

2021 CheerExpo Competition Guidelines

CheerExpo Score Check

The coach will be presented with their deductions and legalities after the scoring of the routine(s) and given the opportunity to discuss any legality infractions or deductions with a review judge. Coaches will not be permitted to view the score sheets of other teams or challenge the scores of other teams.

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.

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, we 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. Choreographed entrances may 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.

Max Out Champion (Allstar/Club)

The All Star team who most maxes out their chosen level. This award may be awarded to any level team (levels 1 – 7) of any age group or composition (small, large, all girl, co-ed, etc). This is in part determined by the difficulty from all skill related categories. The winning team may or 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, 3.0, etc) do not qualify.

Grand Champion Calculation

The grand champion will be the highest score in the School Divisions and highest scoring University/Collegiate team.

Judges Choice Level Champion

The judges will compare the 1st place teams of each division within the level to determine who they feel is the strongest team for the level. The winning team may be any age category or any composition (i.e. all girl, co-ed, large, small, etc). Level 2.0, 3.0, 6.0 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.