



-UPDATED-

2020 VIRTUAL-PACK



WWW.CHEERBRANDZ.COM





COMPETE IN PERSON
OR VIRTUALLY

NATIONALS

SYDNEY, AUSTRALIA
6-8 NOV

AUSLANDS
MAJORS
CHEER AND DANCE

BRISBANE, AU
23-25 OCT

HYBRID EVENTS

2020 | CHEERBRANDZ
COMP
SEASON

NATIONALS

AUCKLAND, NEW ZEALAND
31 OCT - 1 NOV

EUTOPIA
CHEER & DANCE SERIES
MELBOURNE
15TH NOV



COMPETE IN PERSON OR VIRTUALLY

IF COMPETITION IS UNABLE TO RUN IN PERSON
YOU WILL HAVE AN AMAZING VIRTUAL EVENT TO LOOK FORWARD TOO!!



**COMPETING VIRTUALLY?
HAVE YOUR OWN WATCH PARTY!!!**

WATCH THE EVENT LIVE ON THE BIG SCREEN, WITH REAL CROWDS & REAL AUDIENCES
CHEERING ON YOUR FAVOURITE TEAMS VIA THIS AMAZINGLY FUN VIRTUAL EXPERIENCE



NZ vs AU IN AWESOME HYBRID EVENTS!

WIN PAID BIDS TO NEW ZEALAND, AUSTRALIA & TO THE GLOBAL GAMES IN HAWAII



WHY CHOOSE A

CHEERBRANDZ VIRTUAL EVENT?

- ★ Fully Interactive
- ★ We zoom in every team before they compete
- ★ Live mini challenges to compete in throughout the day
- jump challenges, flexibility, handstand, tumble & more
- ★ Live streamed
- ★ Live awards
- ★ USA Judges
- ★ Live interviews
- ★ Live Instagram interaction and played on the live stream
- ★ Professional set, professionally produced.
- ★ Hybrid events - compete against and with live teams
- ★ Global event compete against USA, NZ & UK
- ★ Reduced pricing

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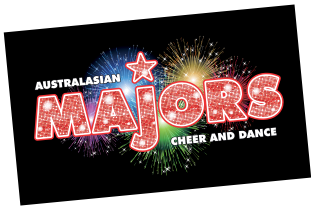
2020

www.cheerbrandz.com

PLEASE NOTE:

IF A COMPETITION CAN NOT BE RUN IN PERSON, THEY WILL GO AHEAD VIRTUALLY 🙌

CALENDAR



AUSTRALASIAN MAJORS BRISBANE 23-25 Oct (Fri, Sat, Sun)

OCT

NOV

NATIONALS AUCKLAND

31 Oct - 1 Nov (Sat, Sun)



NATIONALS SYDNEY

6-8 Nov (Fri, Sat, Sun)

NOV

NOV

EUTOPIA CHEER MELBOURNE

15 Nov (Sun)



- ★ ROCKSTAR LIGHTING
- ★ VIP COACH TREATMENT
- ★ ONLINE JUDGING
- ★ INSTANT DEDUCTION VIDEOS
- ★ CHEERSPORT DIVISIONS
- ★ BUSINESS WORKSHOPS
- ★ JUDGING WORKSHOPS



NEW PRICING COVID REDUCED ATHLETE & SPECTATOR PRICING

EVENT PRICING	Early 8 weeks prior	Final 4 weeks prior
Virtual	\$30	\$45
1 Day	\$45	\$60
2 Day	\$75	\$90
Crossovers	\$15	\$30
Scholastic	\$30	
CheerSPORT	\$30	\$45
Specialties	\$30	
Spectator Pricing (Virtually)	\$15 for a live link	
Spectator Pricing (Inperson):	Adults/ Seniors \$15	Child (5-14) \$5

EVENT BIDS

▶ BIDS TO NZ

▶ BIDS TO AUSTRALIA

▶ BIDS TO THE HAWAII GLOBAL GAMES

▶ WORLDS BIDS FOR NZ TEAMS



CHEER DIVISIONS

CHEER AGE GRID

* Due to COVID19 we are allowing athletes to be one year below or one year over the ages set below. Plus we allow 3 out of age athletes.

