



2014 APS SPIRIT INVITATIONAL GENERAL INFORMATION

Sport	Cheer & Dance/Drill	
Date	February 22nd, 2014	
Site	Eldorado High School	
Deadlines	Competition rosters due on or before 3:30pm, February 12th Advance tickets sales order and payment are due on or before 3:30pm, February 13th	
Sessions	One: - JV Cheer / Two: Varsity Cheer and Dance/Drill	
Performance Categories	Cheer:	Teams will perform a <i>Cheer with Music</i> routine
	Dance/Drill:	Teams are allowed to perform one of the following routines: <i>Military, Pom</i> or <i>Hip Hop</i> Team will declare category submitted with roster
Competition Fees	\$150.00 per team / APS exempt fee; make check payment to <i>APS Athletic Department</i> .	
Directors of Event	Coordinator of Athletics:	Ron Warren
Admission	Varsity Cheer & Dance Drill	Adults, Students & Senior Citizens \$5.00
Advance Ticket Sales	Teams and/or parent organizations may purchase tickets in advance. Seating is on a first come, first served basis. Due to limited seating and the number of participants and spectators expected, purchasing tickets in advance is strongly encouraged. Regardless of team size and who is purchasing the tickets, teams and parent organizations will be limited to a maximum purchase of 60 tickets in advance.	
	Maximum Advance Ticket Purchase:	
	Dance/Drill Team Maximum	60
	Varsity Cheer Team	60
	Junior Varsity	60
	Order Form:	A detailed order form will be sent to each head spirit coach
	Method of Payment:	One check per team made payable to APS Athletic Department
	Deadline:	Orders and payment due to the APS Athletic Department on or before 3:30pm, Thursday, February 13th
	Point of Contact:	Ron Warren, 878-6169 or warren_r@aps.edu
APS Passes	Current APS Athletic Event Passes will be honored	

Teams

Albuquerque High- VC/JVC	Raton- D/VC
Atrisco Heritage Academy- D/JVC	Rio Rancho- D/VC/JVC
Cibola- D/VC	Sandia- VC/JVC
Del Norte- VC/JVC	Santa Fe- VC
Eldorado- D/VC/JVC	Valley- VC
La Cueva- JVC	Volcano Vista- D/VC/JVC
Los Lunas- VC	West Las Vegas- VC
Moriarty- VC/D	

Key: D – Dance/Drill VC – Varsity Cheer
 JVC- Junior Varsity Cheer

Teams will be required to sit in the designated area

Schedule

Mandatory JV Cheer Coaches' Meeting	7:45am
• Check-in – Dance/Drill Teams, JV and Varsity Cheer	
Doors Open To Public	8:00am
Warm-Ups Begin	8:40am
Competition Session Begins	9:00am
Award Presentation	Following cheer performances
Mandatory Dance/Drill Coaches' Meeting	11:30am
• Check-in – Dance/Drill Teams, JV and Varsity Cheer	
Doors Open To Public	12:00pm
Warm-Ups Begin	12:10pm
Competition Session Begins	12:30pm
Award Presentation	Following cheer and dance/drill performances

Order of performance will be available at check-in and emailed to coaches no later than two days prior to the competition. The order of performances and warm-up schedule is subject to change.

General Information

All spectator seating will be on a first come first served basis. Reserving and saving seats is not allowed. This includes saving sections of seats for a particular school or team. Participating teams will have a designated seating area which will be identified the day of the competition.

Concessions will be available; no outside food or drink. This applies to both spectators and teams.

Warm-up time will be dictated by schedule. Schedule will be provided upon check-in.

Roster

Competition rosters are due to APS Athletics on or before 3:30pm, Wednesday, February 12th by either fax at 830.3383 or e-mail at warren_r@aps.edu. (See roster form included in packet.)

NOTE THE FOLLOWING PARTICIPATION RESTRICTIONS:

Participants are restricted to one competition performance. A participant may not be a part of both a competitive cheer performance and a competitive dance/drill performance.

Athletic Trainer

An athletic trainer will be available during the event. Coverage is arranged via the school district schedule.

Warm-Up Information

Each team will have warm-up time. Due to area constraints, there will be NO yelling in the warm-up area. Please only bring necessary performance items to the warm-up area as there will not be a place to store or leave items while teams are performing. Teams will not be allowed to re-enter warm-up area.

