

CCC 2011 NATIONAL CHEERLEADING AND DANCE CHAMPIONSHIPS

PRICES

Competitor Prices

Cheer

\$55 per participant

Dance

\$45 per participant includes

Sunday competition only.

Hotel Information

Holiday Inn

1111 Lakeside Ave.
Cleveland, OH

Contact Kelly Grumbach
216-928-3221

\$102.60 double per night tax
included.

Parking is \$5 a day per vehicle.

Hampton Inn

1460 East 9th Street

Cleveland, OH

Contact: Amanda Taylor

216-241-6600 ext 2062

\$102.60 double per night, tax
included. Continental Breakfast.
Parking is \$15 a day.

Crowne Plaza

City Center

Contact: Joyce Hopkins

216-771-7600

\$114.10 double per night, tax
included.

Parking is \$12 per day.

***Mention CCC has room blocks.**

**Additional Hotel information
available online at**

www.championcheercentral.com

Hard Rockin' Nationals Itinerary

March 12th 9:00 AM—8:00 PM

All Star Cheerleading Competition at
the Cleveland Convention Center.

March 13th 9:00 AM—6:00 PM

**Individuals, Doubles, Stunt Teams
School and Rec Cheerleading and
Dance Competition** at the Cleveland
Convention Center.

WHAT YOU NEED TO REGISTER

- Completed registration form with signature.
- Payment: In the form of a check, money order or purchase order.
- Medical/Photo Release forms. Competition Waiver.
- Team Eligibility and Sweatshirt form.
- Code of Ethics with signature.
- Individual or Group Stunt Registration.

REGISTRATION INFORMATION

Registration

1. To be registered in a team division, there must be at least 5 members on the team.
2. Champion Cheer Central, Inc. reserves the right to add, combine, divide and/or eliminate divisions as necessary at all competition events based on registrations per competition.
3. All forms must be completed and mailed to CCC postmarked prior to the deadline date of January 5, 2010.
4. Please send no more than one check per team made payable to "Champion Cheer Central, Inc." or "CCC". Any checks they are returned for any reason will be charged a \$50 return fee in addition to the original amount and checks will no longer be accepted from the issuer in the future. Payment will only be accepted in the form of money order, cashiers check, certified bank check or hand delivered cash.
5. All signed registration forms received by Champion Cheer Central, Inc. constitutes guaranteed payment by the organization.
6. ALL balances must be paid in full by every team prior to the start of the event. **NO EXCEPTIONS!**



CCC 2011 NATIONAL CHEERLEADING AND DANCE CHAMPIONSHIPS

REGISTRATION CONTINUED

Eligibility

1. All school team members must be enrolled and currently attending school.
2. Recreation teams must cheer for a recreation team sport a full season of the sport. Teams may be asked to provide proof of recreation involvement.
3. You maybe asked to provide proof of age; please be prepared to provide proof for any CCC Staff or competing teams. Proper forms of identification are birth certificates, current school identification cards or a drivers license. If you are in violation of this rule, your team will be disqualified with no refund.

Payment Deadline

All forms and deposit are due by January 5th. Mail must be postmarked by January 5th.

Final Payment is due February 13th, 2011. Late fees apply if not postmarked by that date.

Late Fees

Late fees are assessed if medical release forms, team eligibility forms, payment and completed registration form are not postmarked by the February 13th date. If the registration is not received by that date a late fee of \$50 will be charged per team. No team will be allowed to compete until all late fees are paid.

Cancellation Policy

1. **If your team needs to cancel, you must notify CCC by phone (888)91CHEER and a written explanation one month prior to the date of the event. This will entitle your team to an 80% discount excluding hotel fees and deposits; otherwise there will be no refund.**
2. Any hotel reservations made through CCC are non-refundable and non-transferable.
3. In event that Champion Cheer Central is forced to cancel it's competition. Champion Cheer Central will refund 50% of the registration fees and 50% credit towards any other CCC Competition, Camp, Etc.

Registration Discounts

Multi team discount applies to any organization who registers three or more teams. For every three teams of 12 members or more receive \$200 off of the organizations total registration fees.

