

## GENERAL RULES

### ATTENTION PROGRAM DIRECTORS AND COACHES

HOLLA! Cheer and Dance Magazine™ is the host sponsor of the HOLLA! Spirit Championship™. For the 2021 event, late registration **WILL NOT** be offered past the on-time deadline date. As we are empathetic to financial restraints of many programs, we ask that if you are planning to register for the event to please prepare for the payment deadlines. For your convenience, we offer three payment options. Please discuss early in the season with your administrators, staff, and parents the importance of the deadlines so that we at HOLLA! can make sure we continue to assign the proper and professional attention to your patronage for the event. Your cooperation in this matter will be graciously appreciated.

### MUSIC LICENSING REQUIREMENTS FOR ALL CHEER AND DANCE TEAM

Coaches / Program Directors have agreed that they have read and understand this event's Coach Code of Conduct / Music Licensing Compliance requirements AND the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in their team's music shall only be used with written license from the owners(s) of the sound recordings. Teams must be able to provide proof of **LICENSING AND SYNCHRONIZATION RIGHTS**, in the form of a printed copy, included in your registration for the event for broadcast. If the team does not have the synchronization rights attached, their team's performance will be muted for streaming / public viewing with a notification added to the introduction slide for my team's performance for monetized streaming / public viewing. Lack of music licensing synchronization rights will not discount fees or be subject for refunds and/or credits. The submitted routine will be presented with full audio for scoring only.

### COVID-19

#### ADHERENCE TO STATE GUIDELINES

Each program is required to record their performance within the guidelines and recommendations of their state's criteria regarding COVID-19. This includes your state's protocol for social distancing, masks, etc., in regards to facility use, team performances and spectators within the recording facility for the video submission.

#### GENERAL RULES FOR CHEER AND DANCE TEAMS

1. All athletes must be supervised during all official functions by a qualified director/coach.
2. Coaches must require proficiency before skill progression. Coaches must consider the athlete, group, and team skill levels with regard to proper performance-level placement.
3. All teams, gyms, coaches, and directors must have an emergency response plan in the event of an injury.
4. Athletes and coaches may not be under the influence of alcohol, narcotics, performance-enhancing substances, or over-the-counter medications that would hinder the ability to supervise or execute a routine safely, while participating in a practice or performance.
5. Athletes must always practice and perform on an appropriate surface. Technical skills (stunts, pyramids, tosses, or tumbling) **MAY NOT** be performed on concrete, asphalt, wet or uneven surfaces, or surfaces with obstructions.
6. SEE CHEER AND DANCE DIVISIONS FOR JEWELRY RULES
7. Any height-increasing apparatus used to propel an athlete is not allowed. Exception: spring floor.
8. Flags, banners, signs, pom-poms, megaphones, and pieces of cloth are the only props allowed. Props with poles or similar support apparatus may not be used in conjunction with any kind of stunt or tumbling. All props must be safely discarded out of harm's way (example: throwing a hard sign across the mat from a stunt would be illegal). Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop once it is removed from the body.
9. Casts that are hard and unyielding or have rough edges must be appropriately covered with padded material. Clarification: The appropriately padded material must be such that it protects both the athlete and fellow athletes from injury.
10. On the level grid, all skills allowed for at a particular level encompass all skills allowed in the preceding level.
11. Required spotters for all skills must be your own team's members and be trained in proper spotting techniques.
12. Drops including but not limited to knee, seat, front, back, and split drops from a jump, stunt, or inverted position are not allowed unless the majority of the weight is first borne on the hands or feet, which breaks the impact of the drop. Shushinovas are allowed. Clarification: Drops that include any weight-bearing contact with the hands and feet are not in clear violation of this rule. – **SEE EXCEPTIONS REGARDING CHEER AND DANCE IN SECTION RULES.**
13. Competition routines shall not exceed the allotted time.
14. Athletes must have at least one foot, hand, or body part (other than hair) within the performing surface when the routine begins. Exception: Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
15. The competitor who begins a routine must remain the same throughout the course of a routine.
16. An athlete must not have gum, candy, cough drops, or other such edible or non-edible items, which may cause choking, in her/his mouth during the performance.
17. Athletes must perform in appropriate attire (uniform, camp wear, dance costumes) that does not display any trademark logo, graphics, or text that prominent that would violate licensing for video broadcasting.
  - A. Clarification: Cheer uniform brand logos are acceptable for your video submission. Practice wear, costumes, or any wardrobe apparel that has a prominent licensed or trademarked logo, text or artwork that is not affiliated with your team (for example: the Marvel Studios/Disney's Black Panther™ logo, DC Comics/Time Warner's Superman™ logo, Beyonce™ images, etc.) will void your video submission due to copyrights, trademarks and/or licensing rights of the images unless you have permission for use and synchronization rights. See Dance Rules for more information regarding dance apparel. If you have question regarding attire, please send an email to [info@BlackCollegeNationals.com](mailto:info@BlackCollegeNationals.com) and RE: PRODUCTION REVIEW. Emails without the reference may not be seen for its urgency.

#### ELIGIBILITY AND GENERAL PARTICIPATION

In order to be eligible to compete, regardless of division and classification, all teams and competitors must follow all current and applicable published Rules and Guidelines. Please refer to the division grids for the maximum number of team members allowed in each division. Mascots must adhere to all rules and regulations expected of team members.

- A. Individuals are permitted to compete on both a School Team and an All-Star Team.
- B. Crossovers

HOLLA! Spirit Championship™ allows cheer and dance athletes to perform for more than one team and/or additional performances within the same organization in compliance with the 2020-2021 USA CHEER/ AACCA + USASF rules for crossovers. This crossover rule does not apply to small group performances. Registration forms must indicate all crossover information.

- B1. Crossovers are allowed except crossovers between All-Star Prep and All-Star Cheer Elite or All-Star Prep and Elite International.
- B2. If a team violates the crossover rules, the second and each subsequent team will receive a 10.0-point deduction off of their score for each illegal participant. Maximum penalty is 20.0

#### JEWELRY

See CHEER AND DANCE SECTION RULES.

