



2024-2025 COLLEGE CLASSIC RULES AND REGULATIONS

Thank you for your interest in the College Classic. This set of rules and regulations will assist you in preparation for your 2024-2025 competition season. The rules and regulations will apply to all College teams and mascots. Please read thoroughly. Rules and Regulations are subject to change. For any questions or concerns, contact The College Classic at info@thecollegeclassic.com. **Substantive changes to the rules and regulations from the 2023-2024 season are printed in red.** We look forward to seeing you at one or more of our competitions this year!

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SECTION I: GENERAL RULES

HOW TO HANDLE PROCEDURAL QUESTIONS

1. **RULES & PROCEDURES** – The coach or advisor of a competing team or mascot should contact us regarding any questions or concerns pertaining to the rules and regulations.
2. **PERFORMANCE** – Should there be questions regarding the team's or mascot's performance, the coach or advisor of the team or mascot should contact us to discuss any concerns.

DISQUALIFICATION

Teams that do not abide by the Rules and Regulations are subject to disqualification from the event. A disqualified team or mascot will automatically forfeit its rights to any prizes or awards presented at the event.

We reserve the right to disallow any team, mascot, coach, dancer, cheerleader, spectator or other person from attending any of our or our affiliates' competitions, for any reason, in our sole and final discretion.

GENERAL SAFETY GUIDELINES

1. Teams and mascots should have an emergency plan in the event of an injury.
2. Coaches have the responsibility of recognizing the abilities of their performer(s), and should make sure the presented routine does not exceed that person's/team's capabilities or include elements that create a safety risk for their team or mascot regardless of whether the element is not specifically listed as a safety risk in the routine guidelines below.
3. Technical skills should not be executed without an advisor/coach present. Performers should always practice in an area suitable for their safety. Performers should not perform technical skills on:
 1. Concrete, asphalt, or any other hard or uncovered surface
 2. Wet surfaces
 3. Uneven surfaces
 4. Surfaces with obstructions
4. Appropriate warm-up and stretching should be implemented by the performer(s) both before and after a performance.
5. All College Classic events will be run in accordance with applicable laws and regulations regarding health and safety, and coaches, teams and spectators will be expected to fully comply with such laws and regulations, as well as any more restrictive health and safety rules put in place for such events from time to time.
6. Additional safety guidelines applicable to dance and cheer teams can be found in SECTIONS III and IV.

SECTION II: JUDGING

JUDGING PROTOCOL

Dance Team Union appoints judges based upon a host of factors, including their relevant experience and feedback received throughout the year judging at our regional competitions. The appointed judges will be evaluating each performance based upon a scoring system as specified in the applicable score sheet. The total score from each judge will be combined with scores from the other judges and averaged, generating the team's or mascot's overall score.

EVALUATION PROCESS

Each judge will evaluate performances using an individual score sheet designated to the performing team or mascot. The judge will be responsible for providing a thorough evaluation and sufficient feedback for each competing team or mascot. Score sheets will be released to each individual team or mascot after each competition or competition round, and detailed score rankings will be available for teams and mascots to review after the competition.

ACKNOWLEDGMENT OF JUDGING AND EVALUATION POLICIES

Each judge will be evaluated after the College Classic based upon, among other things, input from competing teams and mascots. Each judge's responsibility is to make fair decisions based solely upon the score sheet, using his/her knowledge of dance/cheer/mascot (as applicable) and training as a professional judge. Each participating team and mascot acknowledges that the decisions of the judges are final. However, because the integrity, transparency and professionalism of our judging process is key to our competition philosophy, we encourage each team to bring any judging issues to our attention either through our formal post-competition evaluation process or by other means. Just as our judges' frank evaluation of your routines will help your team or mascot to improve, your frank evaluation of our judges and judging process will help us and our judges to improve as well.

SECTION III: DANCE TEAMS

Part 1: Entry Guidelines and Awards

ENTRY GUIDELINES

1. College/university teams may compete in the following styles: Pom, Jazz, Hip Hop and Team Performance. At any event, we may choose to combine categories or add additional categories in order to increase competitiveness or for any other reason at its discretion. **Teams may not enter the same routine in more than one style at the same competition.**
2. At The College Classic national competition, we will have Spirit Showdown divisions. Regional or Virtual Competitions may have Spirit Showdown divisions at our discretion. If we do not have a Spirit Showdown division at a Regional or Virtual Competition, then college/university teams at that event may compete their Spirit Showdown routine in the Open division.
3. **The same program at the same college or university may not enter multiple routines in the same division of the same style (e.g., two teams from the same program entered in Division II Jazz)** when all of the dancers in both routines are the same. If a **program** wishes to enter multiple routines in the same division **of the same style** and all dancers are not the same in each routine, then the **program** must designate different team names (e.g. Alaska State University Blue Team and Alaska State University Gold Team), and the following shall apply:
 - a. If there are one or more overlapping dancers in the routines, then only the highest scoring routine will advance to finals and receive a placement in the final awards.
 - b. If there are no overlapping dancers in the routines, then all routines are eligible to advance to finals and receive a placement in the final awards.

If there are multiple programs from the same college or university competing in a division (for example, an official athletic team and a club team), the limitations above will apply to each program separately.

4. The following team size guidelines will apply:
 - a. Team size will be determined as of the registration date.
 - b. At least 5 dancers must be registered to perform in each team routine. A team will still be allowed to compete if they drop to fewer than five dancers at performance time but at least five dancers must be registered and paid for in order for the routine to compete.
 - c. Teams may use a different number of dancers in each routine subject to the minimums above required to be registered.

ELIGIBLE TEAMS

1. REGIONAL COMPETITIONS AND COLLEGE CLASSIC: College teams may compete at all Dance Team Union regional competitions, in addition to The College Classic.
2. ADDITIONAL INFORMATION
 - a. Each team must be an official dance team at the team's college/university either under athletics or as a club sport or fine arts program. Regardless of the character of the team's designation at the university (athletics, club sport, fine arts), the team will be grouped for competition with other teams in accordance with the Competition Divisions section below. **Multiple teams from the same college/university may compete in the same event and in the same division as each other, as long as they are both recognized as official dance teams at such college/university.**
 - b. Teams from outside the United States may compete in regional or virtual competitions or the College Classic in the division at or above the division they would compete if their team was from the United States **(as determined by The College Classic based on available data, in The College Classic's sole discretion).**
 - c. An All-Star team for which all performing dancers are from the same school (or from the same cooperative school or group of schools if not disallowed by their state) may choose to compete in a school division for any category it enters.

