

**GEORGIA HIGH SCHOOL ASSOCIATION
STATE CHEERLEADING COMPETITION
November 2022**



STATE CHEERLEADING CHAMPIONSHIPS

FRIDAY 11, 2022

SESSION ONE - 10:00 AM 2A and 4A

SESSION TWO – 3:00 PM 3A and 6A

SATURDAY 12, 2022

SESSION ONE – 10:00 AM A and 5A

SESSION TWO – 3:00 PM COED and 7A

The procedures for the NOVEMBER 2022 State Championships have changed. It is vital that all coaches [read all parts.](#)

WARM-UP AND REGISTRATION FOR EACH SESSION:

SESSION ONE – WARM-UPS BEGIN AT 9:30 AM; DOORS FOR REGISTRATION WILL OPEN AT 9:00 AM.

SESSION TWO – WARM-UP BEGIN AT 2:30 PM; DOORS OPEN AT 2:00 PM

(BASED ON COMPLETION OF SESSION ONE)

<p>Housing</p>	<p>Each school is responsible for making housing accommodations. If you face any challenges please contact Pam Carter by email and we will be glad to refer this to the appropriate person. You will receive a housing form requesting information about your hotel. Please submit at registration. Please note that if possible you should obtain information for the team and the parents.</p>
<p>Event Rules:</p>	<p>IT IS VITAL THAT ALL RULES AND DIRECTIONS ARE FOLLOWED. FAILURE TO FOLLOW THE DIRECTIONS OF THE STAFF, THE CENTREPLEX STAFF AND/OR THE VOLUNTEERS CAN RESULT IN THE ELIMINATION OF A TEAM FROM COMPETITION OR THE REMOVAL OF A TEAM FROM THE ARENA. FANS CAN BE REMOVED FOR FAILURE TO FOLLOW GHSA RULES/GUIDELINES. PLEASE INFORM YOUR PARENTS!</p> <ol style="list-style-type: none"> 1. <u>YOU MUST READ THE WHOLE PACKET. THERE ARE NEW GUIDELINES, PROCEDURES AND RULES. IMPORTANT!</u> 2. All teams must arrive in uniform. Dressing areas will not be provided. You will quickly move to warm-ups so be ready! Rotations, once begun, continue to move. You are not provided a timed schedule. 3. ALL teams, music person and coaching staff must register at the same time. All coaches, music people, and team members must arrive at the same time for check-in. 4. The team will be directed to their assigned rows where they will wait to be called to warm-ups. Teams will be asked to wait if someone is not present. 5. All coaches must have a photo ID and the GHSA coaching Pass at check-in. Be ready to show them to the staff. All coaches must be on the approved coaching list. 6. All bags are subject to search upon entrance into the facility. Team seating will be limited and no rows between teams so be careful not to bring too many items. Items should fit into a backpack. No gift bags may be brought through registration. Please exchange gift bags on the bus. Seats are assigned. 7. Up to 20 team members may enter through registration and no more than two coaches and one music person. <u>The coach will be able to identify the competing team/team number and the alternates</u>. No more than four (4) alternates will be allowed in registration. All other alternates will have to enter through the main gate. 8. No coaches' children, relatives or other school personnel may enter through the registration tunnels and should go to the front entrance or the pass gate. No babies may be carried into registration. Please make plans for all children. They are not allowed in the warm-up, music, or competitive areas.

	<p>9. Teams will have a scheduled arrival time to provide buses time to drop off and park.</p> <p>10. <u>Once rotations begin the competition will run continuously.</u> Please arrive early so that you can be moved to the warm-up area if the officials are ready for you to perform. If you have any issues and you are running late, please contact Pam Carter – 706-888-5309 or Penny Mitchell – 478-957-9775. Please explain to parents.</p> <p>11. <u>UP TO - Four Alternates are allowed into registration with the team.</u> When the team goes to warm-ups, up to four alternates may go to the designated area to await the performance of their team. Alternates cannot go to the warm-up area. They must be seated in the designated area. Once the team has finished they will return to the concourse and back to their seating in the stands. The alternates will follow directions to move to the alternate floor seating as the team moves to warm-ups. They will be in a holding area until their team moves to the floor to compete.</p> <p>12. <u>The coaches and the music person will be given a badge to wear to the floor. This badge cannot be exchanged with anyone and they will be taken-up as the team leaves the floor.</u></p> <p>13. <u>The music person must report immediately to the music area once the team is called to warm-ups. Bring a second copy of music. Please note that each team must have someone in the music area. The sound technician is not responsible for making decisions if something happens. A delay of meet can be given if the sound area has to wait on someone to obtain a copy and return to the music area.</u></p> <p>14. NO ADDITIONAL COACHES, TRAINERS, or ADMINISTRATORS MAY ENTER THE WARM-UP/COMPETITION AREA!</p> <p>15. Teams will exit on the back side of the mat (Where they entered the floor) off the same side they are seated on. All teams once finished return to their assigned seats.</p> <p>16. Teams will remain in their assigned areas. Restrooms are available.</p> <p>17. Team member must not attempt to sit with their fans and parents. They must remain in their assigned area.</p>
<p>Arrival</p>	<p>Check all charts and ask questions as needed. [pcarters@aol.com]</p> <p>2. You will locate a chart of performance times and admission times in this packet or on line.</p> <p>3. Buses will follow specific Directions. Bus Drivers will be directed to the South Side of the arena. They will park on the South Side. Tunnel Entrances will be marked by Side One and Side Two. (See map.)</p>