#### CHALLENGES

- A. Proof of Age

If a dispute regarding an athlete's age or team membership arises, the coach/director must provide an official document that legally verifies and certifies the classification of the athlete(s) in question. If the dispute is found to be accurate, the team may either be placed in the correct division for the competition or be disqualified. Challenges may be

brought to the competition manager along with a \$200 challenge fee (CASH ONLY). If the challenging team's claim is accurate, the challenge fee will be refunded. If the challenging team's claim is proven true, the fee will be donated to the HOLLA! Cheer and Dance Magazine™ Scholarship Fund or charity of choosing.

#### B. Additional Challenges

In the event of a challenge arising concerning the rules, age, or procedures of the competition, the issue will be handled exclusively with the coach, director, or gym owner, and the appropriate personnel of HOLLA! Spirit Championship™.

### ROUTINE TIME LIMITS

There are no minimum time requirements on any routine. Timing and judging begins with the first movement, cheer, note of music, or beat. Any choreographed entrances, chants, spell outs, or choreographed intros more than 15 seconds will automatically start the clock. Teams will be assessed a penalty if the routine exceeds the time limitations. Cheer team performances may consist of cheer and music. Teams may have organized entrances but must be limited in time. See the divisions/category charts for routine time limits.

#### A. INTRODUCTIONS REGARDING VIRTUAL PERFORMANCE

- A1. All introductions (tumbling, entrances, spell-outs, etc.) are considered part of the routine and will be timed as part of the performance.
- A2. All team breaks, rituals and traditions need to take place prior to entering the mat and should not be recorded.
- A3. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, handshakes, etc. This may be included in your recordings provided it does not exceed 15 seconds.
- A4. All teams should refrain from any type of excessive celebration following the team's performance. Organized exits or other activities after the official ending of the routine must be limited in time (15 seconds) as it may be cut in the virtual presentation to the limited time allotted for outros.
- A5. Teams will be assessed a penalty for exhibiting unsportsmanlike, unprofessional, disrespectful, and/or unsupportive behavior.

### MUSIC

- A. Coaches / Program Directors have agreed that they have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in their team's music shall only be used with written license from the owner(s) of the sound recordings.
- B. For the most up to date music information, visit [www.usacheer.net](http://www.usacheer.net). If you have any questions, cheer teams should email [info@usacheer.net](mailto:info@usacheer.net). Please check the Preferred Provider list for updates and changes periodically.
- C. When having your music mix or reproduced for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) for video recording, sound and video/streaming broadcast.

### VIDEO SUBMISSION FROM EVENTS OTHER THAN HOLLA! SPIRIT CHAMPIONSHIP

Teams may submit video from an event other than HOLLA! Spirit Championship in accordance to the following:

- A. The video **HAS NOT** been recorded by a company representing, sponsoring or affiliated with any other event producer (for example: Varsity TV, FloCheer, Cheer Replay, ECheer, etc.) or with an event producer without permission to submit said video to HOLLA! Spirit Championship™.
- B. The video **HAS NOT NOR IS SCHEDULED** to be streamed and presented in virtual or video format by another company or event producer.
- C. The video is not in conflict with the guidelines of HOLLA! Spirit Championship™ regarding backdrop and settings. See PERFORMANCE AREA SECTION E and DANCE RULES AND GUIDELINES for complete details.
- D. Other restrictions may be applied to this section that is not shown.

### PERFORMANCE AREA

The main performance surface for cheer (including stomp-n-shake cheer) should be an approximately 54' X 42' spring floor or carpeted foam mat as required minimum for your division and category based on your performance's maximum level skills in accordance to the rules from USA Cheer / ACCAA, YCADA, and USASF. Dance teams see PERFORMANCE AREA information under dance rules.

#### A. VIRTUAL TEAM PERFORMANCE SURFACE OPTIONS

- A1. Dance teams and Stomp-n-Shake cheer teams may opt to perform on a spring floor, carpeted bonded foam floor, the court floor (depending on your selected venue), or Marley floor. Stomp-n-shake teams must follow the required guidelines in this section if their routines contain skills where a carpeted bonded foam mat is required.

A1A. If a cheer routine does not have access to the required flooring and/or is prohibited from practicing or performing at an outside facility due to district or administrative rules governing their teams (usually scholastic, rec and some college teams), they will be allowed to use partial mat flooring for skills that require mat use at an approved facility or venue allowed by their district and/or administration. Skills that require mat use in accordance to USA CHEER/ACCA **MUST BE EXECUTED ON THOSE MATS** or a penalty will be assessed.

A1A.i If implementing this option, coaches must provide a taped border of the 54' X 42' performance area, inclusive of the mat(s) within the performance area or which all 4 corners of the performance area must be visible in the video submission.

A2. If Section A1A under this heading is implemented, the routine should be choreographed as to avoid transitional mishaps due to the change of performance surfaces and levels. By registering for this virtual event, you and your athletes and athletes parents agree that HOLLA! Spirit Championship™ and HOLLA! Cheer and Dance Magazine™ will not be responsible for any injuries, mishaps, or other ailments arising from the option listed above in Section A1A of this heading.

#### B. OUT OF BOUNDS

- B1. Cheer - There is no penalty for participants stepping off the mat. Any element (jump, tumbling, basket toss, pyramid, or stunt) performed off the competition mat is not permitted. All elements/tumbling passes must originate from and land on the performance floor. Landing of tumbling passes or dismounts from stunts off the performance floor is also prohibited and will be subject to a penalty.
- B2. Dance - There is no penalty for stepping out of the performance area. However, all technical skills performed out of the performance surface are also prohibited and will be subject to a penalty. See DANCE RULES for more information.

#### C. PERFORMANCE LAYOUT FOR VIRTUAL RECORDING

- C1. The recommended performance surface requirements will apply to virtual performances for the safety of the athletes. Please also note: BACKDROPS from other event producers will not be allowed for team submissions. When filming your performance please be mindful of graphics or background that would conflict with the identification of your team.
- C2. Please be sure your video recording is set to show the entire performance surface with a frontal judges' view. DO NOT add close up edits, side, or back views to your submission videos. Please avoid obstructing the view of the team's performance with spectators, signs, or other elements. DO NOT add any enhancements to your video such as animations, graphic-overlays, text, etc. Also make sure the video recording device is set in a location to capture the height of skills such as tosses, building skills, or any other vertical movements within your routines.

