



D2
SUMMIT
TV



May 11-13, 2018 at the *WALT DISNEY* World Resort

HOW TO REGISTER

Registration is easy by following the steps below.
Contact us if you have questions and we will be glad to help!



TEAMS

*You will need the following information to complete the registration process:

- Your account login information
- Information for all athletes: first and last name, gender, birthdate (If you do not have your master roster completed on the Varsity portal)
- Rooming list/housing assignments (if applicable)

Step 1: You must create your master roster by using the template provided on the "Upload People" page of your account (see link below). The birthdates must be in the specified format and you must use the drop down menu on the spreadsheet to assign each person's role. It is very important that you download and use this exact spreadsheet to ensure the data loads correctly. To create your Master Roster, follow this link: <https://varsity1.secure.force.com/portal/EditMasterRoster>. Then, click on Upload People. Once there, you can download instructions and the spreadsheet template. Once completed, Log out of your account.

Step 2: Go to varsityallstar.com and click on Events, D2 Summit and then Online Registration.

Step 3: Read all information pertaining to the event before you begin the registration process. All required forms must be mailed in to the D2 office after submitting your registration.

Step 4: Click on the link to start the registration process and log into your account.

Step 5: Follow the instructions on each page to assign your athletes and coaches to the appropriate team(s) and create your rooming list for your team's housing (if applicable).

Step 6: Once you review and submit your registration, mail your deposit (bank check or money order) and team forms. Or, pay by credit card by clicking on the "My Nationals Registration" tab on your account and click "Invoice/Payments". Registrations are not approved until deposit has been received.

FAMILY MEMBERS / FRIENDS (HOTEL RESERVATIONS)

*You will need the following information to complete the registration process:

- Team's registration number (this may be obtained from the coach once they have rostered the team for the event and the registration has been approved.)
- Rooming list/housing assignments

Step 1: Go to varsityallstar.com and click on Events, D2 Summit and then Online Registration.

Step 2: Read all of the information pertaining to the event before you begin your registration process.

Step 3: Click on the link to start the registration process and log in using the Team Registration Number.

Step 4: Follow the instructions on each page to make hotel reservations and/or order additional tickets. If applicable, you may also assign participants / coaches that are on the team roster to your rooming list. By creating a family registration, your name will automatically be added to the pick list for housing assignment.

Step 5: Once you review and submit your registration, mail your deposit (bank check or money order) to guarantee your registration. Or, pay by credit card by clicking on the "My Nationals Registration" tab on your account and click "Invoice/Payments". Registrations are not approved until deposit has been received.

PAYMENT DUE DATES

- If your qualifying competition takes place in October, November or December, registration and deposit are due no later than January 25, 2018 / Final payment is due February 22, 2018
- If your qualifying competition takes place in January, registration and deposit are due no later than February 27, 2018 / Final payment is due March 29, 2018
- If your qualifying competition takes place in February, registration and deposit are due no later than March 22, 2018 / Final payment is due April 18, 2018
- If your qualifying competition takes place in March or April, registration and full payment is due no later than April 19, 2018

TEAM FORMS

The following team forms must be signed and mailed to D2 Summit office no later than your balance of payment due date.

1. Rules and Guidelines
2. Release / waiver forms for every athlete and coach attending

CHANGES

After submitting your registration, sign in to your account and click on the appropriate section of your registration to request a change. Any changes requested after April 19, 2018 will result in a \$50 per change fee. All changes must be sent through the My Nationals page on the Varsity Portal.

Contacts:

If your gym name starts with	A – D & non alpha	Molly Key	mkey@varsity.com
If your gym name starts with	E – M	Geneva Smith	gsmith@varsity.com
If your gym name starts with	N – S	Bonnie Reid	bonnie.reid@cheersport.net
If your gym name starts with	T – Z	Lauren Byrd	lbyrd@varsity.com



The 2018 D2 Summit

May 11-13, 2018 at the

Walt Disney World Resort

Online registration for 2018 Championship will open December 1, 2017! Your team may choose to stay at one of Disney's value resorts, All Star or Pop Century (arrival and departure dates will determine where your reservation will be located) or Disney's Coronado Springs Resort.

