



WORLD[®] UNIVERSITY

CHEERLEADING CHAMPIONSHIPS

January 15-17, 2016 at the
Walt Disney World[®] Resort





WORLD[®] UNIVERSITY 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

DIVISIONS

- University Premier All Girl Team Cheer (maximum 20 females)
- University Premier Small Coed Team Cheer (4 males or less, maximum 16 athletes)
- University Premier Large Coed Team Cheer (5-9 males, maximum 16 athletes)
- University Premier Super Coed Team Cheer (up to 13 males, maximum 24 athletes)
- University Elite All Girl Team Cheer (maximum 20 females)
- University Elite Small Coed Team Cheer (4 males or less, maximum 16 athletes)
- University Elite Large Coed Team Cheer (5-9 males, maximum 16 athletes)
- University Elite Super Coed Team Cheer (up to 13 males, maximum 24 athletes)
- University Dance Team Pom (maximum 16 athletes)
- University Dance Team Hip Hop (maximum 16 athletes)
- University Dance Team Pom Doubles (2 athletes)
- University Dance Team Hip Hop Doubles (2 athletes)

HOTEL AND TRAVEL



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

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

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

If you book your own trip, you have to:

Step 1: Call travel Agency or airlines (which could take hours).

Step 2: Send in deposit for airline tickets.

Step 3: Call several hotels to get room rates and availability.

Step 4: Guarantee all rooms using personal credit card for deposit.

Step 5: Request reimbursement check from the school.

Step 6: Send your rooming list to the hotel.

Step 7: Call car rental agencies to find out rates and regulations of drivers.

Step 8: Fill out registration form for the event and mail in with registration fees.

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

Step 1: Call A&I Travel at 1-866-719-0379 or your local travel agent to book flights.

Step 2: Send in deposits for airline tickets.

Step 3: Fill out registration forms for the World University Cheerleading Championships and mail in Full Payment.

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

2. What hotel are we staying in?

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

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

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

Of course! A lot of coaches meet with the parents and include them on the travel package with their team. However, we encourage family members and friends to register with us directly. 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 Nicole Franklin at nfranklin@varsity.com or faxed to +1-901-387-4357. Include the school/team name, amount requested, who to make the check out to, where to mail the check, and a reason for the refund. The event office will review your account and issue a refund check based upon what they see in your file. All refund checks are processed AFTER the event is over. The average processing time for a refund is 4 weeks from the date the request is received. Refunds are not issued unless a written request is received.

TICKETS AND COMPETITION

- 1. When will we receive our *Walt Disney World*® Theme Park tickets for the Championship?**
You receive your tickets when you register with the World University Cheerleading Championships at the All Star Resort in Orlando.
- 2. Do we use our 3 or 4 day PARK HOPPER® ticket for competition?**
Yes. You will need a *Walt Disney World*® ticket to enter the *ESPN Wide World of Sports*® Complex for competition. Admission to *ESPN Wide World of Sports*® Complex is NOT considered a theme park admission, and therefore does not use a day on your PARK HOPPER®.
- 3. What does “PARK HOPPER®” mean?**
A PARK HOPPER® allows you to go from Theme Park to Theme Park. Example: you can use your PARK HOPPER® ticket to enter *Walt Disney World*® Resort Theme Park Saturday morning and then go to *Epcot*® that evening, and it is only considered one day of admission. However, these tickets are only valid for three or four days.
- 4. Will attending the 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 University Cheerleading Championships have an expiration date that is listed on the back of your ticket.
- 6. Do spectators have to purchase a *Walt Disney World*® PARK HOPPER® ticket in order to watch competition at *ESPN Wide World of Sports*® Complex?**
No! If you are only going to the *ESPN Wide World of Sports*® Complex, you may purchase a ticket at the door. However, if you purchase a *Walt Disney World*® PARK HOPPER® ticket from the World University Cheerleading Championships it includes admission into the HP Field House & Jostens Center and the *ESPN Wide World of Sports*® Complex. If spectators want to only purchase Sports Complex admission (and not theme park admission) they may do so on the day of the event for \$30 per day. These tickets are sold at the ticket booth located at the entrance of the *ESPN Wide World of Sports*® Complex.
- 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.



WORLD UNIVERSITY
CHEERLEADING CHAMPIONSHIPS

Registration is available online on cheerunion.org

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

-Team Registration Form	Pg 6	This form is due by November 13th
-Accommodations	Pg 7	This form is due by November 13th
-Rooming List	Pg 8	This form is due by November 13th
-Team Roster	Pg 11	This form is due by December 15th
-Signed Rules	Pg 13-37	This form is due by December 15th
-Release/Waiver Forms		Due by December 15th

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

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

Step 3- Due by November 13, 2015- Send off your Registration and full payment to WUCC, 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 Form	_____ Credit card payment Form (if Applicable)
_____ Payment	_____ Accommodations
_____ Rooming List	_____ Signed Cancellation Policy

ALL OF THE ABOVE FORMS AND BALANCE OF PAYMENT ARE DUE BY November 13th.

Step 4- DUE BY December 15th! Fill out and collect the following:

- _____ Team Roster
- _____ Release/Waiver Forms for participants and coaches
(These will be included in your return packet after you register.)

★★★ FRIENDS AND FAMILY REGISTRATION INFORMATION ★★★

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

ADVISORS/COACHES- Turn to page 27. 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 27-30, make copies, and hand it out at your parent meeting or have them go to cheerunion.org to print the forms. Parents will fill out their own information and mail it back to WUCC themselves!!! There is a Credit Card Payment Form conveniently located on the back of the Friends and Family registration form. Parents, grandparents, and friends alike can all use this to purchase our travel package.



2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

REGISTRATION FORM



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

PLEASE FILL IN ALL ADDRESSES (PRINT OR TYPE IN BLUE OR BLACK INK)

PLEASE SEND INFO TO OUR SCHOOL ADDRESS BELOW:

School Name

Contact Person

School Address

School City, State, Zip

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()

School Phone

School Fax

PLEASE SEND INFO TO THE HOME ADDRESS BELOW:

Person to Receive Information

Home Address

Home City, State, Zip

()

()

Daytime Phone

Home Phone

E-mail Address

Cell Phone

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

Person to Receive Information

Street Address

City, State, Zip

()

()

Daytime Phone

Cell Phone

Email Address

PLEASE COMPLETE ONLY IF YOU ARE NOT PURCHASING A COLLEGE CHAMPIONSHIP TRAVEL PACKAGE!