Division Changes

The coach is responsible to register their team in the correct division. If there are questions concerning this decision, please contact CCC prior to registering. Division changes can be made after registering, however, a fee of \$75 will be charged for each division change before January 5th. Teams making division changes between February 14th and February 21st will be charged \$300. No division changes will be accepted after February 21st.

Crossover Fees

Any participant who competes on more than one team will be a charged a \$25 crossover fee.

Performance Order

Teams will perform in reverse order of registration. Teams that register first perform last in that division.

Practice Times

Practice times are posted and are strictly enforced. If your team misses their practice time they forfeit the opportunity to practice. Due to the high volume of crossovers CCC will do it's best to accommodate teams . Practice and approximate performance times will be posted on the web site 2 weeks prior to the date of competition.

GENERAL RULES AND GUIDELINES

PERFORMANCE REQUIREMENTS

ATTENTION SCHOOL TEAMS—You have an option of competing either All Music or cheer/Music Formats. If you choose All Music the routine must not exceed 2 minutes and 30 seconds. Cheer/Music format guidelines listed below.

School/Recreational Cheer/Music and All Music Routines

- * Routine must consist of at least one cheer, chant or transition.
- * Total routine time can not exceed 2 minutes and 30 seconds.
- * A musical segment of at least 45 seconds. (Cheer/Music Routine)
- * Timing begins with the first organized movement and/or first word of cheer or beat of dance.
- * Any spell outs and/or organized entrances will be judged and considered part of the routine.
- * Timing will end with the holding of the final movement or pyramid.
- * Partner Stunts and Pyramids are permitted in all divisions but non-mount.



CHAMPION CHEER CENTRAL NATIONALS

- * Routines should be choreographed so that the routine flows from one segment to the other.
- * Gymnastics and jumps are permitted and encouraged.
- * Teams can have no less than 5 participants.
- * Mascots are welcome to perform with their teams, however, they will be counted when determining the number of participants.
- * There are to be no props used in the routine with the exception of signs, pom poms, flags, and megaphones.
- * Organized, formal entrances that involve cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders should enter the performance area in a timely fashion.
- * Team names will be called twice: once as the team on deck and once as the next team to perform.
- * Teams must follow the National Federation Safety Rules. Call 1-800-776-3462 to obtain a current copy.
- * All routines should be appropriate for family viewing. Any vulgar or suggestive movements, words, or music will result in a score deduction. No tear-away uniforms or removal of clothing is allowed.

Non Mount Divisions

- * Routine must consist of at least one cheer, chant or transition.
- * Total routine time can not exceed 2 minutes and 30 seconds.
- * A musical segment of at least 45 seconds.
- * Timing begins with the first organized movement and/or first word of cheer or beat of dance.
- * Any spell outs and/or organized entrances will be judged and considered part of the routine.
- * Timing will end with the holding of the final movement.
- * Partner Stunts and Pyramids are not permitted in non-mount divisions.
- * Routines should be choreographed so that the routine flows from one segment to the other.
- * Gymnastics and jumps are permitted and encouraged.
- * Teams can have no less than 6 participants.
- * Mascots are welcome to perform with their teams, however, they will be counted when determining the number of participants.
- * There are to be no props used in the routine with the exception of signs, pom poms, flags, and megaphones.
- * Organized, formal entrances that involve cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders should enter the performance area in a timely fashion.
- * Team names will be called twice: once as the team on deck and once as the next team to perform.
- * Teams must follow the National Federation Safety Rules.
- * All routines should be appropriate for family viewing. Any vulgar or suggestive movements, words, or music will result in a score deduction. No tear-away uniforms or removal of clothing is allowed.



CCC 2011 NATIONAL CHEERLEADING AND DANCE CHAMPIONSHIPS

.All Star Routines

- * At least 2 minutes of music but, no more than 2 minutes and 30 seconds.
- * Partner stunts and Pyramids are permitted.
- * Jumps and Gymnastics are permitted and encouraged.
- * Teams can have no less than 6 participants.
- * Mascots are welcome to perform with their teams, however, they will be counted when determining the number of participants.
- * There are to be no props used in the routine with the exception of signs, pom poms, flags, and megaphones.
- * Organized, formal entrances that involve cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders should enter the performance area in a timely fashion.
- * Team names will be called twice: once as the team on deck and once as the next team to perform.
- * Teams must follow the U.S.A.S.F. All Star Rules.
- * All routines should be appropriate for family viewing. Any vulgar or suggestive movements, words, or music will result in a score deduction. No tear-away uniforms or removal of clothing is allowed.

