



Competition Guidelines & Divisions Competition Guidelines

All teams should be prepared to perform on our carpet bonded cheer foam mat floor. Please note that some locations are smaller than others therefore we cannot provide an exact dimension of the competition floor.

Nevertheless, we will provide a carpet bonded cheer foam mat at all of our events for all divisions unless stated otherwise. Mat dimension will be standard size 54x42 (9 MATS). The use of all 9 mats will be determined by the size of the location.

All props, backdrops, screens brought into the gym including any and all items necessary for the transport of these props and equipment must have adequate protection so that they do not damage the floor. Wheels must be made out of rubber or plastic, NO METAL! Footwear must be clean and free

of any dirt, rocks or other debris. Painted shoes, cleats and rosin are prohibited on all footwear.

Divisions

If you DO NOT find your division listed below, please email us to make sure your team is included in our event.

Cheer

Performance Cheer:

Routine does NOT consist of any music
Routine Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

Show Cheer Non-Mount:

Routine does NOT contain any stunting skills
Routine consist of 1 or 2 sections music and a section of cheer with words Routine
Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

Show Cheer Non-Tumbling:

Routine does NOT contain any tumbling/gymnastic skills
Routine consist of 1 or 2 sections music and a section of cheer with words Routine
Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

Show Cheer:

Routine consist of 1 or 2 sections music and 1 section of cheer with words Routine
Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

All-Star Cheer:

Routine consist of music for at least 2 minutes. Routine Time Length 2:00-2:30
MAX
See Division Guidelines for rules and regulations

All-Star Cheer Prep :

Routine consist of music for at least 2 minutes. Routine Time Length 2:00 MAX
See Division Guidelines for rules and regulations

Independent/Youth Cheer:

Routine consist of music for at least 1 minute Routine Time Length 2:00-2:30
MAX

See Division Guidelines for rules and regulations

Stunt Group:

Routine consist a series of stunts, accompanied with music Routine Time Length
1:00-2:00 MAX

See Division Guidelines for rules and regulations

Mascots (Cheer)

Routine Time Length 1:30-2:30 MAX
Routine must utilize school/team mascot uniform(s)/costume(s)

Dance / Jazz / Lyrical / Song-Pom

Routine Time Length for all divisions is 2:00-3:00 MAX

Dance:

Jazz:

Lyrical/Modern/Contemporary:

Routine is composed of various dance/ballet technical skills and is accompanied
with a slower tempo song See Safety Rules and Regulations for more detail

Song-Pom:

Routine consist the use of pompoms at least 3/4 of the routine See Safety Rules
and Regulations for more detail

Pep Flags (2 Flag and 1 Flag)

Routine Time Length 2:00-3:00 MAX

Pep Flag(s) must be utilized for 3/4 of the routine See Safety Rules and Regulations for more detail

Hip Hop / Street Dance / Break Dance / Stomp

Routine Time Length 2:00-3:00 MAX.

Drill / Military Drill

Routine Time Length 2:00-3:00 MAX

Drill Division:

Routine must utilize both dance and military styles

Military Drill:

Routine must consist of sharp drill stylized movements

Character / Novelty / Prop

Routine Time Length 2:00-3:00 MAX

Routine that portrays a theme. Props may be utilized

Co-Ed Teams

Routine consist of 3+ males/females

Please see specific division listed above for division guidelines

All Solo's, Duet's and Trio's

Routine Time Length 1:00-2:00 MAX

Please see specific division listed above for division guidelines

Routine consists of various dance technique and is accompanied with upbeat music See Safety Rules and Regulations for more detail

Routine consists of Jazz stylistic movements and is accompanied with upbeat music See Safety Rules and Regulations for more detail

Show Production:

Routine Time Length 3:00-5:00 MAX

Routine contains a theme

Props may be utilized, along with staging and costumes

Majorette Team:

Routine Time Length 2:00-3:00 MAX

Must consist both twirling and dance skills Batons must be utilized for $\frac{3}{4}$ of the routine

Parade (Auxiliary or Drill Teams)

Routine Time Length 2:00-4:00 MAX

Performers must be marching throughout the entire routine

Rally Routine

Routine Time Length 2:00-2:30 MAX

Routine consist of few formation changes

Basic costuming includes day uniforms / warm ups

Color Guard

Routine Time Length 3:00-5:00 MAX

The use of flags is required

Weapons (Rifles or Sabres) are optional

All flag poles must have a protective cap made of rubber or plastic on both ends of the pole All rifles must be padded, no bare wood can be seen, and tips must be taped

Winter Guard

Routine Time Length 3:00-5:00 MAX

The use of both flags and weapons (Rifles/Sabres) are utilized in winter guard

All flagpoles must have a protective cap made of rubber or plastic on both ends of the pole All rifles must be padded, no bare wood can be seen, and tips must be taped