REGISTRATION AND DEPOSIT DEADLINES

- If your qualifying competition takes place in October, November or December, registration and deposit are due no later than January 25, 2018 / Final payment is due February 22, 2018.
- If your qualifying competition takes place in January, registration and deposit are due no later than February 27, 2018 / Final payment is due March 29, 2018.
- If your qualifying competition takes place in February, registration and deposit are due no later than March 22, 2018 / Final payment is due April 18, 2018.
- If your qualifying competition takes place in March or April, registration and full payment is due no later than April 19, 2018.
- Hotels may fill prior to published deadlines.
- All Walt Disney World® Theme Park tickets are valid May 9, 2018 – May 17, 2018 (Tickets will be available for pick up starting May 9th)

FOUR NIGHT TRAVEL PACKAGE

Travel package price for the four nights of May 10 (check-in) through May 14 (check-out) or May 11 (check-in) through May 15 (check-out) includes:

- 4 nights of hotel accommodations
- 4 day Walt Disney World® PARK HOPPER® Pass (with 3 days admissions into ESPN Wide World of Sports® Complex) and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport
- Celebration Party

	ALL STAR RESORT/POP CENTURY	CORONADO SPRINGS RESORT
Quad (4 per room).....	\$604 per person	\$686 per person
Triple (3 per room).....	\$660 per person	\$744 per person
Double (2 per room).....	\$754 per person	\$879 per person
Single (1 per room).....	\$1004 per person	\$1277 per person
(NONE OF THE PRICES INCLUDE AIRFARE.)		

* Most rooms will have two double beds, however single rooms may have only one king bed.
You may upgrade your 4 Day PARK HOPPER to a 5 Day PARK HOPPER for an additional \$35 per person. Please indicate this on the "add on" section when registering online.

THREE NIGHT TRAVEL PACKAGE

The travel package price for the three nights of May 11 (check-in) through May 14 (check-out) includes:

- 3 nights of hotel accommodations
- 4 day Walt Disney World® PARK HOPPER® Pass (with 3 days admissions into ESPN Wide World of Sports® Complex) and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport
- Celebration Party

	ALL STAR RESORT/POP CENTURY	CORONADO SPRINGS RESORT
Quad (4 per room).....	\$561 per person	\$606 per person
Triple (3 per room).....	\$598 per person	\$655 per person
Double (2 per room).....	\$670 per person	\$752 per person
Single (1 per room).....	\$888 per person	\$1053 per person
(NONE OF THE PRICES INCLUDE AIRFARE.)		

* Most rooms will have two double beds, however single rooms may have only one king bed.
You may upgrade your 4 Day PARK HOPPER to a 5 Day PARK HOPPER for an additional \$35 per person. Please indicate this on the "add on" section when registering online.

***This is for information purposes only. Online registration will be available beginning December 1, 2017. For more information contact us at 1-800-969-4586**

Note: If you have family members who are traveling separately from the team we suggest you have them register separately with the D2 Summit. This will ensure them to have their own packet when they arrive to registration in Orlando (Walt Disney World® tickets, etc. information). Family and Friends registering for the D2 Summit will need their Team's registration number that they may obtain from the coach.



The 2018 D2 Summit May 11-13, 2018 at the Walt Disney World Resort

TWO NIGHT TRAVEL PACKAGE

Travel package price for the two nights of May 11 (check-in) through May 13 (check-out) includes:

- 2 nights of hotel accommodations
- 3 day Walt Disney World® PARK HOPPER® Pass (with 3 days admissions into ESPN Wide World of Sports® Complex) and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport
- Celebration Party

	<u>ALL STAR RESORT / POP CENTURY</u>	<u>CORONADO SPRINGS RESORT</u>
Quad (4 per room).....	\$538 per person	\$557 per person
Triple (3 per room).....	\$559 per person	\$595 per person
Double (2 per room).....	\$607 per person	\$663 per person
Single (1 per room).....	\$754 per person	\$879 per person

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 4 Day PARK HOPPER to a 5 Day PARK HOPPER for an additional \$35 per person. Please indicate this on the "add on" section when registering online.