Open/Collegiate Team Routines

- * Total routine time should be no longer than 2 minutes and 30 seconds. A musical segment of at least 45 seconds.
- * Partner stunts and Pyramids are permitted.
- * Jumps and Gymnastics are permitted and encouraged.
- * Teams can have no less than 6 participants.
- * Mascots are welcome to perform with their teams, however, they will be counted when determining the number of participants.
- * There are to be no props used in the routine with the exception of signs, pom poms, flags, and megaphones.
- * Organized, formal entrances that involve cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders should enter the performance area in a timely fashion.
- * Team names will be called twice: once as the team on deck and once as the next team to perform.



Best Cheerleader

- * All Music Format Only. Participants will be placed in the appropriate age group based on their age at the time of the competition.
- * Each participant will perform the following to music: three consecutive jumps, one consecutive tumbling pass, and a cheer and/or dance, performed in any order.
- * The dance may include cheer motion technique and words of a cheer.
- * Overall performance may not exceed 90 seconds and timing will begin with the first sound of music. Music is required for the entire performance. A partner may not be used during the performance. Judging is based on showmanship, motion/dance execution, spirit, ability in the area of jumps and tumbling, as well as overall impression.

Doubles

- * All Music Format Only. Participants will be placed in the appropriate age group based on their age at the time of the competition.
- * The participants will perform the following to music: three consecutive jumps, one consecutive tumbling pass, and a cheer and/or dance, performed in any order.
- * The dance may include cheer motion technique and words of a cheer.
- * Overall performance may not exceed 90 seconds and timing will begin with the first sound of music. Music is required for the entire performance. Judging is based on showmanship, motion/dance execution, spirit, ability in the area of jumps and tumbling, as well as overall impression.

Best Group Stunt

- * Each group stunt routine may be up to, but no longer than one minute 15 seconds, with background music.
- * Timing will begin with the first sound of music or movement of the team. The routine does not have to be choreographed directly to the music.
- * Teams will be judged on technique, strength and stability of stunts, flow of routine, degree of difficulty (taking into consideration the number of stunts), perfection of routine and overall impression.
- * No jumps or tumbling are permitted.
- * There will be a penalty each time there is a violation of C.C.C. High School or All Star Safety Guidelines. A separate penalty if your routine exceeds the time limit.

Best Partner Stunt

- * Open to couples made up of one male and one female.
- * There is no limit on the number of couples that may enter from the same team. A spotter (selected by the performing team) may not base or help hold up stunts. A coach of the team may be the spotter.
- * The routine may be up to 60 seconds, with background music.
- * Timing will begin with the first sound of music or movement of the team. The routine does not have to be choreographed directly to the music.
- * Teams will be judged on technique, strength and stability of stunts, flow of routine, degree of difficulty (taking into consideration the number of stunts), perfection of routine and overall impression.
- * No jumps or tumbling are permitted.
- * There will be a penalty each time there is a violation of C.C.C. High School or All Star Safety Guidelines. A separate penalty if your routine exceeds the time limit.

Dance Divisions (Competition Sunday Only)

- * Each team will perform a routine not to exceed 2 minutes and 15 seconds.
- * A Legality Judge will determine if each required style of dance has been met. If the Legality Judge does not feel the requirements were met, a 5 point deduction may occur. All judges decisions are final.
- * Formal entrances that involve organized run-ons or structured entrances are not permitted. The team should enter the performance area in a timely fashion.
- * Timing will begin with the first organized movement, word, or beat of music by the individual or team after they have been announced.
- * Timing will end with the last organized movement, word, or beat of music by a individual or team. Teams must exit immediately after the performance.
- * Soft-soled dance shoes may be worn while competing. Bare feet are acceptable. Socks only is prohibited.
- * Dance teams may wear approved jewelry as part of their costume. Approved jewelry includes legal post earrings and hair accessories. Hoop earrings, bracelets, necklaces, rings, tongue, belly, nose rings etc. are prohibited and will result in a 5 point penalty per occurrence. Medical necklaces or bracelets may be worn, but should be removed from the neck/wrist area and secured to the body with tape.
- * The team's name will be called twice: once as the team is on deck and once as the next team to perform.
- * Routines must be appropriate for family viewing. Any vulgar or suggestive movements, words, or music may result in a point deduction.