DIVISION	AGE	NUMBER	LEVELS
Tiny	3-6 years	5-38 Members	1 Novice, 1 Restricted, 1
Mini	4-8 years	5-38 Members	1 Novice, 1 Restricted, 1, 2
Youth	5-12 years	5-38 Members	1 Novice, 1 Restricted, 1, 2, 3, 4
Junior	7-15 years (L5 & 6, 9-15yrs)	5-38 Members	1 Novice, 1 Restricted, 1, 2, 3, 4, 5, 6
IASF Junior	10-16 years	16-24 Members	1, 2, 3, 4, 5
Senior	10-18 years (L6 12-18yrs)	5-38 Members	1 Nov, 1R, 1, 2, 3, 4, 5, 6, 7
Open	14 years & older	5-38 Members	1 Nov, 1R, 1, 2, 3, 4, 5, 6, 7
Scholastic	Primary, Intermediate High School, University	5-38 Members	1, 2, 3-4, 5-7

The age of a competitor: will be determined based on the International standard being the date of birth falling during the "year of the competition" being the 31 December. Size Splits: Divisions will be split into Extra Small (5-15 Members), Small (16-24) and Large (25 or more Members) where there are more than 10 teams in a division. Coed Splits: For Senior Divisions Levels 3 to 6 a mandatory coed split will occur where there are 2 or more coed teams in a division. Other Divisions: If a division is not listed please contact us and if we have 3 or more teams we will add the division.

SPECIALTIES: * Unfortunately due to Covid19 we are only offering Specialty divisions virtually. Winners of each division will get to perform and receive their trophy on event day.

STUNT GROUP (VIRTUAL ONLY)

DIVISION	AGE	NUMBER	LEVELS
Junior	15 years & younger	Max 5	Level 2, 3, 4, 5
Senior	10 - 18 years	Max 5	Level 2, 3, 4, 5, 6
Open	14 years & older	Max 5	Level 2, 3, 4, 5, 6, 7

ASSISTED PARTNER/PARTNER GROUP (VIRTUAL ONLY)

DIVISION	AGE	NUMBER	LEVELS
Senior	10 - 18 years	2	Level 2, 3, 4, 5, 6
Open	14 years & older	2	Level 2, 3, 4, 5, 6, 7

CHEER INDIVIDUALS & DUO'S (VIRTUAL ONLY)

DIVISION	AGE	NUMBER	LEVELS
Junior	13 years & younger	1 or 2	Level 3, Level 6
Open	14 years & older	1 or 2	Level 3, Level 6

COMPETING VIRTUALLY

Please submit your virtual video online through the registration portal. Video's must be submitted 24hrs before the event. They must show a front on elevated view and be one continuous take and can not be edited. The video should be filmed within 4 weeks of the event date. We also ask that you allow 30mins for filming and you do no more than 2 takes.



CHEERSPORT AGE GRID

DIVISION	AGE	NUMBER	GRADES
Tiny	6 years & younger	4 or more	Grade 1, 2
Mini	9 years & younger	4 or more	Grade 1, 2, 3, 4
Youth	12 years & younger	4 or more	Grade 1, 2, 3, 4, 5, 6
Junior	15 years & younger	4 or more	Grade 1, 2, 3, 4, 5, 6
Senior	18 years & younger	4 or more	Grade 1, 2, 3, 4, 5, 6
Open	14 years & older	4 or more	Grade 1, 2, 3, 4, 5, 6
Scholastic	Primary, Intermediate High School, University	4 or more	Grade 1, 2, 3, 4, 5, 6
Adult	18 years +	4 or more	Grade 1, 2, 3, 4, 5, 6
Senior Plus	50 years & older	4 or more	Grade 1, 2

The age of a competitor: will be determined based on the International standard being the date of birth falling during the "year of the competition" being the 31 December. Size Splits: Divisions will be split into Small (4-12 Members) and Large (13 or more Members) where there are more than 10 teams in a division. Coed Splits: For Senior Divisions Grades 5 & 6 a coed split will occur where there are 5 or more coed teams in a division.

CHEERSPORT GRADES

*Please note we have removed the requirement for toss progressions in grade 1 & 2.

- Grade 1 = Equivalent to NZ Level 1 Restricted
This Grade will follow Level 1 rules with the all stunts being limited to waist height and pyramids limited to prep level
~~Toss Progression: Load in to basket grip.~~
- Grade 2 = Equivalent to USASF Level 1. ~~Toss Progression: Trophy drill to prep level.~~
- Grade 3 = Advanced Level 1
This Grade will follow Level 1 stunting rules with the following exceptions allowing these stunt skills: Prep level 1 leg stunt (bracer not required); passing through 2 foot extended stunt (no stopping at the extended level); ½ twist to prep level; log roll. Toss Progression: Trophy drill ~~to extended level.~~
- Grade 4 = Equivalent to USASF Level 2
- Grade 5 = Advanced Level 2
This Grade will follow level 2 stunting rules with the following exceptions allowing these stunt skills: 1 twist to prep level 2 leg stunt; pass through 1 foot extended stunt (no stopping at the extended level); single skill dismount from prep level 2 leg stunt. Tosses: Single trick/skill allowed, twisting skills not allowed.
- Grade 6 = Equivalent to USASF Level 3
- Tumbling - all tumbling is allowed in all grades but is not scored, however deductions will be given.