#### D. ACTION SHOTS AND SUBMISSIONS

- D1. In order to give a comprehensive virtual watch experience, each team will be asked to submit action shots from their performances with the photographers name, contact information and permission for use.
  - D1A. Photographers must not appear in the submitted video in any obstructive capacity. Photographers may not be on the performance surface or within the performance area during the performance.
  - D1B. Action images must have an output size on 1MB minimum and 300 dpi resolution. Grainy, blurry, or edited images with texts or graphic overlays will not be used – therefore please do not submit those type of images.
  - D1C. Action images from dress rehearsals and pre-performance practices are allowed for submission. Athletes must appear fully dressed in coordinated practice-wear or uniforms (no bonnets, head scarves, jewelry, curlers, rods, etc.) Persons who ARE NOT part of the performing team(s) such as family members, friends, etc., are not allowed in submitted images.

#### E. BACKDROPS AND SETTINGS

- E1. Teams may use their program's backdrops for video submission.
  - E1A. If you are recording your performance at a facility with a team backdrop that is not of your own team, please provide written permission from the facility's backdrop owner for use of their backdrop in the video with your video submission.
- E2. Teams recordings **MUST NOT** contain backdrops or settings from trademarked or licensed brands (i.e. Barbie®, Disney®, etc.)
- E3. Team recordings **MUST NOT** include backdrops or settings from another event producer's brand.
- E4. Team recordings **MUST NOT** include any logos, structures, residences, signage that they DO NOT have rights licenses to show in any video format.
  - E4A. Clarification example: If you are recording your routine in a gym, and there is a poster with the Nike™ logo that is prominent in the background, the poster will need to be removed or you will have to move your performance area.
- E5. **DO NOT** record your performance outside as it will affect the audio.
  - E5A. Licensing clarification: As recording your performance out is strongly discouraged, please note that because your video is being shown on a monetize public platform, it is usually required to obtain a release from the owners of any structures or residences which may be shown in the background. Therefore, this option is not recommended and could be cause to disqualify your submission without refund of paid fees.
- E6. If you are unsure about your video performance backdrop or setting, please send photographs 3 weeks before the submission date for review to [info@BlackCollegeNationals.com](mailto:info@BlackCollegeNationals.com) and RE: PRODUCTION REVIEW. Email without the reference may not be seen for its urgency.
- E7. See more clarifications for dance in the Dance Rules section.

## SCORING EXCEPTIONS

In the event of a tie, the winner shall be determined by the team with the least amount of total deductions (legality + deductions). If that does not break the tie, then the team that has the highest score from the overall judge will place higher. If a tie still remains, the team with the highest score in the performance category will be declared the winner. If the tie still remains because of identical totals, a tie for division placement will be declared.

## CHOREOGRAPHY

Because the sports of cheer and dance and its audiences are generally family-oriented, all choreography should be age appropriate. Additionally, any inappropriate moves or music (sexual gestures, explicit language, profanity, and sexual moves, including bumping/grinding) should be discouraged. Any infraction of this rule may result in a significant penalty being assessed by the event producer, competition manager, and head judge of the HOLLA! Spirit Championship™ event.

## LEGALITY QUESTIONS - **THERE IS A \$30 FEE PER REQUESTED SKILL REVIEW FOR LEGALITY VIDEOS**

If you need clarification or have a question regarding the legality of a particular skill (stunt, pyramid, or tumbling), please adhere to the following guidelines:

- Email the stunt, pyramid, and/or tumbling in question to [info@blackcollegenationals.com](mailto:info@blackcollegenationals.com) in .mov (MP4) format RE: LEGALITY REVIEW. Please show the stunt in question from the front and side views.
- Include the team name, division, level, coach's name, email address, and phone number. Also include a written explanation of the question. We will contact you with an email or verbal ruling.
- HOLLA! Spirit Championship™ can only interpret the skill in question by how it is performed on the video. If the skill is performed at the event differently than the originally submitted video, a safety deduction might be incurred. Please submit your video at least three (3) weeks prior to the submission of your performance video.
- Please note: Please be aware that due to the fast pace of today's routines, it may be possible that some safety violations during the event may be missed. Therefore, this does not mean that they are legal, and that your team will not be called for them at another competition event.

## DIVISION GUIDELINES

HOLLA! Spirit Championship™ reserves the right to close, combine, or open divisions at any time leading up to the event in order to promote competition.

Age qualification refers to the participant's age as of August 31, 2020.

Please note that at the time of the event, HOLLA! Spirit Championship™ will follow the most current rules from the governing organization of the division applicable. It will be the coach's responsibility to check for updates regarding divisions from the governing organizations for their applicable divisions.

## VIDEO SUBMISSIONS INSTRUCTIONS

Registered (teams with completed paperwork and full payment) will receive video submission instructions on WEDNESDAY, MARCH 5, 2021 by 8PM. You must follow the instructions carefully as to not void or delay processing your video for scoring and video set up in the virtual format. Performance video submissions and action photography images must be received by **5:00PM (EST) WEDNESDAY, MARCH 10, 2021 (ON-TIME DEADLINE FOR VIDEO SUBMISSION)**. Videos received after 5:00PM (EST) will be assessed a \$100 late fee per team performance that is submitted late and will not be submitted for judging until the late fee is paid within one week of the late submission. **NO VIDEOS WILL BE ACCEPTED FOR SUBMISSION AFTER FRIDAY, MARCH 12, 2021 5PM (EST).**

**PLEASE PLAN ACCORDINGLY FOR SCHEDULING YOUR VIDEO RECORDINGS SO YOU WILL BE PREPARED FOR YOUR VIDEO SUBMISSIONS.** It is recommended that you make plans for staging your performance for recording, including lighting, sound, camera placement, performance area layout, skill height ranges within the video camera shot, etc., prior to receiving the submission instructions. The earlier you submit your videos after instruction notification, the more time you will allow yourself for video corrections if needed. **DO NOT SUBMIT ANY VIDEOS UNTIL YOU RECEIVE THE MARCH 5, 2021 INSTRUCTIONS.**