JUDGING CRITERIA

The judging panel will consist of three Performance Judges, one Routine Judge and one Safety Judge.

Performance Judge

The judges will be scoring each division according to the judging criteria using a 100 point scale. Judges will rank teams accordingly.

Routine/Difficulty Judge

Each routine has a value based on the difficulty choreographed into the routine. Points are broken down by skill and given to a team that shows a majority of the team performing that skill. Example: Standing full twist is worth 10 points. In order for a team to achieve the ten points a team of 15 would have to have at least 8 team members perform a standing twist.

Safety Judge

The safety judge tracks time as well as penalties for falls and rule violations. These points are then deducted from the total score rewarded by the performance judges and routine judge.

The judges decisions are final. Any questions about the judging are to be directed to Champion Cheer Central, Inc.

GENERAL COMPETITION GUIDELINES

Use of mini-tramps, springboards, or any other apparatus used to propel a participant is not permitted.

Drops (knee, seat, thigh, front, back, and split drops) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet, which breaks the impact of the drop.

Jewelry of any kind is prohibited. This includes earrings, nose, tongue and belly button rings, necklaces and pins on uniforms. Jewelry must be removed and may not be taped over or covered.

Performance order for the preliminary competition will be order of registry (example: a team that is first to register with a deposit for their division will compete last; the team that is last to register will be the first to compete). For final competition, teams will perform in reverse order of their preliminary ranking (example; teams placing first in the preliminary competition will compete last in the final competition).

The number of finalists in each division will be determined and finalized based on the number of teams registered in that division one week prior to the date of the competition. Late or cancelled registrations that occur within one week of the competition will not effect the predetermination number of finalists.

Music Information

One representative from your group or organization will be responsible for playing the music for your routine. The representative should report to the music table when your team is on deck. This person must stay at the music table during the entire routine. Any music not cued properly which adds time to the routine and/or causes team timing issues is the responsibility of the person representing your team. No team will be permitted to start the routine over. Coaches are encouraged to create routines that finish a few seconds under the time limit to ensure that the team does not go over time. Judges' decisions on timing of total routine and music portion of routines are final. Please bring two copies of your music.

Code of Conduct

*Champion Cheer Central, Inc. asks that the following code of conduct be adhered to during all C.C.C. Competitions, to ensure a positive experience for all teams and individuals involved.

- * Any questions or concerns that affect a team's performance must be expressed by the coach/advisor to the appropriate C.C.C official.
- * Any unruly behavior by coaches/advisors, participants or spectators will result in removal from the event.
- * There will be no contact with the judges from any participant, coach/advisor or spectator during any competition.
- * The judges' rulings are final on all decisions concerning deductions, specific rulings and final placement.
- * We expect all teams, coaches/advisors and spectators to represent themselves and their community in a positive way.
- * Each team must have a completed Code of Ethics Form completed in order to compete in this or any C.C.C. event. This form can be mailed in along with your waivers and release forms.

Interruption of Performance

Injury

The Legality Judge or Head Judge reserves the right to stop a routine due to an obvious injury. In the event that an injury causes the team's routine to be interrupted during competition, the team will have time to regroup before performing their routine again. Judging will resume from the point at which the injury/interruption occurred as determined by the judges. The performance will be placed as the schedule allows.

Music

In the event a technical error causes a team's music to be interrupted, the coach/advisor will have the opportunity to stop the performance and begin again immediately. It is recommended that the coaches/advisors have a backup CD or tape with them at the music table. Judging and timing will resume from the point which the malfunction occurred as determined by the judges. In the event a music error caused by the coach/advisor occurs, the performance may be stopped and begun again immediately; however, timing of the routine will NOT be stopped, and, in most cases, a time penalty will occur. Judging will resume from the point at which the interruption occurred as determined by the judges.