Our team will NOT be attending on the College 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

DIVISIONS

- University Premier All Girl Team Cheer (maximum 20 females)
- University Premier Small Coed Team Cheer (4 males or less, maximum 16 athletes)
- University Premier Large Coed Team Cheer (5-9 males, maximum 16 athletes)
- University Premier Super Coed Team Cheer (up to 13 males, maximum 24 athletes)
- University Elite All Girl Team Cheer (maximum 20 females)
- University Elite Small Coed Team Cheer (4 males or less, maximum 16 athletes)
- University Elite Large Coed Team Cheer (5-9 males, maximum 16 athletes)
- University Elite Super Coed Team Cheer (up to 13 males, maximum 24 athletes)
- University Dance Team Pom (maximum 16 athletes)
- University Dance Team Hip Hop (maximum 16 athletes)
- University Dance Team Pom Doubles (2 athletes)
- University Dance Team Hip Hop Doubles (2 athletes)

This form and full payment is due November 13, 2015 even if you are NOT attending on the WUCC travel package.

- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- Any changes made after January 5, 2016 will result in a \$50 fee per change.
- This INCLUDES rooming changes and name changes not provided prior to January 5, 2016.

REGISTRATION INFO AND FULL PAYMENT IS DUE NOVEMBER 13, 2015!

ACCOMMODATIONS

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS



School Name _____

City/State _____

Circle one: CHEER DANCE

DIRECTIONS:

1. Choose the package that you wish to purchase.
2. Choose the type of room you wish to stay in (quad, triple, double or single)
3. Return this form with full payment to the Championship office no later than November 13, 2015.

• **HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.**

• All *Walt Disney World*® Theme Park tickets are valid January 13-20, 2016

PLEASE MAKE CHECKS PAYABLE TO WUCC!

*Any changes made after January 5, 2016 will result in a \$50 fee per change including changes made in Orlando.

CONTESTANT/ADVISOR PACKAGE

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

January 15 (check-in) - January 18 (check-out)

- Maximum 2 Advisors/Coach per Team
- Three nights and four days hotel accommodations
- Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport Only (MCO)
- Transportation to all scheduled events
- Three day *Walt Disney World*® PARK HOPPER® Pass
- Three days admission into *ESPN Wide World of Sports*® Complex
- One counter service meal voucher to be used at any *Walt Disney World*® Theme Park (One entrée and beverage at designated Theme Park dining locations. Lunch or Dinner ONLY! Dessert not included.)
- Celebration Block Party at *Disney's Hollywood Studios*®

Quad (4 per room) # of rooms _____ \$411.00 per person x _____ people = _____

Triple (3 per room) # of rooms _____ \$463.00 per person x _____ people = _____

Double (2 per room) # of rooms _____ \$507.00 per person x _____ people = _____

Single (1 per room) # of rooms _____ \$689.00 per person x _____ people = _____

TOTAL # of ROOMS _____ TOTAL # of PEOPLE _____

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All *Walt Disney World*® tickets are valid January 13-20, 2015

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

Thursday, Jan 14, 2016 and/or Monday, Jan 18, 2016

Optional Extra Nights (Thursday, January 14 and/or Monday, January 18). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come-first served basis.

All rooms (regardless of occupancy)\$125.00 per room

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All *Walt Disney World*® tickets are valid January 13-20, 2015

COMMUTER PARTICIPANT FEES: \$255 per participant

For those teams not using the travel package, there is a \$255.00 per person non-refundable registration fee (advisors included). This fee includes a three day *Walt Disney World*® PARK HOPPER® Pass that includes three days admission into the *ESPN Wide World of Sports*® Complex.

Family and Friends - please see separate Family and Friends travel package pricing and registration page 30 or register online at cheerunion.org.

MAILING ADDRESS:

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

OR TO FED EX YOUR REGISTRATION:

6745 Lenox Center Court, Suite 300
Memphis, TN 38115

ROOMING LIST

School Name _____ City _____ State _____ Country _____

Circle one: CHEER DANCE

Release/Waiver Forms needed: Total # of Adults _____ Total # of Minors _____

* Release/Waiver are required for all 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)

SINGLES (ONE IN EACH ROOM) AGE P/A/F Arrival Date Depart Date

1. () () () () ()
1. () () () () ()

SINGLES (ONE IN EACH ROOM) AGE P/A/F Arrival Date Depart Date

1. () () () () ()
1. () () () () ()

DOUBLES (TWO IN EACH ROOM)

1. () () () () ()
2. () () () () ()

DOUBLES (TWO IN EACH ROOM)

1. () () () () ()
2. () () () () ()

1. () () () () ()
2. () () () () ()

1. () () () () ()
2. () () () () ()

TRIPLES (THREE IN EACH ROOM)

1. () () () () ()
2. () () () () ()
3. () () () () ()

TRIPLES (THREE IN EACH ROOM)

1. () () () () ()
2. () () () () ()
3. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()

QUADS (FOUR IN EACH ROOM)

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

QUADS (FOUR IN EACH ROOM)

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

1. () () () () ()
2. () () () () ()
3. () () () () ()
4. () () () () ()

* Any changes made after January 5, 2016 will result in a \$50 fee per change. This INCLUDES rooming changes or name changes not provided prior to January 5, 2016. This form is due with registration no later than November 13, 2015.

CANCELLATION POLICY

School Name _____ City _____ State _____ Country _____
Circle one: CHEER DANCE

For cancellations received **on or before** November 13, 2015, all monies will be refunded with the exception of a hundred dollars (\$100.00) per person FEE. For cancellations **after** November 13, 2015, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees. Cancellations received **after** January 5, 2016 will result in a **FULL FORFEITURE** of all monies paid. All cancellations must be in writing to the World University Cheerleading Championships. We will not accept cancellations by phone. Cancellations may be faxed to 901-387-4357 or 1-800-969-8295.

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

Advisor Signature

Date

Each adult traveling on the travel package 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. _____ |

Any changes made after January 5, 2016 will result in a \$50 fee per change and changes made in Orlando.

This INCLUDES rooming changes and name changes not provided prior to January 5, 2016.

This form is due with registration no later than November 13, 2015.

CREDIT CARD PAYMENTS

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

School Name _____ City _____ State _____ Country _____

Circle one: CHEER DANCE

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

(One form per family group.)