EXTRA NIGHTS

(Only with the four night package!)

Wednesday, May 9, 2018 • Thursday, May 10, 2018 • Tuesday, May 15, 2018

Optional Extra Nights (Wednesday, May 9, Thursday, May 10, or Tuesday, May 15). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come first served basis. Disregard this section if you plan to stay the regular four nights and five days.

Disney's All Star/Pop Century Resort\$160.00 per room (regardless of occupancy)
 Disney's Coronado Springs Resort\$250.00 per room (regardless of occupancy)

COMMUTER PACKAGE

(PARTICIPANT/COACH*) \$299

- 3 day WDW Park Hopper Pass
- Registration Fees
- Coaches Lanyard for entrance into the rehearsal areas.

(COACH ONLY*) \$160

- 4 days admission for ESPN Wide World of Sports® Complex (ONLY)
- Registration Fees
- Coaches Lanyard for entrance into the rehearsal areas.

* All coaches must be a Registered Coach with the D2 Summit and listed on the team roster with a green light status.

PAID BIDS

Up to \$604 credit will be given to each athlete on the Summit travel package. No credits may be used for family members or for additional tickets. However, if a team chooses the Quad 3 night package the athlete will receive a \$561 credit. If a Paid Bid team chooses to not stay on property then they will receive the "Commuter Paid Bid" package for free. A \$374 value per athlete.

The Paid Bid Commuter Package receives the following:

- 4 day Walt Disney World Park Hopper Pass
- Celebration Party wristband
- Registration Fees

***This is for information purposes only. Online registration will be available beginning December 1, 2017.
 For more information contact us at 1-800-969-4586**

EXTRA TICKET

THE 2017 D2 SUMMIT

NOTE: Transportation is **NOT** included with purchase of these tickets.



Extra tickets may ONLY be ordered on varsityallstar.com.

**Tickets can be picked up in Orlando Tuesday, May 9 through Friday, May 17, 2018.
Instructions on where to pick these tickets up will be sent to you at a later date.**

WALT DISNEY WORLD® TICKETS AVAILABLE FOR PURCHASE

THREE DAY PARK HOPPER® - \$275 each/ \$290 if purchased in Orlando

(Summit Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid May 9- 17, 2018.

FOUR DAY PARK HOPPER® - \$310 each/ \$325 if purchased in Orlando

(Summit Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid May 9- 17, 2018.

FIVE DAY PARK HOPPER® - \$345 each/ \$360 if purchased in Orlando

(Summit Transportation is not included) Includes Three Days admission to ESPN Wide World of Sports®.

All Walt Disney World® Theme Park Tickets are valid May 9- 17, 2018.

COUNTER SERVICE MEAL VOUCHERS - \$16.50 each/ not sold in Orlando

(One entrée and beverage per voucher - at designated Theme Park dining locations. Lunch or Dinner Only)

SUNDAY EVENING CELEBRATION PARTY AT

DISNEY'S HOLLYWOOD STUDIOS® - \$40.00 each (\$40 pre-ordered and in Orlando)**

Includes DJ and dancing, Rock 'n' Roller Coaster® Starring Aerosmith, The Twilight Zone Tower of Terror™, Toy Story Midway Mania and Star Tours!
(Subject to change) (Transportation is not included)

****Disney transportation will not be available. Refunds will not be given for Celebration wristbands.**

TICKETS ARE VALID MAY 9, 2018 THROUGH MAY 17, 2018.