- Videos received by the ON-TIME DEADLINE, will be reviewed upon receipt and the coach(es) will be notified regarding the compliance status of the video submitted. If the video submitted is not in compliance, the coach will have 2 days from the date of notification to make the video compliant. The compliance corrections must be received with the two-day deadline or your 1<sup>st</sup> submitted video will be forwarded to scoring. Determination of inclusion in the virtual presentation will be determined based on the licensing and quality requirements as outlined in this document. **NO REFUNDS OR CREDITS** will be issued to any team with video submissions that fail to meet the compliance correction deadline or requirements.
- Late video submissions after the ON-TIME DEADLINE with payment of the \$100 late fee per team performance **WILL NOT** be reviewed for compliance. The video will be submitted for scoring as submitted. Determination of inclusion in the virtual presentation will be determined based on the licensing and quality requirements as outlined in this document.
- NO REFUNDS OR CREDITS** will be issued to any team with video submissions that **DO NOT** meet the criteria within this section, or the instructions submitted for video submission or who fails to submit any video submission even if their registration is complete. **NO REFUNDS OR CREDITS** will be issued for any videos submitted after 3/12/2021 and those videos **WILL NOT** be scored or included in the virtual presentation platform. **NO EXCEPTIONS.**

## RULES AND GUIDELINE REVISIONS

HOLLA! Spirit Championship™ may revise the rules and guidelines of the event at any time before the event. Please check back for any revisions and updates.

# CHEER

## CHEER GUIDELINES AND RULES

### GENERAL RULES FOR CHEER

- Soft-soled shoes must be worn while competing. No dance shoes/boots, and/or gymnastics slippers (or similar) allowed. Shoes must have a solid sole.
- FOR ALL CHEER TEAMS: Jewelry of any kind, including but not limited to, ear, nose, tongue, belly button and facial rings, clear plastic, jewelry, bracelets, necklaces, and pins on uniforms is not allowed.

Jewelry must be removed and may not be taped over. Exception: medical ID tags/bracelets. Clarification: Rhinestones are legal whether adhered to the uniform or the skin.

- STOMP-N-SHAKE TEAMS:** In accordance with the 2020-2021 USA CHEER / AACCA rules for college cheer teams and the USA CHEER / NFHS school cheer teams regarding performance JEWELRY, including earring posts and earring bobs **ARE PROHIBITED.**

### SPOTTERS FOR CHEER TEAMS

In an effort to provide a safe performance environment, programs may provide their own routine spotters. HOLLA! Spirit Championship™ will not provide spotters at events. The following stipulations apply if you use members from your organization for routine spotters:

Each team will be permitted to provide a maximum of four (4) safety spotters during their routine.

- Must be 18 years or older.
- Must be affiliated with the organization.
- Must be attired differently than the performing team; warm-ups or camp wear preferred.
- Must follow all general rules and guidelines governing jewelry, clothing, and all other safety concerns.
- Should be trained to know proper spotting and catching technique.

There should be no verbal coaching by the safety spotters while their team is on the performance surface or during their routine. Any occurrence will be considered a general rule violation. Spotters are there to help catch falls, not to assist or save skills. If a spotter assists, helps to save a stunt, or spots a tumbling skill during the routine, a penalty will be assessed for each occurrence. Exception: CheerAbilities and exhibition teams.

#### F. Additional Spotter Guidelines

The use of additional spotters is left to the discretion of the coach or gym owner. Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine are defined as spotters

- Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are provided for added safety and should stand at the back of the floor when not spotting those sections.
- Should not touch, assist, or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill will be given a major fall deduction.
- Note: To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

### CHEER SAFETY RULES

Please refer to the DIVISION / CATEGORY CHART and refer to the rules shown applicable for your team.

NOTE: Team size splits for HOLLA! Spirit Championship ONLY: SMALL (5-16 athletes) LARGE (17-38 athletes) unless noted otherwise.

