

Grand Finale

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All Star

1. Determine which level your team should be. This link shows all USASF level guidelines and will explain what skills ARE and ARE NOT allowed at all levels (1-6). <http://www.usasf.net/safety/cheerrules/>

General

*Failure to follow any of the regulations below could result in a point deduction.

All decisions by CSA/TDA Event Directors are FINAL!

1. Teams must have **at least 5 members**. Please refer to "Divisions" in order to view the maximum, which depends on the division. Group stunts may have 4 or 5 members and should provide a spotter who is familiar with the routine for safety reasons.

2. Time Limits:

- Cheer teams - 2 minutes and 30 seconds
- Dance teams - 2 minutes and 15 seconds
- Partner/Stunt Groups - 1 minute and 30 seconds
- Individuals - 1 minute and 30 seconds

There are no minimum time requirements on any type of routine. Timing and judging of routines will begin with the first organized movement or the first note of music. Timing will end with a last note of music or the ending motion or pose is held. Introductions, spell-outs and/or organized entrances are considered part of the routine and are timed as part of the performance. All participants should walk/spirit onto the floor and immediately start their routine after placement of any props. Teams can use any combination of cheer and music. There are no requirements on this (all-star and school cheer teams).

3. Any **un-sportsmanlike conduct** while entering or exiting the floor may result in a .5 deduction.

4. **Mascots are welcome** to perform as members of their squad, but must adhere to all rules and regulations expected of team members.

5. The main performance surface will be approximately **44 feet deep by 56 feet wide**. For safety purposes, we require everyone to perform their routine on the performance surface. However, there will be no deductions for stepping off the surface.

6. All routines must be **suitable for viewing by audiences of all ages**. Vulgar or suggestive material is restricted and will result in a .5 deduction for each incident. Vulgar or suggestive material 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. Vulgarity will be determined at the discretion of the judges and/or CSA/TDA Event Directors.

7. Please bring **TWO HIGH-QUALITY** copies of your music to the CSA/TDA Event. CDs or IPODS/MP3 PLAYERS ONLY! No tapes are allowed.

8. In the event that **a routine is interrupted**, the following steps will be taken:

- Due to failure of CSA/TDA equipment: The coach will have to decide within 2 minutes if they would like to perform again. Judging will resume at the point where the music was interrupted. The team will be required to take the stage immediately for the 2nd performance.
- Due to failure of teams' music/equipment: The coach will have to decide within 2 minutes if they would like to perform again. The coach must provide a 2nd CD or MP3 player, and the team must immediately continue where they left off in the routine. Judging will resume at the point where the music was interrupted. They will not get a 3rd chance should the music cut out a 2nd time.
- Injury: If a team member is injured on stage severely enough for the music to be stopped by the coach and/or event directors, the team must continue from the point where they left off. They must immediately return to the stage to perform after the injured member has been removed from the performance area (2 minutes maximum). No extra practice time will be given, and judging will resume at the point where the routine was interrupted by the injury.
- *All final decisions will be made at the discretion of the Event Directors.

9. One (1) representative of your group/individual will be **responsible for running the music** during the competition. This person **MUST** remain at the sound area throughout the entire performance. In the event a routine is delayed due to operator error, timing of your routine will continue. No unnecessary team members, parents etc. are allowed at the music table.

10. Coaches are allowed to **sit on the stage/floor** for TINY, EXHIBITION & SPECIAL NEEDS DIVISIONS ONLY. Coaches are **not allowed** to be on the stage/performance floor for any other divisions, with the exception of spotting routines. Coaches can always stand in the designated coaches area or VIP seating area (if applicable), which is typically located directly in front of the stage. Also, no team will be allowed to place "space markers" on the stage except for Tiny, Exhibition or Special Needs teams. This could result in a deduction.