ELIGIBLE INDIVIDUALS

Any performer who is eligible to be a member of their team based on their college's or university's eligibility rules may perform at The College Classic or any Dance Team Union regional or virtual championship. We reserve the right to require documentation at any time in order to confirm, in our sole discretion, whether an individual is eligible to compete.

COMPETITION DIVISIONS

Teams may be grouped within each style into divisions based upon their NCAA, NAIA or similar sporting affiliation or division (provided, however, that all teams from NCAA Division I FBS schools participating in the Big Ten, Big 12, ACC, SEC and Pac 12 for the 2023-24 football season will be considered Division 1A and all other Division I schools will be considered Division I). A team will not be considered to be within a division until its athletics programs are eligible to win national championships in that division (i.e., if a school moves from NCAA Division II to Division I, it will remain in Division II for our purposes during any waiting period for championship eligibility). Any split between divisions will be determined by us based upon the number of entries received for each competition. At any event, we may choose to combine categories (such as jazz and lyrical or Divisions 1 and 2) or add additional categories in order to increase competitiveness or for any other reason in its discretion. Any team may elect to "compete up" – that is, compete in a division for teams of larger school sizes in accordance with the above guidelines. Teams may not elect to "compete down" with teams of smaller school sizes.

NO SINGLE TEAM DIVISIONS

At The College Classic, we will combine any division that contains only one team into any other division at our discretion. Single Division 1A teams will be combined first with Division I (if Division I has one or more teams) then with Division II, III, Open, NAIA or Community College in that order, while all other single team divisions will be combined into the next highest division with one or more teams (example: Open Team Performance has 6 teams entered, Division III Team Performance has 1 team entered in Team Performance, Division II has 0 teams and Division I has 12 teams. The Division III team will compete in Division I). This may result in divisions that include multiple school sizes in a single style (e.g. Division 1/1A Team Performance) or multiple styles in one or more divisions competing in an Open division. No single team divisions will be permitted at The College Classic **unless The College Classic determines in its sole discretion that there is a division that cannot reasonably be combined with any other division.**

REGIONALS AWARDS

1. Trophies will be awarded to at least the top 50% of teams in each division for each style.
2. Additional specialty awards may be awarded at our discretion.

COLLEGE CLASSIC AWARDS

1. At least 50% of teams that compete in the preliminary round will ultimately advance to finals. No semifinal or Second Chance Round will be held.
2. Finalists in categories with **6** or more finalists will compete figure skating-style (in sub-groupings with lowest scores competing first, based upon their scores from the previous round, but within each sub-grouping, teams will draw for random order). Finalists in categories with **5** or fewer finalists will compete in reverse order of their preliminary scores.
3. All finalists will receive trophies. In addition, all College Classic champions will receive banners, jackets or fleeces, and rings. In recognition of the tremendous success of each champion, no Grand Champion award(s) will be given at The College Classic.

THE DANCE BATTLE ROUND AT THE COLLEGE CLASSIC

The College Classic will hold a Dance Battle Round at the National Championship. The primary purpose of the Battle Round is to promote a fun, supportive environment for selected teams in various styles of dance to showcase their routines for each other and the viewing audience. The College Classic will conduct the Battle Round in accordance with the following guidelines:

1. Within the Dance Battle Round:
 - a. Individual Dance Battles will be divided by dance style.
 - b. The total number of Dance Battles and groupings of styles will be announced by The College Classic prior to the National Championship.

2. No scoring or critiques will be done by judges in the Battle Round. Judges will view all routines in each Battle, collaborate and announce a Battle champion shortly after the conclusion of the applicable Battle. Each dance judge will be asked to vote for a winner based on overall performance quality, showmanship, and best representation of the style(s) presented. Battle champions will receive a Battle Cup (and bragging rights until next year's National Championship!).
3. In the interest of allowing teams to see and cheer on all other participating teams, **no dance team may perform more than once in the Dance Battle Round.**
4. The College Classic may invite teams to participate in a Battle Round beginning after the conclusion of all preliminary routines for teams eligible for that Battle Round, and invitations may continue to be issued throughout finals for that group of teams. For example, if preliminaries for all Jazz divisions eligible for the Jazz Battle conclude Saturday at 5:00 pm, and the Dance Battle Round is scheduled to begin Sunday at 7:00 pm, then The College Classic may issue Jazz Battle invitations at any time between those times, based on either preliminary or finals performance, in The College Classic's sole discretion.
5. Preliminary round scores and finals performance quality will be a factor in determining Battle Round invitees; however, these will not be the only determining factors. The College Classic may also consider factors such as entertainment value, showmanship, creativity, appropriateness for a "battle" atmosphere, and/or judge recommendations in issuing invitations. No team is guaranteed to participate in the Battle Round by virtue of having the highest score in preliminaries, and a team with a lower score may be invited to the Battle Round if it meets one or more criteria set forth above.
6. A schedule for each Battle within the Dance Battle Round will be published in advance of the National Championship with start times for each Battle category; however, a specific performance time for each participating team will not be published in advance.
7. **Battle Round invitations and results are completely independent of the official results of The College Classic National Championship.** Battle Round results are based solely on the team's performance in the Battle Round, in accordance with the Battle judging criteria set forth above. National Champion results are based solely on the team's performance in Finals for its style and division, in accordance with the score sheet for such division.

Part 2: Dance Routine Guidelines

GENERAL SAFETY

The coach of a team is responsible for monitoring the safety of each element of a dance and determining that it is safe to perform. The character of the skills being performed, as well as the skill level of the dancers performing those skills, should be considered by the coach in making this determination. All of the skills listed below as well as any other movement should be evaluated for safety by the advisor/coach prior to competition.

TECHNICAL CONSULTANT

At The College Classic, a technical consultant will be available during practice and official warm-ups to assist coaches with any questions or issues they have regarding the safety of their routines. During the season, teams may request the assistance of a technical consultant. If a coach/advisor is unsure of the safety of a skill, he or she can submit a video of the activity in question to info@danceteamunion.com. If a team has received approval for a track from another competition, they may rely on that approval for safety consideration purposes.

TUMBLING AND TRICKS

1. Front/back aerials and aerial cartwheels, as well as movements where all weight is borne on the dancer's hands and/or head, such as headsprings, should not be executed with poms in both hands that are not hands-free poms.
2. Drops directly to the knee, thigh, back, front, head, shoulder, head, neck or seat onto the performing surface are generally considered to be unsafe. In order to address the safety issue, the dancer should first bear weight on the hand(s) or foot/feet.
3. 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 generally not considered to be safe.
4. Dancers should not land directly on the head/neck at any time from an airborne skill. Any kip up motion should also initiate from the back/shoulder area touching the ground.