CREDIT CARD TYPE: VISA MC AMEX DISC Exp. Date: ___/___/___

Total Amount Charged: \$ _____

Account Number:

CVV Security Code: _____ Deposit or Balance of Payment*

Name (Print) _____ Signature _____

() ()

Billing Address* _____ Daytime Telephone Number _____ Cell Phone Number _____

City, State Zip _____

Email Address _____

If this credit card payment is not for your entire group, please list person(s) and amounts to be paid with this credit card.

Person(s)	Amount
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____

* In order for credit cards to be processed, we MUST have the billing address for the credit card being charged. This address MUST include the zip code for the billing address.

THIS FORM MAY BE DUPLICATED.

CANCELLATION POLICY:

For cancellations received on or before November 13, 2015, all monies will be refunded with the exception of a one hundred dollars (\$100.00) per person fee. For cancellations between November 13, 2015 and January 5, 2016, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees. Cancellations received after January 5, 2016 will result in a **FULL FORFEITURE** of all monies paid. All cancellations must be in writing to the World University Cheerleading Championships. We will not accept cancellations by phone. Deposits from cancellations **cannot** be applied toward your balance.

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

Main Contact Signature

Date

TEAM ROSTER



WORLD UNIVERSITY
CHEERLEADING CHAMPIONSHIPS

School Name _____ Division _____

Address _____ City/State _____ Zip _____ Country _____

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

Participant's Name	AGE	Male	Female
1. _____	_____	<input type="radio"/>	<input type="radio"/>
2. _____	_____	<input type="radio"/>	<input type="radio"/>
3. _____	_____	<input type="radio"/>	<input type="radio"/>
4. _____	_____	<input type="radio"/>	<input type="radio"/>
5. _____	_____	<input type="radio"/>	<input type="radio"/>
6. _____	_____	<input type="radio"/>	<input type="radio"/>
7. _____	_____	<input type="radio"/>	<input type="radio"/>
8. _____	_____	<input type="radio"/>	<input type="radio"/>
9. _____	_____	<input type="radio"/>	<input type="radio"/>
10. _____	_____	<input type="radio"/>	<input type="radio"/>
11. _____	_____	<input type="radio"/>	<input type="radio"/>
12. _____	_____	<input type="radio"/>	<input type="radio"/>
13. _____	_____	<input type="radio"/>	<input type="radio"/>
14. _____	_____	<input type="radio"/>	<input type="radio"/>
15. _____	_____	<input type="radio"/>	<input type="radio"/>
16. _____	_____	<input type="radio"/>	<input type="radio"/>
17. _____	_____	<input type="radio"/>	<input type="radio"/>
18. _____	_____	<input type="radio"/>	<input type="radio"/>
19. _____	_____	<input type="radio"/>	<input type="radio"/>
20. _____	_____	<input type="radio"/>	<input type="radio"/>
ALTERNATES			
1. _____	_____	<input type="radio"/>	<input type="radio"/>
2. _____	_____	<input type="radio"/>	<input type="radio"/>
3. _____	_____	<input type="radio"/>	<input type="radio"/>

IMPORTANT! PLEASE TAKE NOTICE!!

- All participants must be registered full-time students of their college or university and official members of the school's spirit team (no club teams or competition only teams). Official member's of the school's spirit team is that team recognized by their school as the actual sideline/courtside spirit team that regularly supports their school athletic teams.

This form and all other documentation listed above is due no later than December 15, 2015.

Coaches names you would like listed on the video screen at the event (NO MORE THAN THREE PLEASE)

1. _____	_____
2. _____	Team Name _____
3. _____	Team Mascot _____
	Team Colors _____



WORLD UNIVERSITY
CHEERLEADING CHAMPIONSHIPS

EXTRA TICKET ORDER

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

Tickets may also be ordered 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 University Cheerleading Championships.

Tickets can be picked up in Orlando Thursday, January 14 through Friday, January 15, 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

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

All Walt Disney World® Theme Park Tickets are valid January 13 - 20, 2016.

FOUR DAY PARK HOPPER® - \$265.00 each

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

All Walt Disney World® Theme Park Tickets are valid January 13 - 20, 2016.

FIVE DAY PARK HOPPER® - \$295.00 each

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

All Walt Disney World® Theme Park Tickets are valid January 13 - 20, 2016.

COUNTER SERVICE MEAL VOUCHERS - \$16.00 each

(One entree 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**

(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 6, 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 January 13-20, 2016

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

CHEER TEAM RULES AND REGULATIONS

**Bold and grey denotes change*

I. GENERAL RULES

A. COLLEGE / UNIVERSITY TEAM GUIDELINES

1. The competition is open to all USA colleges, universities, and junior colleges; and all non-USA universities and equivalent institutions.
2. Teams may not exceed sixteen (16) members, with the exception of All Girl and Super Coed Divisions. All Girl Divisions may not exceed twenty (20) female team members. Super Coed Divisions may not exceed twenty four (24) team members.
3. Crossovers are allowed (only applies to the World University Cheerleading Championships)
4. Large Coed Divisions will be limited to a maximum number of nine (9) male participants. Super Coed Divisions will be limited to a maximum number of thirteen (13) male participants.
5. There are EIGHT separate competitive Team Cheer divisions for the World University Cheerleading Championships:
 - a. University Premier Team Cheer All Girl (maximum 20 female athletes)
 - b. University Premier Team Cheer Small Coed (4 males, maximum 16 athletes)
 - c. University Premier Team Cheer Large Coed (5-9 males, maximum 16 athletes)
 - d. University Premier Team Cheer Super Coed (up to 13 male athletes, maximum 24 athletes)
 - e. University Elite Team Cheer All Girl (maximum 20 female athletes)
 - f. University Elite Team Cheer Small Coed (4 males or less, maximum 16 athletes)
 - g. University Elite Team Cheer Large Coed (5-9 males, maximum 16 athletes)
 - h. University Elite Team Cheer Super Coed (up to 13 male athletes, maximum 24 athletes)

B. PARTICIPATION GUIDELINES

1. All Non-USA Participants must be compliant with their country's official University sports office criteria, as it pertains to standard university international competition.
2. All USA participants must be registered full-time students of their college or university and official members of the school's spirit squad (no club teams or competition only teams). Official member's of the school's spirit squad is that team recognized by their institution as the actual sideline/courtside spirit squad that regularly supports their school athletic teams.
3. Transcripts or a notarized letter from the Dean of Students or registrar's office is required for all USA Participants upon registering for the Championship for the fall semester. DOCUMENTATION OF FULL TIME STATUS MUST NOT BE DATED ANY EARLIER THAN DECEMBER 1, 2015. Squads violating this rule could forfeit their titles and be prohibited from entering the competition the following year.