Cheer Specific: Each team will have 5 minutes to stretch, 5 minutes on tumbling/jumps mats (2 strips) and 5 minutes on a full mat area (9 strips).

Dance Specific: Each team will have 5 minutes to stretch, 5 minutes in a limited area to warm-up jumps, leaps, etc., and 5 minutes to warm-up full routine. Do not rely on the warm-up area having floor markings.

Total Score & Tie Breakers

JV Cheer

All teams will perform their routine. Judges will critique and score performances based on the criteria presented in the competition packet, performance judge's score sheet and the technical judge's score sheet.

A team's total score will be an average of the combined judges' scores minus deductions (technical and performance time).

The team with the highest total score will be the first place competition winner. In the event of a tie, tie breaking Rules will be used to determine ranking. See tie breaking criteria.

Varsity Cheer and Dance/Drill

The competition will have a performance round. All teams will compete in the performance round. The team with the highest total score will be the first place competition winner.

Performance Round – All teams will compete in the performance round.

Judges will critique and score performances based on the criteria presented in the competition packet, performance judge's score sheet and the technical judge's score sheet.

A team's total score will be an average of the combined judges' scores minus deductions (technical and performance time).

In the event of a tie, tie breaking rules will be used to determine ranking. See tie breaking Criteria.

The team with the highest total score **from the performance round** will be the first place competition winner.

Tie Breaking Criteria

- ◆ Tie Breaking Criteria - In the event of a tie, the following will be used in the order as listed to determine ranking:
 1. Team's highest performance score
 2. Team's second highest performance score
 3. Team's third highest performance score
 4. If a tie still exists, scores earned for *OVERALL PERFORMANCE / IMPRESSION* for cheer and *SHOWMANSHIP & OVERALL IMPRESSION* for dance/drill will be used in the following order to determine ranking
 - a. Score earned in identified section from highest performance score sheet
 - b. Score earned in identified section from second highest performance score sheet
 - c. Score earned in identified section from third highest performance score sheet

Awards**JV Team Cheer**

A first place team trophy will awarded

Varsity Cheer and Dance/Drill

The dance/drill team with the highest total score earned in the performance round will be awarded with a 1st place team trophy.

The cheer team with the highest total score earned in the performance round will be awarded with a 1st place team trophy.

Competition results will be made available online at the APS Athletic Department website at www.aps.edu/athletics.

Copies of judge's score sheets (performance and technical if applicable) will be distributed to coaches upon the conclusion of the award presentation for each session (end of Session I for JV Cheer, and end of Session II for Varsity Cheer & Dance/Drill) at the designated area and will only be available for pick-up for up to thirty minutes after the final award presentation.

All scores and competition results are final.

**Award
Presentation****JV Cheer**

Trophy presentation upon the completion of the JV Cheer session

Varsity Cheer and Dance/Drill: Performance Round

Trophy presentation upon the completion of the Performance Round.

It is the expectation of the APS Athletic Department all teams will remain present for the award presentation.

Presentation

The award presentation will take place immediately following the last performance of the competition session. It is the expectation of the APS Athletic Department that all teams competing will remain for the award presentation.

**Contact
Information**

Coordinator of APS Athletics

Ron Warren

Wk: 878-6169

Cell: 697-0487

E-mail: warren_r@aps.edu

APS
ATHLETICS
Great for Kids!

SPIRIT ROSTER

SCHOOL: _____ MASCOT OR TEAM NAME: _____

HEAD COACH: _____ PHONE NUMBER DAY OF EVENT: _____

ASSISTANT COACH: _____ PERFORMANCE ENTRY: JV CHEER W/ MUSIC VARSITY CHEER W/MUSIC
 DANCE/DRILL / POM DANCE/DRILL / HIP HOP DANCE/DRILL / MILITARY

PARTICIPANTS:

- | | |
|-----------|-----------|
| 1. _____ | 16. _____ |
| 2. _____ | 17. _____ |
| 3. _____ | 18. _____ |
| 4. _____ | 19. _____ |
| 5. _____ | 20. _____ |
| 6. _____ | 21. _____ |
| 7. _____ | 22. _____ |
| 8. _____ | 23. _____ |
| 9. _____ | 24. _____ |
| 10. _____ | 25. _____ |
| 11. _____ | 26. _____ |
| 12. _____ | 27. _____ |
| 13. _____ | 28. _____ |
| 14. _____ | 29. _____ |
| 15. _____ | 30. _____ |

