

SPIRIT of Giving Championship



General Information

- **Date of Event: Sunday, November 14, 2010**
- **Location: Durbon Center, South San ISD, 2737 Bobcat Lane, San Antonio, Texas 78224 (210) 977-7390**
- **Open to Public and Private School, All-Star, Youth and Recreation Cheer and Dance Teams**
- **Registration Fee: \$35 per participant prior to October 15, 2010
\$40 per participant after October 16, 2010
Two (2) coaches or directors free
\$25 per individual competitor (Best Cheerleader, Best Dancer, and Group Stunts) and all SHOW/Exhibition teams
\$15.00 for 2nd entry such as Game Day or Crossover**
- **Registration Deadline: November 5, 2010**
- **Spectator Fee: \$5.00 per person w/two (2) canned or dry goods / \$8 per person without**
- **Children under five (5)-free**
- **Participant gift for each participant**
- **Special award for teams with most food donations**
- **Special Award for "MOST SPIRITED" fans**

SPECIAL SUPER SAVER (Register for both Spirit of Giving and Cheer Star Texas State Competition) prior to October 15th and receive 10% discount on both registration fees.

TAKE ADVANTAGE of IMMEDIATE SAVINGS!!!!

Performance Information

*Maximum of 36 members per cheer squad (including mascot if mascot performs during routine)
Maximum of 50 members per dance team/squad*

INTERMEDIATE SKILL RESTRICTIONS:

Intermediate teams will follow AACCA Safety Guidelines with these additional skill restrictions.

Standing Tumbling. Flips are not allowed. (No standing back tucks or back handspring back tucks).

Running Tumbling. Flips may only be performed in a tuck position. Flips may only be performed from a round off or round off back handspring entry. No tumbling is allowed after the flip. No twisting during the flip.

Stunts. Twisting transitions to and from an extended position may not exceed 1/2 twisting transition.

Pyramids. During a pyramid transition, top person may pass above 2 persons high while in direct, arm-to-arm contact with two other top persons at prep level or below.

Dismounts. Only straight pop downs, basic straight rides, and 1/4 turns are allowed from any single leg stunt. Up to 1-1/4 twists are allowed from any two legged stunt

ADVANCED SKILL RESTRICTIONS

Advanced teams will follow the standard AACCA Safety Guidelines with no additional skill restrictions.

GAME DAY (SIDELINE CHEERING) Rules and Restrictions:

Showcase your best sideline crowd-leading material.

The use of signs, poms, flags, and/or megaphones is encouraged.

- 1 minute 15 seconds time limit
- Emphasis on crowd involvement
- At least 2 components required from the following: cheers, chants, traditional yells, and/or drum cadences
- No music permitted
- No baskets, sponge, elevator, or similar type tosses permitted
- No inversions and/or twisting into or out of stunts
- No single leg stunts
- Maximum difficulty in tumbling is limited to standing back handspring
- Running tumbling is permitted only during team entrance

FIGHT SONG RULES AND RESTRICTIONS

Perform your favorite school fight song.

- 1 minute 15 seconds time limit
- Up to two eight counts may be incorporated with stunts, tumbling and/or jumps
- Same skill restrictions as listed in Game Day (Sideline Cheerleading) Rules and Restrictions

TIME OUT DANCE RULES AND RESTRICTIONS

Perform your favorite Time-Out dance.

- 1 minute 15 seconds time limit
- Traditional sideline uniforms required
- Emphasis on crowd entertainment

General Safety Guidelines and Rules

- *School, Recreation, Youth Cheer Squads and Dance Teams follow NCA/NDA or UCA/UDA guidelines, which are available at www.varsity.com. School Cheer Divisions include NOVICE, INTERMEDIATE, ADVANCED, NON-TUMBLING, NON-BUILDING AND GAME TIME DIVISIONS. (See division breakdown on Cheer Star Productions registration forms)*
- *All Star Squads and Teams follow USASF guidelines which are available at www.usasf.net*

Performance Requirements

Cheer

- *The routine time is 2 ½ minutes. Music may be used for the entire routine.*
- *Music must be recorded onto a **CD**. For best results, have music professionally recorded. Each squad or team must have a representative at the sound booth to start and stop the music for the performance. Please have a back-up CD for emergency.*

Dance

- *The routine time is 2 minutes and 30 seconds. Music may be used for the entire routine.*
- *Music must be recorded onto a **CD**. For best results, have music professionally recorded. Each squad or team must have a representative at the sound booth to start and stop the music for the performance. Please have a back-up CD for emergency.*

Best Cheerleader

- *Each Cheerleader will perform in this order: three consecutive jumps (with or without preps), tumbling pass and cheer and/or dance.*
- *Entire performance time should not exceed 90 seconds.*
- *There is a 5 limit trick incorporation in the cheer and/or dance. (A round-off back tuck is considered two tricks) The beginning jumps and tumbling pass is not counted in the 5 trick limit.*
- *If music is used, please record on a CD for best results. Each individual must have a representative at the sound booth to start and stop the music for the performance. Please have a back-up CD for emergency.*

Crowd Pleaser

- *Same routine requirements as Best Cheerleaders except **No Tumbling allowed***

Best Dancer

- *Entire performance time should not exceed 2 minutes.*
- *Music must be recorded onto a CD for best results. Each individual must have a representative at the sound booth to start and stop the music for the performance. Please have a back-up CD for emergency.*

Group Stunts

- *There is no limit to the number of stunts teams that may enter from a team. Individuals may enter more than once with a different stunt group.*
- *The routine may be up to 60 seconds with background music.*
- *Music must be recorded onto a **CD**. For best results, have music professionally recorded. Each squad or team must have a representative at the sound booth to start and stop the music for the performance. Please have a back-up CD for emergency.*

Crossover (Cheer Participants)

- *Unlimited crossovers are allowed. We will do our best to accommodate crossovers; however, we cannot guarantee that a performance overlap will not occur.*

Performance, Warm-up, and Practice Area

- *All squads will warm-up on tumbling strips and practice on a full size competition floor (No spring floor will be available for warm-up). All Cheer performances will perform on the competition mat, 42" deep by 54" wide. All dance performances will take place on the same competition mat.*
- *Each squad will have a scheduled time for warm-up, practice, and performance. Three minutes will be allocated for each.*

Awards

- *Placement trophies will be awarded to all teams and individuals competing. Special awards will be presented to Most Food donated and Most Spirited FANS. All participants will receive a participant gift.*

Judges

- *The judges for the competition will be qualified, experienced judges with a thorough knowledge and background in cheerleading.*

Hotel Information – These are suggested hotels downtown and near the competition location
La Quinta Inn and Suites, 100 Durango (78204) – (210) 212-5400 (All Suites)
Radisson, 502 W. Durango (78204) – (210) 224-7155
Holiday Inn Downtown, 318 W. Durango (78204) – (210) 225-3211
Courtyard by Marriott, 600 S. Santa Rosa Ave (78204) – (210) 229-9449

Registration

- **All registration fees must be paid in full by Friday, November 5, 2010. Checks and Credit cards accepted. Please make checks payable to Cheer Star Productions and mail registration form and payment to**

**Cheer Star Productions
P. O. Box 260165
Plano, TX 75026**

**For additional information call Sharon (210) 883-6002 or Venessa (972) 904-9868
Email info@cheerstarproductions.com**

Cancellations

- *Penalty fee 20.00 non refundable per participant for cancellations and a \$30.00 fee for division changes after 11/05/10.*