DEDUCTIONS/PENALTIES

Major Falls

Major falls during technical skills or other OBVIOUS SEVERE mistakes (examples: multiple falls in a single sequence/series by a single couple; pyramids that fall or that are severely missed) during the performance will result in a 5 point deduction for EACH mistake. Any tumbling fall to the floor on knees, hands down on tucks, layouts, etc., will result in a 3 point penalty.

CCC DOES NOT DEDUCT FOR "BOBBLES."

Time Limits

Exceeding the maximum total routine time of 2 minutes and 30 seconds.

Illegal Stunts

A 5 point deduction will be taken for EACH illegal stunt or pyramid performed during your routine.

Not meeting the Requirements

Not meeting the minimum routine and music times as described in the performance requirements. Not including the minimum required elements of the routine as described in the Performance Requirements.

Safety Rules Violations

A 5 point deduction will be a result for EACH violation of the Safety Rules and Guidelines listed and in the Spirit Rules from the National Federation. (School and Recreational teams only) or the USASF/NACCC Safety Rules for All Star teams.

Improper Spotting

A 3 point deduction will be given for improper spotting of stunts and/or pyramids, inattentive spotters, or having no spotter on stunts that require a spotter.

BOUNDARY VIOLATIONS

EACH boundary violation will result in a 3 point deduction per occurrence. Deductions are given for stepping off (the entire foot) or touching (the entire hand or other body part) outside the performance area or an object outside the performance area. Stepping on or touching the edge of the mat does not constitute a violation. Props and signs may be partially touching out of bounds without penalty. A team member may pick up or set down a sign that is partially out of bounds. However, a team member may not pick up or set down a prop or sign that is completely outside the performance area. Tossing signs and props off of the performance floor is acceptable.

*Any deductions for mistakes, time violations, safety guideline violations or inappropriate choreography will be subtracted from the FINAL total score. Thus, executing a "clean" routine is very important.

*Deductions/penalties are assessed at the sole discretion of the judges. All judges' decisions are final.

*Ties will not be broken. Tying teams will share the title.



Dance Categories:**Jazz**

A jazz routine incorporates stylized dance movements and combinations, formation changes, group work, leaps and turns. Emphasis is placed on proper technical execution, extension, control, body placement and team uniformity.

Pom

Pom Poms must be used 80% of the routine. Important characteristics of a pom routine include synchronization and visual effect, clean and precise motions, strong pom technique, and incorporate dance technical elements. Visual effect includes level changes, group work, formation changes, the use of different color poms, etc.

Hip Hop

Routines emphasize the street style movements with an emphasis on execution, style, creativity, body isolations and control, rhythm, uniformity and musical interpretation. Teams may also put an additional focus on athletic incorporations such as jumps, jump variations, combo jumps and other tricks.

Please refer to the USASf 2009-2010 Dance Rules.

DIVISIONS	AGE*	CATEGORIES	TIME LIMIT
Tiny Dance	5 years and younger	Jazz, Pom, Hip Hop	2 minutes 30 seconds
Mini Dance	8 years and younger	Jazz, Pom, Hip Hop	2 minutes 30 seconds
Youth Dance	11 years and younger	Jazz, Pom, Hip Hop	2 minutes 30 seconds
Junior Dance	14 years and younger	Jazz, Pom, Hip Hop, Lyrical	2 minutes 30 seconds
Senior Dance	18 years and younger	Jazz, Pom, Hip Hop, Lyrical	2 minutes 30 seconds
Open	14 years and older	Jazz, Pom, Hip Hop, Lyrical	2 minutes 30 seconds