NEW ZEALAND DANCE AGE GRID

DIVISION	AGE	NUMBER	STYLES
Junior	13 & Younger	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
Senior	13 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
Adult	18 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
Open Age	All Ages	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance

SCHOLASTIC DANCE – WHERE THERE IS LESS THAN 3 TEAMS THIS DIVISION WILL BE COMBINED WITH ANOTHER APPROPRIATE DIVISION.

Scholastic	Primary, Intermediate, High school, University	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
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NOVICE DANCE – ALL STYLES JUDGED AGAINST EACH OTHER UNLESS THERE ARE 3 OR MORE TEAM IN EACH STYLE

Junior	13 & Younger	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
Senior	13 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance

*Three out of age athletes allowed per team.

SOLOS/DUOS VIRTUAL ENTRIES ONLY: Unfortunately due to Covid19 we are offering a reduced Solo/Duo division and these only offered virtually. Winners of each division will get to perform and receive their trophy plus compete to be named Solo/Duo Grand Champion.

DIVISION	AGE	STYLES
Junior	13 & Younger	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance
Senior	13 & Older	Jazz, Hip Hop, Contemporary/Lyrical, Open Dance

AUSTRALIAN DANCE AGE GRID

DIVISION	AGE	NUMBER	STYLES
Tiny	6 years & younger	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Mini	9 years & younger	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Youth	12 years & younger	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Junior	15 years & younger	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Senior	18 years & younger	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Open	14 years & older	4 or more	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Scholastic	Primary, Intermediate, High school, University	4 or more	Jazz, Hip Hop, Contemporary/Lyrical

NOVICE SPLITS- All Novice styles will be judged against each other, unless there are 10 or more entries in a section and there is at least 3 entries in both divisions after the split. **SIZE SPLITS** - divisions will be split into Small (4-14 dancers) and Large (15 or more dancers) when there are 10 or more teams in a section. **ALL GIRL & COED SPLITS** - will be made if there are 10 or more teams in a section and there is at least 3 teams in each division after the split. **SCHOLASTIC SPLITS** - where there is less than 2 teams in a scholastic division these may be combined with another appropriate division.

DANCE DOUBLES VIRTUAL ENTRIES ONLY.

* Unfortunately due to Covid19 we are only offering Specialty divisions virtually. Winners of each division will get to perform and receive their trophy on event day.

DIVISION	AGE	NUMBER	STYLES
Junior	14 years & younger	2	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Senior	10 to 18 years	2	Jazz, Hop Hop, Pom, Contemporary/Lyrical
Open	15 years & Older	2	Jazz, Hop Hop, Pom, Contemporary/Lyrical

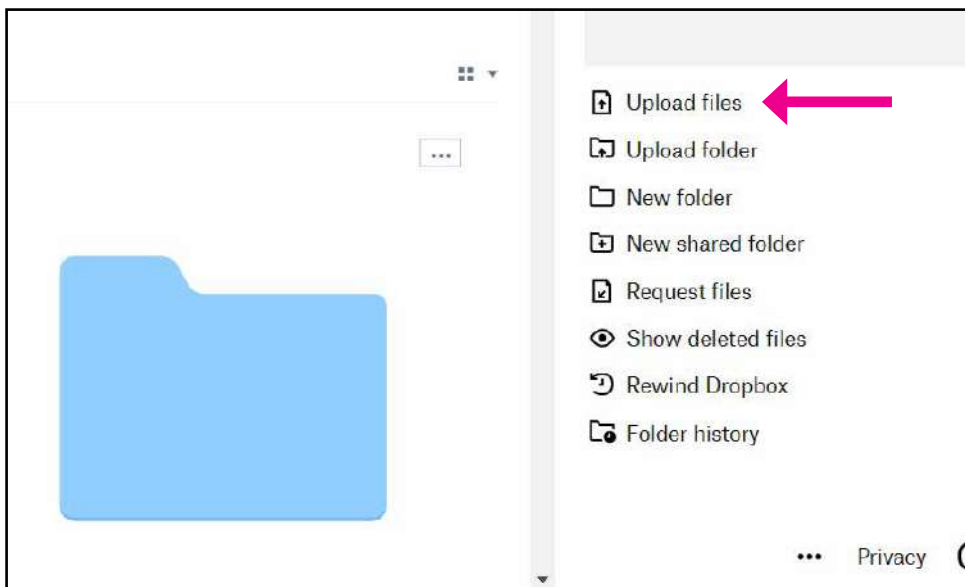


TEAMS AND TROUPES - DROPBOX

(For Solos, Duos and Stunt see REG CHAMP instructions on next page)

For Teams/Troupes that are competing virtually,
please email events@cheerbrandz.com
to request a drop box link.

You will then load your videos into that link
for submission to the competition.