**4. Side One – First Tunnel Entrance (odd number teams)
Side Two – Second Tunnel Entrance (even number teams)**

DAY ONE	Session ONE	Tunnel One – 2A teams Tunnel Two – 4A teams
DAY ONE	Session TWO	Tunnel One – 3A teams Tunnel Two – 6A teams
DAY TWO	Session ONE	Tunnel One – 5A teams Tunnel Two – Private/Public A teams
DAY TWO	Session TWO	Tunnel One – COED Tunnel Two – 7A

(Numbers are located on the team rotation schedule!)

5. Bus Driver's will park in the South parking lot beside the building – located right beside the registration tunnels. Bus drivers who wish to enter the building will have to go to the PASS GATE. They will not be allowed to enter through the Registration Tunnels.

ARRIVAL TIMES Buses will pull to the South side of Centreplex and will park in the designated parking lot. They will be directed. All bus drivers enter the pass gate with ID.

1. All teams are to arrive in uniform. The team must be in uniform and ready to move to warm-ups when called.
2. All teams will follow the staff member to the appropriate area.
3. All personal items will be left in the stands during rotations.
4. Alternates and Music person do not enter the warm-up area with team, follow directions. They go directly to their assigned seating.

Read Carefully – Arrival Information. Buses will be directed.

MORNING SESSIONS		
Session	Arrival Time	Teams
Session One PART A – Teams performing the first half of session	9:00 AM – Warm-ups start right after this - be on time!	First 16 teams arriving by 8:30. Registration opens at 9:00. Teams 1 – 16. Warm-ups begin around 9:15 Competition begins promptly at 10:00 AM
Session TWO PART B Teams performing the second half of session	9:45 AM - Arrival Time , Registration doors remain open	Registration will open at 9:30 for Teams 17 – 32 Rotations run continuously. Be prepared to arrive early and go directly to your seats.
AFTERNOON SESSIONS		
Session One Part A – Teams Performing the first half	2:00 PM – Warm-ups start right after this so be on time!	First 16 teams performing arrive by 1:30. Registration opens at 2:00 for Teams 1 – 16 Competition begins promptly at 3:00.
Session TWO Part B – Teams performing second half of session.	2:45 PM – Arrival Time	Second 16 teams performing arrive by 2:00. Registration will open at 2:30 for Teams 17 – 32 Competition begins promptly at 3:00.

The registration is conducted by Performance Side for each team. It will occur in the two tunnels on the South Side of the arena. Please unload at the correct tunnel.

Reminder:

- All team members, coaches (2), and the music person MUST ARRIVE at the same time in order to check-into the arena.** Please be on time and

<p>Registration</p>	<p>in line when your section is called to registration. You should line-up in the order of appearance. Bags are subject to search. NO ONE will be allowed to check-in until all members of the school competition team including the coaches, music person, team (up to 16) and up to four alternates are present.</p> <ol style="list-style-type: none"> 2. Taping must be completed prior to entering the warm-up areas. You must bring your own tape. Trainers will be available in the Warm-up area. 3. All bags are subject to search. Cheerleaders and coaches can have their back packs 4. Once you have registered you will be directed to your registration area. <p>[IMPORTANT: PLEASE DRESS FOR THE WEATHER. BE AWARE THAT IT MIGHT BE COLD AND RAINING. YOU WILL HAVE TO REMAIN OUTSIDE or in tunnel as space allows UNTIL your TEAM IS REGISTERED. Remember all team members must be in their uniforms at this time. DRESS APPROPRIATELY – COATS/Warm-up pants/JACKETS/RAIN JACKETS AS NEEDED. THERE WILL BE FOUR TEAMS REGISTERING AT A TIME SO REGISTRATION WILL GO PRETTY FAST.]</p> <p>IMPORTANT: Because of the ice on the arena and the air blowing from above the arena can be cold. Please dress accordingly. Jackets, pants worn over briefs, etc. to help the team keep warm. Gloves may be brought in to keep hands warm. All items must be left in your seat when you begin rotation through warm-ups. No items or bags may be taken into the warm-up area. Remember all items coming into registration should fit into your backpack or team bag.</p> <p>We ask all coaches to dress professionally and appropriately.</p>
<p>Competition</p>	<ol style="list-style-type: none"> 2. All teams must be ready to compete once they register. 3. You will be seated as a team in the back two sections of this arena. Please follow your guide. Space are labeled by performance numbers. A bathroom is located upstairs in the back on each side. A second set of bathrooms will be located on the competition floor. Prior to your call to rotation we ask that you remain in the assigned area. We will be unable to search for teams or team members. 4. Teams will be called down to the seating area beside the entrance to the actual competition floor in the order they are to compete. The four alternates will be provided seating and will go straight to that area when the team goes to warm-up rotation. 5. MAT ONE: Teams will have approximately five minutes on this mat and will be able to stretch, jump, and work on standing tumbling if safety permits. (Times may vary based on the procedures on the main mat.) 6. MAT TWO: Teams will have approximately five minutes on this mat to