11. INCLEMENT WEATHER POLICY - VERY IMPORTANT! All CSA/TDA Events will go on **regardless of the weather conditions** – rain, sleet or snow! Please make any necessary travel arrangements so that you will not have any problems making it to the event on time. No special favors or performance times will be granted to those who arrive late for any reason (weather or otherwise). Furthermore, no refunds will be given on any CSA/TDA expenses. Please keep an eye on the local and national weather forecasts so that you are prepared for any inclement weather.

12. If you have a complaint or concern **we will listen**. Take the proper channels and you will be heard. CSA & TDA take pride in providing the most qualified and non-partisan judges possible. No matter the instance, the word of the judges will be followed.

13. It is the responsibility of the coach to **register the team in the correct division**. If there are any questions concerning this decision, please address it with the staff of CSA/TDA. Teams needing to change divisions for any reason must do so at least one week prior to the scheduled date of competition. Division changes can be made after this, however a \$50 fee must be paid in order to compete.

14. POLICIES & PAYMENTS

- Please send no more than one check per team made payable to "CSA".
- All fees must be received 1 week prior to the date of the event. If registration payment is not received by that date, an additional \$50 late fee will be charged. No team will be permitted to compete without paying the late fee.

15. If your team needs to **cancel**, please notify CSA/TDA by phone (888.383.5520) 5 days prior to the date of the event in order to receive a full refund. After that date, we will retain \$50 and refund the remainder.

16. Have fun!

SPOTTERS

ROUTINE SPOTTERS

In an effort to provide a safe performance environment, CSA/TDA is allowing programs to provide their own routine spotters. We feel that allowing programs to put trained and knowledgeable routine spotters on the floor that are familiar with the performances and areas of the performance that may need 'special attention', the overall safety of the competition environment is improved. CSA/TDA will allow teams to provide up to 4 of their own routine spotters for each of their competition performances. CSA/TDA will NOT be providing routine spotters. It will be up to the discretion of the coach how many routine spotters, if any, they choose to use. Please pay special attention to the stipulations and suggestions below:

DEFINITION OF ROUTINE SPOTTERS: Routine spotters are individuals affiliated with the performing program that are voluntarily provided by the performing program as a safety precaution for the routine. Routine spotters cannot be uniformed members of the competing team and must adhere to all "Rules for Routine Spotters."

RULES FOR ROUTINE SPOTTERS:

- Routine spotters are there to help 'catch' falls and/or mistakes, not to assist or save skills. Routine spotters may only be used for stunts, pyramids and/or basket tosses. Spotting of tumbling is prohibited and will result in a .5 deduction for each occurrence.
- Flagrant contact by a routine spotter that assists a stunt, toss or pyramid may result in a .5 deduction for each occurrence. Point deduction is at the sole discretion of CSA/TDA. The decision of the judges is FINAL.
- Routine spotters must dress differently than the team so they are not mistaken for participants.
- Routine spotters are for safety purposes only and are not to engage in excessive behavior before, during or after the performance. Doing this will result in a .1 deduction. Routine spotters should enter the stage behind their team and exit immediately ahead of their team.
- CSA/TDA encourages the use of routine spotters, however, they are not required. Use your best judgment as to whether routine spotters are needed for your routine.

SUGGESTIONS FOR ROUTINE SPOTTERS:

- Routine spotters should look presentable. Remember, the overall appearance of your team and their performance is important. Routine spotters should appear "neat and orderly" in order to minimize distraction.
- It is strongly suggested that routine spotters be at least 18 years of age.
- Routine spotters should make every attempt to be 'inconspicuous' during the routine. Remember, touching the skill WILL result in a point deduction. It is best to be present for safety reasons, but, unless there is a fall, not do anything that will appear to help or assist with the stunt.
- Routine spotters should be trained to know proper spotting technique. Routine spotters should know the routine(s), so that spotting is conducted as safely as possible.

RULE INTERPRETATION

It is the policy of CSA/TDA Events not to give specific rule interpretations over the phone. All official rule interpretations must be submitted on a DVD, full size VHS videotape or email. All videos must contain:

- A front, side and back view of the skill/section in question (do not send entire routines).
- A letter stating the question/request.
- School/Team Name and Event/Division entering.
- Coaches Name, address, phone and fax numbers and email address.

