2016 State
Cheer & Dance Championships

*** Hosted by the Nebraska Coaches Association, in cooperation with the NSIAAA**

and the Nebraska High School Sports Hall of Fame Foundation

*** Friday and Saturday, February 19 & 20**

Heartland Event Center in Grand Island, NE

NCA Mailing Address:

500 Charleston St Ste 2
LINCOLN, NE 68508

Contact Info:
402-434-5675
saundi@ncacoach.org

Registration Deadline: TUESDAY, JANUARY 19TH!

State Championships

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2016 Nebraska State Cheer & Dance Championships
February 19 & 20, 2016
Heartland Event Center
Grand Island, NE

General Competition Information

Registration

Only **varsity** teams from NSAA member schools are eligible to compete in the State Championship.

REGISTRATION IS ON-LINE and will be available on our website by Monday, October 12, 2015. Go to www.ncacoach.org – click on the Cheer & Dance tab and follow the link 'Register for the 2016 State Cheer & Dance Championships'.

Every student competing must be included on the on-line registration form. A separate registration is needed for each division being entered (Cheer or Dance). There is a one-time cost of $100.00 per team, per division, for up to 10 members. There is an additional charge of $10.00 per person over 10 team members. If your team chooses to compete in more than one category within the cheer or dance division there is an additional $50.00 fee. Only TWO categories may be entered per team, per division.

*****THE DEADLINE FOR REGISTRATION WILL BE TUESDAY, JANUARY 19, 2016**. WE WILL NOT BE ACCEPTING ANY REGISTRATIONS AFTER THAT DATE.*******

Divisions and Classes

Information may be found on pages 8 (cheer) and 17 (dance). After all registrations are received, they will be reviewed by the NCA office. If there are not enough teams in a particular division or class, the schools will be notified and offered the option of continuing to compete, but moving up to another level. All divisions are 'Subject to Change' based on the number of entries.

Medical Release Form

A parent/medical release form may be found on pages 26-27. (Two-page document) **An original completed release form for each participant must be mailed to the NCA office, along with registration materials, by TUESDAY, JANUARY 19.**

Rules and Regulations (by category)

Included in this section are rules, information and guidelines for developing cheer and dance routines. Cheer information is contained in pages 8-12, and the score sheets follow on pages 13-16. Dance information is contained in pages 17-21 and the score sheets can be found on pages 22-25. **Each registration must also be accompanied by the Rules & Regulations Acceptance Agreement, found on page 28. This form MUST BE SIGNED by both the coach and the school's Athletic/Activities Director.**

Admission Prices

Spectator fees are as follows:

Adults - $8.00
Students - $6.00 (K-12)
Pre-School – no charge

Trophies and Medals

Trophies will be provided to the 1st and 2nd place teams in each category in each division. Individual medals will be awarded to participants on each first place team.

Competition Schedule

The competition schedule will depend on the number of teams entered in the competition. The final schedule will be available as soon as possible following the registration deadline on the NCA website at www.ncacoach.org. An email will be sent to all participating coaches when the schedule is posted.

Competitor Warm-up Area

Information regarding warm-up area and time and space for storing team equipment will be available at check-in the day of the competition.

Competitor Entrance/Parking

Team entrance and parking will be on the SOUTH side of the Bosselman Conference Center. ***Only participants and coaches will be allowed to enter through the registration area.*** All others must enter through the regular spectator entrances located on the southeast side of the building or on the north side of the building.

Competitor Seating

A reserved seating area for competitors and coaches will be available at the competition. Directions will be available at the time of check-in.

Event Center Map/Driving Directions

A map of the Heartland Event Center, along with driving directions, may be found on the Event Center website at www.heartlandeventcenter.com

Grand Island Event Center
700 E Stolley Park Rd, PO Box 490
Grand Island, NE 68802-049
Telephone: 308-382-4515

Lodging Information

Area hotels provide services that are critical to the success of the State Cheer and Dance Championships.

The Grand Island/Hall County Convention & Visitors Bureau website has a complete listing of area hotels on their website. Please visit www.visitgrandisland.com for lodging information.

Pictures/DVD/On-line video feed

Callam Sports Photography will be providing team photos and action photography of the event. Information and order forms will be available on the NCA website (www.ncacoach.org).

Mr. Video will be on-site, producing DVD's as well as providing an on-line video feed available for purchase during the event. Information and order forms will be available on the NCA website (www.ncacoach.org).

State Championship Apparel by Cricket Sports

Please visit our website (www.ncacoach.org) for further information regarding state championship apparel. Click on the Cheer & Dance tab and follow the link for Cricket Sports.

Spirit Award

The Spirit Award, sponsored by Mr. Video, will be presented again this year. One team from each class (A–D) will be awarded the Spirit Award as voted on by competing coaches. The award will be presented at the completion of the Awards ceremony at the end of each session. A ballot for coaches will be included in the registration packet, and should be returned to the registration area immediately following the last performance of the session.

2016 NEBRASKA STATE CHEERLEADING TEAM CHAMPIONSHIPS

Please read, sign, and return the completed portion at the bottom of this section

I. GENERAL CHEER RULES

A. DIVISIONS (ALL NON-BUILDING)

Tumbling

- Class A
- Class B
- Class C1
- Class C2
- Class D

Non-Tumbling

- Class A
- Class B
- Class C1
- Class C2
- Class D

Sideline

- Class A
- Class B
- Class C1
- Class C2
- Class D

Game Day

- Class A
- Class B
- Class C1
- Class C2
- Class D

1) A team may opt to move up and compete in a larger class; however, a team may not move down and compete against a smaller class. (Example: a Class B team competing in a tumbling routine may opt to compete against Class A tumbling teams. They may not compete against Class C or D tumbling teams.) **Teams may enter two categories.**

2) Only Varsity teams will be allowed to compete. **A varsity team is defined by those cheerleaders that will cheer at more than 5 varsity contests in which a varsity sports team from their high school is involved. One varsity team per school.** Teams must be from NSAA member schools only. **A school's class size is determined by using the NSAA classification for girls' basketball.** No All-Star or Studio teams are allowed.