WWW.CHEERBRANDZ.COM



VIDEO UPLOAD

SOLOS, DUOS AND STUNT - REG CHAMP

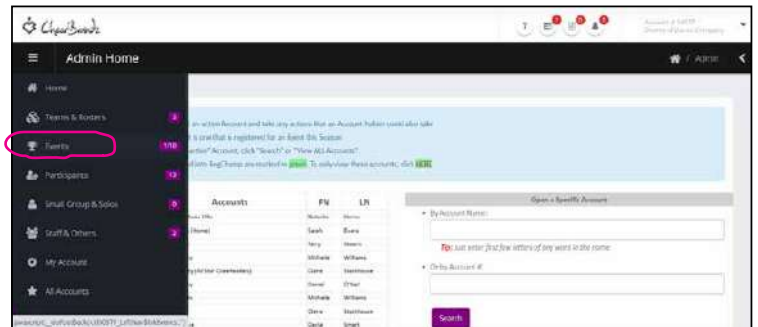
1.

Open and log in to your RegChamp account



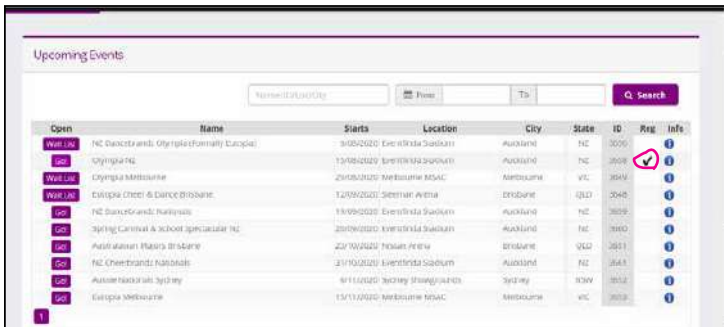
2.

On the left hand side toolbar click events



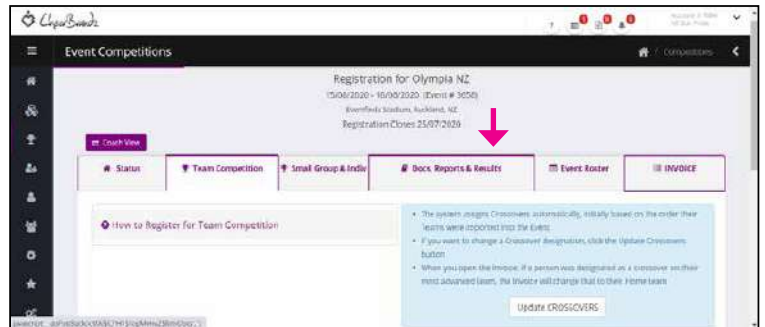
3.

Click into the competition you are registered for



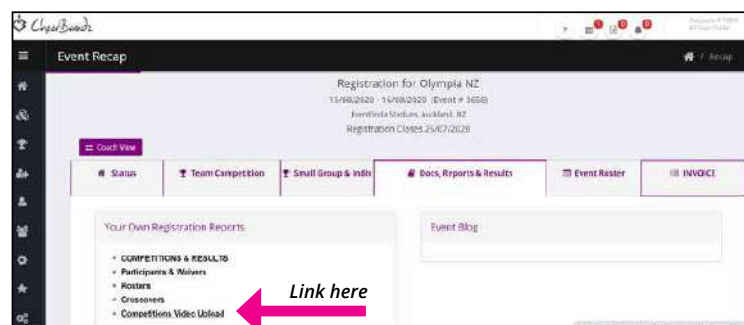
4.

Click on docs results & reports



5.

Click competition video upload





RULES & GUIDELINES

Competing Virtually: We will not be able to police these rules so we are working on the honour system. We believe in our industry and trust that no coach would intentionally cheat:

1. Video to be submitted 1 week before the event.
2. We ask that you allow 30mins for filming your routine and you do only two takes.
3. Video must be one continuous take and can not be edited.
4. Video should be filmed within 4 weeks of the event date.
5. Video view must be from a front on elevated camera view (all athletes must be seen)

IMPORTANT COVID UPDATES:

Ages: CheerBrandz allows athletes to be one year older or one year younger, as well as allowing 3 out of age athletes for this season.

Crossovers: No athlete crossover restrictions.

Covid Pre-Season Scoresheet: CheerBrandz offers a pre-season/Covid19 scoresheet that basically caps the difficulty level at Low and changes quantity from majority to most. Legalities warned only, deductions given.

REGISTRATION

How to Register: Register online at www.regchamp.com/cheerbrandz. If you need help registering email us: events@cheerbrandz.com we are only too happy to help!! Registration steps are below:

Step One: Sign Up to our new registration system www.regchamp.com/cheerbrandz

At the bottom of the box you will see purple text saying sign up

Step Two: Enter your athletes

Click on the Participant Icon on the Left hand side & then click Add Participants

- Upload any Excel file of athlete names and birthdates, or
- Enter Athletes one at a time.

