The Smoke Show

Competition Guidelines & Divisions

Competition Guidelines

All teams should be prepared to perform on our carpet bonded cheer foam mat floor. Please note that some locations are smaller than others therefor we cannot provide an exact dimension of the competition floor. Nevertheless, we will provide a carpet bonded cheer foam mat at all of our events for all divisions unless stated otherwise. Mat dimension will be standard size 54x42 (9 MATS). The use of all 9 mats will be determined by the size of the location.

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.

Divisions

If you DO NOT find your division listed below, please email us to make sure your team is included in our event.

Cheer

Performance Cheer.

Routine does NOT consist of any music Routine Time Length 2:00-2:30 MAX See Division Guidelines for rules and regulations

Show Cheer Non-Mount:

Routine does NOT contain any stunting skills
Routine consist of 1 or 2 sections music and a section of cheer with words
Routine Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

Show Cheer Non-Tumbling:

Routine does NOT contain any tumbling/gymnastic skills
Routine consist of 1 or 2 sections music and a section of cheer with words
Routine Time Length 2:00-2:30 MAX
See Division Guidelines for rules and regulations

Show Cheer.

Routine consist of 1 or 2 sections music and 1 section of cheer with words Routine Time Length 2:00-2:30 MAX See Division Guidelines for rules and regulations

All-Star Cheer:

Routine consist of music for at least 2 minutes. Routine Time Length 2:00-2:30 MAX See Division Guidelines for rules and regulations

Independent/Youth Cheer:

Routine consist of music for at least 1 minute Routine Time Length 2:00-2:30 MAX

See Division Guidelines for rules and regulations

Stunt Group:

Routine consist a series of stunts, accompanied with music Routine Time Length 1:00-2:00 MAX See Division Guidelines for rules and regulations

Mascots (Cheer)

Routine Time Length 1:30-2:30 MAX
Routine must utilize school/team mascot uniform(s)/costume(s)

Dance / Jazz / Lyrical / Song-Pom

Routine Time Length for all divisions is 2:00-3:00 MAX

Dance:

Routine consists of various dance technique and is accompanied with upbeat music See Safety Rules and Regulations for more detail

Jazz:

Routine consists of Jazz stylistic movements and is accompanied with upbeat music See Safety Rules and Regulations for more detail

Lyrical/Modern/Contemporary:

Routine is composed of various dance/ballet technical skills and is accompanied with a slower tempo song See Safety Rules and Regulations for more detail

Song-Pom:

Routine consist the use of pompoms at least ¾ of the routine See Safety Rules and Regulations for more detail

Pep Flags (2 Flag and 1 Flag)

Routine Time Length 2:00-3:00 MAX
Pep Flag(s) must be utilized for ¾ of the routine
See Safety Rules and Regulations for more detail

Hip Hop / Street Dance / Break Dance / Stomp

Routine Time Length 2:00-3:00 MAX.

Drill / Military Drill

Routine Time Length 2:00-3:00 MAX

Drill Division:

Routine must utilize both dance and military styles

Military Drill:

Routine must consist of sharp drill stylized movements

Character / Novelty / Prop

Routine Time Length 2:00-3:00 MAX
Routine that portrays a theme. Props may be utilized

Co-Ed Teams

Routine consist of 3+ males/females
Please see specific division listed above for division guidelines

All Solo's, Duet's and Trio's

Routine Time Length 1:00-2:00 MAX

Please see specific division listed above for division guidelines

Show Production:

Routine Time Length 3:00-5:00 MAX

Routine contains a theme

Props may be utilized, along with staging and costumes

Majorette Team:

Routine Time Length 2:00-3:00 MAX Must consist both twirling and dance skills Batons must be utilized for 34 of the routine

Parade (Auxiliary or Drill Teams)

Routine Time Length 2:00-4:00 MAX

Performers must be marching throughout the entire routine

Rally Routine

Routine Time Length 2:00-2:30 MAX
Routine consist of few formation changes
Basic costuming includes day uniforms / warm ups

Color Guard

Routine Time Length 3:00-5:00 MAX

The use of flags is required

Weapons (Rifles or Sabres) are optional

All flag poles must have a protective cap made of rubber or plastic on both ends of the pole All rifles must be padded, no bare wood can be seen, and tips must be taped

Winter Guard

Routine Time Length 3:00-5:00 MAX

The use of both flags and weapons (Rifles/Sabres) are utilized in winter guard All flagpoles must have a protective cap made of rubber or plastic on both ends of the pole

All rifles must be padded, no bare wood can be seen, and tips must be taped

Rifle Team

Routine Time Length 2:00-3:00 MAX

Routine consist the use of rifles ONLY

Rifle must be used for 3/4 of the routine

All rifles must be padded, no bare wood can be seen, and tips must be taped

Sabre Team

Routine Time Length 2:00-3:00 MAX

Routine consist the us of sabres ONLY

Sabre must be used for 3/4 of the routine

Tall Flags

Routine Time Length 2:00-3:00 MAX

No weapons (rifles or sabers) may be used

All flagpoles must have a protective cap made of rubber or plastic on both ends of the pole

Banner/ID Teams:

Routine Time Length 2:00-3:00 MAX

Shield or emblem must be utilized for 3/4 of the routine

<u>Tap</u>

Routine Time Length 2:00-3:00 MAX

Division NOT offered at school-hosted events with the exception that a stage is present

Drumline

Performance Time Length 4:00-7:00 MAX