COLLEGE ▪ SCHOLASTIC ▪ REC ▪ STOMP-N-SHAKE							ALL-STAR ELITE CLUB ▪ ALL-STAR PREP ▪ ALL-STAR NOVICE ▪ CHEERABILITIES ▪ ALL-STAR ELITE INTERNATIONAL														
SAFETY RULES	CATEGORY	LVL	DIVISION	GRADE/AGE	GENDER	#	SAFETY RULES	CATEGORY	LEVEL	DIVISION	TARGET AGE	GENDER	#								
USA CHEER / AACCA	COLLEGIATE College Stomp-n-Shake teams see below for option	FULL COLLEGIATE	• All Girl	Must be enrolled in college courses during the semester applicable to competition	• Female Only	5-30	INDUSTRY STANDARDS RECOMMENDED BY USA CHEER + USASF	ALL-STAR CHEER ELITE CLUB	L1	TINY	5-6	F/M	5-30								
		INTERMEDIATE	• Coed						MINI	5-8	F/M	5-30									
									YOUTH	5-11	F/M	8-30									
NOVICE	• Female / 2+ males	JUNIOR	6-15	F/M	8-30																
		SENIOR	12-18	F/M	8-30																
		L2	MINI	5-8	F/M	5-30															
NFHS AS RECOMMENDED BY USA CHEER / AACCA	SCHOLASTIC Non-Tumbling divisions available	ADVANCED	VARSITY	9 <sup>th</sup> - 12 <sup>th</sup>	• Female + Males	5-30			INDUSTRY STANDARDS RECOMMENDED BY USA CHEER + USASF	ALL-STAR CHEER ELITE CLUB	L2	YOUTH	5-11	F/M	8-30						
											INTERMEDIATE	JR VARSITY	9 <sup>th</sup> - 11 <sup>th</sup>	JUNIOR	6-15	F/M	8-30				
														SENIOR	12-18	F/M	8-30				
		NOVICE	JR VARSITY	9 <sup>th</sup> - 11 <sup>th</sup>	• Female + Males	SENIOR COED					12-18	F/ 0 males	8-30								
						ADVANCED					JR HIGH	5 <sup>th</sup> - 9 <sup>th</sup>	• Female + Males	5-30	L4	YOUTH	8-11	F/M	8-30		
															INTERMEDIATE	JUNIOR	8-15	F/M	8-30		
		SENIOR	12-18	F/ 0 males	8-30																
		NOVICE	JR HIGH	5 <sup>th</sup> - 9 <sup>th</sup>	• Female + Males	SENIOR COED					12-18	F/ 1+ males	8-30								
						ADVANCED					ELEM	K - 4 <sup>th</sup>	• Female + Males	5-30	L4.2	SENIOR	12-18	F/ 0 males	8-30		
							INTERMEDIATE	SENIOR COED							12-18	F/ 1+ males	8-30				
		NOVICE	ELEM	K - 4 <sup>th</sup>	• Female + Males			5-30							L5	YOUTH	9-11	F/M	8-38		
		YCAD	RECREATION	PERFORMANCE & TRADITIONAL REC	L1	TINY	6 & younger	• Female + Males			INDUSTRY STANDARDS RECOMMENDED BY USA CHEER + USASF	ALL-STAR CHEER PREP	L5	JUNIOR	9-15	F/M	8-38				
						MINI	8 & younger						SENIOR	12-18	F/ 0 males	8-38					
						PEE WEE	10 & younger						SENIOR COED	12-18	F/ 0 males	8-38					
						YOUTH	12 & younger						SENIOR COED	12-18	F/ 1+ males	8-38					
JUNIOR	14 & younger					SENIOR X SMALL	13-18		F/ 0 males	8-16											
SENIOR	18 & younger					SENIOR SMALL	13-18		F/ 0 males	17-22											
L2	MINI				8 & younger	• Female + Males	SENIOR MEDIUM	13-18	F/ 0 males	23-30											
							PEE WEE	10 & younger	SENIOR LARGE	13-18			F/ 0 males	31-38							
									SR X SMALL COED	13-18			F/ 1-2 males	8-16							
YOUTH	12 & younger				• Female + Males	SR SMALL COED	13-18	F/ 1-5 males	8-22												
						JUNIOR	14 & younger	SR MEDIUM COED	13-18	F/ 1-8 males			8-30								
								SENIOR	18 & younger	SR LARGE COED			13-18	F/ 1-19 males	8-38						
L3	YOUTH				12 & younger					• Female + Males			SENIOR OPEN	13+	F/ 0 males	8-24					
						JUNIOR	14 & younger						SR OPEN SM COED	13+	F/ 1-4 males	8-24					
								SR OPEN LG COED	13+				F/ 5-12 males	8-24							
L3.1	PEE WEE	10 & younger	• Female + Males	5-30	L1.1	TINY	5-6	F/M	5-30												
					YOUTH	12 & younger	• Female + Males	5-30	MINI	5-8	F/M	5-30									
									JUNIOR	5-11	F/M	5-30									
L4	JUNIOR	14 & younger	• Female + Males	5-30	SENIOR	6-15	F/M	5-30													
					L4 PERFORMANCE REC ONLY	JUNIOR	14 & younger	• Female + Males	5-30	SENIOR	10-18	F/M	5-30								
										SENIOR	18 & younger	• Female + Males	5-30	L2.1	MINI	5-8	F/M	5-30			
SENIOR	18 & younger	• Female + Males	5-30	YOUTH										5-11	F/M	5-30					
USA CHEER / AACCA CHEER + NSASCF	STOMP-N-SHAKE (SnS)	SCHOOL • REC • ALL-STAR Combined	Scholastic, recreation, and all-star Stomp-n-Shake teams are a combined division by age	TINY	6 & younger	• Female + Males	INDUSTRY STANDARDS RECOMMENDED BY USA CHEER + USASF	ALL-STAR CHEER NOVICE with restrictions (Refer to rubric)	L2.2	MINI	5-8	F/M	5-30								
				MINI	8 & younger				YOUTH	5-11	F/M	5-30									
				PEE WEE	10 & younger				JUNIOR	6-15	F/M	5-30									
				YOUTH	12 & younger				SENIOR	10-18	F/M	5-30									
				JUNIOR	14 & younger				L3.1	YOUTH	5-11	F/M	5-30								
				SENIOR	18 & younger				JUNIOR	6-15	F/M	5-30									
		HIGH SCHOOL AND COLLEGE STOMP-N-SHAKE (SnS) TEAMS High school and college teams who exclusively perform and compete as SnS teams may opt to compete in the SCHOLASTIC - HIGH SCHOOL or COLLEGIATE divisions shown above in the category that would best fit their routine content or may enter as a STOMP-N-SHAKE (SnS) team as follows: High School: CHR - SNS - [CORRESPONDING DIVISION]   College: CHR - SNS - COLLEGE SnS Teams must follow rules regarding high school or college teams. High School or college teams in this division will be judged with the Stomp-n-Shake score sheet NOT the scholastic or college division score sheet. NOTE: The scoring for elements outside of SnS (such as tumbling, jumps, building), are not scored the same as the scholastic or college cheer scoring. College SnS teams WILL NOT be combined with non-college teams in this category. Please refer to the scoring rubric for details.	TINY	6 & younger	• Female + Males	5-30			L3.2	YOUTH	5-11	F/M	5-30								
									L1	TINY	3-6	F/M	5+	MINI	5-8	F/M	5+				
																		YOUTH	5-11	F/M	5+
									L2	MINI	5-8	F/M	5+	SENIOR	10-18	F/M	5+				
																		YOUTH	5-11	F/M	5+
									L3	YOUTH	5-11	F/M	5+	SENIOR	10-18	F/M	5+				
																		JUNIOR	6-15	F/M	5+
SENIOR	10-18	F/M	5+																		
L6	INT Open Non-Tumbling (NT)	13+	F/ (no males)	16-30	L7	INT Open	16+	F/ (no males)	16-24												
										INT Open Coed NT	13+	F/ (1-20 males)	16-30								
														INT Open Small Coed	16+	F/ (1-4 males)	16-24				
L7	INT Open Large Coed	16+	F/ (5-16 males)	16-24																	

### CHEER ROUTINE TIME LIMITS

CHEER TEAM CATEGORY	CHEER	MUSIC LIMIT	ROUTINE LIMIT
College ▪ Stomp-n-Shake (SnS)	YES	2:30	3:00
Rec Perf ▪ All-Star Elite Club ▪ All-Star Cheer Int			2:30
Rec Trad ▪ Scholastic	YES 1 MIN MAX	1:30	2:30
All-Star Cheer Prep ▪ Non-Tumbling (NT) Divisions			2:00
All-Star Cheer Novice			1:30

CHEERABILITIES with restrictions  
CheerAbilities Elite and Novice will not be available at this event for scoring but will be welcomed for exhibition performances.