4. Each USA cheer team must be accompanied by a current AACCA certified coach in order for the team to be eligible to compete. Proof of certification is required upon registering for the Championship.
5. Any interpretations or decision of eligibility for the 2016 World Cheerleading Championships will be rendered by the Rules Committee. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.
6. The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regards to respect for themselves, other teams and the viewing audience of all ages. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
7. We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regards to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. ELIGIBILITY GUIDELINES

1. Any USA university or college team competing in the WUCC must comply with the eligibility guidelines of the 2016 College Cheerleading and Dance Team Championships.
2. Any interpretations or decision of eligibility for the 2016 World University Cheerleading Championships and the College Cheerleading and Dance Team National Championship will be rendered by the Rules Committee, which will consist of the Tournament Director, the College Program Director and one other WUCC official appointed by the Tournament Director. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.

D. TIME LIMITATIONS

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

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

E. MUSIC

1. Teams may use an unlimited number of songs in their routine at all competitions.
2. Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable.

F. COMPETITION AREA

1. Participants must start in the competition area with at least one foot on the ground.
2. Teams may line up anywhere inside the competition area.
3. The competition area will be determined by the tournament director according to the size of the facility being used.
4. Approximate floor size will be fifty four feet wide by forty two feet deep (9 strips).
5. Any team member stepping outside the performance area will cause the squad to receive a point-five (.5) penalty per occurrence.
 - a. The white line is considered a warning mark.
 - b. A penalty will be assessed when any ONE full hand, foot or body part touches outside of the performance surface.
6. Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area. If a sign or prop is thrown outside the competition area, that team will receive a one (1) point deduction for each violation.
7. **All team mascots, props, center markers, etc. are prohibited. We will have the center marked on all performance surfaces.**

G. SPOTTER POLICY

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

H. LOGO USAGE

Teams will not be allowed to use the WUCC logo including; banners, rings, bows, t-shirts etc. without prior approval for the WUCC Office. The use of the WUCC letters will be allowed.

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 WUCC head injury policy, we encourage you to be familiar with the specific law 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 competitor 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 any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

V. SPORTSMANSHIP

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

VI. EVENT RULE VIOLATIONS

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

VII. DISQUALIFICATION

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

VIII. FINALITY OF DECISIONS

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

IX. SCORES AND RANKINGS

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

X. AWARDS AND PRIZE

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.

XI. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the World University Cheerleading Championships. The judges will score each squad according the judging criteria to determine their total score. Each team will automatically receive the "crowd segment" full 15 points of your score. The judges' scores will be averaged together with deductions being taken off the averaged scores. In the event of a first place tie, the tie will be broken by

carrying the decimal places out for the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

XII. JUDGING CRITERIA

1. There will be 2 panels of judges to score each team's routine. The two score sheets will equal out to 50 points going toward your cheer and practicality score (35 on the sheet and 15 from the crowd tape concept automatically awarded for all WUCC teams) and 50 points to the music portion of the tape.
2. One panel will be using a score sheet which will focus on the cheer / sideline of the routine. It will involve practicality, incorporation, use of skills, use of signs or poms or megaphones, while also taking into consideration the overall cheer execution that is used.
3. The other judging panel will be using a score sheet specific to the music portion of the routine. This will involve more of the creative and difficult skills attempted while looking at the overall effect and crowd appeal plus the entertainment value of this portion of the routine.
4. Deductions will be assessed to each team for errors in routine performance.

JUDGING SHEET (For All Girl Divisions)

Cheer Score Sheet- 35 points

CROWD LEADING 15 POINTS

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

SKILL INCORPORATIONS 15 POINTS

Proper Use of Skills to Lead the Crowd (5)
Difficulty of Practical Skills (5)
Performance (5)

OVERALL CHEER IMPRESSION 5 POINTS

MUSIC Score Sheet - 50 POINTS

PARTNER STUNTS PERFORMANCE 10 POINTS

Proper Technique, Synchronization, Spacing

DIFFICULTY 5 POINTS

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

PYRAMIDS PERFORMANCE 10 POINTS

Proper Technique, Synchronization, & Spacing

DIFFICULTY 5 POINTS

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

BASKET TOSSES 5 POINTS

Performance & Variety

GROUP TUMBLING 5 POINTS

Proper Technique, Difficulty of Skills Performed In Groups & Synchronization

DANCE 5 POINTS

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

OVERALL PRESENTATION 5 POINTS

Routine Creativity, Flow, Use of Formations/Transitions

COED JUDGING SHEET (For ALL Coed Divisions)

Cheer Score Sheet- 35 points

CROWD LEADING 15 POINTS

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

SKILL INCORPORATIONS 15 POINTS

Proper Use of Skills to Lead the Crowd (5)
Difficulty of Practical Skills (5)
Performance (5)

OVERALL CHEER IMPRESSION 5 POINTS

MUSIC Score Sheet - 50 POINTS

PARTNER STUNTS

PERFORMANCE 10 POINTS

Proper Technique, Synchronization, Spacing

DIFFICULTY 5 POINTS

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

USE OF COED SKILLS 5 POINTS

Use of Coed Skills / Partner Stunts Throughout Routine

PYRAMIDS

PERFORMANCE 10 POINTS

Proper Technique, Synchronization, & Spacing

DIFFICULTY 5 POINTS

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

BASKET TOSSES 5 POINTS

Performance & Variety

GROUP TUMBLING 5 POINTS

Proper Technique, Difficulty of Skills Performed In Groups & Synchronization

OVERALL PRESENTATION 5 POINTS

Routine Creativity, Flow, Use of Formations/Transitions

XIII. GENERAL GUIDELINES – UNIVERSITY PREMIER AND UNIVERSITY ELITE DIVISIONS

A. Definitions

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

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

B. General Program Guidelines

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

C. General Restrictions

1. The use of any height-increasing apparatus (e.g. mini-trampoline, etc.) other than a spring floor is prohibited for performance.
2. The top person in a partner stunt, pyramid or transition cannot be released from bases or leave the floor unassisted with the intent to land or be caught in an inverted body position.

3. An individual may not jump, flip or dive over, under, or through partner stunts, pyramids or individuals from basket tosses, similar tosses, partner stunts or other tosses from hands.
4. Drops (knee, seat, thigh, front, back and split) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet which breaks the impact of the drop.
5. Jewelry of any kind is prohibited (e.g., navel jewelry, tongue jewelry, earrings, necklaces, etc.) Medical bracelets are allowed provided they are taped to the body.
6. Soft-soled athletic shoes must be worn while cheering or competing. Gymnastics shoes, jazz shoes and/or boots are prohibited.