	<p>work with standing or running tumbling.</p> <p>7. Math THREE: Teams will have approximately 8 minutes on this mat to work on partner stunts and pyramids. Running tumbling can also be practiced on these mats.</p> <p><u>[IT is highly suggested that all coaches practice a warm-up schedule with the team so that they know what to do and when on each mat. USE the time wisely.]</u></p> <p>8. Once you have completed the time on the three mats you will be asked to wait at the curtain until your performance. Teams will hear their name announced. While at this curtain we ask that you remain quiet. You can be heard on the competition floor. Be fair to your fellow competitors.</p> <p>9. No music is allowed in the warm-up areas.</p> <p>10. Once you have completed your performance you will exit out of the front side of the arena that you entered. You will then be directed to return through the downstairs concourse tunnel to your assigned seats.</p>
<p>MUSIC</p>	<p>2. <u>Every school must have a music person to remain at the music area while their competition team is on the floor.</u></p> <p>3. There will be no orientation period for music prior to competition. <u>Music must be cued prior to beginning warm-up rotation. Teams may not come on the competition floor to cue music. There is no music in the warm-up area.</u></p> <p>4. A sound technician will be present to assist with the music volume during competition.</p> <p>5. One coach or school representative will be responsible for starting and stopping the music during the routine. This person will move directly to the music area when directed by the staff.</p> <p>6. If using a regular size CD (no cutouts). Have two copies. <u>Coaches must bring a backup CD to the floor with them and it must be cued.</u> Anyone having to go back into the stands to obtain the second or backup tape will receive a penalty for delay of meet. <u>Any delay with music will result in a Delay of Meet deduction.</u></p> <p>7. The GHSA will not be responsible for music recorded on iPods or iPhones. You will take full responsibility for any issues which may occur with this type media. If using these for your own protection make sure you are in airplane mode and that the volume is turned up. Deductions for Delay of Meet may occur and teams may not be able to repeat routines where the fault of the music issues are a team issue.</p> <p>8. The GHSA will not be responsible if your team violates Copyright laws. Please make sure you have lawfully purchased your music.</p> <p>9. When using the Iphone or Ipods, GHSA will not take responsibility for starting the music, for the music stopping or for the music volume. This is the responsibility of the team music person. Please work with your</p>

	<p>music person.</p> <p>10. Teams will not be placed back into rotation if this is an issue. Music issues must be corrected while the team is still on the floor and a second CD available or phone issues corrected. Delay of Meet penalties will be called.</p>
<p>Medical Personnel and trainers</p>	<ul style="list-style-type: none"> • Athletic Trainers will be available for medical assistance. <p><u>TEAMS WISHING TO TAPE must bring their own tape for participants to use.</u></p> <ul style="list-style-type: none"> • Teams bringing personal trainers may use them in the stands prior to the beginning of the rotation. Once a team begins rotation the Athletic Trainers and medical personnel assigned by the GHSA and Civic Center will be responsible for assisting teams. Personal School Team trainers may not come to the floor unless they are one of the two approved coaches or the music person who have credentials to enter the competition floor. • All trainers must enter through the main gate or the pass gate with a GHSA pass. They cannot enter cheerleader registration. <p><u>ALL TEAMS MUST BE DRESSED WHEN THEY ENTER THE ARENA. If a team wishes to change after their performance we ask that use the dressing areas located between the two registration areas. No one should be changing in a public restroom or in the stands.</u></p> <p>(Including male and female team members)</p> <p>All coaches be aware of your team and where they are at all times. Do not allow team members to leave the arena. Ask team members not to try to go up front and sit with parents. This takes up public seating and sold tickets.</p>
<p>GHSA – RULES AND GUIDELINES</p>	<p>No FLASH PHOTOGRAPHY!</p> <p>No lights off of camera, phones or other recording devises. Any type of light could result in remove from the arena.</p> <p>No gift bags may enter the arena.</p> <p>NO artificial noise makers are allowed in the arena.</p>
<p>VISITING SESSIONS</p>	<p>Any team wishing to visit during the session they are not competing please enter through the PASS GATE upstairs front entrance. Please do not try to enter through the registration tunnels.</p>