B. UNIFORM GUIDELINES

1) All participant uniforms must cover the midriff when standing at attention. Covered midriff does include flesh or nude colored body suits and liners; however fringe would not count as a cover.

2) Any team in violation of the uniform guidelines will be assessed a five (5) point per judge deduction.

C. TIME LIMITATIONS

1) **Tumbling and Non-Tumbling Routines -** Each team's presentation must include at least one cheer or sideline chant. The musical portion must not exceed **one minute and thirty seconds**, total time limit is **two minutes and thirty seconds**. Timing will begin with the first movement, voice, or note of music, whichever comes first. **No tumbling will be allowed in the non-tumbling division. Ex: Forward rolls, cartwheels, assisted tumbling, hand stands and head stands, etc. will not be permitted.**

2) **Sideline Routine -** Total time limit is **one minute**. A routine will consist of a cheer/chant. Use of music is **not** permitted. Tumbling and jumps are permitted. Sideline participants must follow the general safety rules and regulations. Timing will begin with the first movement or voice.

3) **Game Day Routine -** Each Game Day performance should consist of a Cheer, Sideline and Band Chant or Fight Song. The music **portion must not exceed one minute** with an overall **maximum performance time of three minutes.** Time will begin after the first audio cue is given.

4) If a team exceeds the time limit, a penalty will be assessed for each violation: A three (3) point deduction for 3-5 seconds, five (5) point deduction for 6-10 seconds and seven (7) point deduction for 11 seconds and over.

BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.

5) All introductions (tumbling, entrances, chants, spell-outs, etc.) are considered part of the routine and are timed as part of the performance. There should not be any organized exits or other activities after the official ending of the routine.

D. MUSIC

1) Teams may use an unlimited number of songs in their routine.

2) Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing "play" and "stop" for the team.

3) All Music MUST be on IPOD AND CD – you MUST bring your music in BOTH formats.

E. COMPETITION AREA

1) Participants must start in the competition area with at least one foot on the ground.

2) Teams may line up anywhere inside the competition area.

3) Approximate floor size will be **54 feet wide by 42 feet deep** (9 strips). The competition floor will be standard cheer mats, NOT A SPRING FLOOR.

4) Stepping off the mat or performance area during the performance is permitted. A half point (.5) deduction for each violation will be received.

5) Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area. It is recommended that any use or placement of signs be handled by participants and not by coaches.

II. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1) If, in the opinion of the competition officials, a team's routine is interrupted because of failure of equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.

2) The team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

1) In the event a team's routine is interrupted because of failure of the team's own equipment, the team must continue the routine or withdraw from the competition.

2) The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY

1) The only persons that may stop a routine for injury are: a) competition officials, b) the advisor/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. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

3) 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 (if present) AND THEN the head coach/advisor 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. *In the event of a suspected concussion, the participant cannot return to perform without clearance from a medical professional, even with a waiver from a parent or legal guardian.*

III. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES

Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor/ coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. PERFORMANCE

Any questions concerning the team performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

IV. INTERPRETATIONS AND/OR RULINGS

Any interpretation of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

V. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The advisor and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

VI. DEDUCTIONS

Any team in violation of these Rules and Regulations or any of the above mentioned guidelines will be assessed a ten point (10) deduction for each violation. This deduction does not apply to violations mentioned above that are designated a lesser point value.

VII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition and will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in a competition for the National Championship.

VIII. FINALITY OF DECISIONS

PLEASE SEE THE BOTTOM OF THE RULES & REGULATIONS ACCEPTANCE AGREEMENT.

IX. SCORES AND RANKINGS

Each judge has the responsibility and authority to review and submit his/her final score and rankings prior to the calculation of final scores. Scores and rankings will be available only to advisors or coaches at the conclusion of the competition.

X. JUDGING CRITERIA

All categories are NON-BUILDING, which prohibits lifts of any kind. The best practical way to ensure your team is not implementing a lift: No individual can be supported above the level of the floor by another individual or individuals at any time.

1.) Performance Routines (Non-Building Non Tumbling & Non-Building Tumbling)

a.) The judges will score teams using the criteria listed on the score sheets. Each team will be evaluated on a 100 point system.

b.) Any deductions or violations will be taken off of the final averaged score.

The score sheets provided in this handbook are being used for the competition.

2.) Sideline Routine

a.) The judges will score teams using the criteria listed on the score sheets. Each score sheet will be worth 100 points.

b.)The judges' scores will be totaled together and then averaged. Any deductions or violations will be taken off of the averaged score. The score sheets provided in this handbook are being used for the competition.

3.) Game Day Routines

a.) The Game Day Championship showcases what traditional cheerleading is all about–leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations/ performance, motion/dance and overall routine.

b.) Teams are encouraged to use signs, poms, flags, and/or megaphones.

c). The incorporation of skills (jumps, tumbling, motions/dance) may be added to any/all sections of the Game Day performance.

d.) To imitate the Game Day feel, audio cues will be given to each team performing. (Fight Song/Band Chant, Offense/Defense/General Sideline/Cheer).

e.) Band Chant is a music selection performed by a band that encourages crowd response and interaction (similar to a fight song).

f.) The judges will score teams using the criteria listed on the Game Day score sheet. Each team will be evaluated on a 100 point system.

g.) Crowd leading will count for 60 points and the Band Chant will count for 40 points.

h.) Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel.

i.) Traditional game day uniform is required.

j.) Any deductions or violations will be taken off of the final averaged score.

GENERAL SAFETY GUIDELINES

1) Cheerleading squads should be placed under the direction of a qualified and knowledgeable advisor or coach.

2) All practice sessions should be supervised by the coach and held in a location suitable for the activities of cheerleaders (i.e. use of appropriate mats, away from excessive noise and distractions, etc.).

3) Advisors/coaches should recognize a squad's particular ability level and should limit the squad's activities accordingly. "Ability level" refers to the squad's talents as a whole and individuals should not be pressed to perform activities until safely perfected.

4) All cheerleaders should receive proper training before attempting any form of cheerleading gymnastics (tumbling and jumps).