**ROSTERS DUE TO APS ATHLETICS BY 3:00PM ON OR BEFORE
WEDNESDAY, FEBRUARY 12th**

CHEER PERFORMANCE CATEGORY: CHEER WITH MUSIC

All APS hosted spirit contests are NMAA sanctioned competitions. Criteria for performance categories shall adhere to and will be judged according to the standards defined and outlined by the NMAA in the *NMAA State Spirit Competition Guidelines* located under *Cheer Guidelines* for cheer performances and *Dance Guidelines* for dance/drill performances on the NMAA website, www.nmact.org, under the *Spirit* link. NMAA score sheets/adjudication forms for performance judges and technical judges will be used; forms are available on the NMAA website under the *Spirit* link.

All New Mexico Activities Association rules and National Federation of State High School Associations spirit rules apply unless otherwise specified. It is the expectation choreography, music and performance uniforms will be age and audience appropriate while upholding the decorum of each school represented.

Time Limits and Music

- Each team will perform a routine not to exceed two minutes and thirty seconds (2:30).
 - The musical portion is mandatory and is to be no longer than a total of one minute and thirty seconds (1:30).
 - There are no limits on the number of songs used in performance.
 - A team representative is required at audio table to cue music during performance.
- Five point deduction from overall score (cumulative score from all judges) for exceeding entrance time
- Five point deduction from overall score (cumulative score from all judges) for exceeding the maximum performance time
- Music **MUST** be on an audio CD (CD-R). Have a back-up audio CD (CD-R) with you during performance. Avoid recording music on a rewritable CD (**don't use CD-RW**).
 - A quick and reliable test to ensure performance music will be compatible with competition audio equipment is to play the audio CD (CD-R) that will be used for the performance on a portable stereo/boom box.
- Performance music only on the audio CD (CD-R).
- Each audio CD (CD-R) must be labeled with the name of the school and the name of the head coach.
- Suggestion: In addition to being prepared with two audio CD's, have performance music on i-pod as a last resort and back-up to the two audio CD's.
- Once the team is in starting performance formation on the performance floor/court, timing will begin with the first choreographed, organized word, movement or note of music and timing will end with the last organized word, movement or note of music. Teams will have an entrance time of 45 seconds to get into starting formation upon team being introduced.
 - Tumbling, chants and spell-outs incorporated as part of team introduction/entrance and exit will be timed as part of the performance.

Penalty Violations

- All NFHS safety rules apply
- Along with NFHS safety rules, refer to the NMAA technical judge's form

Performance Interruptions

- Performance interruptions due to circumstances beyond a performing team's control may have the opportunity to perform routine a second time. The event director(s) and/or performance official will evaluate the circumstances for the interruption and determine whether or not the performance interruption was beyond the control of the team. The event director(s) and/or performance official will determine whether or not the team will be allowed to perform routine a second time. If it is determined the routine will be performed a second time, the event director(s) and/or performance official will determine whether or not routine will be judged from the start of the second performance or from the point of the original performance interruption.
- Stopping a performance does not guarantee a team will be given the opportunity to perform routine a second time. Individuals who may stop a routine are:

- Event Director(s)
- Performance Official
- Athletic Department Administrator
- Coach

Judging, Scoring and Competition Results

- The competition will consist of a performance round for cheer and dance/drill.
- All teams will compete in the performance round.
- A first place trophy will be awarded to the varsity team with the highest performance scores.
- A team's total score will be an average of the combined performance scores minus deductions (technical, performance time and/or entrance time).
 - Tie Breaking Criteria - In the event of a tie, the following will be used in the order as listed to determine ranking:
 1. Team's highest performance score
 2. Team's second highest performance score
 3. Team's third highest performance score
 4. If a tie still exists, scores earned for *OVERALL PERFORMANCE / IMPRESSION* for cheer and *SHOWMANSHIP & OVERALL IMPRESSION* for dance/drill will be used in the following order to determine ranking
 - a. Score earned in identified section from highest performance score sheet
 - b. Score earned in identified section from second highest performance score sheet
 - c. Score earned in identified section from third highest performance score sheet
- Competition results will be made available online at the APS Athletic Department website at www.aps.edu/athletics.
- Copies of judges' score sheets (performance and technical if applicable) will be distributed to head coaches upon the conclusion of the award presentation at the designated area and will only be available for pick-up for up to thirty minutes after the award presentation.
- All scores and competition results are final.

