2017 CheerExpo Competition Guidelines

CheerExpo Score Check

Coaches will have an opportunity to review their score sheets to confirm legality and difficulty range placement on both days of the event. Please have the **head coach** of the team (someone who knows the routine inside and out) report to the Challenge Booth (behind to the judging stand) **20 minutes after the team's compete time**. You will have a scheduled time with a review judge. Here is where you will confirm that the difficulty ranges are correct, discuss any legality infractions assessed and correct any mistakes*. Each team has been allotted 4 minutes. NEW: Due to limited space in the review area ONLY 1 COACH PER TEAM IS PERMITTED IN THE REVIEW AREA.

GUIDELINES:

- Scores in technique/execution, choreography/creativity/overall appeal and point deduction will not be addressed at this time.
- *"Mistake" does not mean difference of opinion. Mistake means a tally error, a major deduction for something that did not happen, you got a zero in jumps even though you did a full team triple jump, or you are in the incorrect range, etc.
- Coaches will not be permitted to view the score sheets of other teams or challenge the scores of other teams.
- CheerExpo reserves the right to re-score the entire routine, using all score sheets, including deductions. ***This may result in a lower overall score.*** In such a case, on Day 1, the final score may not be available until the morning of day 2 as the judging panel may not be available to re-score your routine until the end of the day.
- CheerExpo retains the authority to make a decision on any issue, protest, penalty or rule that is in question or deemed unclear.
- Coaches will **not** be called over the PA system. This is an optional service. If a coach does not present themselves after 24 minutes the sheets will be passed to the tally judges as is.
- On Day 2, you will present earlier and have less time with the review judge (3 minutes). Your scheduled time will be listed on the full CheerExpo schedule.

Any changes required will be made to all copies of the sheet. The bottom copy of the sheet will be given to the coach. The rest will then be passed to the tally judge to verify the math and enter the scores. PLEASE NOTE: Math corrections (Math corrections ONLY) may be made after the coach takes their copy. The remaining NCR sheets will be given to the judge for day two scoring so they can see any adjustments made and will then be kept of file by CheerExpo for 2 months.

Full tally sheets with all teams' scores will be made available when all teams in your division have finished this process and scores have been put into the system (approximately 1 hour after the last team in your division). It will be posted at the INFO booth. The full tally sheets will be emailed to the coach contact on file and posted online within 72 hours of the close of the event.

Legality Deductions

All legality infractions will receive a penalty regardless of the day of the event. Legality judges are permitted to give deductions on Day 2 to teams for skills that they missed on Day 1. Reasoning: If they noticed it on Day 1 you would have received a deduction on Day 1 and (most likely) changed it for Day 2. You would receive the same number of points deducted either way.

Competing Twice in One Day

All requests for competing twice in one day must be approved in advance. Not wanting to spend two nights in hotel is not a valid reasoning. **NEW: To make things more fair, teams electing to compete twice in one day prior to the event will be charged a $2500 fee; $3000 for Worlds Teams.**

For judging consistency purposes, teams electing to compete twice in one day will compete in the same block as their competitors. Depending on the number of teams in the division, this may result in the team not having a second practice time and/or not having the opportunity to review scores prior to the second run. In such a case, CheerExpo will do their best to notify the coach of any legality deductions prior to their second run (with the exception of obvious performance error/unintentional infractions).

Routine Change Form - On the last page…Print it off and bring a copy with you...just in case ☺
We want to make sure that you get credit for difficulty changes (if any) you make for day two. On day one, judges are very focused on getting your difficulty score correct. On day two, it is assumed that your routine is the same. Judges are instructed to confirm difficulty on day two and changes will be made based on execution of skills (i.e. if you need 3 extensions for majority but only 2 get up, etc). If you are adding difficulty for day two it is highly suggested to use the Routine Change Form on the last page so we can make the panel aware that you've made a change and they will specifically be looking for it. If it is something they have specifically suggested you to add/change (on the score sheet on day one), you do not need to fill out a change form. (Last page of this document).

Formal Entrance or Exit to/from Cheer Floor: 2 Point Deduction
The head judge will have the ultimate decision on whether or not this deduction will be given.