AS ELITE CHEER INTERNATIONAL  
In the spirit of competitiveness, ALL-STAR CHR ELITE INT teams not listed, please find the similar division from the ALL-STAR CHR ELITE CLUB division. The following will be offered:



NOTE: Team size splits for HOLLA! Spirit Championship ONLY: SMALL (5-16 athletes) LARGE (17-38 athletes) unless noted otherwise

## DANCE

GENRE	DIVISION	GRADE/AGE	GENDER	#	CATEGORY	DANCE ROUTINE TIME LIMITS	
						ALL ROUTINES (Except Step)	2:30
<ul style="list-style-type: none"> <li>Hip Hop</li> <li>Jazz</li> <li>Pom</li> <li>Lyrical/Liturgical</li> <li>Majorette (Creative dance)</li> <li>Step (EXHIBITION ONLY)</li> <li>Variety / Open (Including tap, ballet, cultural genres, etc.)</li> </ul>	COLLEGE + OPEN ALL GIRL	16+	F/ 0 males	SM 5-16	COLLEGE   OPEN	STEP	5:00
	COLLEGE + OPEN COED	16+	F/ 1+ males	SM 5-16 LG 17-38		Timing will begin with the first choreographed movement or note of music, whichever is first. Timing will end with the last choreographed movement or note of music, whichever is last.	
<ul style="list-style-type: none"> <li>Hip Hop</li> <li>Jazz</li> <li>Pom</li> <li>Lyrical/Liturgical</li> <li>Majorette (Creative dance)</li> <li>Step (EXHIBITION ONLY)</li> <li>Variety / Open (Including tap, ballet, cultural genres, etc.)</li> </ul>	TINY	6 & younger	F/ 0 males	SM 5-16	COLLEGE   SCHOOL	<b>DANCE GUIDELINES AND RULES</b>	
	MINI	8 & younger					
	PEE WEE	10 & younger					
	YOUTH	12 & younger	F/ 1+ males	SM 5-16			
	JUNIOR	14 & younger					
	SENIOR	18 & younger					
SENIOR COED	18 & younger	LG 17-38	VIRTUAL COMPETITION ROUTINE GUIDELINES				
<ul style="list-style-type: none"> <li>Hip Hop</li> <li>Jazz</li> <li>Pom</li> <li>Lyrical/Liturgical</li> <li>Majorette (Creative dance)</li> <li>Step (EXHIBITION ONLY)</li> <li>Variety / Open (Including tap, ballet, cultural genres, etc.)</li> </ul>	TINY	6 & younger	F/ 0 males	SM 5-16	REC   SCHOOL	A. Formal entrances that involve dance, technical skills, and all traditions/chants are not permitted. Dancers should enter the performance area in a timely fashion.	
	MINI	8 & younger					
	PEE WEE	10 & younger					
	YOUTH	12 & younger					
	JUNIOR	14 & younger	F/ 1+ males	SM 5-16		B. Due to additional licensing requirements, this virtual event is prohibiting the use of any backdrops or set pieces. Backdrops or set pieces with the team's logo will be allowed. <b>PLEASE NOTE:</b> If you are doing a themed routine based of a name brand such as Barbie® and you use any set pieces that have the Barbie® logo, likeness or similarities, your video <b>WILL NOT</b> be included in the virtual presentation. It will be scored, and a notification will be placed on the virtual platform that your video has been omitted due to licensing criteria. Your team's awards placement will be included.	
	SENIOR	18 & younger					
	SENIOR COED	18 & younger					
	SENIOR COED	18 & younger					
TINY	6 & younger	F/ 0 males	SM 5-16	ALL-STAR • STUDIO • PERFORMANCE	C. Please videotape your performance in an indoor area with a minimum performance area of 30'X30'. Teams should outline their performance area with tape up to a maximum space of 54'X42'. Athletes should be able to safely perform within your marked staging area. THE VIDEO RECORDER MUST BE PLACED SO THAT THE FULL PERFORMANCE AREA CAN BE SHOWN. Be sure all dancers perform within the maximum performance area space. FOR EXAMPLE - If the performance space is 30'X30' all dancers must perform their skills within that 30'X30' space from the beginning of the routine to the end of the routine. Avoid outdoor areas such as parking lots, school yards, or outdoor areas that would feature logos, signage, or entities (including residences) that would require licensing or media release. Center markers will not be allowed. This includes but is not limited to- stuffed animals, toys, alternate dancers, spacing ropes, etc.		
MINI	8 & younger						
PEE WEE	10 & younger						
YOUTH	12 & younger						
JUNIOR	14 & younger	F/ 1+ males	SM 5-16		<b>CHOREOGRAPHY AND COSTUMING</b>		
SENIOR	18 & younger						
SENIOR COED	18 & younger						
SENIOR COED	18 & younger						
TINY	6 & younger	F/ 0 males	SM 5-16	A. Routine choreography should be appropriate and suitable for family viewing and listening of all ages. Vulgar or suggestive material, choreography and/or inappropriate music is not allowed and is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications. Music containing words unsuitable for family listening is not allowed. This includes (but is not limited to) swearwords, connotations of inappropriate behavior, etc. Inappropriate choreography, costuming, makeup and/or music may affect the judges' overall impression and will result in a deduction.			
MINI	8 & younger						
PEE WEE	10 & younger						
YOUTH	12 & younger						
JUNIOR	14 & younger	F/ 1+ males	SM 5-16	B. Shoes, on both feet, are recommended but not required while on the performance surface. Please note that should dancers choose to wear shoes, anything with wheels are not allowed (example: roller skate, roller blades, heelys, etc.). Wearing socks and/or footed tights only is not allowed.			
SENIOR	18 & younger						
SENIOR COED	18 & younger						
SENIOR COED	18 & younger						
TINY	6 & younger	F/ 0 males	SM 5-16	C. All male dancers' costumes must include a shirt that is fastened; however, it can be sleeveless.			
MINI	8 & younger						
PEE WEE	10 & younger						
YOUTH	12 & younger						
JUNIOR	14 & younger	F/ 1+ males	SM 5-16	D. Jewelry as part of the costume is allowed WITH EXCEPTION. SEE ITEM E.			
SENIOR	18 & younger						
SENIOR COED	18 & younger						
SENIOR COED	18 & younger						
TINY	6 & younger	F/ 0 males	SM 5-16	E. ADDITIONAL ATTIRE CLARIFICATION: Attire may include accessories such as hats, caps, bandanas, gloves, scarves, and belts. <b>NO JEWELRY PLEASE EXCEPT AS DEFINED IN ITEM D. NO EARRINGS, NO EARBOLBS, NO BRACELETS, NO TONGUE POSTS, NO NOSE RINGS, NO ANKLET BRACELETS, NO GAUGES, NO FACIAL OR BODY PIERCINGS, JEWELRY INCLUDING NIPPLE AND NAVEL RINGS, NO NECKLACES – METAL OR CLOTH.</b> Removing pieces of clothing during the performance is permitted provided it is not offensive or out of character. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience. Appropriate under garments must be worn by all athletes, at all times. Clothing too short and/or too tight may be deemed inappropriate especially for overexposure of certain areas of the body and/or age appropriateness. Body oils or other substances applied to the body or clothing that may affect the clean dry surface of the performance surface and the safety of fellow competitors are prohibited. Athletes may wear dance/stomp boots, street shoes, sneakers, or athletic sport shoes. All footwear must have clean, non-scoff soles. Certain high-heeled shoes, flip-flops, slippers, and bare feet (including majorette) are prohibited. Avoid attire that has prominent licensed logo placements (across the chest, front of the hat, pants legs, etc.).			
MINI	8 & younger						
PEE WEE	10 & younger						
YOUTH	12 & younger						
JUNIOR	14 & younger	F/ 1+ males	SM 5-16	GRANDSTANDING			
SENIOR	18 & younger						
SENIOR COED	18 & younger						
SENIOR COED	18 & younger						