Rifle Team

Routine Time Length 2:00-3:00 MAX

Routine consist the use of rifles ONLY

Rifle must be used for $\frac{3}{4}$ of the routine

All rifles must be padded, no bare wood can be seen, and tips must be taped

Sabre Team

Routine Time Length 2:00-3:00 MAX Routine consist the us of sabres ONLY

Sabre must be used for $\frac{3}{4}$ of the routine

Tall Flags

Routine Time Length 2:00-3:00 MAX

No weapons (rifles or sabers) may be used

All flagpoles must have a protective cap made of rubber or plastic on both ends of the pole

Banner/ID Teams:

Routine Time Length 2:00-3:00 MAX

Shield or emblem must be utilized for $\frac{3}{4}$ of the routine

Tap

Drumline

Performance Time Length 4:00-7:00 MAX

Competition General Information

Registration - Advisor/Coaches, registration time is 1 hour prior to your division start time. Only one (1) Advisor/Coach per team will receive a complimentary

pass into the competitions. Restrictions may apply depending on event location such as Nationals and all Theme Parks Events.

Sharp competition line-up will move from left side to right side throughout the entire day. Visit our website to view your team's current warm-up and competition times. If there are conflicts with the placement of your team's performance time, all REQUESTS must be E-MAILED no later than 12 NOON on the Wednesday before the event. NO EXCEPTIONS! Due to the high volume of requests and venue policies, most requests will not be granted.

PAYMENT - Please note that the following are the ONLY form payments accepted: Cash, School/Cashier's Check, Money Order, and or Visa/Master Card. All Personal, Business, Studio, Gym/ All-Star Checks and other forms of Credit Cards (Discover and American Express) are NOT accepted at anytime.

REFUNDS will not be given if a team defaults from their performance. Additionally, adding, canceling, or changing of divisions on the day of the event will NOT be permitted.

We ask that all payments for School Hosted Events be paid 2-weeks prior to an event. For Nationals and Theme Park Events, payments are due approximately 4-weeks prior to the event. Please visit our website for a list exact due dates and to avoid late fees.

WARM-UPS - After registration is complete, please make your way to the warm-up area immediately. There you will be able to check-in with a Sharp representative, to avoid missing your warm-up time. Each team will be given 5 minutes to warm-up. Additional warm-up time will be permitted if space & time is available. Do not leave bags unattended, for security & safety reasons. Sharp & the host site is NOT responsible for lost or stolen items at anytime.

MUSIC – All forms of media are allowed with the condition that it is able to play from an AUX cord. All teams must have an advisor, coach or an adult by the sound area for the duration of your team's time performance.

Music with profanity or offensive lyrics will be CUT off. Penalty or Disqualification may be a result, depending of the severity of the content.

AWARDS – Each performance will receive a team trophy and a packet that will include score sheets and audio critique. In the event that your team must leave

early, you may pick-up your score sheets and trophy, one (1) hour after the division closes. Please note that teams leaving early will not be qualified to receive the following awards: Master & Grand Champions, Spirit Trophies, and/or Overall Division Winners. This includes jackets and rings.

The following awards, Master & Grand Champions, and Spirit Trophies are points that are accumulated throughout the day. These points can be accumulated by team's arrival time, team's spirit, spectator attendance, competitor's special events entries, spectator participation in the spectator dance and MUCH MORE!

Overall Division Winners will be awarded to divisions with 4 or more teams in a category. Points are as follows: 1st place will receive 10 points, 2nd 8 points, 3rd 5 points, and so on. Teams that receives 1st overall will also receive an additional 20 points.

SCORING

Each team will be evaluated by three (3) judges. Two (2) judges compose the total/average of your team's performance. These scores include a score for Choreography, Execution, Showmanship and Overall. The 3rd judge is the penalty judge; he/she will document any and all penalties during the performance. See below for the tabulation process. Teams may request a review of their performance, however, teams may acquire additional penalties after review has been completed.

*Example:
Team ABC*

Judge #1 – 81.5 Judge #2 – 79.25

Average Score of JUDGE 1&2 – 80.375 (81.5+79.25=160.75/200=80.375) Judge #3 – (1.5) Less

Total Score – 78.875 (80.375-1.5=78.875)

****ANY and ALL TIES will be broken by the points of the team's Choreography and/or Execution points****

General Information

Doors will open approximately 1 hour prior to the competition start time. ALL seats are on a first-come, first-serve basis. Please remain seated while competitors are performing. For all outside venues, we encourage you to bring your own seating and blankets for your own comfort.

Photography & Videotaping

Photography is permitted. Flash photography and the use of tripods are NOT permitted.

You may film your own team only.

Please do not film other teams that are not affiliated with your group.

SOUVENIRS

Make sure to visit the Smoke House Pro Shop for the latest cheer, dance, and everyday WEAR! We aim to provide a wide variety of merchandise.

You may also purchase a souvenir trophy at our Registration Booth! Price varies by size and sells out quickly! Be sure to purchase your trophy early!