PAYMENTS, POLICIES, CANCELLATIONS

Send to:
CSA/TDA
1107 Garfield Court
Davenport, IA 52804

Please bring the rule interpretation that you receive from us with you to the event. Only official rule interpretations from the CSA/TDA office will be permissible at any event.

All official rule interpretation requests must be received at the CSA/TDA offices at least 10 days prior to the event attending. Sorry no exceptions!

POLICIES & PAYMENTS

- Please send no more than one check per team made payable to "CSA".
- All fees must be received 1 week prior to the date of the event. If registration payment is not received by that date, an additional \$50 late fee will be charged. No team will be permitted to compete without paying the late fee.

CANCELLATIONS

- If your team needs to cancel, please notify CSA/TDA by phone (888.383.5520) 5 days prior to the date of the event in order to receive a full refund. After that date, we will retain \$50 and refund the remainder.
- There will be no cancellations due to inclement weather. If the facility is open, the competition will take place. Teams unable to attend will not receive a refund.

Partner Stunt & Group

1. The Cheerleading Stunt Academy (CSA) and Team Dance Academy (TDA) reserve the right to add, combine, divide, and/or eliminate divisions as necessary at all competition events based on registrations per competition.
2. All school teams must represent their school.
3. Timing will begin on the start of the first word or beat of music and will end on the last word, beat of music motion. Entrances and exits will not be judged unless they are part of the routine.
4. Time Limit is 1:30 for Girls Four, Girls Five, and Co-ed routines and may be comprised of all music.
5. 100 percent (100%) of your team must be within the age limits. You may be asked for proof of age, please be prepared to provide proof for any CSA/TDA staff or competing team. We accept birth certificates along with the most recent report card. CSA/TDA reserve the right to randomly check for your team's proof of age and if you are found breaking this rule, YOUR TEAM WILL BE DISQUALIFIED.
6. School Teams follow the National Federation of High School (NFHS) Rules.
7. In the event a competitor gets injured during the performance and it causes an interruption, the team must either continue the presentation or maybe allowed to perform again at the discretion of the judges.
8. A 42' X 42' mat will be provided at all of our events.
9. In an effort to keep the competition running smoothly, teams will only have 30 seconds to take the mat once their name is called, and 30 seconds to clear off the floor. If a team takes longer, 10 points will be deducted from their overall score.
10. If the stereo equipment causes a problem with the playing of your music, the team may perform their routine again. HOWEVER, if it is the fault of the tape, CD or team rep., the team will need to continue with the routine to the best of their ability.
11. CSA/TDA will have cd and tape music systems available. A representative from your team must run the music. Foul taste in music, such as profanity, will result in DISQUALIFICATION.
12. Time and safety violations will be penalized. A 5-point penalty for each infraction will be assessed to any team or individual violation.
13. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition. The advisor of each squad is responsible for seeing that squad members, coaches, parents, and other persons affiliated with their team conduct themselves accordingly. Any demonstration of unsportsman like conduct will result in DISQUALIFICATION.
14. If you have a complaint or concern we will listen. Take the proper channels and you will be heard. CSA & TDA take pride in providing the most qualified and non-partisan judges possible. No matter the instance, the word of the judges will be followed.
15. It is the responsibility of the coach to register the team in the correct division. If there are any questions concerning this decision, please address it with the staff of CSA/TDA. Teams needing to change divisions for any reason must do so at least one week prior to the scheduled date of competition. Division changes can be made after this, however a \$50 fee must be paid in order to compete.
16. Have fun!