Protocol for Communication

- All parent, participant and coaching staff questions and concerns shall be communicated through the head coach directly to the event director(s).

Interpretation of Rules, Guidelines & Competition Criteria and Final Decisions

- Failure to follow the rules, guidelines and/or performance criteria set forth by the APS Athletic Department, the New Mexico Activities Association and/or the National Federation of State High School Associations puts a team at risk of point deductions and/or being disqualified from the competition.
- Final decisions regarding interpretation of rules, guidelines, disqualifying actions and all other competition aspects will be declared by the competition directors(s) and/or designee(s). All decisions made are final and are not subject to review.

Spirit Competition Resources: Criteria, Rules & Guidelines:

APS Athletic Department www.aps.edu/athletics - Event packet is attached to the event listed on department calendar
 New Mexico Activities Association www.nmact.org
 National Federation of State High School Associations www.nfhs.com, *National Federation of State High School Associations Spirit Rules Book*

STATE SPIRIT COMPETITION GUIDELINES

CHEER GUIDELINES



I. ELIGIBILITY

The NMAA State Spirit Competition is open to all NMAA member high school competitive varsity cheer teams. Only one team may represent a school. All NMAA eligibility requirements must be adhered to by all participants. Each school must submit a team roster and picture on the NMAA website by December 15th of the current year.

II. PERFORMANCE CATEGORY

Teams are required to perform first a **“Game Day”** routine and second a **“Cheer with Music”** routine. The daily score for each routine is the average of the 5 judge’s scores minus any deductions. The two daily scores are then added together to arrive at a team’s final score. Both routines must follow the guidelines set forth in the NFHS Spirit Rules Book.

III. PERFORMANCE CRITERIA

A. Cheer with Music

1. Each team will perform a routine not to exceed two minutes and thirty seconds (2:30).
2. Music is mandatory and is to be no longer than a total of 1 minute and 30 seconds (1:30). Once the music starts, it can be interrupted with chants, cheers, stunts, etc. The school fight song can be used in this category. Music should be appropriate and not offensive in any manner to the audience.
3. See judges sheet for criteria that will be used to judge this category.

B. Game Day

1. Each team will perform a routine not to exceed one minute and fifteen seconds (1:15).
2. No music permitted.
3. Emphasis on crowd involvement
4. Running tumbling is prohibited.
5. The use of crowd leading material such as signs, poms, flags, and/or megaphones is encouraged.
6. Mascots are limited to the same props as cheerleaders (poms, signs, flags, megaphones, and/or banners) and are NOT allowed to stunt!
7. See judges sheet for criteria that will be used to judge this category.

- C. There will be a total deduction of 5 points for any performance that exceeds or does not meet the time limit. Deductions will be reflected on the technical judge scoring sheet.

A floor monitor will signal for the team to enter the floor. A team will have 45 seconds to (1) enter the floor, (2) set up any props, and (3) get into position. Teams will begin their routine immediately after it is announced (“Now performing...”). No additional set-up or positioning time is allowed. The time will begin with the first signal (stomp, clap, ready, music, etc.) and end when the routine is over. Teams exceeding the entrance time will receive a 5 point deduction from their total score for that performance. Deductions will be reflected on the technical judge scoring sheet.

Routine music must be recorded on a quality compact disc (CD) or iPod. The CD must be labeled with the school and coach's name. Each coach must provide a second CD for back-up purposes. If you will be playing your routine music using an iPod, you must have your music cued and ready to hand over to the music tech. Keep in mind that recording equipment differs. In the event of music malfunction during the State Competition, the music representative must inform the person controlling the music to stop the music. The announcer will tell the performing team to regroup and start over in the event of a malfunction of the music. There will not be a point deduction for a music malfunction. (Note: A coach may not request that the routine be repeated once the team has left the floor.)