5) Professional training in proper spotting techniques should be mandatory for all squads.

6) All cheerleading squads should adopt a comprehensive conditioning and strength building program.

7) All jewelry is prohibited during participation. **(Jewelry of any kind is prohibited. Religious medals and medical medals are not considered to be jewelry. A religious medal without a chain must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.)**

8) An appropriate warm-up routine should precede all cheerleading activities.

9) Prior to the performance of any skill, the immediate environment for the activity should be taken into consideration including, but not limited to proximity of non-squad personnel, performance surface, lighting and/or precipitation. Technical skills should not be performed on concrete, asphalt, wet or uneven surfaces or surfaces with obstructions.

10) As a general rule, all programs should qualify cheerleaders according to accepted teaching progressions. Appropriate spotting should be used until all performers demonstrate mastery of the skill.

11) Supports, braces, etc., which are hard and unyielding or have rough edges or surfaces must be appropriately covered. A participant wearing a cast (excluding a properly covered air cast) shall not be involved in any tumbling.

12) Squad members must wear athletic shoes (no gymnastic slippers).

13) When discarding props (signs, etc.) that are made of solid material or have sharp edges/corners, team members must gently toss or place the props so that they are under control.

SPECIFIC RULES

TUMBLING/JUMPS

1) Dive rolls are prohibited.

2) Flips greater than one rotation are prohibited.

3) Twists greater than one rotation are prohibited.

4) A forward three-quarter flip to the seat or knees is prohibited.

5) Participants may not tumble over or under individuals.

6) Participants may not tumble over props including poms. Exception: A forward roll over a prop is legal.

7) Landings for all jumps must bear weight on at least one foot. (Ex.: A toe touch jump or kick to a hurdler position, to the seat, knees, or landing with both feet back, or to a push-up position are prohibited.)

8) Knee drops are prohibited.

9) Drops to a prone position on the performing surface from an airborne or handstand position are illegal. (examples: landing in a pushup position from a back flip, toe touch, or back handspring are all illegal).

****Copies of these guidelines should be distributed to all squad members and any administrators involved with the cheerleading program. All guidelines should be understood and accepted by all parties involved in the cheerleading program including advisors, coaches, assistants, squad members, parents, and administrators.

Note: The above safety guidelines are general in nature and are not intended to cover all circumstances. All cheerleading gymnastics including tumbling and jumps should be carefully reviewed and supervised by a qualified adult advisor or coach. Cheerleading jumps and gymnastics may involve height and inversion of the body and there is an inherent risk of injury involved with any athletic activity. While the use of these guidelines in coordination with the AACCA Safety Course will help minimize the risk of injury, the American Association of Cheerleading Coaches and Administrators makes no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

2016 NEBRASKA STATE CHEER SCORESHEET - NON-TUMBLING

CROWD LEADING ABILITY	(25 POINTS)	Points	Score
Crowd Effectiveness- Voice, Pace & Flow		10	
Proper Use of Motions & Signs, Poms, Flags, or Megaphones		10	
Ability & Energy to Lead Crowd		5	
CROWD SKILL INCOPORATIONS	**(20 POINTS)**		
Motion Movement- *Placement, Synchronization, Strength of Motions*		10	
Jumps- *Use of skill to lead crowd*		10	
JUMPS	**(15 POINTS)**		
Execution- *Proper Technique, Form, Height & Synchronization*		10	
Diffculty- *Type of Jumps, Connections/ Combos, Variety*		5	
DANCE	**(20 POINTS)**		
Execution		10	
Difficulty- *Level Changes, ripples, foot & ground work)*		10	
FORMATIONS/ TRANSITIONS	**(10 POINTS)**		
Formations- *Variety, Spacing, creativitiy*		5	
Transitions- *Quick, Clean, Effective*		5	
OVERALL ROUTINE	**(10 POINTS)**		
Routine Creativity, Flow, Use of Formations/ Transitions & Choreography		10	
TOTAL	**POSSIBLE**	**100**	

2016 NEBRASKA STATE CHEER SCORESHEET - TUMBLING

Judge # ____Team Name_____ Class A B C1 C2 D

CROWD LEADING (20 POINTS)	Points	Score
Crowd Effectiveness- Voice, Pace & Flow	10	
Proper Use of Motion Technique & Signs, Poms, Flags, or Megaphones	5	
Ability & Energy to Lead Crowd	5	
CROWD SKILL INCOPORATIONS (15 POINTS)		
Proper Use of Skills to Lead the Crowd (Tumbling/ Jumps)	10	
Performance- *Proper Technique, Synchronization & Spacing*	5	
STANDING TUMBLING (15 POINTS)		
Performance- *Proper Technique, Synchronization & Spacing*	10	
Diffculty- *Difficulty of Skills Performed in Groups, Number of Group Passes& Variety of Passes*	5	
RUNNING TUMBLING (15 POINTS)		
Performance- *Proper Technique, Synchronization & Spacing*	10	
Diffculty- *Difficulty of Skills Performed in Groups, Number of Group Passes& Variety of Passes*	5	
JUMPS (15 POINTS)		
Performance- *Proper Technique, Form, Height & Synchronization*	10	
Diffculty- *Type of Jumps, Connections/ Combos, Variety*	5	
DANCE (10 POINTS)		
Motion/ Dance- *Tech. Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreo. & Visual Appeal*	10	
OVERALL- *Routine Creativity, Flow, Choreography* **(10 POINTS)**		
Motion/ Dance- *Tech. Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreo. & Visual Appeal*	10	
TOTAL	**POSSIBLE 100**	

