Cheerleading & Dance

Special Olympics Iowa

Registration Entries

- Entries can be mailed to Tanner Nissen at the State Office at 551 SE Dovetail Road, PO Box 620, Grimes, Iowa.
- They can also be emailed to: registrations@soiowa.org
- Entry forms are available online at <u>www.soiowa.org</u>
 - Competitions tab
 - Then click on Participation Forms
 - Scroll down the page to find Mid-Winter Tournament
 - A delegation may sign up more than one team for cheer or dance; however, an athlete or Unified Partner can only participate on one team.

Appropriate Attire

- Uniforms- Team members must wear outfits alike in style and color.
 - Shoes must be non-marking soles.
 - Bottoms: Pants, shorts, skorts or skirts must be at least mid thigh and/or knee in length for both males and females. No slits are allowed.
 - Tops: Tank-top, collared shirts or tee shirts (no pockets). No halter tops or spaghetti straps are permitted. Apparel must cover midriff at all times.
 - A deduction of 5 points will be given for uniform violations.
- Jewelry- No jewelry of any kind may be worn.
 - **Exceptions:** Medical ID tags/bracelets, and temporary tattoos are allowed.
 - A deduction of 5 points will be given for jewelry violations.
- Hair- For safety reasons, long hair should be out of the face and secured.

Traditional vs. Unified Team

- Traditional Team: Teams are made up of all athletes (people with an intellectual disability).
 - All athletes must have a current physical form on file at the State Office by the registration deadline.
- Unified Team: The number of Special Olympic Athletes must be equal to, or exceed by one, the number of Unified Partners.
 - If the Unified Partners exceed the number of athletes during the competition they will compete for participation ribbons only.
 - All athletes must have a current physical form on file at the State Office by the registration deadline.
 - All Unified Partners must have a Class A on file with the State Office by the registration deadline.
- Squad / Dance team size is limited to a minimum of 2 up to a maximum of 16.

Cheer Competition

- No music is allowed
- Two different cheers must be performed.
 - If a squad performs only 1 cheer and repeats, there will be a 5 point deduction.
 - If a squad exceeds 3 or more cheers there will be a 5 point deduction.
- Divisioning is based on ability, squad size and age. The oldest age on the squad will dictate what group the athletes will compete in.
 - Co-ed teams are allowed but must follow rules of size, age and ability.
- Size:
 - Individual
 - **Small squad:** 2-8 members
 - Large squad: 9-16 members
 - No more than 16 athletes are allowed.

Cheer Competition

Age:

Junior: 8-21

Senior: 22 and over

Ability:

Beginner: Team non-mount and non-tumble

Must perform at least 1 jump and 1 kick by at least 1 athlete

Advanced: Team mount and tumble

Must perform at least 1 jump and 1 kick along with at least 1 tumble, stunt or pyramid by at least 1 athlete.

Unified Team:

Beginner or Advanced for ability

Cheer Competition

- A <u>3 minute</u> time limit will be given.
 - This performance time includes changes in signs, pompoms or other props.
 - If you exceed the allotted 3 minute time the following deductions will be made:
 - We will ask you to stop after the 3 minutes has passed and there will be a 5 point deduction made.

Dance Competition

- A team must perform 2 different dance routines to 2 different songs.
 - Sound effects are allowed but actual cheers are not
- The following deductions will be made:
 - 1 dance to 2 songs, 5 point deduction
 - 1 dance to 1 song, 5 point deduction
 - Exceeding 2 dances and 2 songs, 5 point deduction
- Divisioning: based on ability, team size and age.
 - The oldest age on the team will dictate the age group athletes will compete in.
 - Coed teams are allowed but must follow the rules of size, age and ability.

Dance Competition

- Size:
 - Individual
 - **► Small team:** 2-8 members
 - **Large team:** 9-16 members
 - No more than 16 athletes are allowed
- Age:
 - **Junior:** 8-21
 - **Senior:** 22 and over

Dance Competition

- Ability:
 - Beginner: Team non-mount and non-tumble
 - Must perform at least 1 jump and 1 kick by at least 1 athlete
 - Advanced: Team mount and tumble
 - Must perform at least 1 jump and 1 kick along with at least 1 tumble, stunt or pyramid performed by at least 1 athlete.
 - Unified Team
 - Beginner or Advanced for ability
- A <u>2 minute and 30 second</u> time limit will be given
 - Time will begin once the music starts
 - If we have to ask you to stop after the 2 minutes and 30 seconds has passed there will be a 5 point deduction made
 - Music must be suitable for family listening
 - Music must be in CD format
 - Music must be ready to start once a volunteer pushes play for the music to begin

Performance Space

- Performance space should measure at least 40ft x 25ft for both cheer and dance competition
- The competition floor will be a plain gym floor
 - If you need mats for safety reasons please provide those

Appropriate Equipment

- Performance Surfaces:
 - Use of mini-tramps, springboards, spring-assisted floors or any height-increasing apparatus is <u>illegal</u> for use during performance/competitions

Resources

- Basics of Cheerleading jumps:
 - Watch video: https://www.youtube.com/watch?v=Yw3GglvEAGc
- How to do a Toe Touch:
 - Watch video: https://www.youtube.com/watch?v=jDIF26-Uu2l

Special Olympics Iowa Cheerleading and Dance Manual

- To access the manual for further references and for scoresheets click on the link below:
 - http://www.soiowa.org/wp-content/uploads/2015/07/Cheer-and-Dance-Manual-revised-8-3.pdf
 - All Special Olympics Iowa Cheerleading and Dance Competitions will be ran according to the rules and regulations in this manual.

Quiz

- Click the link to take the quiz:
- Cheerleading & Dance Quiz