THE D2 SUMMIT

RULES AND REGULATIONS

I. GENERAL RULES

A. ELIGIBILITY POLICY

- 1) The D2 Summit strictly enforces its age requirements for each division. The D2 Summit reserves the right to assess a penalty, disqualify, reclaim any and all awards and/or remove video appearance for any team/gym found to be in violation of the eligibility policy, whether before, during or after the Event.
- 2) A USASF Team Roster Form will need to be completed prior to participating in the Championship. One roster must be completed per team.
- 3) **You MUST compete with the number of athletes that you qualify with. You can compete with less as long as it keeps you in the same division. You will only be able to replace 25% of your roster from the time you received your bid until you compete at The D2 Summit. Example: A team of 20 competes and receives a bids, they can only replace 5 athletes at the time of The D2 Summit competition.**
- 4) All coaches will be required to have a Green Light Background Check Status issued by the National Council of Safety Initiatives and listed on the competing teams' roster.

B. CODE OF CONDUCT

- 1) The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regards to respect for themselves, other teams and the viewing audience of all ages. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- 2) Any unruly, aggressive or belligerent behavior by participants, coaches or spectators toward any other attendee or Event Staff will result in potential team disqualification, removal from the event and / or barred participation from future Championships.
- 3) Teams will be assessed a 2.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

C. CROSSOVERS AND PERFORMANCE ORDER

- 1) Crossovers at The D2 Summit:
 1. An all star cheerleader is limited to crossing over to 2 (two) additional cheer teams from their gym during the competition.
 2. Participant may only represent one gym.
 3. Participants must pay an additional \$100 registration fee for each additional team performance. However, if there is an athlete that is on a Paid bid team and crossing over to another Paid Bid team there will be no crossover fee applied. Only if an athlete is on a Paid Bid team as well as

an At-Large bid team will that athlete will be required to pay the crossover fee.

4. The **MAXIMUM** number of individuals allowed to crossover from the 2017 Cheerleading Worlds to The D2 Summit will be **5** athletes per team. Level 5 athletes that competed at The Cheerleading Worlds can only cross to level 4 & 5 D2 Summit divisions (Excludes Level 4.2). **All Level 4.2 athletes may only crossover to levels 2, 3 or 4.** Level 6 athletes that competed at Cheerleading Worlds can only cross over to level 5 D2 Summit division. **Exception: Junior 5 (NOT restricted) will be allowed to have up to 8 crossovers from The Cheerleading Worlds to The D2 Summit.**
- 2) If a team violates the crossover rules, the second and each subsequent team will receive a 10.0 point deduction off of their score for each illegal participant. Maximum penalty is 20.0.
- 3) The D2 Summit will attempt to ensure teams from the same program will have up to 20 minutes for overlapping performances during the preliminary schedule (Friday and Saturday). However, The D2 Summit cannot guarantee that a performance overlap will not occur during the final schedule.
- 4) Wild Card Performance order is created by a random draw where the top **TWO** scoring teams in each division will advance into the Finals round on Sunday. The **third place team** in each division will advance to the semi-final round on Saturday. Teams that advance from the Wild Card round will perform **FIRST** in the division.
- 5) The Finals Performance order for your division is created on Saturday once your Preliminary rankings are official. For Finals, teams perform in reverse order of how they placed in Prelims (i.e. the 1st place team performs last, the 2nd place team performs 2nd to last, etc.). Since we have no control over the Preliminary rankings, we will also have no control over new crossover conflicts.

D. TIME LIMITATIONS:

- 1) All Routines may not exceed **two minutes and thirty** seconds. Timing will begin with the first movement, voice, or note of music.
- 2) 1 (one) or more seconds over time will result in a 1.0 point penalty. The routine time limit is 2:30.
- 3) Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time.
- 4) Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.
- 5) **BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR**

PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.

- 6) Judges' decisions on timing of total routine are final.