LIFTS AND PARTNERING

1. The Executing Dancer should be supported from a Supporting Dancer who is in direct contact with the floor throughout the entire skill. (Exception: Kick Line Leaps).
2. Hip over-head rotation of the Executing Dancer(s) is generally not considered to be a safety issue, as long as the Executing Dancer is returned to the performance floor on his/her feet or hands with support from the Supporting Dancer(s).
3. Simultaneous over or under another dancer that includes hip-over-head rotation by both dancers is generally not considered to be safe.

4. Drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are generally considered to be unsafe. In order to address the safety issue, the dancer should first bear weight on the hand(s) or foot/feet.

RELEASE MOVES

1. It is generally not considered to be unsafe for an Executing Dancer to jump, leap, step, or push off a Supporting Dancer, and a Supporting Dancer may generally release/toss an Executing Dancer without creating a safety issue.
2. "Basket tosses" are not considered to be safe for dance teams. However, a dancer may be safely released and caught in a dance lift with his/her head above his/her feet.

COMPETITION ROUTINE GUIDELINES

1. Teams may make substitutions in the event of injury. Substitute participants must be listed on the team's participant roster in the team's registration form.
2. Any equipment or items that may damage the performance floor are prohibited. Floor markers (including, without limitation, tape, rope, or cones) are not permitted at The College Classic but are permitted at Regional Competitions so long as there is nothing affixed to the actual performance floor (e.g., taping the floor for the purpose of marking is prohibited) and so long as use of floor markers by a team does not delay the competition beyond the published scheduled performance time(s) for the team.
3. There is no minimum or maximum time limit for any routine; however, a team must notify us upon registering and no later than two weeks before the competition if any routine is longer than 2 minutes 30 seconds, for scheduling purposes.
4. A responsible adult must be present to assist in the start and finish of the routine music. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC TO THE REGISTRATION SOFTWARE BY ONE WEEK PRIOR TO COMPETITION.**

JEWELRY

Jewelry will be allowed for dance team members, so long as it is not considered hazardous to the safety of the performers. We reserve the right to require a team to remove any jewelry it deems hazardous at any point during the competition.

PROPS

Props are permitted in any dance category as long as they are wearable, handheld, or freestanding and can be taken off or released safely (as determined by The College Classic). No dry ice, confetti, glass, canned smoke, water or other liquid, flammable material or other similar loose material that may obstruct the judges' view or affect the condition of the performance floor may be used. Backdrops are not permitted - any props must be able to be used/moved by a single dancer. Poms may be used only in the Pom, Team Performance and Spirit Showdown

categories. No prop may be tossed off the performance floor or used in any way that risks damage to any persons or property in the vicinity of the performance floor (including, without limitation, the ceiling, a performance backdrop or any lighting on the front of the floor). For any questions or concerns regarding prop choice, please send a photo of the prop to us prior to the competition.

AUDIENCE INVOLVEMENT

Crowd appeal is an important element of any dance team performance; however, teams will be judged based only on performance elements taking place on the competition floor. Involvement of non-regular members of a dance team ("Other Participants") in the performance of the routine is allowed in the Spirit Showdown divisions only, subject to the following restrictions:

1. Only registered and paid individuals may be on the official performance floor
2. Any Other Participants must be located in the Fan Zone and stay in the Fan Zone for the entire performance
3. The involvement of Other Participants is subject to all of the rules and regulations set forth herein for competing dancers, including the safety guidelines.

SECTION IV: CHEER TEAMS

Part 1: Entry Guidelines and Awards

ENTRY GUIDELINES

College/university teams may compete in Co-Ed or All-Girl categories, as well as the Partner/Group Stunt category. Any mascot that is part of a college/university's official spirit program may compete in the Mascot category. A college or university may enter one routine in each team routine style (maximum of 2 routines total), and an unlimited number of Partner/Group Stunt or Mascot routines. If a college/university wishes to enter multiple team routines in a single team category, they must designate different teams (e.g. Lincoln University Gold Team and Lincoln University Silver Team) and only the top scoring team will be eligible to receive a final awards placement. The following team size guidelines will apply:

- a. Team size will be determined as of the registration date.
- b. At least 5 performers must be registered to perform in each team routine. A team will still be allowed to compete if they drop to fewer than five performers at performance time but at least five performers must be registered and paid for in order for the routine to compete.
- c. Teams may use a different number of performers in each routine subject to the minimums above required to be registered.
- d. Two (2) performers must compete in each Partner Stunt routine. Partners may be of the same gender or different genders. Three (3) or four (4) performers must compete in each Group Stunt routine.
- e. Any Co-Ed cheer team with 1-4 male cheerleaders will compete in the Small Co-Ed division; all other Co-Ed teams will compete in the Large Co-Ed division.
- f. Only one (1) mascot may perform in any routine in the Mascot division; however, there is no limit on the number of individual mascots who can enter the Mascot division from the same college/university. Every performer must be an official mascot that is considered as such within the college/university's official spirit program.

ELIGIBLE TEAMS

College/university cheer teams and mascots may not compete at Dance Team Union regional competitions, but are encouraged to compete at The College Classic and the College Virtual Championship. Each team must be an official cheer team at the team's college/university either under athletics or as a club sport or fine arts program. Regardless of the character of the team's designation at the university (athletics, club sport, fine arts), the team will be grouped for competition with other teams in accordance with the Competition Divisions section below. Teams from outside the United States may compete in The College Classic in the division at or above the division they would compete if their team was from the United States.

ELIGIBLE INDIVIDUALS

Any performer who is eligible to be a member of their team or perform as a mascot based on their college's or university's eligibility rules may perform at The College Classic. We reserve the right to require documentation at any time in order to confirm, in our sole discretion, whether an individual is eligible to compete.

COMPETITION DIVISIONS

Teams may be grouped within each style into divisions based upon their college or university football classification (provided, however, that all teams from Division 1A football schools outside the Big Ten, Big 12, ACC, SEC and Pac 12 will be considered Division 1). The split between divisions will be determined by us based upon entries received for each competition. At any event, we may choose to combine categories or divisions or add additional categories or divisions in order to increase competitiveness or for any other reason at its discretion.