KIV. UNIVERSITY PREMIER DIVISION - SPECIFIC SAFETY, GUIDELINES FOR PARTNER STUNTS, PYRAMIDS AND TOSSES

A. Partner Stunts

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

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

B. Pyramids

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

C. Tosses

1. Basket tosses or similar tosses may only be performed from ground level, can use no more than four bases, and must be cradled by three of the original bases, one of which must catch in a scoop under the head and shoulders.
2. Basket and elevator/sponge tosses may not be directed so that the bases must move to catch the top person.
3. Basket and elevator/sponge tosses cannot exceed one flipping and two twisting rotations.

4. In flipping basket or elevator/sponge tosses (tuck, layout, or pike position) only two additional skills are allowed. One twisting rotation is considered to be one skill.

Examples:

Legal (two skills)

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

Illegal (three skills)

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

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

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

D. Tumbling

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

E. Specific Surface Restrictions

1. The following skills are only allowed on a mat, grass (real or artificial) **or rubberized track surface**.
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Flipping skills into or from stunts, tosses or pyramids.
 - c. Two and one half high pyramids. Mounts or dismounts to and from 2 ½ high pyramids may not flip or twist on a rubberized track surface.
2. Kick double baskets and baskets that flip AND twist are not allowed at a football game during regular play or timeouts. They may be done during a pre-game or half-time situation, but only on grass (real or artificial) or matted surface with dimensions of at least 10' X 10'.
3. At indoor court-type games such as basketball, the following skills may only be performed during pre-game, halftime, or post-game (not during timeouts) where the area is free of obstructions and non-cheer personnel, and all skills are performed on a matted surface.
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Partner stunts in which the base uses only one arm to support the top person. Exception: Cupies/awesomes are allowed with an additional spotter.
 - c. Flips into or from partner stunts.
 - d. Inversions. Exception: High school level inversions are allowed. (For example, suspended forward and backward rolls, low-level inversions, and braced flips with two bracers are allowed. For college, the two bracers and top person are not required to be double based.
 - e. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ rotation on the court require an additional spotter.
 - f. Two and one half person high pyramids.
 - g. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, roundoffs and aerial cartwheels are allowed.)

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

XV. UNIVERSITY ELITE DIVISION - SAFETY, GUIDELINES FOR PARTNER STUNTS, PYRAMIDS AND TOSSES

A. Partner Stunts

1. A spotter is required for each top person above shoulder / prep-level.
2. A stunt requires an additional spotter when:
 - a. Twisting dismounts with more than a 360 degree rotation require an additional spotter that assists on the cradle.
 - b. Released load-ins from a handstand position (e.g. stationary or through a handspring load-in) to a partner stunt require an additional spotter.
 - c. Stunts in which the top person is in a handstand position require an additional spotter.
3. Single based split catches are prohibited.
4. All leg pitch, toe pitch, walk-in, sponge, and straddle catch flips are prohibited.
5. Twisting dismounts greater than two (2) rotations are prohibited. Exception: Side facing stunts – i.e. Arabesque, Scorpion with double full twisting cradles to the front are legal.
6. Front, back and side tension drops are prohibited.
7. Flips into or from partner stunts are prohibited.

B. Pyramids

1. Pyramids higher than 2 body lengths are prohibited. Clarification: Pyramid height is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are 1 ½ body lengths; shoulder stands are 2 body lengths. Extended stunts (i.e. extension, liberty, etc.) are 2 ½ body lengths –and are therefore prohibited.
2. All flips into or from pyramids are prohibited.
3. Releases to prone dismounts are prohibited.
4. Front, back and side tension drops are prohibited.

C. Tosses

1. Basket tosses or similar tosses may only be performed from ground level, can use no more than four (4) bases, and must be cradled by three (3) of the original bases, one (1) of which must catch in a scoop under the head and shoulders.
2. Basket tosses and elevator/sponge tosses may not be directed so that the bases must move to catch the top person.
3. Flipping, inverted or traveling basket tosses or similar tosses are not allowed.
4. Basket tosses and elevator/sponge tosses cannot exceed two (2) twisting rotations.
5. Basket and elevator/sponge load-ins can land in a stunt or pyramid provided that the toss does not significantly exceed the height of the intended skill.
6. Flips into stunts or pyramids from a basket or elevator/sponge load-in are prohibited.

D. Tumbling

1. Tumbling skills performed over, under, or through a partner stunt, pyramids, or individuals are prohibited.

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

E. Specific Surface Restriction

1. The following skills are only allowed on a matted surface, grass (real or artificial) or rubberized track surface:
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
2. At indoor court surface sporting events (e.g. basketball court surfaces), the following skills may only be performed during the pre-game situations, game half-time situations, or post-game situations (not during time-out situations)- where the area in which the skill is performed has no obstructions and no personnel who are not cheerleading athletes / members of the cheerleading team AND only on a matted surface:
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Partner stunts in which the base uses only one (1) arm to support the top person. Exception: Cupies are allowed with an additional spotter.
 - c. Inversions. Exceptions: High school level inversions are allowed (For example: suspended forward and backward rolls, low-level inversions, and braced flips with two bracers are allowed.)
 - d. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ on the court require an additional spotter.
 - e. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc
 - f. Airborne twisting tumbling skills (e.g. Arabians, full twisting layouts, etc. Cartwheels, round-offs and aerial cartwheels are allowed.)

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

XVI. TOURNAMENT FACILITY

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

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)

(City/State/Country)

(Date)

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

XVII. WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS FORMAT (TENTATIVE)

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

XVIII. WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

It is understood that teams participating in the World University Cheerleading Championships will not knowingly and willingly participate in any other event promoted as a “World University Cheerleading Championships”. (Exception: Approved multi-sport international events congruent with the World University Cheerleading Championships and International Sport Authority organizations). Teams who do not adhere will be disqualified for the 2016 World University Cheerleading Championships and will forfeit the opportunity to participate in the tournament the following year.

XIX. APPEARANCES, ENDORSEMENTS AND PUBLICITY

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

(Division — All Girl, Small Coed etc.)