2016 NEBRASKA STATE CHEER SCORESHEET - SIDELINE

CROWD LEADING ABILITY	(40 POINTS)	Points	Score
Crowd Effectiveness		15	
Proper Use of Motion Technique & Signs, Poms, Flags, or Megaphones		10	
Ability to Lead The Crow- *Voice, Pace, & easy to follow words*		15	
CROWD SKILL INCORPORATIONS	**(20 POINTS)**		
Proper Use of Skills To lead the Crowd- *Were jump/ tumb used appropriately?*		10	
Performance- *Proper Technique, Synchronization & Spacing*		10	
JUMPS/ TUMBLING	**(15 POINTS)**		
Execution- *Proper Technique, timing, spacing, synchronization*		10	
Difficulty- *Group Tumbling, Group Jumps, Combinations.*		5	
FORMATIONS	**(15 POINTS)**		
Spacing		5	
Transitions- *Quick, Clean, Easy to follow*		5	
Variety of Formations		5	
OVERALL PRESENTATION	**(10 POINTS)**		
Choreography		10	
TOTAL	**POSSIBLE**	**100**	

2016 NEBRASKA STATE CHEER SCORESHEET - GAME DAY

CROWD LEADING	(25 POINTS)	Points	Score
Crowd Effectiveness- Voice, Pace & Flow		10	
Proper Use of Motion Technique & Signs, Poms, Flags, or Megaphones		10	
Ability & Energy to Lead Crowd		5	
CROWD SKILL INCOPORATIONS	**(25 POINTS)**		
Proper Use of Skills to Lead the Crowd		10	
Variety of Skills		5	
Performance- Proper Technique, Synchronization & Spacing		10	
CROWD OVERALL	**(10 POINTS)**		
Ability to Adapt & Utilize Proper Game Day Material		5	
Cheer Impression		5	
MUSIC SKILL INCOPORATIONS	**(25 POINTS)**		
Proper Use of Skills		10	
Performance- Proper Technique, Synchronization & Spacing		10	
Variety of Skills		5	
MUSIC MOTIONS/ DANCE TECHNIQUE	**(10 POINTS)**		
Tech. , Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreo. & Vis. Appeal		10	
MUSIC OVERALL	**(5 POINTS)**		
Music Section Creativity, Flow & Use of Formations/ Transitions		5	
TOTAL	**POSSIBLE**	**100**	

2016 NEBRASKA STATE DANCE TEAM CHAMPIONSHIPS

Please read, sign, and return the completed portion at the bottom of this section

I. GENERAL RULES

A. DIVISIONS (ALL NON-LIFTING)

Jazz	Hip Hop
Class A	Class A
Class B	Class B
Class C1	Class C1
Class C2	Class C2
Class D	Class D

Pom	High Kick
Class A	Class A
Class B	Class B
Class C	Class C1
Class C2	Class C2
Class D	Class D

1) A team may opt to move up and compete in a larger class; however, a team may not move down and compete against a smaller class. (Example: A Class B team competing in a Jazz routine may opt to compete against Class A Jazz teams. They may not compete against Class C or D Jazz teams.) Only Varsity teams will be allowed to compete. Teams must be from NSAA member schools only. **A School's class size is determined by using the NSAA classification for girls' basketball.** No All-Star or Studio teams are allowed. There will be four categories in the Dance division. **Teams may enter two categories.** This must be specified on the registration form. The four categories are listed below.

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. Creative choreography will capture an audience and judges attention. Having your own "style" will distinguish your team apart from the rest. No props allowed. See score sheet for more information.

POM - Poms must be used in at least 80% of the routine. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and dance technique. Motions should be very sharp, clean, and precise. Your team should be synchronized and appear as 'one'. A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc. Keep in mind that a pom routine carries a more 'traditional' theme, whereas jazz routines are more stylized. See score sheet for more information.

HIP HOP - Routines should include street style movements with an emphasis on execution, style, creativity, body isolations and control. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. Teams may also put an additional focus on incorporations such as jumps, jump variations, combo jumps, stalls and floor work. No props are allowed. See score sheet for more information.

HIGH KICK - The emphasis will be on synchronization, choreography, and technique. Each routine must have at least 50 kicks. We suggest that your routine have more than fifty kicks to ensure meeting the minimum requirements. A kick is defined as one foot remaining on the floor while the other foot lifts with force at least one inch from the floor. No props allowed. EXCEPTION: Any time the leg extends at or above 90 degrees, contracts and extends again at or above 90 degrees, it will be defined as separate kicks. At least half of your team must execute a kick in order for it to be counted. Please see score sheet for more specific information.

II. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the Tournament Director. As the teams make their presentations, the judges will score the teams using a 100 point system. The judges'

scores will be **AVERAGED** together to determine the overall team score.

III. SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available **only** to coaches or captains at the conclusion of the competition. No scores or rankings will be given over the telephone. After the competition, teams will receive the judges' score sheets as well as their score and the top score in the group.

IV. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES

1) Any question concerning the rules of the competition will be handled **exclusively** by the advisor/coach of the team and shall be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B.PERFORMANCE

1) Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

V. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The advisor and coach of each team is responsible for seeing that team members, coaches, parents, and any other persons affiliated with the team conduct themselves accordingly. **Severe cases of unsportsmanlike conduct are grounds for disqualification.**

VI. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1) If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.

2) The team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

1) In the event a team's routine must be interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.

2) The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY

1) The only persons that may stop a routine for injury are: a) competition officials, b) the advisor/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. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.

3) 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 (if present) AND THEN the head coach/advisor of the competing team.

b) If 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. In the event of a suspected concussion/head injury, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries, even with a waiver from a parent or legal guardian.

VII. INTERPRETATIONS AND/OR RULINGS

Any INTERPRETATION of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

VIII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these Rules and Regulations will be subject to disqualification from the competition, and will automatically forfeit any right to any prizes or awards presented by the competition.

IX. FINALITY OF DECISIONS

PLEASE SEE THE BOTTOM OF THE RULES & REGULATIONS ACCEPTANCE AGREEMENT.

X. TOURNAMENT FACILITY

1) The competition is scheduled to be held at The Heartland Events Center in Grand Island, Nebraska.

2) The performance floor will be approximately 46 feet x 46 feet.

3) The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

XI. PENALTIES A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated above. This deduction does not apply to violations mentioned above that are designated a lesser point value. If you have any questions concerning the legality of a move or trick please send video to kbalfanz@varsity.com. Include your name, team name, and a contact phone number. It must be received no later than 2 weeks prior to competition.