Step Three: Create your Teams/routines

Click on the Teams Icon on the Left hand side & then click Create New Team

Step Four: Select an Event

Click on the Event Icon on the Left hand side & then click GO on the Event you want to Register

- Import a team, by selecting the team from the dropdown box
- Click the Import Team button

How to Make Payments: After you have registered an invoice will be generated and sent to you with all payment details. Please pay by the due date so that you don't miss out on early bird discounts.

EVENT DAY REGISTRATION

Registration Open 1 Hour Before: Registration will be open approximately an hour before the competition begins, please pick-up your registration pack during this time. If you are unavailable at this time, please see the ticket booth or hospitality suite for pickup. In your registration pack you will find the final runsheet and wristbands for your athletes.

Wristbands: All athletes and coaches must wear their wristbands to enter the arena and backstage area's. Gyms will receive 1 coach wristband. (up to a maximum of 6) If you need more wristbands for extra coaches please email events@cheerbrandz.com so we can have these added to your registration pack.



RULES

CheerBrandz follows the latest IASF Rules 2020-2021.

The CheerBrandz scoring rubric follows ACSA, you can find our rubric here: <https://cheerbrandz.com/information/cheer-scoring>

TIME LIMITATIONS

Timing Begins: With the first movement, voice, or note of music, whichever comes first. Timing will end with the last movement, last voice, or note of music, whichever comes last.

Cheer Routine Times

Novice Teams: Routine time may not exceed 2:30mins

Cheer & Dance Teams: Routine time may not exceed 2:30mins

CheerSPORT: Routine time may not exceed 1:30mins

School With Cheer: Routine time may not exceed 2:30mins

NZ School No Cheer: Routine time may not exceed 1:30mins

Cheer Solos & Duos: Routine time may not exceed 1:00min

Group & Partner Stunt: Routine time may not exceed 1:00min

Cheer Time Limit Violations: 1 or more seconds over time will result in a .25 deduction. Judges will use a stop watch or similar device to measure the official time, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

Dance Routine Times

Australian Dance All: Routine time may not exceed 2:15mins

Novice Dance Teams: Routine time may not exceed 2:15mins

Solos & Duos: Routine time may not exceed 1:30min

NZ Hip Hop: Routine time may not exceed 2:15mins

NZ Hip Hop Mega Crew: Routine time may not exceed 3:30mins

NZ Jazz/Contemporary/Lyrical/Open: Routine time may not exceed 3:30mins

Dance Time Limit Violations: 3-5 seconds overtime -0.5, 6-10 seconds overtime -1.0, 11+ seconds overtime -2.0

MUSIC

Auxiliary Input: Music must be played on a Auxiliary Input capable device. Please have someone ready with your music at the music desk two items before your scheduled time.

Music Interruption: In the event of music failure, the coach will have to decide within 2 minutes if they would like to perform again. Judging will resume at the point where the music was interrupted. The team will be required to take the stage immediately for the 2nd performance.

Clean Music: Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members and should not include profanity. Deductions may be given for inappropriate music.

Helpful Tips: Fully download your music onto your device. Items played from email servers, cloud storage systems etc can stop start based on stream speed of the 4G/wifi in the venue. We suggest putting each track into its own play list or "note" to prevent the next track playing at end. Take the cover off your audio player to ensure the auxiliary input is not disturbed on the day. If you are using your phone, ensure it is switched to flight mode. Lastly, after you have plugged in your device, ensure the volume is up on full before you hit play. Many devices automatically drop the volume after they are plugged in.



COMPETITION AREA - CHEER

Cheer Floor: Approximate floor size for cheer will be 16m wide by 12m deep (9 strip spring floor).

Start & End on Floor: Participants must start and end in the competition area and may line up anywhere inside the competition area to begin their routine.

Stay Within Boundary: All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. The competition boundary is defined as the actual competition floor/spring floor, the carpet bonded foam panels that connect to the spring floor, and any additional border that supports/surrounds the floor.

Boundary Deductions: The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

Signs & Props: If a sign or prop is thrown outside the performing area, that team will receive a deduction for each violation. Signs or props may be placed or dropped outside the performing area by a team member who must remain inside the performing area.

Backstage Warm Up: Please check the runsheet for timings as each event may differ. Typically we allocate 4-6mins at each station: Stunting/Pyramid Mats (3run); Tumble Strip; Full 9 run floor (non-sprung). We also allow a level 4-6 full floor corner tumble pass warm-up on the competition floor. For specialties we allocate 5mins on 1 cheer mat, plus 5mins is allocated on the main competition floor for tumble warm-up. Please note we do not have a music player available in the warm-up area for specialties, however, you are welcome to bring your own. No friends or family will be allowed in the rehearsal area.