(Advisor / Coach’s Signature)

(Administrator’s Signature)

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

DANCE TEAM RULES AND REGULATIONS

All rules are subject to change. Please check www.cheerunion.org in the coming months

****Bold and grey denotes change***

I. GENERAL RULES

1. The competition is open to all USA colleges, universities and junior colleges; and all non-USA universities and equivalent institutions.
2. The World University Cheerleading Championships will consist of the following Team Dance divisions for all International delegations including – USA Division IA, Division I and Open Divisions:
 - a. Dance Team Pom
 - b. Dance Team Hip Hop
3. Teams may have a maximum of sixteen (16) members.
4. Crossovers are allowed (only applies to the World University Cheerleading Championships)
5. All Non-USA Participants must be compliant with their country's official University sports office criteria, as it pertains to standard university international competition.
6. All USA participants must be registered full-time students of their college or university and official members of the school's spirit squad (no club teams or competition only teams). Official member's of the school's spirit squad is that team recognized by their institution as the actual sideline/courtside spirit squad that regularly supports their school athletic teams.
7. Transcripts or a notarized letter from the Dean of Students or registrar's office is required for all USA teams upon registering for the National Championship for the fall semester. DOCUMENTATION OF FULL TIME STATUS MUST NOT BE DATED ANY EARLIER THAN DECEMBER 1, 2015. Squads violating this rule could forfeit their titles and be prohibited from entering the competition the following year. For any clarification on these rules please call 1-800-DANCEUDA.
8. Any interpretations or decision of eligibility for the 2016 World University Cheerleading Championships will be rendered by the Rules Committee. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.
9. Each team's presentation must be in accordance with its own university's guidelines and approved by its advisor/director or the appropriate university official.
10. Any team in violation of any of the rules and regulations will be assessed a five (5) point per judge deduction for each violation.

II. ELIGIBILITY GUIDELINES

1. Any USA university or college team or college team competing in the WUCC must comply with the eligibility guidelines of the 2016 College Cheerleading and Dance Team Championships.
2. Any interpretations or decision of eligibility for the 2016 World University Cheerleading Championships and the College Cheerleading and Dance Team National Championship will be rendered by the Rules Committee,

which will consist of the Tournament Director, the College Program Director and one other WUCC official appointed by the Tournament Director. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.

III. JUDGING PROCEDURES

1. The judges for the event will be appointed at the sole discretion of the World University Cheerleading Championships. The judges will score each team according to the judging criteria to determine their final score.
2. Each World University Cheerleading Championship Team (USA or outside of USA) will automatically receive the "Spirit Tape" full 15 points of your total score per judge; traditionally evaluated by video (January 5, 2016) for the 2016 College Cheerleading and Dance Team National Championships. Based on participation from around the world, this provides the opportunity for USA and non-USA teams to enter the World University Cheerleading Championships with no predetermined score, as well as allow USA teams to enter the WUCC without altering their National Championship routines.
3. As the teams make their presentations, the judges will score the teams using a 115 point system (100 points on score sheet and 15 points automatic spirit tape). The judges' scores will be AVERAGED together to determine the overall team score. In the event of a first place tie, the ranking points for each judge will be used to break the tie. Go to cheerunion.org for a copy of the score sheets.

IV. 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. No scores and rankings will be given over the telephone. After each round of competition, teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and average scores of all teams advancing.

V. HOW TO HANDLE PROCEDURAL QUESTIONS

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

2. 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.

VI. 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.

VII. INTERRUPTION OF PERFORMANCE

1. UNFORSEEN CIRCUMSTANCES

- a. 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.
- b. 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.

2. FAULT OF TEAM

- a. 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.
- b. 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.

3. INJURY

- a. 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.
- b. 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.
- c. The injured participant that wishes to perform may not return to the competition floor unless:
 1. 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.
 2. 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.

3. 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).

4. In addition to the WUCC head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

VIII. INTERPRETATIONS AND / OR RULINGS

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

IX. 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 and will automatically forfeit any right to any prizes or awards presented by the competition.

X. FINALITY OF DECISIONS

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

XI. WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIP PARTICIPATION

It is understood that teams participating in the World University Cheerleading Championships will not knowingly and willingly participate in any other event promoted as a “World University Cheerleading Championships”. (Exception: Approved multi-sport international events congruent with the World University Cheerleading Championship and International Sport Authority organizations). Teams who do not adhere will be disqualified for the 2016 World University Cheerleading Championships and will forfeit the opportunity to participate in the tournament the following year.

XII. TOURNAMENT FACILITY

1. The competition is scheduled to be held at ESPN’s Wide World of Sports® Complex.
2. The performance floor will be professional grade material. All floors will have 8 panels in rehearsal

area and 10 panels on the main floor. Dimensions are as follows and can be subject to change if the tournament officials feel it is necessary for the successful execution of the championship. Each panel is 5 feet 3 ½ inches wide.

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

XIII. APPEARANCES, ENDORSEMENTS, AND PUBLICITY

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

XIV. PENALTIES

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated. This deduction does not apply to violations mentioned that have designated a lesser point value. If you have any questions concerning the legality of a trick or move, please email the World University Cheerleading Championships Office / Liz Rifino at lrifino@cheerunion.org.

XV. AWARDS AND PRIZES

All teams in the final round of competition will receive a trophy. Teams who win first, second, or third will additionally receive a gold, silver, or bronze medallion.

XVI. GENERAL SAFETY GUIDELINES

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

9. The performance surface should be taken into consideration before engaging in any technical aspect of dance. The performance area should be reasonably free of obstructions. Dancers should not perform technical skills on:
 - a. Concrete, asphalt, or any other hard or uncovered surface
 - b. Wet surfaces
 - c. Uneven surfaces
 - d. Surfaces with obstructions
10. The dance team coach or other knowledgeable designated representative should be in attendance at all practices, functions, and games.

XVII. COMPETITION ROUTINE GUIDELINES

1. Substitutions may be made in the event of an injury or other serious circumstance. Substitutes must also abide by the age restrictions in all division in which they compete.
2. Formal entrances which involve dance, technical skills, and all traditions/chants are not permitted. Dancers should enter the performance area in a timely fashion.
3. All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, feathers, glitter, etc).
4. Teams may dance off of the performance floor, however all routine choreography must begin and end on the performance surface. Jumping on or off the performance floor is prohibited.
5. All team mascots, props, center markers, etc. are prohibited. We will have the center marked on all performance surfaces.
6. Time limit is as follows:
 - a. Teams will have a maximum of (2) two minutes to demonstrate their style and expertise. If a routine exceeds the time limit, a penalty will be assessed for each violation. Three (3) point deduction for 3-5 seconds over, five (5) point deduction for 6-10 seconds over, and a seven (7) point deduction for 11 seconds and over.
7. Timing will begin with the first choreographed movement or note of music. Timing will end with the last choreographed movement or note of music, whichever is last.
8. Teams may NOT use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable.