XII. COMPETITION ROUTINE GUIDELINES

1) Substitutions may be made in the event of injury or other serious circumstance. Substitutes must also abide by the rules & regulations in all divisions in which they compete.

2) Formal entrances which involve dance, technical skills and all traditions/chants are not permitted. Dancers should enter in a timely fashion.

3) All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, feathers, glitter, etc).

4) Teams will have a maximum of 2 minutes 15 seconds (2:15) to demonstrate their style and expertise. If a team exceeds the time limit, they will be assessed a penalty for each violation. Three (3) point deduction for 3-5 seconds over, five (5) point deduction for 6-10 seconds over, and a seven (7) point deduction for 11 seconds over.

5) Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table & pushing 'play' & 'stop' for the team.

6) All music must be on a CD (2) AND IPOD. You MUST bring your music in BOTH formats.

XIII. CHOREOGRAPHY/COSTUMING

1) Routine choreography should be appropriate and entertaining for all audience members. Vulgar or suggestive material, choreography and/or music is not allowed and is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications. Inappropriate choreography, costuming, makeup and/or music may affect the judges' overall impression and/or score of the routine.

2) Shoes, on both feet, must be worn during the competition. Dance paws are acceptable. Shoes with wheels are not allowed (example: roller skates, roller blades, heely's, etc). Wearing socks and/or footed tights only is not allowed.

3) The use of powder, glitter or any other airborne substance that lingers in the competition area shall be strictly prohibited.

4) All costuming & makeup should be age appropriate & acceptable for family viewing.

5) All costume malfunctions resulting in team members being exposed are grounds for disqualification. You should have several dress rehearsals prior to competition to work out any costume problems.

6) When dancers are standing at attention, all costumes/uniforms must cover the midriff area completely. The midriff includes the entire midriff section from the bra line down all the way around the body. Nude body liners are acceptable. All male dancers' costumes must include a shirt that is fastened; however, it can be sleeveless.

7) It is suggested that all hot pants or excessively short shorts have tights underneath.

XIV. PROPS

1) Props are not allowed. A prop is defined as anything that you dance with that is not attached to your costume. Articles of clothing may be taken off, however you may not dance with them. If taken off and danced with, it becomes a prop.

XV. WEIGHT BEARING SKILLS

Hip over-head rotation skills with hand support are not allowed while holding poms in the supporting hand. (Exception: Forward & backward rolls are allowed.) The use of hands free poms for hip over-head skills is allowed.

XVI. TUMBLING AND TRICKS (Executed by individuals)

Tumbling and/or tricks: An acrobatic or gymnastics skill executed by an individual dancer without contact, assistance or support of another dancer(s) and begins and ends on the performance surface.

Tumbling is allowed, but not required, in all divisions with the following limitations:

ALLOWED	**NOT ALLOWED**
Forward/Backward Rolls	Aerials cartwheel
Shoulder Rolls	Front/back handsprings
Cartwheels	Front/back tucks
Headstands	Side Somi
Handstands	Layouts
Backbends	Shushunova
Front/Back Walkovers	Headsprings (without hand support)
Stalls /Freezes	Dive Rolls
Head Spins	(in any position)
Windmills	Continuous double
Kip Up	(partner) cartwheels
Headsprings (with hands)	Toe Pitches
Round Off	Front Aerials

1) Airborne skills without hand support are not allowed.

2) Tumbling skills with airborne hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed, 4 are not.).

3) Drops to the knee, thigh, front, back, head shoulder or seat onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.

4) Landing in a push-up position onto the performance surface from a jump in which the legs are in front of the body and swing behind are not allowed. All variations of a shushunova are NOT permitted.

5) Airborne skills without hip-over-head rotation may not jump from a standing or squatting position backwards onto the neck, head, back, shoulders, and/or hands. Any kip up motion must initiate from the back/shoulder area touching the ground. (NOTE: this rule refers specifically and only to the 'rubber band' / 'bronco' kip up skill, as well as any skill jumping backwards into a headstand/handstand stall.

XVII. DANCE LIFTS

(Executed by partners or groups)

BEGINNING in 2016, absolutely no lifts are allowed.

The best practical way to ensure your team is not implementing a lift: No individual can be supported above the level of the floor by another individual or individuals at any time.

XVIII. RELEASE MOVES

(Unassisted Dismounts to the performance surface)

1) Executing dancer may jump, leap, step, or push off a supporting dancer if:

a) The highest point of the released skill does not elevate the Executing Dancer's hips above shoulder level.

b) When the height of the skill is between hip level & shoulder level, the Executing Dancer may not pass through the prone or inverted position after the release.

c) Toe pitches are not allowed.

2) Supporting Dancer may release/toss and Executing Dancer if:

a) The highest point of the release/toss does not elevate the Executing Dancer's hips above shoulder level.

b) The Executing Dancer is not supine or inverted when released.

c) The Executing Dancer does not pass through a prone or inverted position after release.

d) Toe Pitches are not allowed.

XIX. TEAM PARTICIPANTS

1) There is no limitation on the number of team members. If teams perform in more than one category, it is recommended (but not required) to have the same number of dancers in each category. However, you must choose the category with the most dancers as the first category when competing the registration. NOTE: If your team has any male dancers that choose to perform in pom, they are not required to hold poms.