NO SINGLE TEAM DIVISIONS

At The College Classic, we may combine any cheer division that contains only one team into any other division at our discretion. Single Division 1A teams may be combined down, while all other single team divisions may be combined up into the next largest division within one or more teams. This may result in divisions that include multiple school sizes in a single style (e.g. Division 1/1A Co-Ed Cheer) or multiple styles in one or more divisions competing in an Open Cheer division. No single team divisions will be permitted at The College Classic.

COLLEGE CLASSIC AWARDS

At least 50% of teams that compete in the preliminary round will ultimately advance to finals. No semifinal or Second Chance Round will be held. Finalists in categories with **six** or more finalists will compete figure skating-style (in sub-groupings with lowest scores competing first, based upon their scores from the previous round, but within each sub-grouping, teams will draw for random order). Finalists in categories with **five** or fewer finalists will compete in reverse order of their preliminary scores. All finalists will receive trophies. In addition, all The College Classic champions will receive banners, jackets or fleeces, and rings. In recognition of the tremendous success of each champion, no Grand Champion award(s) will be given at The College Classic.

THE CHEER BATTLE ROUND AT THE COLLEGE CLASSIC

The College Classic will hold a Cheer Battle Round at the National Championship. The primary purpose of the Battle Round is to promote a fun, supportive environment to showcase selected athletes' skills and routines for each other and the viewing audience. The College Classic will conduct the Battle Round in accordance with the following guidelines:

1. Within the Cheer Battle Round, there will be two Individual Cheer Battles:
 - a. Pyramid Battle, for cheer teams selected by The College Classic for the Battle, and

- b. Tumble Rumble, where any team may select one (1) cheerleader to participate. The College Classic may allow more than 1 cheerleader to represent a team at its sole discretion.

More details will be provided by The College Classic leading up to the event.

2. No scoring or critiques will be done by judges in the Battle Round. Judges will view all performances in each Battle, collaborate and announce a Battle champion shortly after the conclusion of the applicable Battle. Each judge will be asked to vote for a winner based on overall technical quality, crowd appeal, difficulty and creativity. Battle champions will receive a Battle Cup (and bragging rights until next year's National Championship!).
3. The College Classic may invite teams to participate in the Pyramid Battle beginning after the conclusion of all preliminary routines for teams eligible for that Battle Round, and invitations may continue to be issued throughout finals for that group of teams. For example, if preliminaries for all divisions eligible for the Cheer Battle conclude Saturday at 5:00 pm, and the Cheer Battle is scheduled to begin Sunday at 7:00 pm, then The College Classic may issue Cheer Battle invitations at any time between those times, based on either preliminary or finals performance, in The College Classic's sole discretion.
4. Preliminary round scores and finals performance quality will be a factor in determining Battle Round invitees; however, these will not be the only determining factors. The College Classic may also consider factors such as entertainment value, showmanship, creativity, appropriateness for a "battle" atmosphere, and/or judge recommendations in issuing invitations. No team is guaranteed to participate in the Battle Round by virtue of having the highest score in preliminaries, and a team with a lower score may be invited to the Battle Round if it meets one or more criteria set forth above.
5. A schedule for each Battle within the applicable Battle Round will be published in advance of the National Championship with start times for each Battle category; however, a specific performance time for each participating team will not be published in advance.
6. **Battle Round invitations and results are completely independent of the official results of The College Classic National Championship.** Battle Round results are based solely on performance in the Battle Round, in accordance with the Battle judging criteria set forth above. National Champion results are based solely on performance in Finals for that style and division, in accordance with the score sheet for such division.

Part 2: Cheer Routine Rules and Guidelines

GENERAL SAFETY

The coach of a team is responsible for monitoring the safety of each element of a cheer or mascot routine and determining that it is safe to perform. The character of the skills being performed, as well as the skill level of the athletes performing those skills, should be considered by the coach in making this determination. All of the skills listed below as well as any other movement should be evaluated for safety by the advisor/coach prior to competition.

SAFETY GUIDELINES

All teams and partners competing in any cheer division(s) at The College Classic should adhere to USASF safety rules and regulations in effect as of the competition date. Visit www.usasf.net for more information.

COMPETITION ROUTINE GUIDELINES

1. Teams may make substitutions in the event of injury. Substitute participants must be listed on the team's participant roster in the team's registration form.
2. Any equipment or items that may damage the performance floor are prohibited.
3. There is no minimum time limit for any routine. The maximum time limit is 2:30. Routines will be evaluated upon the first sound in the music or the first physical movement. The final note or physical movement will be considered the end of the performance. Routines will be given a maximum grace period of five seconds above the 2:30 time limit to account for minor differences in music equipment timing or performance errors.
4. A responsible adult must be present to assist in the start and finish of the routine music. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC TO THE REGISTRATION SOFTWARE BY ONE WEEK PRIOR TO COMPETITION.**

JEWELRY

Jewelry will not be allowed for cheer team members. We reserve the right to require a team member to remove any jewelry we deem hazardous at any point during the competition.

PROPS

Props are permitted in any category as long as they are wearable, handheld, or freestanding and can be taken off or released safely (as determined by DTU or The College Classic). No dry ice, confetti, glass, canned smoke, water or other liquid, **flammable material** or other similar loose material that may obstruct the judges' view or affect the condition of the performance floor may be used. Backdrops are not permitted - any props must be able to be used/moved by a single athlete. **No prop may be tossed off the performance floor or used in any way that risks damage to any persons or property in the vicinity of the performance floor (including, without limitation, the ceiling, a performance backdrop or any lighting on the front of the floor).** For any questions



or concerns regarding prop choice, please send a photo of the prop to us prior to the competition.

AUDIENCE INVOLVEMENT

Crowd appeal is an important element of any cheer or mascot performance; however, teams will be judged based only on performance elements taking place on the competition floor. Involvement of non-regular members of a team ("Other Participants") in the performance of the routine is allowed in the Spirit Showdown divisions only, subject to the following restrictions:

1. Only registered and paid individuals may be on the official performance floor
2. Any Other Participants must be located in the Fan Zone and stay in the Fan Zone for the entire performance
3. The involvement of Other Participants is subject to all of the rules and regulations set forth herein for competing performers, including the safety guidelines.