XVIII. CHOREOGRAPHY AND COSTUMING

1. Routine choreography should be appropriate and entertaining for all audience members. Vulgar or suggestive material, choreography and/or music is not allowed and is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications. Inappropriate choreography, costuming, makeup and/or music may affect the judges' overall impression and/or score of the routine.

2. Shoes, on both feet, must be worn during the competition. Dance paws are acceptable. Shoes with wheels are not allowed (Example: roller skates, roller blades, heelys, etc). Wearing socks and/or footed tights only is not allowed.
3. All male dancers' costumes must include a shirt that is fastened, however it can be sleeveless.
4. Jewelry as part of the costume is allowed.

XIX. PROPS

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

XX. TEAM PARTICIPANTS

1. Teams who participate in the competition will have the opportunity to compete in two categories.

XXI. CATEGORIES:

- **POM** – Poms must be used within the routine. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and dance technique. Motions should be very sharp, clean, and precise. Your team should be synchronized and appear as “one.” A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc. Keep in mind that a pom routine carries a more “traditional” theme, whereas, jazz routines in National and Continental Championships are more stylized. See scoresheet for more information.
- **HIP HOP** – Routines should include street style movements with clothing reflective of hip hop culture, as well as street style movements with an emphasis on execution, style, creativity, body isolations and control. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. Teams may also put an additional focus on incorporations such as jumps, jump variations, combo jumps, stalls and floor work. See scoresheets for more information.

XXII. ROUTINE RULES AND GUIDELINES
WEIGHT BEARING SKILLS

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

TUMBLING AND TRICKS (Executed by Individuals)

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

1. Airborne skills without hand support are not allowed. (Exception: Aerial cartwheel that is not connected to any other tumbling skill is allowed).
2. Aerial cartwheels are not allowed while holding poms or props. They must be placed in one hand. (Exception: Aerial cartwheels may be done with hands free poms).
3. Tumbling skills with hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed; 4 are not allowed).
4. Drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.
5. Landing in a push-up position onto the performance surface from a jump in which the legs are in front of the body and swing behind are not allowed. All variations of a shushunova (see glossary) are not allowed.

XXIII. DANCE LIFTS AND PARTNERING
(Executed in pairs or groups)

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

5. Vertical Inversions are allowed as long as:
 - a. The Supporting Dancer(s) maintain contact until the Executing Dancer returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Dancers shoulders exceed shoulder level of the Supporting dancer, there is at least one additional dancer to spot who does not bear weight.

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

XXIV. RELEASE MOVES (Unassisted Dismounts to the performance surface)

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

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

(Team Name)

(Division)

(City / State / Country)

(Date)

(Advisor / Coach Signature)

(Administrator / Signature)

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

DANCE TEAM DOUBLES RULES AND REGULATIONS

All rules are subject to change. Please check www.cheerunion.org in the coming months

A. Divisions

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

B. Music and Time Limitations

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

C. General Rules

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

D. Violations

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

E. Doubles Score Sheet

TECHNIQUE

Execution of Skills/Style

(Pom-Hip Hop) 10 _____

Execution of movements and skills in the style of the category

Placement/Control 10 _____

Exhibits control, proper levels and placement (in pom motions) arm movements, “Turnout” and proper hip/leg/foot placement in Kicks, Leaps, Turns, etc. control of torso and body parts throughout movements and skills

Strength of Movement 10 _____

Intensity, strength and presence in movements

Extension/Flexibility 10 _____

Exhibits full extension (in arms, legs, feet etc), and when applicable, stretch and flexibility in movement

CHOREOGRAPHY

Musicality 10 _____

Use of the music accents, rhythms, lyrics and style

Difficulty 10 _____

Level of difficulty of skills, movement, weight changes, tempo, etc.

Creativity/Style 10 _____

Exhibiting creative and original movement in accordance with the style of the category

Routine Staging 10 _____

Utilization of floor space, transitions, partner work, group work, interaction of the pair while allowing for a seamless flow of the routine

EXECUTION

Synchronization 10 _____

Uniformity of all movement, moving together and with the music

OVERALL EFFECT

Communication / Projection / Audience Appeal & Appropriateness 10 _____

Ability to exhibit a dynamic routine with showmanship and audience appeal

Age appropriate music, costume and choreography that enhances the performance

TOTAL **100 PTS** _____

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

(Team Name)

(Division)

(City / State / Country)

(Date)

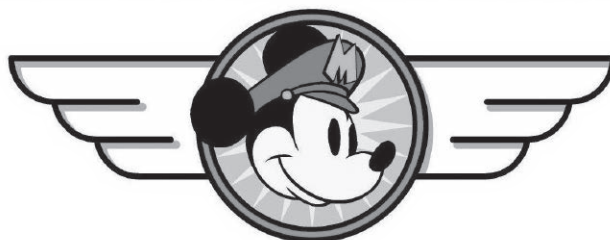
(Advisor / Coach Signature)

(Administrator / Signature)

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

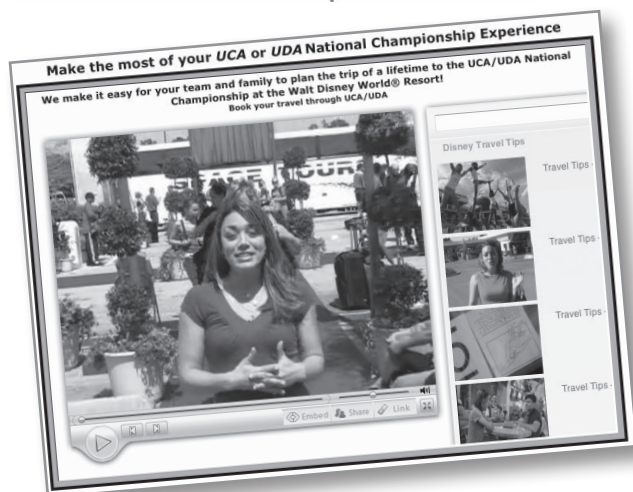


- ★ Transportation between Orlando International Airport (MCO) and the **Walt Disney World**® Resort will be provided by **Disney's Magical Express**. Attendees utilizing another airport will need to find alternate transportation.
- ★ **Disney's Magical Express** provides motorcoach transportation to/from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



Get the Latest Info for 2016!

