



Competition General Information

All School Hosted Events

DEAR ADVISOR / COACH:

WE APPRECIATE YOUR PARTICIPATION IN OUR SHARP COMPETITION. WE LOOK FORWARD TO A FUN & ENJOYABLE DAY OF EVENTS. PLEASE REVIEW THE INFORMATION BELOW WITH PARTICIPANTS & SPECTATORS

- ◆ **Entrance Prices for all School Hosted Events ONLY: \$10.00 for Adult Spectators; \$8.00 for Child Spectators, & Children ages 6 & under are free. Please see our Special Events Section for our Spectator Theme Park/Special Event Prices.**
- ◆ Advisor/Coaches' registration time is one hour prior to your division start time. Doors will open 1 hour prior to competition start time. Welcome & Announcements will be held just before competition start time. Our Competition line-up will move from left side to right side throughout the entire day. Please see our current line-up for competition times.
- ◆ Only one representative (coach / advisor) per school, studio, park & rec., or gym will be admitted Free. *Sharp has the lowest prices around, so please do not ask for the extra FREE tickets into events.
- ◆ Competitors must be in the Line-Up area, ½ hour before your division time starts. (penalty for delay of competition = 5 points)
- ◆ Solo / Duet / Stunt Group times: 1-2 minutes (penalty = 1 point)
- ◆ Team times: 2-3 minutes (penalty = 1 point)
- ◆ No knee drops. (Disqualification) Ex: Jumping onto both knees from a standing position.
- ◆ Make sure CD's are clearly marked & turned in at the time of your performance. *All teams must have a responsible adult/coach in the sound area at the time of their performance. CD must be cued & ready to play. Ipod's are welcome, please note which number song is to be used.
- ◆ **Videotaping is prohibited at all Sharp Events.**
- ◆ No Food or Drink will be allowed in the Competition Area.
- ◆ There will be no adding, canceling, or changing of divisions on the day of the event. You will be charged the full amount, no exceptions.
- ◆ You may pick-up your score sheets and trophy 1 hour after the division closes, only in the event that you must leave early.
- ◆ All changes must be in by the Wednesday before the event, 12 noon NO EXCEPTIONS!
- ◆ Souvenir awards will be available for purchase at our Awards Booth on the day of the event.
- ◆ Sweepstakes and Spirit points will be accumulated throughout the day, by awards won during the event and spectator attendance for your team and special event tickets purchased.
- ◆ Please remain seated while competitors are performing.
- ◆ Please note that all entries must be paid in cash, school/cashier's check, money order or Visa/Master Card Payments only. **Personal, Business, Studio, Gym or All-Star Checks will not be accepted at anytime.** Thank you in advance for your cooperation.



Special Events

Special events are always held just before awards begin. These divisions will be split up into Mini Mascots, Mascots, Elementary, Jr. High, High School and College levels. Cost is \$1 per person/per event and these tickets can be purchased at our announcer's booth just before special events begin. Each individual that participates will receive extra spirit points for their team.

Drill Down

This special event is very quite and synchronized. The announcer will call out different commands and the students must follow along. It is somewhat like "Simon says". If the students do not follow in the announcers command then they are excused from the event to have a seat. The last 3 individuals standing will receive an award.

Toe Touches

Students will line-up in their grade level group, forming a straight line. Each individual will get judged one at a time based on showmanship, height, pointed toes, landing and posture. The last 3 individual best performers will receive an award.

Best Kicks

Students will line-up in their grade level group to form kick lines consisting of 5-10 participants per line. Each line will show 5 kicks on the right side and 5 kicks on the left side continuous. We are looking for straight legs, pointed toes, chins up, nice posture and supporting their own weight (not leaning on participants next to them). The top 3 individual best performers will receive an award.

Stunt Down

These groups can consist of 4-5 participants. Stunt Groups must execute their top 3 stunts before the judges' move on to the next group. The top 3 stunt groups will receive an award.

Tumbling Down

Students will line-up in their grade level group, forming a straight line. They will execute their top tumbling pass across the mats one time only. Individuals are judged based on their technique and ability to execute their tumbling pass in a safe manor. The top 3 individual best performers will receive an award.

Best Turns

Students will line-up in their grade level group, forming a straight line. Each individual will get judged one at a time based on showmanship, posture & Technique. They will execute their top 3 turns for their judge. The top 3 individual best performers will receive an award.

Best Leaps

Students will line-up in their grade level group, forming a straight line. Each individual will execute their top 3 leaps across the floor one time. Each individual will be judged based on their showmanship, posture, pointed toes, landing, extended legs and technique. The top 3 individual best performers will receive an award.

