



VHSL COMPETITION ROUTINE REQUIREMENTS

STATE COMPETITION

COMPETITION ROUTINES: The routine must be a minimum of two minutes and 30 seconds and a maximum of three minutes. The music portion of the routine shall not exceed 90 seconds. Each coach should have two copies of music media. Coaches are required to report to the MC after checking in.

COMPETITION SCORING - Categories and maximum point values used at the VHSL State Competition are shown on the Routine and Technical Score Sheets. A perfect score is 100 points. The routine score is calculated by dropping the high and low scores and totaling the three remaining scores (5 routine judges are employed at the state competition). The technical judges (3 are employed at the state competition) submit one score sheet with applicable deductions that will be subtracted from the team's routine score. **These score sheets are to be used for all District and Region competitions.**

COMPETITION PROCEDURES – When your team's name is called, go DIRECTLY to the mat for performance. NO SQUAD WILL BE ALLOWED TO HUDDLE, TUMBLE, OR PERFORM AN ENTRANCE FOR COMPETITION ONCE THEIR SCHOOL HAS ANNOUNCED TO PERFORM.

COMPETITION TIE-BREAKER - The tie-breaking procedure to be used at all District, Region and State Competitions is as follows:

- **To resolve first-round ties --**
 - ◆ Add back the high and low scores. If still tied --
 - ◆ Compare total number of points in the top 5 categories (skill categories) on the score sheet (motions, jumps, tumbling, stunts and dance). Team with the highest point total wins. If teams are still tied --
 - ◆ Have the two teams compete again.

- **To resolve ties in the second round --**
 - ◆ Using second round scores, add back the high and low scores. If still tied --
 - ◆ Using second round scores, compare total number of points in the top 5 categories (skill categories) on the score sheet (motions, jumps, tumbling, stunts and dance). Team with the highest point total wins. If teams are still tied --
 - ◆ Compare scores from the first round (highs and lows discarded). If still tied --
 - ◆ Compare scores from the first round with highs and lows included. If still tied --
 - ◆ Compare total number of first-round points in the top 5 categories (see above). If still tied --
 - ◆ Have the two teams compete again.

INJURIES DURING A PERFORMANCE – If one of the competitors is injured during her/his squad's performance, the most important thing is the safety of the injured cheerleader and the other squad members. If the injury clearly disrupts the routine, the routine should be stopped and an opportunity afforded the squad to perform their routine again. The squad shall be given a minimum of 10 minutes prior to having to perform again.

If the squad completes their routine, with or without the injured cheerleader, the coach should be given the option of keeping the score awarded, or of performing the routine over for a new score. If the squad opts to perform again, they shall be given a minimum of 10 minutes to recover and/or restructure their routine.

MUSIC MALFUNCTION – Coaches are responsible for making sure that their music plays and is timed correctly. If coaches provide their own playing device, they are responsible for that as well. If the sound system and CD player are provided by the competition, and there is a disruption in the music due to a technical failure, power outage or any other non-human error, of either the playing device or the sound system, the squad may either keep the score given for the routine, or perform again from the beginning. They will have a maximum of 10 minutes to prepare for a repeat performance if that is the option chosen.