SECTION V: PROTOCOL IN UNFORESEEN CIRCUMSTANCES

1. In the event of an unforeseen interruption of performance (i.e. production equipment malfunction that directly affects the team's or mascot's performance, music malfunction, or other potential factors), the team or mascot will be presented the option to perform again.
2. Should the affected team or mascot choose to perform again, the initial performance scores will be replaced with an entirely new score from the judges based only upon the second performance.
3. Should a team's or mascot's routine be interrupted due to an unforeseen malfunction of the team's or mascot's performance equipment, the team or mascot will not be presented the option to perform again within the performance round.
4. In the event of injury, a team's or mascot's performance may be stopped by the officials, the coach or advisor of the performer(s), or the injured individual.
5. At our discretion, the competing team or mascot may be presented the option to perform the routine again at a later time. The time of performance will be determined by us.
6. Should the injured performer express an interest in performing again, the following protocols will be followed:
 - a. Approval must be granted by the medical professionals on site, as well as the parents of the performer and the coach or advisor of the team or mascot.
 - b. If the injured participant does not receive approval from the medical professionals on site, the signature of a parent or legal guardian on a separate medical waiver will be required in order for the participant to return to the competition. If the medical professionals suspect a concussion/head injury, the participant would then require clearance from a licensed medical professional with training in head-related injuries.

SECTION VI: MUSIC

OUR POLICY

Our camps and competitions comply with all applicable laws. We will obtain the music license(s) we need as hosts in order to present our camps and competitions.

Our music policy for teams and performers attending our camps and competitions is straightforward: you may perform to **any** music that complies with the law. The law permits you to use original songs, “cover” songs or so-called “exclusive” songs (generally new songs by “unknown” music artists) under various circumstances depending upon your team’s specific use. You should always legally purchase your music, and then you should obtain any necessary permission(s) for your music based on your own consideration of applicable law.

We note that a recent case, *Tresona Multimedia v. Burbank High School Vocal Music Association* (decided March 24, 2020), ruled that the use of a song as part of a show choir’s music mix for educational purposes (not for commercial profit) was fair use and did not require any permission by, or license fee to, the song’s license holder. The court also required the licensor to pay all of the show choir’s legal fees incurred in defending the suit. Although every team and music mix is different, teams should read about this case as part of educating itself about music use law, given that many teams use music similarly to the show choir and may decide they have a strong fair use argument. A link to the case is here: <https://cdn.ca9.uscourts.gov/datastore/opinions/2020/03/24/17-56006.pdf>

FREQUENTLY ASKED QUESTIONS

Do you have a list of “preferred” music vendors whose songs are definitely acceptable at your competitions?

No. We do not promote a “preferred” list of music vendors because we believe teams should have maximum creative freedom. Although we respect the rights of vendors that sell and/or mix covers of popular songs (and you are welcome to use those songs at our competitions, subject to our music policy), we believe encouraging or “preferring” that teams use covers instead of original songs takes profits away from record labels and original music artists. Generally, a competition company that “prefers” cover music vendors simply “prefers” them because the “preferred” cover music vendors have agreed to insure the competition company (not your team) against legal liability.

Creative freedom is a foundation of the spirit industry and The College Classic. We believe that a rule that encourages teams to use the music they want, while still honoring the legal rights of copyright holders, is most appropriate for our industry and our company. Thus, we repeat our general rule: you may perform to **any** music that complies with the law.

Why not just give us a list of music, vendors and edits that are definitely okay or not okay?

Our simple rule that you may perform to **any** music that complies with the law, without detailing specific songs, vendors or edits that are definitely okay, is best for your team because:

1. *Our approach permits maximum creativity.* Creating a “short list” of permissible songs, vendors or edits necessarily excludes other songs, vendors or edits that may be perfectly legal based on your individual circumstances.
2. *Our approach allows you to control your team’s destiny.* You can and should educate yourself about copyright law and make your own determination. No one knows your team, your situation or your music needs better than you.
3. *Our approach does not give you a false sense of security.* No competition company (including us) can provide you with legal advice or guarantee that your specific music mix is legally acceptable, given how many millions of possible variations of songs and types of edits you might use. A competition company might adopt a policy that certain specific music and/or a certain type of edit is permitted (or not) at its competitions, but that does not mean that (a) teams following that policy are complying with the law, or (b) teams NOT following that policy (or companies that choose to adopt a different policy) are “illegal.” **Competition rules are just competition rules - they are not the same as the law. Educate yourself about the rights of copyright holders and make informed music choices for your team.**

What will you require for compliance?

We will simply require you to confirm within the online registration process for our camps and competitions that you have read and understand all of our rules and regulations (including our music policy) and agree to comply with them.. You should also have information about your music available in case a copyright holder has any questions about it.

RESOURCES FOR YOUR TEAM

For a richer understanding of the music permissions universe and how to protect your team’s copyrightable work (including your choreography and the right to broadcast your team’s performances), take a look at the FAQ published by the National Dance Coaches Association (NDCA), found here:

<https://www.facebook.com/notes/national-dance-coachesassociation/ndca-faq-copyright-and-dance-teams/274095962980858>.

This FAQ may also help you evaluate whether you may or may not need specific music permissions.

SECTION VII: SCORESHEETS

DANCE CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Dance team is about more than just imitation of previous award-winning routines - we want to inspire your dancers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Full category descriptions may be found in the following pages.

CHEER AND MASCOT CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Cheerleading is about more than just imitation of previous award-winning routines - we want to inspire your performers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Score sheets are found on the following pages.

Hip-Hop

There is no one definition to describe hip-hop dance. Hip-hop dance is continuously transforming and redefining itself with each new generation of dancers. Any general street or hip-hop style (or combination of styles) is acceptable in this category. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Hip Hop Technique (10 pts)	<ul style="list-style-type: none"> • Proper Execution of Hip Hop Style(s) Presented (such as locking, waacking, house, krumping, breakdancing, vogueing, popping, isolations, stepping, etc.) • Credit Clear Demonstration of Hip Hop Style(s)
Difficulty of Hip Hop Movement (10 pts)	<ul style="list-style-type: none"> • Technical Demand of Hip-Hop Movements • Intricacy and Tempo Variation • Credit "Tricks" only if a recognized Hip Hop Style (e.g. breakdancing) • Must consider difficulty of ALL of the above, REGARDLESS OF THE QUALITY OF EXECUTION
Movement Quality (10 pts)	<ul style="list-style-type: none"> • Control of Movement (Control of Speed, Momentum, Direction of Movement and Control of Body Placement) • Movement Flow (CREDIT CONTINUOUS DANCING; DEDUCT FOR EXCESSIVE SETUP OR RECOVERY FROM TRICKS (IF ANY))

EXECUTION OF ROUTINE

Execution of Style (10 pts)	<ul style="list-style-type: none"> • Execution of Hip Hop Style(s) Presented is Consistent Among Team Members (Consider Intent of Style) • Consider Individual or Partial Team Lapses in Style • Consider Individual Errors
Execution of Spacing and Transitions (10 pts)	<ul style="list-style-type: none"> • Uniform Spacing • Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> • Concept of Routine is Fresh and New • Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> • Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> • Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music • Tricks, if any, are Fully Integrated into Choreography and Heighten Routine's Theme, Personality and Excitement • <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Jazz

