



EQUALITY	ENCOURAGE
ENGAGE	EXCEL

VIRTUAL CHEERLEADING COMPETITION

YOUTH YEAR 7 LEVEL 1 OR LEVEL 2
 JUNIOR YEAR 8 – 10 LEVEL 1 OR LEVEL 2
 SENIOR YEAR 11 + LEVEL 1 OR LEVEL 2
 Open to boys and girls with no restrictions

ENTRY OPENS: Monday 30 November 2020
 ENTRY CLOSES: Friday 11 December 2020
 Video entries are submitted via WeTransfer

The Kent School Games programme is incredibly pleased to add this virtual event into the competition calendar, as part of our #ReframeCompetition work. Our Virtual Cheerleading competition includes both School Games area level competition and countywide competition.

PLEASE NOTE: This Virtual Cheerleading Competition does replace the KSG Finals Events normally held by Kent School Games and Vista Twisters in February at Medway Park. A decision will be made in early January 2021 as to whether the Kent School Games Cheerleading Finals in June will go ahead.

With the current social distancing guidelines that are in place and to make it easier for schools to take part in this event stunts and pyramids have been removed from the score sheet and from the event specification.

Stunting (of any type) and Pyramids ARE NOT allowed for the Winter event.

If you wish teams can 'hard mark'/ stand in their stunt formations (on the floor) to keep your routines the same (without having to re do your routine once social distancing guidelines are eased).

Teams for Winter 2020 finals will be judged on performance, tumbling, jumps, musicality, motions, timing, and dance (you will not be penalised if you 'hard mark' your stunt/pyramid sections).

Routines can be between 1 minute 30 seconds and 2 minutes 30 seconds in duration.

OVERVIEW

This is the third year, and fourth time, that Cheerleading has been included as a competitive sport within the Kent School Games, building on the success of the finals in Summer 2018.

The schools structure has been created with the British Cheerleading Association to create a pathway for schools to train, learn and compete within PE lessons and extra-curricular clubs. The aim is to encourage more young people (especially girls) to enjoy 'alternative' sports whilst providing them with the confidence to continue Cheerleading at an 'All-star Programme' outside of their school environment.

The Cheerleading Schools framework has now grown to include level 1 and level 2 in all age groups.



TEAM ELIGIBILITY CRITERIA

- Minimum number of athletes per team – 5
- Maximum number of athletes per team – 38
- Age divisions: Youth – Year 7, Junior – Year 8- 10, Senior – Year 11 +
- Divisions offered – Youth level 1, Youth level 2, Junior level 1, Junior level 2, Senior level 1, Senior level 2
- Division splits – Divisions will be split by age group then by team size – when split by team size the amount of teams in the division will be used to calculate the split and natural break will be used e.g. Junior level 2 division has 16 teams in total with 5 teams having 12 athletes, and 11 with 22 athletes this division will be split into Extra small – 4-15 athletes, and Medium – 16-22 athletes.
- Teams can be mixed with no limit on the number of male athletes

COMPETITION FORMAT

- All routines need to be filmed and sent to the Sport Manager to be judged
- All teams will be split into divisions based on age of team and level
- All routines (in each divisions) will be watched by a panel of Judges
- Each division will have placement issued and winning teams of each division awarded medals
- All teams will receive their score sheets by email with judges' feedback provided
- Teams can use which ever space they have but please make sure the video is filmed from the front

RULES

- All Teams will be following the IASF Level 1 and 2 [rules](#) (please make sure you read the rules carefully for the level you are entering – teams will receive deductions for all moves/stunts that are not permitted in their level)
- Score sheets can be downloaded [here](#)
- There is no limit to the amount of schools per SGO area
- Maximum music time is 2 minutes 30 seconds – time starts on the first beat of the music

RESULTS SUBMISSION PROCESS

Entries must be submitted by a member of school staff, who sends a completed video of the routines with team list via WeTransfer (wetransfer.com) using r.mcdade@tsatrust.org.uk. Entries will not be accepted without an accompanying official entry form. You do not need to log in or create an account with WeTransfer in order to send your entries. No email or mail entries will be accepted.

The name, school, and video of winning teams may be published on the Kent School Games social media channels. If consent is not given, please ensure that this has been acknowledged on the team sheet in the photo consent column.

If the school or PE Department is going to promote its Intra-School competition or winning entries through social media, please do tag in your local School Games Organiser and the Kent School Games channels @KentSchoolGames and use the hashtag #KSGVirtualcheerleading.



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RESULTS

Each SGO will provide certificates for the students in your team/teams. Local recognition may also be provided for each of the category winners within local School Games areas.

Medals and certificates will be awarded in each category at the Kent School Games County Finals – either held physically or virtually.

VIRTUAL COMPETITIONS – SAFEGUARDING CONSIDERATIONS

A ‘Safeguarding Considerations’ document has been created by Kent Sport to ensure the Kent School Games virtual competition programme maintains the safety and wellbeing of children and young people, through offering guidance and good practice to schools regarding the new virtual competitions. Please take time to read the document alongside the Event Specs.

SPIRIT OF THE GAMES

Schools are encouraged to demonstrate the School Games Values and compete in our virtual competitions in the ‘Spirit of the Games’. Teachers and participants are expected to demonstrate honesty and respect and compete within the rules. If a school has been found to submit false or inaccurate videos then, if qualified, the school will not be invited to the Kent School Games final (virtual or physical). The Spirit of the Games Values can be found in the [resources](#) section of the Kent School Games website – just type “spirit of the games” into the ‘find a file’ function.

Sports Manager: Ruth McDade r.mcdade@tsatrust.org.uk
Any questions please feel free to call 07824 468458