**** It is highly recommended that you send video of any tumbling, tricks, or partner work for review. Please email video to Ashley Udashen at audashen@varsity.com. Include your name, team name, and a contact phone number. It must be received no later than 2 weeks prior to competition.****

2016 NEBRASKA STATE DANCE SCORESHEET - POM

Judge # ____Team Name_____ Class A B C1 C2 D

EXECUTION (60 POINTS)	Points	Score
Execution of Pom Movement- proper initiation & completion of pom motions; proper fundamentals including, but not limited to, proper pom placement & sharpness	10	
Execution of Skills- proper execution of technical skills such as kicks, leaps, jumps, turns, etc	10	
Strength & Control- quality & strength of movement; body control by the team as a whole	10	
Synchronization/Uniformity- consistent unison & timing by the team; uniformity of team movement within both choreography & skills	10	
Spacing- ability of the dancers to gauge & position themselves correct distances between each other throughout all formations & transitions	10	
Communication & Projection- ability to connect with audience during the performance; includes all or any of the following: projection, genuine expression, emotion, energy & entertainment value	10	

CHOREOGRAPHY (30 POINTS)		
Creativity/Musicality- originality of routine, new concepts & movement, levels & group work, visual effects, & variety of pom movements that complement the music	10	
Routine Staging- use of varied formations & creative ways to move from one formation to another, allowing for quick & seamless transitions; adequate use of the performance floor	10	
Difficulty of Pom- level of difficulty through intricate pom movement, such as weight changes, tempo changes, etc	5	
Difficulty of Skills- level of difficulty implemented through technical skills, such as kicks, leaps, jumps, turns, floor work, partner work, & number of dancers excecuting them	5	

OVERALL EFFECT (10 POINTS)		
Overall Impression- judges overall impression of the performance; appropriateness of music, costume, & choreography	10	

TOTAL	**POSSIBLE**	**100**	

2016 NEBRASKA STATE DANCE SCORESHEET - JAZZ

Judge # ____Team Name_____ Class A B C1 C2 D

EXECUTION (60 POINTS)	Points	Score
Execution of Jazz Movement- proper initiation & completion of dance movements & style; proper fundamentals including, placement, posture, body alignment, extension, etc	10	
Execution of Technical Skills- proper execution of technical skills such as as turns, leaps, jumps, etc	10	
Strength & Control- quality & strength of movement; placement & body control by the team as a whole	10	
Synchronization/Uniformity- consistent unison & timing by the team as a whole; uniformity of team movement within both choreography & skills	10	
Spacing- ability of the dancers to gauge & position themselves correct distances between each other throughout all formations & transitions	10	
Communication & Projection- ability to connect with audience during the performance; includes all or any of the following: genuine expression, emotion, energy & entertainment value	10	

CHOREOGRAPHY (30 POINTS)		
Creativity/Musicality- originality of routine, new concepts & movement, levels & group work, visual effects; use of style & jazz movements that complement the music	10	
Routine Staging- use of varied formations & creative ways to move from one formation to another, allowing for quick & seamless transitions; adequate use of the performance floor	10	
Difficulty of Movement- level of difficulty through movement, such as weight changes, varied intricate movement, tempo changes, etc	5	
Difficulty of Skills- level of difficulty implemented through technical skills, such as turns, leaps, jumps, floor work, partner work, & number of dancers excecuting them	5	

OVERALL EFFECT (10 POINTS)		
Overall Impression- judges overall impression of the performance; appropriateness of music, costume, & choreography	10	

TOTAL	POSSIBLE	100	

2016 NEBRASKA STATE DANCE SCORESHEET - HIP HOP

Judge # ____Team Name_____ Class A B C1 C2 D

EXECUTION (60 POINTS)	Points	Score
Execution of Hip Hop Movement- proper initiation & completion of hip hop movements & style; proper execution of hip hop fundamentals within any hip hop style in conjuction with music & rhythm	10	
Execution of Skills- proper execution of technical skills such as as freezes/stalls, partner/group work, floor work, jumps, etc	10	
Strength & Control- quality & strength of movement, intensity of movement; placement & body control by the team as a whole	10	
Synchronization/Uniformity- consistent team unison, timing & rhythm; uniformity of team movement within both choreography & skills	10	
Spacing- ability of the dancers to gauge & position themselves correct distances between each other throughout all formations & transitions	10	
Communication & Projection- ability to connect with audience during the performance; includes all or any of the following: genuine expression, emotion, energy & entertainment value	10	

CHOREOGRAPHY (30 POINTS)		
Creativity/Musicality- originality of routine, new concepts & movement, levels & group work, visual effects; use of style & original hip hop movements that complement the music	10	
Routine Staging- use of varied formations & creative ways to move from one formation to another, allowing for quick & seamless transitions; adequate use of the performance floor	10	
Difficulty of Movement- level of difficulty implemented through hip hop movement, such as weight changes, varied intricate movement, tempo changes, etc	5	
Difficulty of Skills- level of difficulty implemented through hip hop skills, such as freezes/stalls, partner/group work, floor work, jumps, & number of dancers excecuting them	5	

OVERALL EFFECT (10 POINTS)		
Overall Impression- judges overall impression of the performance; appropriateness of music, costume, & choreography	10	

TOTAL	POSSIBLE	100	

2016 NEBRASKA STATE DANCE SCORESHEET - HIGH KICK

Judge # ____Team Name_____ Class A B C1 C2 D

EXECUTION (60 POINTS)	Points	Score
Execution of Kicks- proper initiation & completion of kicks; proper fundamentals including kick execution with correct leg & hip placement, flexibility & extension, posture, & body alignment, etc	10	
Execution of Skills- proper execution of movement & technical skills incorporated within the choreography, exclcuding kicks	10	
Strength & Control- quality & strength of movement; proper body control, posture & alignment	10	
Synchronization/Uniformity- consistent unison, timing by the team as a whole; uniformity of team movement within both choreography & skills	10	
Spacing- ability of the dancers to gauge & position themselves correct distances between each other throughout all formations & transitions	10	
Communication & Projection- ability to connect with audience during the performance; includes all or any of the following: genuine expression, emotion, energy & entertainment value	10	

CHOREOGRAPHY (30 POINTS)		
Creativity/Musicality- originality of routine, new concepts & movement, levels & group work, visual effects; variety of kick movements that complement the music	10	
Routine Staging- use of varied formations & creative ways to move from one formation to another, allowing for quick & seamless transitions; adequate use of the performance floor	10	
Difficulty of Movement & Skills- level of difficulty implemented through movement, such as weight changes, varied intricate movement, tempo changes, etc; level of difficulty shown in technical skills such as turns, leaps, floor work, partner work, & number of dancers excecuting them	5	
Difficulty of Kicks- level of difficulty & variety of kicks executed throughout the routine; effective difficult combination of kick sequences	5	

OVERALL EFFECT (10 POINTS)		
Overall Impression- judges overall impression of the performance; appropriateness of music, costume, & choreography	10	