The College Classic's "jazz" division encompasses styles commonly referred to as jazz, Broadway, contemporary, lyrical or modern and teams have successfully competed in the jazz division with all of these styles. Combinations of these styles may also be used. The team should demonstrate difficulty using advanced dance skills (e.g., turns, leaps, extensions). Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Jazz Technique (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of all Leaps, Turns, Jumps, and Extensions
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> • All Movements Used in Routine <u>Other than Jazz Movements Specified Above</u> are Executed with Correct Technique • Includes Technique Displayed Via Carriage and Posture, Balance, and Transition Movement
Overall Difficulty (10 pts)	<ul style="list-style-type: none"> • Difficulty of Leaps, Turns, Jumps, and Extensions • ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> • Uniform Placement of Entire Body by Entire Team • Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> • Uniform Spacing • Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> • Concept of Routine is Fresh and New • Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> • Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> • Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music • <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Pom

Any style of dance may be used to accomplish this and there are no required movements. Turns, leaps, jumps, kicks, lifts, or tricks are not required. The team should demonstrate difficulty through the incorporation of intricate pom motions. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams will also be judged on the creative use of poms for visual effect. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Pom Motion Technique (10 pts)	<ul style="list-style-type: none"> • Arm Motions are Performed with Proper Technique (Shoulders Down, Straight Wrists and Elbows, Proper Placement) • Core Engaged on Motions • Control and Strength of Motions • Ease of Movement
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> • All Movements Used in Routine <u>Other than Pom Motions</u> are Executed with Correct Technique • Includes Technique Displayed Via Carriage and Posture, Balance, Transitions, and Execution of Any Technical Jazz, Kick, Military, Lyrical, or Hip-Hop Movements
Difficulty of Pom Motions (10 pts)	<ul style="list-style-type: none"> • Risk, Intricacy and Control Required by Pom Motions ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> • Uniform Placement of Entire Body and Props by Entire Team • Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> • Uniform Spacing • Smooth Execution of Transitions (including Transitions from Prop to Prop, if any)
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> • Concept of Routine is Fresh and New • Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> • Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> • Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music • <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Team Performance

Team Performance in our college divisions is a combination of pom, jazz, and hip-hop styles. Please see the descriptions of those individual styles for more information. Teams should demonstrate proficiency in each style to maximize their score. **Judges are instructed to award 0 points in the Technique and Difficulty caption for any style they do not see in the routine at all, and judges will reduce a team's score in the Technique and Difficulty caption for any style that is not present in an amount deemed sufficient by that judge to evaluate the team's proficiency in the applicable style. For this reason,** it is recommended that teams have **well-defined sections devoted to each of these styles of at least 25-30 seconds in length.** Movements should complement the music and teams also will be judged on both musicality and unison. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to each style presented.

TECHNIQUE

Each style will be judged SEPARATELY, taking into account BOTH that style's proper technique AND the difficulty of the movements performed within that style, REGARDLESS OF THE QUALITY OF EXECUTION

Pom Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> Arm Motions are Performed with Proper Technique Consider Placement, Control and Strength of Motions Difficulty considered
Jazz Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> Proper Technical Execution of All Leaps, Extensions and Turns Difficulty considered
Hip Hop Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> Execution of Hip Hop Style(s) Being Performed Ease of Movement Purpose/Control of Arms, Legs and Body Difficulty considered

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> Uniform Placement of Entire Body by Entire Team Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> Uniform Spacing Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> Execution of Choreography to the Music Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> Concept of Routine is Fresh and New Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> Ability to Connect with Audience and Provoke Appropriate Emotional Response Authenticity of Performance
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Dance Spirit Showdown – Game Day

The Dance Spirit Showdown – Game Day division allows a dance team to show the type of routine the team might do at an event as a member of a spirit raising program within its college or university. A Dance Spirit Showdown - Game Day routine at DTU competitions will have two sections, performed in order, as follows:

1. Spirit Raising Routine – One or more (at the team’s option) of the following: (a) a fight song routine, (b) a sideline routine, (c) a stand routine, and/or (d) a drum cadence.
2. Performance Routine – A routine of any style designed to appeal to the crowd at a school event (such as a sporting event).

There is no time limit. **Note that for a Dance Spirit Showdown - Game Day routine: (i) the routine should focus on dance and not cheerleading – as such, any section that includes a coordinated cheer or chant not accompanied by a dance element will not be judged or earn any points for the team, and (ii) no dance skills, such as leaps, turns, extensions, acrobatic tricks, lifts, etc., are required.**

SPIRIT RAISING ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> • All Movements are Performed with Proper Technique, Ease, Control, and Strength • Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> • Uniformity of Movement • Spacing and Transitions • Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> • Crowd Appeal and Effectiveness in Eliciting Crowd Response • Visual Effect • Unpredictability and Memorability

PERFORMANCE ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> • All Movements are Performed with Proper Technique, Ease, Control, and Strength • Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> • Uniformity of Movement • Spacing and Transitions • Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> • Entertaining and Creative • Visual Effect • Unpredictability and Memorability

SHOWMANSHIP

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Spirit Showdown – Rally Dance (Dance teams only)

The Spirit Showdown – Rally Dance division is a chance for a dance team to perform choreography that it might perform at a school or community function (such as a pep rally, halftime show or similar) and showcase its hometown, college/university or team in a unique way. There are no required movements. **Entertainment value and creativity are each worth 20% of the score in Spirit Showdown – Rally Dance!** Props and audience involvement (subject to limitations described above) are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The team and dancers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Spirit Showdown – Rally Dance is not a cheerleading or song-leading competition, and teams should not feel bound to be “traditional” or focus solely on “spirit raising” in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

Because teams’ content should be very team-, school- and/or community-specific in this category, and judges may not understand the routine out of context, DTU will allow teams entering the Spirit Showdown at any DTU regional or national event to submit a short description of the routine being showcased and how it fits this category. Judges will have access to this information during the judging process.

