

ALL STAR RESORT OR POP CENTURY RESORT:

\$125 per room All rooms (regardless of occupancy)

CARIBBEAN RESORT OR CORONADO SPRINGS OR DISNEY'S PORT ORLEANS RESORT-RIVERSIDE:

\$210 per room All rooms (regardless of occupancy)