TOTAL	**POSSIBLE**	**100**	

NEBRASKA STATE CHEER & DANCE CHAMPIONSHIP

Heartland Event Center, Grand Island, NE

February 19 & 20, 2016

IN ORDER FOR A PARTICIPANT TO COMPETE, A COPY OF THIS FORM MUST BE COMPLETED BY EACH PARTICIPANT AND RETURNED TO THE NCA OFFICE ALONG WITH THE REGISTRATION FORM BY TUESDAY, JANUARY 19, 2016

LIABILITY RELEASE AND WAIVER FORM

Minor's Name _____

Name of Parent or Legal Guardian _____

Address _____Email_____

School _____

City, State, Zip _____

Division_____

Daytime Phone Number (____) _____ Evening Phone Number (____) _____

Event Location _____ Event Date_____ Cheer [ ] Dance [ ]

Liability Release: For good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, I _____, as parent or legal guardian of _____, a minor (hereinafter "Minor"), hereby grant the permission necessary to allow Minor to participate in the above Event to be conducted by Varsity Spirit Corporation ("Varsity Spirit") d/b/a Universal Cheerleaders Association ("UCA"), d/b/a Universal Dance Association("UDA"), NSG Corporation ("NSG") d/b/a/ National Cheerleaders Association ("NCHA") and d/b/a National Dance Alliance ("NDA"), Nebraska State Interscholastic Athletic Administrators Association (NSIAAA) and the Nebraska Coaches Association (NCA). I, in my own behalf and on behalf of Minor, further agree to release and to hold harmless Varsity Spirit, NSG, The Heartland Event Center, on whose premises the Event will occur (hereinafter the "Location"), the affiliates of Varsity Spirit, NSG, and the Location, American Association of Cheerleading Coaches and Administrators, Inc., a not for profit corporation ("AACCA") and the respective directors, officers, representatives, members, agents and employees of Varsity Spirit, NSG and their respective affiliates, NSIAAA, and the NCA (hereinafter collectively "Releasees"), from any and all liability whether caused by negligence of the Releasees or otherwise for any claim, judgment, loss, liability, cost and expenses (including, without limitations, attorney's fees and costs) arising out of or connected with the Event, including any claim arising out of or connected with any illness or injury (minimal, serious, catastrophic and / or death) that Minor may incur or sustain during the Event, all activities associated with the Event and while traveling to and from the site for the Event whether or not the Event actually occurs. I further expressly agree to indemnify and hold harmless Releasees and Releasees' heirs, successors, assigns, executors and administrators against loss from any further claims, demands or actions that may subsequently be brought by Minor or by any other persons on the account of damages of any character resulting to Minor in any way from the foregoing activities. I further agree to reimburse and to make good to Releasees any loss or costs Releasees may have to pay as a result of any such action, claim or demand.

I, in my own behalf and on behalf of Minor, hereby acknowledge the Releasees did not create and are not responsible for the choreography or execution of the competition routines (including stunts) performed at the Event and that none of the Releasees shall bear any responsibility for such.

I, in my own behalf and on behalf of Minor, hereby warrant that I have read this Liability Release in its entirety and fully understand its contents. I, in my own behalf and on behalf of Minor, am aware that this Liability Release releases Releasees from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I, in my own behalf and on behalf of Minor, further acknowledge that nothing in this Liability Release constitutes a guarantee that the Event will occur. I, in my own behalf and on behalf of Minor, have signed this document voluntarily and of my own free will.

Signature of Parent or Legal Guardian:

_____ **Date:**_____

Supervision: A Coach/Adult (age 21 and over) is required to attend with participants. This Coach will be responsible for the participants at all times. Varsity Spirit Corporation d/b/a/ UCA and/or UDA, NSG Corporation d/b/a NCHA and/or d/b/a NDA, AACCA, NSIAAA and NCA are not responsible for participants' supervision.

Appearance Agreement: I understand that Varsity Spirit d/b/a UCA and/or UDA, NSG d/b/a NCHA and/or NDA, from time to time, produces promotional material relating to its programs. I understand that as participant and/ or a spectator at the Event that Minor may be included in videotapes, dvd's, pod casts and video casts or photographs taken during the Event. Therefore, without reservation or limitations, I, in my own behalf and on behalf of Minor, hereby assign, transfer and grant to Varsity Spirit d/b/a UCA and/or UDA, NSG d/b/a NCHA and/or NDA, its successors, assignees, licensees, sponsors, any television networks, and all other commercial exhibitors the exclusive right to photograph and/or videotape Minor and to utilize such videotapes and photographs and Minor's name, face likeness, voice and appearance as a part of the Event or in any other media now in existence or hereafter developed, in advertising and promoting the Event, in advertising and promoting similar future events or in advertising and promotions relating to Varsity without reservations and limitations. I further understand that neither Varsity Spirit nor any third party is under any obligation to exercise any of the foregoing rights, licenses and privileges herein granted. I waive any right to inspect or approve the programs, copies thereof and any promotional materials related thereto.

Medical Release: I, in my own behalf and on behalf of Minor, acknowledge and agree that such participation subjects Minor to possibility of physical illness or injury (minimal, serious, catastrophic and/or death) and that I, in my own behalf and on behalf of Minor, acknowledge that Minor is assuming the risk of such illness or injury by participating in the event. In the event of such illness or injury, I authorize Varsity Spirit, NSG, NSIAAA, the NCA to obtain necessary medical treatment for Minor and hereby, in my own behalf and on behalf of Minor, release and hold harmless Releasees in the exercises of this authority. I further acknowledge and understand that I will be responsible for any and all medical and related bills that may be incurred on behalf of Minor for any illness or injury that Minor may sustain during the Event and while traveling to and from the site for the Event whether or not the Event actually occurs.

I represent that any medication to which Minor is allergic or medications that Minor is currently taking are listed below. I agree that Minor shall bring medications which Minor is currently taking with him / her to the Event and that he / she shall consume the prescribed dosage for such medications.