IV. CLASSIFICATIONS/DIVISIONS

- A. Divisions shall be made into the following classifications: A, AA, AAA, AAAA, AAAAA, Co-ed A-AAA, and Co-ed AAAA-AAAAA.
- B. Teams must compete at the classification level that the school declares for boys' basketball participation, with the exception of class B which will remain 1A.
- C. Each team (All Girl and Co-ed) is limited to twenty-four (24) team participants and four (4) alternates. Each team will perform two routines with no more than 4 team members different from one routine to the other.
- D. Co-ed division is defined as having two (2) or more male participants on a varsity team. If only one male member is on a team, the school can determine whether they compete in the All Girl division or in the Co-ed division.
- E. Each school must declare the division in which they will perform by the stated deadline on the registration form. Teams will not be allowed to change divisions after the deadline.
- F. All performers must be listed on the official registration form.

V. TROPHIES AND AWARDS

- A. State Championship trophies will be awarded using the following guidelines:
 - 1. If a class has up to three teams, only one trophy will be awarded
 - 2. If a class has four or 5 teams, two trophies will be awarded
 - 3. If a class has 6 or more teams, three trophies will be awarded
- B. In the event of a tie, the team's highest scoring performance will be used to determine the ranking for the state trophies.

Example: Team 1 scores	98 (1 st routine)	95 (2 nd routine) = 193
Team 2 scores	96 (1 st routine)	97 (2 nd routine) = 193
Team 3 scores	94 (1 st routine)	99 (2 nd routine) = 193

All three teams would be in a three way tie with the combination of both scores. Therefore the highest routine score would be used in ranking for the state trophy which would result in Team 3 winning first place (99), Team 1 second place (98) and Team 3 third place (95).

If the tied teams have the **same** identical routine scores regardless of routine order the state trophy would be awarded to all three teams. The team that traveled the furthest would take the trophy home, and duplicate trophies would be mailed to the remaining teams.

VI. ADJUDICATION

Judges for the State Spirit Competition will be impartial, qualified, and experienced professionals from out of state (4 out of 5) with a thorough knowledge and background in cheerleading. Judges will provide written evaluations on the score sheets. All judges' scores will be averaged to determine the final score for each performance. Technical judges will rule on safety violations.

Judges' sheets may be picked up at the designated area at the conclusion of the event. No technical protests or appeals will be accepted.

VII. AWARDS PRESENTATION & CHAMPIONSHIP PHOTOGRAPHS

Each team may only send two (2) members to the floor for awards.

The Awards Presentation will be held at the conclusion of the event. When awards are announced, the two team representatives will accept the trophy. Following the presentation of each State Championship, the entire team will be directed to an area for photos.

VIII. REGULATIONS FOR SAFETY

Safety rules apply to all cheer teams at all times. Violation of the safety guideline(s) during the State Competition will result in penalty point deductions. Violation(s) of any rules in the current **National Federation Spirit Rules Book** will result in a deduction from the total score for that performance.

Technical judges will determine violations of the safety guidelines.

Refer to the current **National Federation Official High School Spirit Rules Book** for the safety guidelines which must be adhered to. (Rulebooks may be purchased through the NMAA office.)

IX. SPOTTERS

All spotters must be members of the varsity team performing and must participate in the routine. Qualified spotters will also be on the performance floor for the purpose of spotting all stunting.

X. PERFORMANCE, WARM-UP AND STRETCHING AREAS

A. Performances will be conducted on the basketball court (94' x 50'). An official Cheerleading Mat (54 ft. wide x 42 ft. deep) will be in place on center court for Cheer performances. All performances must stay within the perimeters of the mat. Failure to do so will result in a deduction by the technical judge.

B. Teams will be given an adequate amount of time to warm up. No team will be permitted to warm-up in the concourse area.

C. Only coaches who are state licensed, recognized by the school, and listed on the official state entry form are permitted in the competition and warm up areas. These coaches are the only persons authorized to perform coaching duties. Individuals not meeting these requirements will be asked to leave the competition and/or warm up area(s).

D. A designated "coaches box" on the front edge of the performance area will be provided. Only two licensed coaches, recognized by the school, are permitted in that area. Coaches must remain in the designated "coaches box" until the completion of the routine.