Co-ed Competition

1. The Cheerleading Stunt Academy (CSA) and Team Dance Academy (TDA) reserve the right to add, combine, divide, and/or eliminate divisions as necessary at all competition events based on registrations per competition.
2. The Co-ed competition must have one female stunter, one male stunter, and one spotter.
3. Timing will begin on the start of the first word or beat of music and will end on the last word, beat of music motion. Entrances and exits will not be judged unless they are part of the routine.
4. Time Limit is 1:15 and may be comprised of all music.
5. In the event a competitor gets injured during the performance and it causes an interruption, the team must either continue the presentation or maybe allowed to perform again at the discretion of the judges.
6. A 42' X 42' mat will be provided at all of our events.
7. In an effort to keep the competition running smoothly, teams will only have 30 seconds to take the mat once their name is called, and 30 seconds to clear off the floor. If a team takes longer, 10 points will be deducted from their overall score.
8. If the stereo equipment causes a problem with the playing of your music, the team may perform their routine again. HOWEVER, if it is the fault of the tape, CD or team rep., the team will need to continue with the routine to the best of their ability.
9. CSA/TDA will have cd and tape music systems available. A representative from your team must run the music. Foul taste in music, such as profanity, will result in DISQUALIFICATION.
10. Time and safety violations will be penalized. A 10-point penalty for each infraction will be assessed to any team or individual violation.
11. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition. The advisor of each squad is responsible for seeing that squad members, coaches, parents, and other persons affiliated with their team conduct themselves accordingly. Any demonstration of unsportsman like conduct will result in DISQUALIFICATION.
12. If you have a complaint or concern we will listen. Take the proper channels and you will be heard. CSA & TDA take pride in providing the most qualified and non-partisan judges possible. No matter the instance, the word of the judges will be followed.



Grand Finale: Scoring Criterion

100 points Total per division

Cheer Scoring Criterion

Team Cheer

- Motions: 10 pts
- Voices: 10 pts
- Jumps: 10 pts
- Tumbling execution: 5 pts
- Tumbling difficulty: 5 pts
- Stunts & Pyramids- execution: 10 pts
- Stunts & Pyramids- difficulty: 10 pts
- Dance: 10 pts
- Showmanship: 10 pts
- Transitions/ Formations/ Use of Floor: 5 pts
- Creativity: 5 pts
- Perfection of Routine: 10 pts

Non-Stunt

- Motions: 15 pts
- Jumps: 15 pts
- Dance: 15 pts
- Showmanship: 15 pts
- Transitions/Formations/ Use of Floor: 15 pts
- Creativity: 15 pts
- Perfection of Routine: 10 pts

Partner & Group Stunt

- Stunt Execution: 30 pts
- Stunt Difficulty: 30 pts
- Creativity: 10 pts
- Showmanship: 10 pts
- Transitions: 10 pts
- Perfection of routine 10 pts

Solos

- Tumbling: 10 pts
- Jump 1: 10 pts
- Jump 2: 10 pts
- Jump 3: 10 pts
- Cheer- Voice: 10 pts
- Cheer- Motion technique: 10 pts
- Dance- Timing: 10 pts
- Dance- Placement: 10 pts
- Spirit: 10 pts
- Overall perfection of performance: 10 points

Dance Scoring Criterion

Team (Jazz, Pom & Kick)!

- Technique
 - Execution: 10 pts
 - Synchronization: 10 pts
 - Placement: 10 pts
 - Sharpness of movements: 10 pts
 - Timing: 10 pts
- Choreography
 - Formations/Spacing: 10 pts
 - Creativity: 5 pts
 - Transitions: 5 pts
 - Difficulty: 5 pts
 - Complements the music: 5 pts
- Other
 - Showmanship: 10 pts
 - Appearance: 5 pts
 - Crowd Appeal: 5 pts

Solos

- Appearance (Costume): 10 pts
- Motion placement: 10 pts
- Timing: 10 pts
- Sharpness of movements: 10 pts
- Creativity: 10 pts
- Difficulty: 10 pts
- Music Selection: 10 pts
- Complements the music: 10 pts
- Showmanship: 10 pts
- Overall perfection of performance: 10 points