Medications (if any):

_____

_____

Allergic to (if any):

_____

_____

I acknowledge that the Minor suffers from the following conditions:

_____

I, in my own behalf and on behalf of Minor, hereby warrant that I have read this Participant Release and Waiver Form in its entirety and fully understand its contents. I, in my own behalf and on behalf of Minor, am aware that this Participant Release and Waiver Form releases Releasees from liability and contains an acknowledgement of my voluntary and knowing assumption of the risk of injury or illness. I, in my own behalf and on behalf of Minor, further acknowledge that nothing in this Participant Release and Waiver Form constitutes a guarantee that the Event will occur. I, in my own behalf and on behalf of Minor, have signed this document voluntarily and of my own free will.

Signature of Parent or Legal Guardian: _____ **Date:** _____
Relationship to Minor _____
Minor Birth date: _____

I, identified above as Minor, acknowledge that I have read this Release and Waiver form.
Signature of Minor _____Date _____

Complete the form and return by Tuesday, January 19, 2016, to:

Nebraska Coaches Association
PO Box 80727
Lincoln, NE 68501

Athletic Director/Coach - Rules & Regulations Acceptance Agreement

We have reviewed the Rules and Regulations with our entire team and we hereby accept the Rules and Regulations as a fair and integral part of the tournament and agree to adhere to the rules, policies and procedures contained herein.

_____ _____
School Date

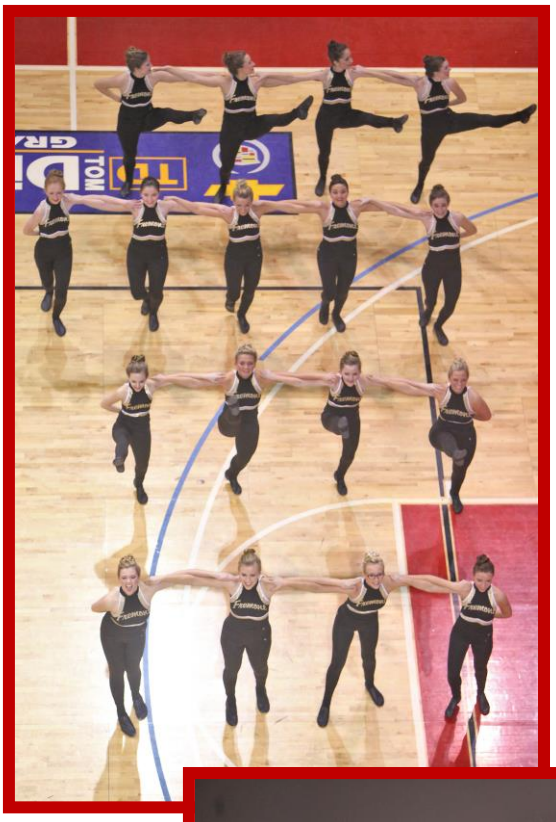
_____ _____
Athletic Director Signature Advisor/Coach signature

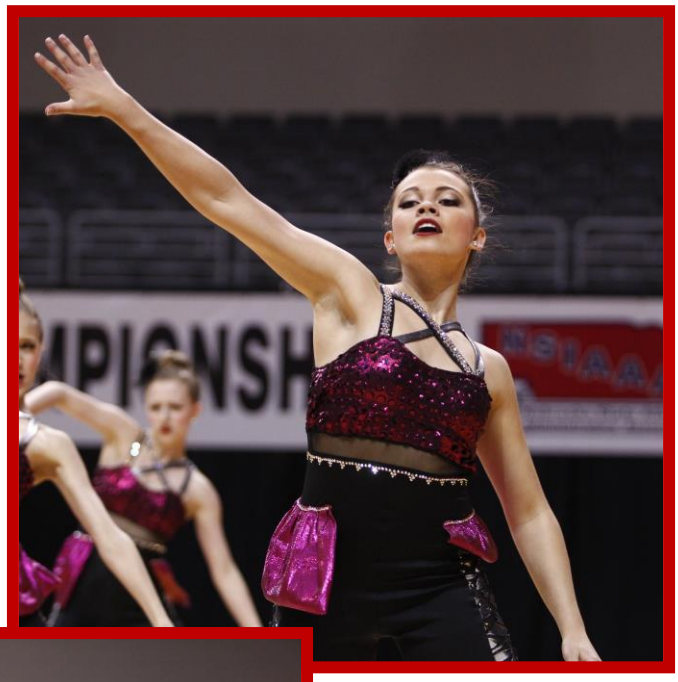
_____
Class*

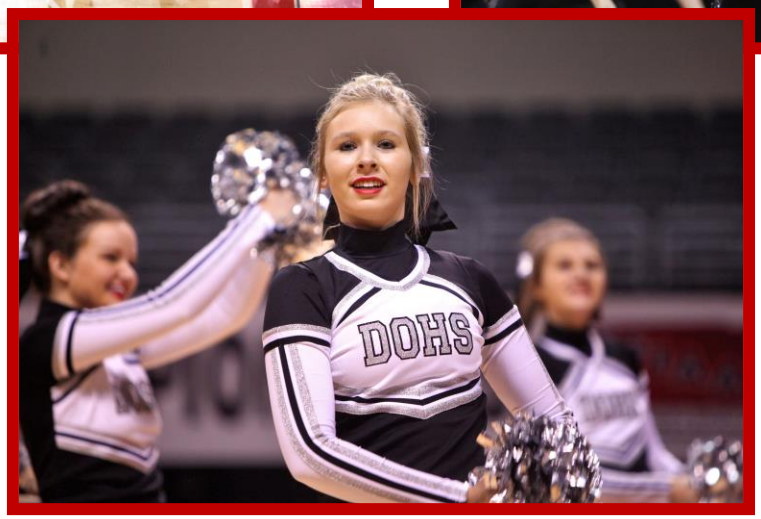
_____
Division/Category

FINALITY OF DECISIONS
By participating in this championship, each team agrees that the decisions by the judges will be final and results may ONLY be reviewed for clarification. In the event of a tabulation error, results will be reviewed and adjusted as deemed necessary. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

*Class – based on Nebraska School Activities Association classification for GIRLS' BASKETBALL.



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