E. Following their performance, teams will have 15 seconds to exit the floor.

XI. TEAM ENTRANCE and SEATING

- A. Teams will be provided with souvenir bag tags for participants who are listed on the State Registration Form and whose eligibility has been verified via the NMAA website. Bag tags will not be used for admission.
- B. It is required that all performing teams enter through the will-call door. Only eligible participants listed on the State Registration Form will be permitted as members of the team.
- C. Any team member wanting to re-enter the arena or the performance area must show an ID at the comp door and be listed on the state registration form.
- D. No outside food and/or beverages will be permitted.
- E. Administrators and Sponsors must enter through the will-call door. Individuals will be admitted according to the NMAA Complimentary Entrance policy.
- F. Teams may sit in the participants seating area.
 - 1. Only the performing teams and coaches will be permitted to enter this area.
 - 2. If you are in the participant seating area, you must remain seated during performances. Entrance and exit from this area will only be permitted between performances. A team may be asked to leave the participant seating if they are not respectful of the performing team.
- G. Teams are not allowed to change in the seating area. All costume and uniform changes must be done in the provided facilities.

XII. REGISTRATION

**Send registrations to: NMAA – Spirit Competition
6600 Palomas Ave. NE
Albuquerque, NM 87109
Fax: 505-923-3114**

***All registrations must be postmarked by Friday, February 21, 2014. A \$100 late fee will be assessed if received after deadline.**



NMAA SANCTIONED SPIRIT COMPETITION CHEER WITH MUSIC SCORE SHEET



SCHOOL _____

DIVISION (Circle One): ALL-GIRL A 2A 3A 4A 5A CO-ED A-3A 4A-5A		MAXIMUM SCORE	COMMENTS	SCORE:
CHEER SECTION	Crowd Effective Material: <ul style="list-style-type: none"> Cheer is Easy for the Crowd to Follow Cheer Encourages Crowd Participation Effective Use of Motions to Lead the Crowd in Cheer. 	10		
	Incorporations: <ul style="list-style-type: none"> Use of Stunts and Tumbling to Lead the Crowd in Cheer 	10		
	Props <ul style="list-style-type: none"> Signs, Poms, Flags and Megaphones Used to Encourage Crowd Participation 	10		
MUSIC SECTION	Stunts/Co-ed Stunts: <ul style="list-style-type: none"> Technique Synchronization Difficulty Co-Ed Teams Must Incorporate Co-Ed Stunts With Males Into the Routine 	10		
	Jumps <ul style="list-style-type: none"> Technique Variety Synchronization Difficulty 	10		
	Standing & Running Tumbling <ul style="list-style-type: none"> Technique Incorporation Synchronization Difficulty 	10		
	Pyramids <ul style="list-style-type: none"> Technique Variety Synchronization Difficulty 	10		
	Dance/Motions <ul style="list-style-type: none"> Synchronization Effective Transitions Use of Levels, Ripples, Visuals 	10		
GENERAL	Choreography <ul style="list-style-type: none"> Transitions Effective Use of Music Visually Appealing Creative Routine 	10		
	Performance/Overall Impression <ul style="list-style-type: none"> Energy Showmanship Appearance 	10		
		100	TOTAL SCORE:	

JUDGE'S SIGNATURE and JUDGE'S NUMBER: _____

Technical Judge Sheet



School: _____

Dance

- Pom
- Military
- Jazz
- Hip-Hop

Cheer

- Game Day
- Cheer with Music

Penalty Violations

Deduct 10 TOTAL points for violations of NFHS Safety Rules.

(Rule 2, Sec. 4-12, pages 15-29) (Rule 3 Sec. 2-6, pages 29-35)

Deduct 5 TOTAL points for violation of General Risk Management.

(Rule 2, Sec.3, page 13) (Rule 3, Sec. 1 pages 30)

Deduct 5 TOTAL points for inappropriate or unsportsmanlike conduct.

(Rule 2, Section 2, page 13)

Deduct 5 TOTAL points for exceeding Time Limit.

Deduct 5 TOTAL points for stepping/placing hand(s) off the designated competition area.

State the specific Penalty Violation and explain if necessary:

Violation:

Section: _____

Article: _____

State the specific Penalty Violation and explain if necessary:

Violation:

Section: _____

Article: _____

TOTAL DEDUCTIONS: _____

Head Technical Judge