EXECUTION

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of Movement Within Selected Style • Overall Movement Quality • Uniform Execution of Movement by Entire Team • Uniform Spacing Throughout Routine
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations

CHOREOGRAPHY

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> • Concept of Routine and Movements of Team Members Include Entertaining, Creative and Unpredictable Elements • Routine Evokes Positive, Strong Audience Response
Showcase of Hometown/School/ Team’s Unique Style (10 pts)	<ul style="list-style-type: none"> • Routine’s Movements, Concept and/or Elements are Unique to this Team • Routine Tells the Viewer Something About this Particular Team, Town and/or School

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Super Spirit Showdown (Dance and Cheer combined)

The Super Spirit Showdown division is a chance for a college spirit program to perform a routine that it might perform at a school or community function (such as a pep rally, halftime show or similar) and showcase its hometown, college/university or team in a unique way. There are no required movements. **Entertainment value and creativity are each worth 20% of the score in Super Spirit Showdown!** Props and audience involvement (subject to limitations described above) are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The performers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Super Spirit Showdown is not a cheerleading or song-leading competition, and teams should not feel bound to be “traditional” or focus solely on “spirit raising” in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

Because teams’ content should be very team-, school- and/or community-specific in this category, and judges may not understand the routine out of context, DTU will allow teams entering the Super Spirit Showdown at The College Classic to submit a short description of the routine being showcased and how it fits this category. Judges will have access to this information during the judging process.

EXECUTION

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of Movement Within Selected Style • Overall Movement Quality • Uniform Execution of Movement by Entire Team • Uniform Spacing Throughout Routine
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations

CHOREOGRAPHY

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> • Concept of Routine and Movements of Team Members Include Entertaining, Creative and Unpredictable Elements • Routine Evokes Positive, Strong Audience Response
Showcase of Hometown/School/ Team’s Unique Style (10 pts)	<ul style="list-style-type: none"> • Routine’s Movements, Concept and/or Elements are Unique to this Team • Routine Tells the Viewer Something About this Particular Team, Town and/or School

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Cheer Spirit Showdown – Game Day

The Cheer Spirit Showdown – Game Day division allows a cheer team to show the type of routine the team might do at an event as a member of a spirit raising program within its college or university. A Cheer Spirit Showdown - Game Day routine at DTU competitions will have two sections, performed in order, as follows:

1. Spirit Raising Routine – A routine that emphasizes spirit raising.
2. Performance Routine – A routine of any style designed to appeal to the crowd at a school event (such as a sporting event).

There is no time limit. **Note that for a Cheer Spirit Showdown - Game Day routine** no dance skills, such as leaps, turns, extensions, lifts, etc., are required.

SPIRIT RAISING ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> • All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength • Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> • Uniformity of Movement • Spacing and Transitions
Choreography (10 pts)	<ul style="list-style-type: none"> • Crowd Appeal and Effectiveness in Eliciting Crowd Response • Visual Effect • Unpredictability and Memorability

PERFORMANCE ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> • All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength • Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> • Uniformity of Movement • Spacing and Transitions • Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> • Entertaining and Creative • Visual Effect • Unpredictability and Memorability

SHOWMANSHIP

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

GROUP AND PARTNER STUNT SCORESHEET

The partner/group stunt scoresheet will apply to all partner/group stunt divisions and will have a max total score of 100 points.

GROUP OR PARTNER STUNT	
Category	Max Score
Stunt Stability and Technique	Max Score of 20 pts
Choreography and Routine Flow	Max Score of 20 pts
Difficulty and Variety of Skills	Max Score of 20 pts
Execution and Perfection of Routine	Max Score of 20 pts
Overall Impression	Max Score of 20 pts

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

MASCOT SCORESHEET

The mascot scoresheet will apply to all mascot divisions and will have a max total score of 50 points.

MASCOT	
Category	Max Score
Character	Max Score of 10 pts
Creativity	Max Score of 10 pts
Crowd Appeal	Max Score of 10 pts
Dance	Max Score of 10 pts
Use of Props and Staging	Max Score of 10 pts

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

CHEER SCORESHEET

The cheer scoresheet will apply to all cheer divisions and will have a max total score of 100 points.

STUNTS & TOSSES		
Category		Max Score
Partner Stunts	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Pyramids	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Tosses	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

JUMPS & TUMBLING		
Category		Max Score
Standing Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Running Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Jumps	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

OVERALL PERFORMANCE	
Category	Max Score
Overall Execution	Max Score of 10 pts
Choreography	Max Score of 10 pts
Creativity	Max Score of 10 pts
Performance/Showmanship	Max Score of 10 pts

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

CHEER SKILL PROGRESSIONS

Partner Stunts	Pyramids (14 or less)	Pyramids (15 or more)	Basket Tosses	Standing Tumbling	Running Tumbling	Jumps
Beginner Level Stunt Skills	1 structure: Beginner Pyramid Skills (2-high non-transitional pyramids)	2 or more synchronized structures: Beginner Pyramid Skills (2-high non-transitional pyramids)	Non-flipping, non-twisting skills	Tumbling passes that included a round-off, cartwheel, or walkover	Tumbling passes that included a round-off, cartwheel, or walkover	Single Jump
Novice Stunt Skills	1 structure: Novice Pyramid Skills (2- high with incorporated transitional mounts and discounts OR basic braced 2 1/2 high)	2 or more synchronized structures: Novice Pyramid Skills (2- high with incorporated transitional mounts and discounts OR basic braced 2 1/2 high)	Non-flipping tosses with single full twisting skills - toss single full twists, kick single, full twisting, etc. Note: a 1/4 positioning move is allowed in twisting skills	Standing back handspring or multiple back handsprings	Tumbling passes that included a back handspring	Multiple Single Jumps, not connected
Intermediate Stunt Skills	1 structure: Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	2 or more synchronized structures: Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	Non-flipping tosses with double full twisting skills - toss double full twists, kick double full twists, etc. Note: a 1/4 positing move is allowed in twisting skills	Standing back tuck, standing back handspring with a back tuck, or connected jump to back handspring	Tumbling passes that included a tuck	Double Jump Combination
Advanced Stunt Skills	1 structure: Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	2 or more synchronized structures: Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	Flipping toss - back tucks, layouts, pike open	Standing layout, standing back handspring with a layout, or connected jump to back tuck	Tumbling passes that included a layout or arabian	Double Jump Combination + Single Jump, not connected
Elite Stunt Skills	1 structure: Advanced Unbraced 2 1/2 high pyramind	2 or more synchronized structures: Advanced Unbraced 2 1/2 high pyramind	Two position flipping tosses or back layout full twist* (All-Girl or 2 or less males), or allowable tosses with 3 or more male throwers: layout straddle full, layout split/kick full, tuck x-out full, tuck split/kick full, layout double full twist*	Standing full, standing back handspring with a full,, or connected jump to layout or full	Tumbling passes that included twisting skills	Triple Jump Combination