CCC All Star Cheer Divisions for 2010-2011

Cheer Divisions	Age	Female/Male	Number on squad	Levels
Tiny Cheer				
Tiny	5 years and younger	Female/Male	5—36 Members	1
Mini Cheer				
Mini	8 years and younger	Female/Male	5—36 Members	1,2,3
Youth Cheer				
Youth	11 years and younger	Female/Male	5—36 Members	1,2,3,4,5
Junior Cheer				
Junior	14 years and younger	Female/Male	5—36 Members	1,2
Junior	14 years and younger	No Males	5—36 Members	3,4,5
Junior Co-Ed	14 years and younger	1 or more Males	5—36 Members	3,4,5
Senior Cheer				
Senior Open* (Tumbling Restrictions)	18 years and younger	Female/Male (Limit 0—4 Males)	5-36 Members	5
Senior	18 years and younger	Female/Male	5—36 Members	1,2
Senior	18 years and younger	Female/Male	5—36 Members	2
Senior	18 years and younger	No Males	5—36 Members	3,4
Senior Coed	18 years and younger	1 or more males	5—36 Members	3,4
Senior	18 years and younger	Female/Male	5—36 Members	4,2
Senior	12 years—18 years	No Males	5—36 Members	5
Senior Limited Co-Ed	12 years—18 years	1-4 Males	5—36 Members	5
Senior Semi-Limited Co-Ed	12 years—18 years	5-12 Males	5—36 Members	5
Senior Unlimited Co-Ed	12 years—18 years	5 or more Males	5—36 Members	5
International Open Cheer				
International Open	14 years and older	No Males	5—24 Members	5
International Open Co-Ed	14 years and older	1—12 Males	5—24 Members	5
Special Needs Cheer				
Special Needs	Any Age	Female/Male	Unlimited	N/A
Open Cheer				
Open	17 years and older	No Males	5—24 Members	6
Open Co-ed	17 years and older	1 or More Males	5—24 Members	6

Champion Cheer Central has the right to combine divisions based on team participation. Divisions with less than three teams will be combined with another appropriate division. All Star teams will be split into Small and Large Divisions when there are at least TWO teams that will ultimately be registered in each respective division.

All star team members must compete in the appropriate age division based on their age as of August 31, 2010.

CCC Divisions for 2010-2011

Division	Age/Grade	Number on Squad
*Recreation and Youth League		
Tiny	5 years and younger	40 or fewer members
Mini Prep	7 years and younger	40 or fewer members
Pee Wee	9 years and younger	40 or fewer members
Youth	12 years and younger	40 or fewer members
Junior Prep	14 years and younger	40 or fewer members
Junior	16 years and younger	40 or fewer members
Senior	18 years and younger	40 or fewer members
High School/Junior High		
Junior High/Middle School Mount	9th grade and younger	5–30 members
Junior High/Middle School Non Mount	9th grade and younger	5–30 members
Freshman Mount	9th grade only	5-30 members
Freshman Non Mount	9th grade only	5–30 members
Junior Varsity Mount	9th–11th grade	5–30 members
Junior Varsity Non Mount	9th–11th grade	5–30 members
Small Varsity Mount	9th–12th grade	5–10 members
Medium Varsity Mount	9th-12th grade	11–15 members
Large Varsity Mount	9th–12th grade	16–25 members
Super Varsity Mount	9th–12th grade	26–35 members
Small Varsity Non Mount	9th–12th grade	5–10 members
Medium Varsity Non Mount	9th–12th grade	11-15 members
Large Varsity Non Mount	9th–12th grade	16–35 members
Small Varsity Co-Ed	9th–12th grade	5–35 members, 3–5 males
Large Varsity Co-Ed	9th–12th grade	5–35 members, 6+ males
College/University		
Small All Female Team	Current Student	6–12 members
Large All Female Team	Current Student	13–25 members
Small Co-Ed Team	Current Student	6-12 members
Large Co-Ed Team	Current Student	13–25 members

***Recreation teams must meet ALL of the criteria listed below:**

1. Are governed and/or affiliated with a YMCA, a Boy and Girls Club or your county's Recreation and Parks and be an official member of the team/association they represent.
2. The team's main purpose is to cheer/dance for their associated recreation sports club (ie. Football, soccer, basketball etc.) and are not solely put together for the purpose of competition.
3. Organization members must not pay tuition .

Champion Cheer Central has the right to combine divisions based on team participation. Divisions with less than three teams will be combined with another appropriate division.