



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.