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

STUNT EXAMPLES

	Coed/Partner Stunts	2-Person Stunts	Group Stunts
Beginner Level			
Mounts	Toss chair, Walk-in to hands, Toss hands, etc.	Toss chair, Walk-in to hands, Toss hands press extension, etc.	Toss extended double leg stunt, connected single leg stunt, connected 1/2 twisting to extended double leg stunt, etc.
Dismounts	Pop off, Straight Cradle, etc.	Pop off, Straight Cradle, etc.	Pop off, Straight Cradle, Sponge, Side Prone, 1/2 Turn Cradle, etc.
Novice Level			
Mounts	Walk-in to Extension, Toss hands press extension, etc.	Toss extended double leg stunt, connected single leg stunt, connected 1/2 twisting to extended double leg stunt, etc.	Toss extended single leg stunt, Walk-up extended immediate body positions, toss 1/2 twisting to prep press extended double leg stunt, low-to-high tick tock, etc.
Dismounts	Pop off with flair, 1/4 twist to cradle, etc.	Pop off, Straight Cradle, Sponge, Side Prone, 1/2 Turn Cradle, etc.	Pop off, full down from two feet, waterfall, inverted braced dismounts, etc.
Low Intermediate Level			
Mounts	Walk-in to single leg stunt or toss extended double leg stunt, Walk-in or toss hands pump and go single leg/single arm stunt, etc.	Toss extended single leg stunt, Walk-up extended immediate body position, toss 1/2 twisting to prep press extended double leg stunt, low-to-high tick tock, etc.	Toss extended immediate body position stunt, full up to extended stunt, inversion (release) to prep pass extended stunt, inversion (no release) to extended level stunt, toss 1/2 twisting to extended level stunt, high-to-high tick tock, etc.
Dismounts	Pop off 1/2 twist, full twist from 2 feet, etc.	Pop off, full down from 2 feet, waterfall, inverted braced dismounts, etc.	Body position full down cradle, full twist to sponge, 1 1/4 Full down, 3/4 to Prone, etc.
High Intermediate Level			
Mounts	Toss hands pump and go to body positions, toss extended single leg stunt, Toss full up to hands	Toss extended immediate body position stunt, Full up to extended stunt, Inversion (release) to prep pass extended stunt, Inversion (no release) to extended level stunt, toss 1/2 twisting to extended level stunt, high-to-high tick tock, etc.	Toss inversion that starts at the half or pump and go to extended double leg stunt, 1 1/2 twist up to extended level stunt, Full up to immediate body position, low-to-high 1/2 around tick tock, 360 switch up, etc.
Dismounts	Full twist pop off, Full twist from single leg to cradle, etc.	Body position full down cradle, full twist to sponge, 1 1/4 Full down, 3/4 to Prone, etc.	Body position full down cradle, full twist to sponge, full twist pop off, 3/4 flip to prone or cradle, kick full cradle, forward inverting dismounts, front flip to ground, etc.
Advanced Level			
Mounts	Toss extended immediate body position stunt, Toss full up to extended stunt, Toss extended one arm stunt, release inversion to hands press extended stunt, etc.	Toss inversion that starts at the half or pump and go to extended double leg stunt, 1 1/2 twist up to extended level stunt, Full up to immediate body position, low-to-high 1/2 around tick tock, 360 switch up, etc.	Toss inversion that start from the ground and immediately hits to the extended single leg stunt, Toss to inversion that starts from Hand to Hand or Handstand Inversion with pump and go to extended single leg stunt, 1 1/2 twist up to extended single leg stunt, back tuck rewind to two feet, low-to-high 360 tick tock, etc.
Dismounts	Front inverting dismounts, kick full cradle, etc.	Body position full down cradle, full twist to sponge, full twist pop off, 3/4 flip to prone or cradle, kick full cradle, forward inverting dismount, front flip to ground, etc.	All double downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.
Elite Level			
Mounts	Release inversion to extended double leg stunt, Toss full up to one arm, Toss full up to immediate body position, back tuck rewind to two feet, low-to-high 360 tick tock, etc.	Toss inversion that start from the ground and immediately hits to extended single leg stunt, toss inversion that start from Hand to Hand or Handstand Inversion with pump and go to extended single leg stunt, 1 1/2 twist up to extended single leg stunt, back tuck rewind to two feet, low-to-high 360 tick tock, etc.	Inverted stunts with continuous movement and release from floor to body position. Toss inversions that start from Hand to Hand or Handstand Inversion to extended immediate body position, Toss inversion with 1/2 twist or more to extended level stunt, Double twist up to extended level stunt, high-to-high 360 tick tock, back tuck rewind to one foot, etc.
Dismounts	Double down, Backwards inverting dismounts, etc.	All double downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.	All double downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

CHEER QUANTITY RUBRIC

Partner Stunts			
Quantity Score	Minimum	Majority	Most
# of Athletes			
8-11	-	1 stunt group	2 stunt groups
12-15	1 stunt group	2 stunt groups	3 stunt groups
16-19	2 stunt groups	3 stunt groups	4 stunt groups
20	3 stunt groups	4 stunt groups	5 stunt groups

Jumps & Tumbling			
Quantity Score	Minimum (25-50%)	Majority (51-74%)	Most (75%)
# of Athletes	25-50% of team	51-74% of team	75% or more of team

Tosses			
Quantity Score	Minimum	Majority	
# of Athletes			
8-11	-	1 toss	
12-15	1 toss	2 tosses	
16-19	2 tosses	3 tosses	
20	3 tosses	4 tosses	

THE COLLEGE CLASSIC NATIONAL CHAMPIONSHIP

CHEER DEDUCTIONS

Deductions		
Violation	Deduction	Example
Athlete Fall	0.25	Hands down in tumbling/jumps, knees down in tumbling/jumps, incomplete twist in tumbling, multiple body parts touch the floor in tumbling/jumps, drop to floor in individual skills, incomplete flipping or twisting stunt skill
Minor Stunt Fall	0.5	Cradle, dismount, or bringing down stunt/pyramid early for non-timing issues, base balling to floor during dismount, intentional boundary violation
Major Stunt Fall	1	Falls from individual stunt/pyramid/toss where multiple athletes and/or flyer fall to the ground
Unsportsmanlike Conduct	5	Use of profanity or vulgarity, taunting, excessive spirit during team entrance
Safety/Rules Violation	5	Inappropriate choreography, inappropriate uniform, jewelry, uniform malfunction
Timing Infraction	0.1 0.3 0.5	3-5 seconds over 6-10 seconds over 11 or more seconds over