COMPETITION AREA – DANCE

Dance Floor: Approximate floor size for dance will be 12m wide by 12m deep (8 strips marley floor). Please note New Zealand events use 7 strips marley floor and side wings are provided at NZ events for studio dance teams to use. Please note that at some events the backstage warmup floor is not the same size as the performance floor.

Start & End Off Floor: Dance participants may start on or off the floor and may use wings for lineups or costume changes.

Backstage Warm Up: Please check the runsheet for timings as each event may differ. Typically we allocate 4-6mins at each station: Marley strip warmup; Marley full floor (this may differ in size from the competition floor). Solo's & Duo's – please note we don't always have Marley floor available for warm-ups, please also bring your own music player for solo/duo warmup if needed. Please note that crossovers who are in multiple routines may miss scheduled warm-ups. No friends or family will be allowed in the rehearsal area.

Boundary Deductions - No deductions will be assessed for dancing outside of the dance floor.



SCORE SHEETS

Score Sheets: Scoresheets are emailed out at the end of each division on 2 day events or after each prize giving on 1 day events. Please note that we no longer print score sheets as these are now all emailed. You can also access all your scoresheets on your online account here: Open the Event/Docs/Reports/Results/Competitions.

Day 1 Scoresheets & Rankings: will be available within 2 hours after the conclusion of your division. Your score sheets and team rankings will be emailed out after the completion of the division.

Day 2: All results will be emailed out after prize giving, so please ensure you have the correct details on our registration system. If you do not receive this email feel free to visit us by the judges riser and we can print a physical copy.

30/70 split: Day 1 scores will account for 30% of your total score, and this will be carried forward to Day 2.

Deductions: You will receive an email and text from our cheer replay system regarding any deductions or legalities you receive. Please ensure we have the correct email and cell phone number entered in our online registration system to ensure you receive these notifications. Challenges may be made within 1 hour of collection, by filling in the challenge form and leaving in the challenge box at the collection table.

Cheer Replay: we use the cheer replay system to instantly send you videos via email & texts to notify you of any legalities or deductions. To ensure these are received we require a list of teams with the coach name, email & cell phone. Please note that we make every effort to ensure this service is operating but this is subject to wifi and internet availability. The phone number format needs to be sent with the country code first and the phone number with no spaces eg 6142134567.

Score Check: If you wish to challenge any of your scores please visit the score check desk on the side of the judges riser and fill in the challenge form and leave it in the challenge box at the collection table. Please note that difficulty scores can not be challenged if they are within range. We will endeavour to get back to you within 30mins and will text you when we have an answer for you.

CHEER DIVISION SPLIT RULES:

Size Split: Divisions will be split into Extra Small split (5-15 members), Small (16-24) & Large (25 or more members) where there are more than 10 teams in a division.

Coed Splits: For Senior Divisions Levels 3 to 6 a mandatory coed split will occur where there are 2 or more coed teams in a division.

Large & Small Gym Splits: If after the above splits there are 6 or more teams in a division a further split will be made by Large and Small Gym if the split results in a minimum of 3 teams in each division.

A & B Splits: If after the above there are 12 or more teams remaining in a division an A & B Split will occur based on team size and or crossover issues. Please note that a mandatory split occurs for tiny & mini divisions to split into 3 or 4 teams to ensure all receive a placing.

Combining & Splitting Divisions: The division list is a "menu" of divisions and categories that may be offered. In an effort to maintain a competitive environment CheerBrandz may add, split, combine, delete or open divisions at any time leading up to the event.



DEDUCTION SYSTEM

Athlete Fall - 0.25 Drops to the floor during tumbling and/or jump skills; Hand/s, or head down in tumbling or jump skills; Knee or knees down in tumbling or jump skills.

Building Fall - 0.75 Drops to a cradle, uncontrolled dismounting and/or uncontrolled lowering of a building skill (not timing issues); Top person shifts weight and/or alignment onto a base or spotter during a building skill; Base or spotter drops to the performance surface during a building skill; Safety spotter touches stunt

Major Building Fall - 1.25 Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotter; Top person drops to the performance surface; Multiple bases and/or spotters drop to the performance surface; Top person lands on base and/or spotter who drops to the performance surface

Maximum - 1.75 When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid transition, then the sum of those deductions will not be greater than 1.75.

*Bobbles, balance checks and controlled timing errors will be reflected in technique scores.

Boundary Violations - 0.25 The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

Time Limit Violations - 0.25 Teams that exceed 2:30 will be subject to the following deduction: 1 or more seconds over time will result in a .25 deduction. The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

Safety Violations 0.5-1.0 Tumbling skills performed out of level and General Safety Guidelines will be issued a 0.50 deduction. Building skills performed out of level will be issued a 1.0 deduction.