Spectator Participation

A fun routine is taught and performed just before each awards ceremony, to all outgoing spectators that would like to earn extra spirit points for their team. This event is absolutely FREE!



2010

Medical Release Form

Medical Treatment & Release of Liability

Each Participant Must Sign and Complete This Form for each event. Forms Must Be Turned in at Registration with a Medical Release Roster

I, the undersigned parent or legal guardian, grant permission for my daughter/son hereinafter referred to as "participant", to participate in the SHARP International. In order that participant may receive the necessary medical treatment in the event of an injury or illness. I hereby agree to any such medical treatment and hold SHARP International and its representatives harmless in the exercise of this authority. I acknowledge and understand that participant may sustain serious, catastrophic physical injury, illness and/or death by participating in the SHARP International. I further assume the risk of such injury, illness and/or death and agree to participation.

I agree to indemnify and hold harmless the school/park and SHARP International including but not limited to all representatives, all staff personnel, and all administrators and/or the theme park, for any injury, illness, and/or death sustained by participant during the course of the competition. I further release SHARP International from any medical and legal cost which may arise due to injury, illness and/or death sustained by participant.

PLEASE CIRCLE THE EVENT THAT YOU WILL BE PARTICIPATING IN

- School Event L.A. Clippers Game Knott's Berry Farm
Las Vegas Cashman Center San Diego Convention Center
Sheraton Suites, Pomona Fairplex Extreme Camp Private Day Camp at your site

Participant's Signature

Parent/Guardian Signature

School/Studio: Age:

Date: Home Phone: Work/Emergency Phone:

Address:

City, State, Zip Code:

Insurance Co.: Policy#:

Known Medical Conditions: (Seizures, Epilepsy, Diabetes, Etc.):

Email Address:

Please list on the backside of this form, any medication this participant is allergic to or is currently taking. If participant is on any medication, please make sure they bring their medication and take the prescribed dosage needed.

Bring This Paper to the Event, Please DO NOT FAX or MAIL this form to us



Medical Release Roster

Attention: Advisor/Coaches

Please list all Performers participating in event below.

This form MUST be turned in at registration along with all medical release forms for the Participants listed below.

Team Name: _____

Advisor Name: _____

Names of ALL Participants (Only Those Listed will be eligible to participate)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
24. _____
25. _____

Additional Roster Sheets May Be Completed as Needed



CHEER

General Information & Safety Guidelines

All School Hosted Events

DEAR ADVISOR / COACH:

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- ◆ Please be in the Warm-up area 1/2 hour prior to your performance time. Each team will have 4 min. to warm-up on 3-4 strips of carpet bonded foam cheer mats. (Penalty for delay of competition = 5 points).
- ◆ Team times: 2-3 minutes; Solo / Duet / Stunt group times: 1-2 minutes (penalty = 1 point) Co-ed Cheer consists of 3 boys and 3 girls minimum.
- ◆ No knee drops. (Disqualification) Ex: Jumping onto both knees from a standing position.
- ◆ Make sure CD's are clearly marked & turned in at the time of your performance. Ipod's are welcome, please note which number song is to be used. A responsible adult/coach must be in the music check in area while your team is performing.
- ◆ Cheerleading Carpet Bonded Foam Mats will be provided at every Sharp event. Practice mats will be available to practice on, 1/2 hour before your performance time. All stunts and tumbling passes should be completed on the mat surface. Standard Mat regulations are 54 x 42 at most events. Theme park mat sizes may vary.
- ◆ Tumbling should be performed in a safe manor.
- ◆ **Collegiate level stunts are permitted for College Level Teams only. Any Elementary, Jr. High or High School teams performing illegal stunts will automatically be put into an open level category. This division will consist of co-ed teams, all girl teams & College Teams. Any Elementary or Junior High teams performing "3 high" stunts will automatically be disqualified.**
- ◆ All pyramids and partner stunts are limited to two persons high. "Two High" is defined as the base (bottom person) having at least one foot on the ground. A base cannot assume a back-bend position. Competitors are not permitted to move under or over a stunt or pyramid.
- ◆ All cradle dismounts require catchers to have continuous eye contact with the top person.
- ◆ Coaches – It is your responsibilities to have your team perform safe stunts. Do NOT put these young individuals under pressure to learn or attempt to perform stunts that they should not be attempting.
- ◆ No coaching from the sidelines.
- ◆ No jewelry. (Earrings, rings, necklaces, etc.) (penalty = .5 point per piece of jewelry)
- ◆ Sharp spotters will be present during all cheer divisions. The presence of spotters in no way guarantees or implies an individual or a team's safety, nor do they replace any spotters required for a particular stunt.