Watch these Disney Travel Tips to find everything you need to make the most of your Nationals experience at the **Walt Disney World**® Resort.



- ★ Get a step-by-step explanation of what you need to know about **Disney's Magical Express**, WUCC's airport transportation partner.
- ★ Get inside info on what to do at **Epcot**®, **Magic Kingdom**® Park, and **Disney's Hollywood Studios**®.
- ★ Learn how to get the most out of your park passes by taking advantage of extended hours and Fast Passes.
- ★ And much, much more!

Watch them now on uca.varsity.com/traveltips or uda.varsity.com/traveltips



THE NEXT TWO PAGES ARE FOR FRIENDS & FAMILY WHO WOULD LIKE TO ATTEND THE COLLEGE AND DANCE TEAM CHAMPIONSHIP ON OUR TRAVEL PACKAGE.

Please feel free to make copies of these pages!

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

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

FULL PAYMENT IS DUE BY November 13, 2015

FRIENDS AND FAMILY REGISTRATION

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

Online registration is also available at uca.varity.com or uda.varsity.com.



WORLD UNIVERSITY
CHEERLEADING CHAMPIONSHIPS

Your name _____

Team you are supporting _____

Circle one: CHEER DANCE

ACCOMMODATIONS DIRECTIONS:

1. Choose the package that you wish to purchase.
2. Choose the type of room you wish to stay in (quad, triple, double or single)
3. Return this form with full payment to the Championship office no later than November 13, 2015.

- HOTELS MAY FILL UP PRIOR TO PUBLISHED DEADLINES.
- All Walt Disney World® Theme Park tickets are valid January 13-20, 2016

PLEASE MAKE CHECKS PAYABLE TO WUCC!

*Any changes made after January 6, 2016 will result in a \$50 fee per change.

SPECTATOR PACKAGE-3 NIGHT

(Family & Friends) Travel package price for the three nights of

January 15 (check-in) - January 18 (check-out)

- Three nights and four days hotel accommodations
- Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport
- Four day Walt Disney World® PARK HOPPER® Pass (unlimited admission to the Magic Kingdom® Park, Epcot®, Disney's Hollywood Studios® and the Disney's Animal Kingdom® Theme Park for four days)
- Three days admission into ESPN Wide World of Sports® Complex
- One counter service meal voucher to be used at any Walt Disney World® Theme Park (One entrée and beverage at designated Theme Park dining locations. Lunch or Dinner ONLY! Dessert not included.)
- Celebration Block Party at Disney's Hollywood Studios®
- Transportation to all scheduled events

Quad (4 per room) # of rooms _____ \$489.00 per person x _____ people = _____

Triple (3 per room) # of rooms _____ \$541.00 per person x _____ people = _____

Double (2 per room) # of rooms _____ \$585.00 per person x _____ people = _____

Single (1 per room) # of rooms _____ \$767.00 per person x _____ people = _____

TOTAL # of ROOMS _____ TOTAL # of PEOPLE _____

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-20, 2016

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

Thursday, Jan 14, 2016 and/or Monday, Jan 18, 2016

Optional Extra Nights (Thursday, January 14 and/or Monday, January 18). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come-first served basis.

All rooms (regardless of occupancy)\$125.00 per room

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-20, 2016

SPECTATOR PACKAGE-2 NIGHT

(Family & Friends) Travel package price for the two nights of

January 15 (check-in) - January 17 (check-out)

- Two nights and three days hotel accommodations
- Round trip airport transfers provided by Disney's Magical Express from Orlando International Airport (MCO)
- Three day Walt Disney World® PARK HOPPER® Pass (unlimited admission to the Magic Kingdom® Park, Epcot®, Disney's Hollywood Studios® and the Disney's Animal Kingdom® Theme Park for four days)
- Three days admission into ESPN Wide World of Sports® Complex
- Transportation to all scheduled events

Quad (4 per room) # of rooms _____ \$419.00 per person x _____ people = _____

Triple (3 per room) # of rooms _____ \$445.00 per person x _____ people = _____

Double (2 per room) # of rooms _____ \$492.00 per person x _____ people = _____

Single (1 per room) # of rooms _____ \$598.00 per person x _____ people = _____

TOTAL # of ROOMS _____ TOTAL # of PEOPLE _____

(NONE OF THE ABOVE PRICES INCLUDE AIRFARE.)

All Walt Disney World® tickets are valid January 13-20, 2016

MAILING ADDRESS:

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

OR TO FED EX YOUR REGISTRATION:

6745 Lenox Center Court
Suite 300, Memphis, TN 38115

FRIENDS AND FAMILY REGISTRATION

2016 WORLD UNIVERSITY CHEERLEADING CHAMPIONSHIPS

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



Your Name _____

Your Address (No P.O. Boxes Please) _____

City, State, Zip _____

() () ()

Home Phone _____ Daytime Phone _____ Cell Phone _____

Email Address _____

College / University that you are supporting _____

TOTAL number of Adults _____ TOTAL number of Minors _____

ROOMING LIST: IMPORTANT: This form must be filled out completely in order for your registration to be accepted. Reservations will be entered according to the dates below and charged as such. List below names in full of people staying in either quad (4), triple (3), double (2), or single (1), rooms. In parenthesis, specify one of the following for each person: (P) = Participant (A) = Advisor (F) = Family/Friend **PLEASE NOTE: Rollaway beds are not available. (PLEASE PRINT OR TYPE)**

SINGLES (ONE IN EACH ROOM)

1. _____ (P/A/F) (Arrival Date) (Depart Date)

1. _____ () () ()

DOUBLES (TWO IN EACH ROOM)

1. _____ () () ()

2. _____ () () ()

1. _____ () () ()

2. _____ () () ()

TRIPLES (THREE IN EACH ROOM)

1. _____ () () ()

2. _____ () () ()

3. _____ () () ()

SINGLES (ONE IN EACH ROOM)

1. _____ (P/A/F) (Arrival Date) (Depart Date)

1. _____ () () ()

DOUBLES (TWO IN EACH ROOM)

1. _____ () () ()

2. _____ () () ()

1. _____ () () ()

2. _____ () () ()

QUADS (FOUR IN EACH ROOM)

1. _____ () () ()

2. _____ () () ()

3. _____ () () ()

4. _____ () () ()

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.

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

Disney's Magical Express