B. Shoes, on both feet, are recommended but not required while on the performance surface. Please note that should dancers choose to wear shoes, anything with wheels are not allowed (example: roller skate, roller blades, heelys, etc.). Wearing socks and/or footed tights only is not allowed.

C. All male dancers' costumes must include a shirt that is fastened; however, it can be sleeveless.

D. Jewelry as part of the costume is allowed WITH EXCEPTION. SEE ITEM E.

E. ADDITIONAL ATTIRE CLARIFICATION: Attire may include accessories such as hats, caps, bandanas, gloves, scarves, and belts. **NO JEWELRY PLEASE EXCEPT AS DEFINED IN ITEM D. NO EARRINGS, NO EARBOLBS, NO BRACELETS, NO TONGUE POSTS, NO NOSE RINGS, NO ANKLET BRACELETS, NO GAUGES, NO FACIAL OR BODY PIERCINGS, JEWELRY INCLUDING NIPPLE AND NAVEL RINGS, NO NECKLACES – METAL OR CLOTH.** Removing pieces of clothing during the performance is permitted provided it is not offensive or out of character. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience. Appropriate under garments must be worn by all athletes, at all times. Clothing too short and/or too tight may be deemed inappropriate especially for overexposure of certain areas of the body and/or age appropriateness. Body oils or other substances applied to the body or clothing that may affect the clean dry surface of the performance surface and the safety of fellow competitors are prohibited. Athletes may wear dance/stomp boots, street shoes, sneakers, or athletic sport shoes. All footwear must have clean, non-scoff soles. Certain high-heeled shoes, flip-flops, slippers, and bare feet (including majorette) are prohibited. Avoid attire that has prominent licensed logo placements (across the chest, front of the hat, pants legs, etc.).

### GRANDSTANDING

A. Please avoid any grandstanding (excessive pre and post-performance display) with your submission.

### BACKSTAGE CROSSOVERS

A. Backstage or out of bounds crossovers are prohibited and subject to disqualification. A crossover is defined as traveling behind the stage or performance area to get to the other side of the stage, out of sight of the audience.

### PROPS

A. Props are allowed but must be handheld and cannot be used to bear the weight of the dancer. Standing props that can be used to bear the weight of the dancer are not allowed (Examples- chairs, stools, benches, ladders, boxes, stairs, etc.)

### HANDS FREE POMS

A. The use of hands-free poms will be allowed. Hands-free poms are defined as poms with a strap across the palm of the hand, making them easily transferable to place a clean hand on the ground for skills, tricks, etc. A hair tie, rubber band, or tying pom strings/pieces together will not be counted as a handsfree pom.

### SAFETY RULES

#### A. WEIGHT BEARING SKILLS

Hip over-head rotation skills with hand support are not allowed while holding poms in the supporting hand. (Exception: forward rolls and backward rolls are allowed). The use of hands-free poms for hip over-head skills is allowed. \*Please reference the Hands-Free Poms section for more details\*

B. TUMBLING AND TRICKS (Executed by individuals) \*Note: The following are lists of commonly known dance skills. This does not mean that they are required for your routine, nor does this list encompass all skills that are legal/illegal. \*

B1A. ALLOWED SKILLS: Aerial Cartwheels Front/Back Walkovers • Front Aerials Backbends • Front Handstands Round Off • Branny Stalls/Freezes • Side Somi Head spins • Forward Rolls Windmills • Backward Rolls Kip Ups • Cartwheels Shoulder Rolls • Headstands Headspings (with hands) • Handstands • Back Handstands • Toe Pitch Back Tucks - ONLY ON MATTED PERFORMANCE SURFACE.

B1B. NOT ALLOWED SKILLS: Front Tucks • Back Tucks • No-handed headspings • Dive Rolls • Toe Pitch Back Tucks on non-matted surfaces • Layouts • Shushunova

B2. Airborne skills without hand support are not allowed. (Exception: Headspings with hand support, aerial cartwheels, front aerials, and side somis not connected to any other tumbling skill are allowed).

B3. If a team chooses to use hands free poms for aerial cartwheels, front aerials, and/or side somis, and later touches down, the poms MUST be flipped off the hand, or a penalty will be assessed. Simply wearing the hands-free poms for the aerial cartwheels, front aerials, and/or side somis does not make it legal if they are not used correctly.

B4. If a team chooses to use non- hands-free poms for aerial cartwheels, front aerials, and/or side somis, they MUST be moved to one hand. If a dancer later touches down with the hand that holds both poms, a penalty will be assessed. There are no exceptions to this rule.