Divisions

Please direct all questions to **SHARP – Toll Free Phone: (877) SHARP80; (877) 742-7780**
If you **DO NOT** find your division listed below, please email us to make sure your team is included in our event

All teams should be prepared to perform on a gym floor, or a stage at our Theme Park/Special Events, please note that some are smaller than others. We do provide a Carpet Bonded Cheer Foam Mat at all of our events for the Cheer Divisions.

All props, backdrops, screens brought into the gym including any and all items necessary for the transport of these props and equipment must have adequate protection so that they do not damage the floor. Wheels must be made out of rubber or plastic, NO METAL!

Footwear must be clean and free of any dirt, rocks or other debris. Painted shoes, cleats and rosin are prohibited on all footwear.

Awards will be given to all teams, in all divisions.

Dance Team:
2-3 min. can be jazz or modern

Break Dance:
2-3 min.

Hip Hop:
2-3 min.

Tap:
2-3 min. on stages ONLY, not provided at school hosted events

Co-ed Dance:
2-3 min. Minimum of 3 boys & 3 girls

Lyrical Dance:
2-3 min. must contain expressive choreography. Performers should be at an Int./Adv. Level

Swing Dance:
2-3 min.

Street Dance:
2-3 min. must be a hip hop style dance, not jazz

Character:
2-3 min. dance with a theme, props may be used

Cheer Divisions:
2-3 min. Performance-NO music
2-3 min. Show-Must have music section of at least 1 min. or more of routine
1-2 min. Stunt Teams-Series of stunts choreographed to music
SEE CHEER GUIDELINES

Songleaders/Pom & Pom/Dance:
2-3 min. must utilize poms for ¾ of routine

Mascot Duet (Cheer):
2-3 min. Pep Rally style routine, must utilize school mascot costumes

Pep Flags (1 or 2):
2-3 min. Pep Flag(s) must be utilized for ¾ of the routine

Drill Team:
2-3 min. must utilize both dance and military. This division is for beginning level teams.

Military Drill Team:
2-3 min. ¾ of the routine must consist of Sharp Drill Style Moves

Novelty:
2-3 min. Dance with a comical interpretation of the music, props may be used

Prop:
2-3 min

Show Production:
3-5 min. must enter with a theme, props should be used along with staging and costumes

Majorette Team:
2-3 min. must demonstrate both twirling and dance skills. Batsons must be utilized for ¾ of the routine

Banner/ID Teams:
2-3 min. shield or emblem must be utilized for ¾ of the routine

Parade (Auxiliary or Drill Teams):
2-4 min. can be a parade march or popular music. Performers must mark time during entire routine

Rally (Flag or Dance):
2-3 min. pep rally style routine. Few formation changes, routine should be at a Beg./Int. level, should wear day uniforms

Color Guard:
3-5 min. This division is for Beg./Int. level Color Guards. Flags must be used, however weapons (Rifles or Sabres) are optional. Must utilize staged formations and equipment, movement choreography. All Flag poles must have a protective cap made of rubber or plastic on both ends of the pole. Rifles must be taped and/or padded to cover the

entire end of the rifle. Rifles must be taped so that no bare wood can be seen.

Winter Guard:
3-5 min. This division is for the Int./Adv. Level of Color Guards. Flags and weapons (Rifles/Sabres) must be used. Must utilize staged formations, layering of equipment, movement/form, creativity and characterization. All Flag poles must have protective tape and/or padded to cover the entire end of the rifle. Rifles must be taped so that no bare wood can be seen.

Rifle Team:
2-3 min. No flags may be used. Rifle must be used for ¾ of the routine. Tips must be taped.

Sabre Team:
2-3 min. No Flags may be used. Sabre must be used for ¾ of the routine.

Tall Flags (Traditional):
2-3 min. This division is for the Beginning level flag/color guard teams. No weapons (rifles or sabers) may be used. Limited formation and equipment changes, all flag poles must have a protective cap made of rubber or plastic on both ends of the pole.

Lyrical Tall Flags:
2-3 min. Choreography should be expressive and reflective of the story the music is telling. No weapons may be used. Limited formation and equipment changes

Stomp/Drill:
2-3 min.

Drumline:
4-7 min.

All Solo's, Duet's and Stunt Groups
1-2 min.