Image Policy -0.25 Inappropriate choreography and/or music, as well as violations that break the image policy will be issued a .25 deduction.

Minimum Athlete Requirement -3.0 If a team competes with fewer than the minimum number of athletes for their specific division, a deduction will not be assessed if that team is registered and rostered with the minimum amount of athletes required for that division. Teams that register, roster and compete with fewer than the number of athletes required for a specific division will either be moved to the correct division or issued a 3 point deduction. From a judging perspective, all teams competing with fewer than the number of athletes required will be scored as if they meet the minimum athletes requirement (in terms of majority and most).

Novice Division: To maintain the spirit of the division, Novice teams will receive warnings for athlete falls or where a rule violation was the result of a performance error. In other instances the team may receive a deduction.

Dance Deductions: Minimum athlete number not met – 1.0

Pom or costume drops that become a hazard – 0.5

Drops or falls to the floor during choreography, jumps, leaps, tumbling, kicks, tricks, lifts or freezes - 1.0 Suggestive or Offensive costuming, music or choreography – 1.0

Unsportsmanlike Conduct –1.0

Use of Props –2.0

Timing Violations 3-5 seconds overtime –0.5, 6-10 seconds overtime –1.0, 11+ seconds overtime –2.0



SPORTSMANSHIP

Coaches: will display good sportsmanship and will require the same of their cheerleaders, dancers, parents/family of performers, including on all social media. When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 1.0 deduction and removal of coach or disqualification. Includes the following: Inappropriate and deliberate physical contact between athletes during the event. Abuse of equipment or any items associated with the event. Using language or a gesture that is obscene, offensive, or insulting. Using language or gestures that offend race, religion, colour, descent or national or ethnic origin. Failing to perform a routine. Excessive appealing at Score Reviews. Showing dissent towards scoring official decision by word or action. Threat of assault to an event representative. Public criticism of an event related incident or event official

Recruiting Of Athletes/Promoting At Events: The recruiting of athletes and promoting your gym/studio to explicitly recruit is strictly prohibited at all CheerBrandz events. The following are examples of what is not allowed: Flyers that are handed out detailing tryout information, studio location, number, website etc. inside arena/competition area and/or parking lot. (The handing out of inspirations/good luck messages is allowed as long as there is no promotional information other than studio/team name). Coaches, owners, directors, etc. talking to other athletes about attending their studio.

Reporting: Teams may report any issues to event management, but in order for us to assess a point deduction or disqualification, a member of our staff must actually witness such conduct and deem it unsportsmanlike. We cannot make a ruling based on hearsay alone.

Deduction: Unsportsmanlike behaviour or recruiting of athletes/promoting gym at any event may result in a 1.0 point deduction.

INTERRUPTION OF PERFORMANCE

If a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors, the team affected or competition officials may stop the routine. The degree and effect of the interruption will be determined by the competition officials. The competition officials will determine if the team will be allowed to perform at a later time. If the team performs the routine again it will be done in its entirety, but will be evaluated ONLY from the point where the interruption occurred. The spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials.

INJURY

1. The only persons that may stop a routine for injury are: a) competition officials, b) the gym owner/head coach from the team performing or c) an injured individual.
2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. If permitted to perform again the team must (pending the injury's impact on the routine) perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
3. If a team needs to re-perform the routine in its entirety, (example: throwing a back tuck instead of the full twist thrown in the original performance) then this team will receive a four-point (4.0) penalty AND receive a score based on the lower level performance.
4. The injured participant that wishes to perform may not return to the competition floor unless:
 - a) The competition officials receive clearance from: first, the medical personnel attending to that participant, the parent/guardian (if present) AND THEN the head coach/director of the competing team.
 - b) If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver. (excluding a suspected concussion).
 - c) In the event of a suspected concussion, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries (medical doctor or designated official specifically trained in concussion management), even with a waiver from a parent or legal guardian.
 - d) In addition to the USASF head injury policy, we encourage you to be familiar with the specific law of where the competition is being held.



2020 PRE-SEASON EVENT SCORING SYSTEM-BUILDING/TOSSES

STUNT DIFFICULTY

3.5	BELOW	Skills performed do not meet the Low range requirement
4.0	LOW	4 different level appropriate skills performed by <i>most majority</i> of the team

PYRAMID DIFFICULTY

3.5	BELOW	Skills performed do not meet the Low range requirement
4.0	LOW	2 different level appropriate skills, 2 structures performed by <i>most-majority</i> of the team

QUANTITY

Most changed to Majority
*refer to scoring grid

TECHNIQUE

Stunt and Pyramid Drivers: * Top Person/Body Control * Bases/Spotters/Stability of Stunt * Entries/Transitions/Dismounts * Obvious Mistakes * Synchronisation	Toss Drivers: * Top Person * Cradle * Synchronisation/Timing
3.5 - 5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form