Explanation: All participants (including teams, individuals, groups, etc) must enter and exit the performance area in a timely fashion. Long formal entrances (once the team has been called) or exits involving jumps, tumbling, stunting, or organized motions, marching patterns, cheers or spell-outs which delay the competition are prohibited and will result in a 2 point deduction from the final score. All competitors should spirit onto the floor as quickly as possible and immediately set to begin their performance. Placement of props (if applicable) should take place immediately after the previous performance. Cheering before the team name is called is permitted. If the crowd or another team starts a cheer after the team has been called to the floor, do not deduct the team that is performing unless they are cheering with them and keeping it going to the point where it may cause a delay in the event schedule. Participants should also spirit off of the floor in a timely fashion. Coaches: please also note USASF guidelines for timing of routine. Choreographed entrances will be added to your routine time and may result in a time limit infraction in addition to this deduction.

Failing to Take the Floor
Failing to take the floor when called by the announcer will result in a score of zero for the performance. The team will be skipped in rotation and will not be permitted to take the floor.

Final Score Calculations
Day 1 performance will be worth 40% of the final score. Day 2 will be worth 60% of the final score. This is to account for the fact that most legality deductions occur on Day 1 and will allow those teams to make corrections and possibly still be competitive at the event. The actual legality infractions will be averaged as 50% for each day (rather than 40/60) to prevent teams from getting a "higher" deduction on day 2 than a team performing the same legality infraction on Day 1.

Max Out Champion
The team who most maxes out their chosen level. This award may be awarded to any level team (levels 1 – 6) of any age group or composition (small, large, all girl, co-ed, etc). This is in part determined by the difficulty scores from all skill related categories. Using this information, the judges are polled on day one and flagged teams are reviewed on day two. Because this is based purely on the difficulty of skills that are completed (dance, choreography, transitions, small bobbles, etc. are NOT included), the winning team may not be a first place team in their division. The purpose of this award is to reward programs who select the most appropriate level for their team as a whole and who delve into the rules to pack in as much "at level" high difficulty skills possible. They must be successful - skills attempted but not completed are not counted. Note: Illegal skills are not counted towards difficulty. Exhibition teams do not qualify. Any division that is not a full level (i.e. 4.2, 2.0, Level 5 Restricted, etc) do not qualify.

Grand Champion Calculation
The grand champion will be the highest score in the NS School Divisions.

Level Champion
The team with the highest score per level. The winning team may be any age category or any composition (i.e. all girl, co-ed, large, small, etc). Level 5 Restricted, Level 4.2, 5.2 or any other combination of two different levels will not be included.

Sickness or Injury before Warm-up Rotation
CheerExpo staff may help facilitate switching warm-up times with other willing teams, but cannot guarantee an alternate time. If a team fails to perform at their designated time, they will receive 0 for their score. In the spirit of sportsmanship, CheerExpo will endeavour to make the fairest possible decisions for all parties, but time limitations and other factors may limit the ability to make scheduling concessions.

Injury during Warm-up Rotation
Teams who incur a severe injury during their designated warm-up time may be immediately moved to the end of their division (or another time) to allow the team time to alter the routine. Whenever possible, CheerExpo staff will try to accommodate extra mat time to warm up the altered skills.

Code of Conduct Violations
Teams/coaches/athletes or affiliates of a team acting in an unsportsmanlike manner may be subject to a deduction of half their total score and/or disqualified. Examples of Code of Conduct Violations include (but not limited to): failure to possess insurance, recruiting, belligerent, unruly, uncooperative or aggressive behaviour towards fellow competitors, fans or **event staff**.

Routine Change Form is Below

CheerExpo Routine Change Form

Team Name: _____ Team Number: _____

Division: _____ Panel #: _____

Sunday Compete Time: _____

Submitted by (your name): _____

Signature: _____

In the boxes below, please indicate which elements you have changed based on which score sheet will be affected by the change (i.e. Stunts, Pyramids / Jumps & Tumbling / Tosses and Choreography / Legalities & Deductions) so we can get it to the correct people. You can check more than one box if you need to. This must be submitted at least 1 hour prior to your second performance. Please indicate as clearly as possible what you have changed (i.e. added another stunt group in heel stretch double downs; took out toe touches, added a layout, etc). Please be as specific as possible. Use 2 sheets if you need to and/or use drawings.

Bring this form to the Info Booth **at least 1 hour prior to your teams' Sunday performance.** If you are having trouble speaking with someone there you can bring it to the Challenge area.

Change #1: ☐ S&P ☐ J&T ☐ T&C ☐ L&D

Change #2: ☐ S&P ☐ J&T ☐ T&C ☐ L&D

Change #3: ☐ S&P ☐ J&T ☐ T&C ☐ L&D