B5. Tumbling skills with hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headspings are allowed; 4 are not allowed).

B6. Simultaneous tumbling over or under another dancer that includes hip over-head rotation by both dancers is not allowed.

B7. Choreographed drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.

B8. 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 not allowed. All variations of a shushunova are not allowed.

#### C. DANCE LIFTS AND PARTNERING (Executed in pairs or groups)

C1. The Executing Dancer must receive support from a Supporting Dancer who is in direct contact with the performance surface through the entire skill. (Exception: Kick Line Leaps).

C2. Elevators, thigh stands, shoulder sits, and chair sits are allowed.

## DANCE

### DANCE GUIDELINES AND RULES (Continued)

- C. DANCE LIFTS AND PARTNERING (Executed in pairs or groups) – continued
- C3. The following cheer-based stunts are not allowed:
- C3A. Extended cheer stunts (the lifted dancer is extended in an upright position over the base(s) who maintain fully extended arms and have the lifted dancers' feet in hands)
  - C3B. Pyramids and basket tosses
- C4. Swinging in and out of lifts and tricks is allowed in the prone and/or supine positions; swinging forwards, backwards, or making a complete circular rotation will not be allowed if the Executing Dancer is in a prone position (body facing the ground).
- C5. Hip over-head rotation of the Executing Dancer(s) may occur if a Supporting Dancer maintains contact until the Executing Dancer returns to the performance surface or is returning to the upright position.
- C6. Vertical Inversions are allowed if:
- C6A. The Supporting Dancer(s) maintain contact until the Executing Dancer returns to the performance surface or returns to the upright position.
  - C6B. When the height of the Executing Dancers shoulders exceeds shoulder level of the Supporting dancer, there is at least one additional dancer to spot who does not bear weight.
- D. RELEASE MOVES (Unassisted Dismounts to the performance surface)
- D1. An Executing Dancer may jump, leap, step, or push off a Supporting Dancer if:
- D1A. The highest point of the released skill does not elevate the Executing Dancer's feet above head level of the Supporting Dancer.
    - D1Ai. Exception: toe touches off a dancers back/leap-frog jumps will be allowed
  - D1B. The Executing Dancer may not pass through the prone or inverted position after the release.
  - D1C. Toe pitch back tucks are not allowed except per SAFETY RULE B SECTION of this document.
- D2. A Supporting Dancer may release/toss an Executing Dancer if:
- D2A. The highest point of the release/toss does not elevate the Executing Dancer's hips above head level of the Supporting Dancer.
  - D2B. The Executing Dancer is not supine or inverted when released.
  - D2C. The Executing Dancer does not pass through a prone or inverted position after release.
  - D2D. Toe Pitch back tucks are not allowed.
  - D2E. See SAFETY RULE B SECTION of this document for exception
- E. ADDITIONAL CLARIFICATIONS:
- E1. ADDITIONAL PROHIBITED CONTENT
- E1A. Lewd gestures, comments, or movements
  - E12. Excessive use of cheer (stunts or building skills), gymnastic (tumbling) or acrobatic moves or use of overly dangerous moves (Refer to safety rules for your category)
  - E13. Excessive mature dance elements (bucking, twerking, stripper, etc.) within a routine

SMALL GROUPS								
CHEER				DANCE				
DIVISION	GRADE/AGE	GENDER	# OF ATHLETES	DANCE GENRE COMBINED	DIVISION	GRADE/AGE	GENDER	# OF ATHLETES
TINY	6 & younger	F/ M COMBINED	SOLO (1 Athlete) DUO (2 Athletes) TRIO (3 Athletes) SM GROUP TINY • MINI • PEEWEE (4 Athletes) SM GROUP YOUTH • JUNIOR • SENIOR • COLLEGE/OPEN (4-7 Athletes) STUNT GROUP YOUTH • JUNIOR • SENIOR • COLLEGE/OPEN ONLY (4-5 Athletes) PARTNER STUNT GROUP SENIOR • COLLEGE/OPEN ONLY (3 Athletes)	<ul style="list-style-type: none"> <li>• Hip Hop</li> <li>• Jazz</li> <li>• Pom</li> <li>• Lyrical/Liturgical</li> <li>• Majorette (Creative dance)</li> <li>• Step (Non-exhibition. Step TRIO AND SMALL GROUPS will be scored. Not available for solo or duo)</li> <li>• Variety / Open (Including tap, ballet, cultural genres, etc.)</li> </ul>	TINY		F/ M COMBINED	SOLO (1 Athlete) DUO (2 Athletes) TRIO (3 Athletes) SM GROUP (4 Athletes)
MINI	8 & younger				MINI	8 & younger		
PEE WEE	10 & younger				PEE WEE	10 & younger		
YOUTH	12 & younger				YOUTH	12 & younger		
JUNIOR	14 & younger				JUNIOR	14 & younger		
SENIOR	18 & younger				SENIOR	18 & younger		
COLLEGE + OPEN	16+				COLLEGE + OPEN	16+		
SMALL GROUPS TIME LIMITS				SMALL GROUP RULES				
ALL ROUTINES		1:30		Dance small groups will adhere to all dance and dance safety rules within this document. Cheer small groups must adhere to cheer rules listed in this document and the MOST RESTRICTIVE safety rules from the industry standards from USAF, NFHS and USA Cheer/AACCA.				
Timing will begin with the first choreographed movement or note of music, whichever is first. Timing will end with the last choreographed movement or note of music, whichever is last.								

### MUSIC LICENSING REQUIREMENTS FOR ALL CHEER AND DANCE TEAM

Coaches / Program Directors have agreed that they have read and understand this event's Coach Code of Conduct / Music Licensing Compliance requirements AND the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in their team's music shall only be used with written license from the owners(s) of the sound recordings. Teams must be able to provide proof of LICENSING AND SYNCHRONIZATION RIGHTS, in the form of a printed copy, included in your registration for the event for broadcast. If the team does not have the synchronization rights attached, their team's performance will be muted for streaming / public viewing with a notification added to the introduction slide for my team's performance for monetized streaming / public viewing. Lack of music licensing synchronization rights will not discount fees or be subject for refunds and/or credits. The submitted routine will be presented with full audio for scoring only.