TOSS DIFFICULTY

4.0	Less than a Majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section

2020 PRE-SEASON EVENT SCORING SYSTEM-JUMPS/TUMBLE

STANDING TUMBLING DIFFICULTY: LEVEL 1 - 5

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	<i>Most-majority</i> of the team performs a level appropriate pass

STANDING TUMBLING DIFFICULTY: LEVEL 6-7

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	<i>Most-majority</i> of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY: LEVEL 1 - 5

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Less than a Majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY: LEVEL 6-7

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Majority of the team performs a level appropriate pass

JUMP DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4	<i>Most-majority</i> of the team performs 1 advanced jump
4.5	<i>Most majority</i> of the team performs 2 connected advanced jumps. Must be synchronised and must include a variety. Tiny/Mini: <i>Most-majority</i> of the team performs 2 advanced jumps must be synchronised, but DO NOT need to be connected or include a variety
5	<i>Most-majority</i> of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronised and include a variety. Tiny/Mini: <i>Most-majority</i> of the team performs 3 advanced jumps must be synchronised, but DO NOT need to be connected or include a variety.

TECHNIQUE

Standing/Running Tumbling Drivers: * Approach * Speed * Body Control * Landings * Synchronisation	Jump Drivers: * Arm Placement * Leg Placement * Hyperextension/Height * Landings * Synchronisation
3.5 - 5.0	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form.

QUANTITY

Most changed to Majority
*refer to scoring grid

2020 PRE-SEASON EVENT SCORING SYSTEM-OVERALL

PERFORMANCE

9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
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VIRTUAL VIDEO RULES:

<p>We will not be able to police these rules so we are working on the honour system. We believe in our industry and trust that no coach would intentionally cheat.</p> <ol style="list-style-type: none"> 1. Video to be submitted 1 week before the event. 2. We ask that you allow 30mins for filming your routine and you do only two takes. 3. Video must be one continuous take and can not be edited. 4. Video should be filmed within 4 weeks of the event date. 5. Video view must be from a front on elevated camera view (all athletes must be seen)

IMPORTANT NOTES:

RULES USED: IASF 2020-2021

- * 3 out of age athletes allowed on each team.
- * No athlete crossover restrictions.
- * Legalities warned only, deductions will be given.

- * All building skills can be performed before the routine to counts.
- * Routine length max 3:30min



For more information please visit our website

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REGISTRATION:
<https://cheerbrandz.com/register>

Dance

DANCE SCORING:
<https://cheerbrandz.com/information/dance-scoring>

Cheer

CHEER SCORING:
<https://cheerbrandz.com/information/cheer-scoring>

SKILLS

https://cheerbrandz.com/Files/Uploads/Content/Attachments/CB_Cheer_Skills_List_2020.pdf

LEGAL

LEGAL STUFF:
<https://cheerbrandz.com/information/legal-stuff>

WWW.CHEERBRANDZ.COM



TESTIMONIALS:

// *Thanks for always giving athletes the best platform to showcase their passion. The experience here is second to none. It's cool, calm, relaxed, inviting and encouraging. All of the event staff are great.*
Skye Vickers Coach //

"Wow!! What an experience!! Don't think I've ever seen so many smiling faces at a competition, no intensity or stress that usually surrounds these events. My 9 year old has been competing for 3 years and she absolutely loved your comp for the fun and light hearted feel that it gave her while still being able to perform in what she loves. The sportsmanship was outstanding, I think the teams really felt the family feel and not the feeling like they were against each other. The dancing, the games etc really broke the ice" Karen Sweeny Cheer Mum

"We wanted to say a massive thank you to Kimberley and all the CheerBrandz crew for an amazing weekend at Majors! You and your staff go above and beyond for our teams and coaches and we can't thank you enough for a fun and stress free weekend! We can't wait to compete at with CheerBrandz next year! Anyone who is considering attending these competitions we highly recommend them!!" Olympus Cheer

"Thanks so much for putting on such a great event! Was definitely one of the best run competitions (particularly loved the lighting, the longer warm up rotations, the viewing area out the back and also the comp floor seating at the front of the floor, the coaches area, the way deduction review & score cards are online and the whole flow of the event) Was a great experience for all!" Tash Hingston Coach

OUR PARENTS AND ATHLETES LOVE THE VIBE AT CHEERBRANDZ! THE DANCE PARTY IS THEIR HIGHLIGHT AND ALSO BEING ABLE TO SIT ON THE FLOOR TO CHEER ON THEIR CLUB XX SUSAN LOBRIZA

Love CheerBrandz, they are our favourite competitions every year and we can't wait for the 2020 events already :)

WWW.CHEERBRANDZ.COM