E. INTRODUCTIONS

- 1) All introductions (tumbling, entrances, chants, spellouts, etc. are considered part of the routine and will be timed as part of the performance.
- 2) All team breaks, rituals and traditions need to take place prior to entering the mat.
- 3) Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, handshakes, etc.
- 4) All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE point deduction.
- 5) There should not be any organized exits or other activities after the official ending of the routine.
- 6) Teams will be assessed a 2.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

F. MUSIC

- 1) **I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.**
- 2) **These guidelines are as of June 16, 2016. For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, cheer teams should email info@usacheer.net. Please check Preferred Provider list for updates and changes periodically.**
- 3) **Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.**
- 4) **If a team does not have required paperwork, they will be given the option to count the routine verbally or perform to an approved track of music or a track with counts (Provided by Varsity Spirit).**
- 5) **If a team does not have the required paperwork, and chooses not to count the routine or perform to an approved track of music or a track with counts, the team will be disqualified from the competition and not allowed to perform or compete.**
- 6) **If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.**
- 7) **A challenge can only be made by the official coach of a team competing at the event at which the challenge is being made.**
- 8) **Challenge Process**
 - All music challenges must be submitted in writing to the event director.
 - There will be \$100 fee to request a music challenge and must be in the form of a check made out to St Jude Children's Research Hospital.
 - Fees collected will be voided if challenge is correct.
 - If the team challenged can provide documentation

during the event and can be verified, the fees will be donated to St. Jude.

- **If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.**
- 9) **Each team is required to have a responsible adult remain at the music station that knows the routine and music. This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury. All teams must provide their own CD or MP3 device for use on the event provided sound system. No cover may be on any MP3 player so that a jack may be easily inserted into the device. Please ensure the jacks are clean and free of any debris which may impact connectivity. Note that you may need to acquire an adapter in advance if your player does not have a head phone jack. Please make sure that all devices are fully charged, volume turned up and placed in airplane mode. If using CDs, make sure it's unscratched so it doesn't skip.**
 - 10) Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.
 - 11) Music must be appropriate for family viewing. Any vulgar or suggestive words or music will result in a score deduction.

F. COMPETITION AREA

- 1) Teams may line up anywhere inside the competition area.
- 2) Approximate floor size will be 42 feet deep by 54 feet wide (9 strips).
- 3) All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately.
- 4) The competition boundary is defined as the performance surface and any immediate adjacent safety border.
- 5) A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.
- 6) All center markers are prohibited. We will have the center marked on all performance surfaces.

G. THE D2 SUMMIT CHAMPIONSHIP QUALIFICATION

- 1) Teams attending the Championship must compete in the same skill level and the same age division that they qualified.

H. VIOLATIONS--Teams in violation of any USASF Safety Guideline or these Rules and Regulations will be subject to deductions and/or disqualification.

I. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, The D2 Summit will allow programs to provide additional spotters. An all star program is more qualified to provide additional spotters because of their familiarity with routine skills and safety concerns.

The use of additional spotters is left to the discretion of the coach or gym owner. All star programs may use up to 4 additional spotters for each performance; however, additional spotters are not required.

- 1) The use of additional spotters is not mandatory and will be at the discretion of the coach or gym owner. D2 Summit provided spotters will be available on the main competition floor at all competitions. Coaches may choose to use The D2 Summit provided spotters OR their own spotters OR elect not to use spotters on the main competition floor. Teams may provide their own spotters in the rehearsal area or elect not to use spotters. The D2 Summit will not have spotters available in the rehearsal area.
- 2) The D2 Summit will provide spotters for all main competition floors. Teams may choose NOT to use provided spotters with the exception of when television production is taking place. All teams during this time MUST use The D2 Summit provided spotters on the main competition floor. Just a reminder all teams who are taped during this time are not guaranteed to be shown on the telecast.
- 3) See the Varsity All Star policy below for guidelines on the use of additional spotters.

Definition of Additional Spotter: Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine.

Guidelines

Additional Spotters:

- 1) Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are provided for added safety and should stand at the back of the floor when not spotting those sections.
- 2) Should not touch, assist, or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill will be given a major fall deduction.
- 3) Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes. Program provided additional spotters should not wear clothing similar to the performing team's uniform.
- 4) Should not dress or act in a manner that distracts from the athletes and their performance.
- 5) Should be at least 18 years old and familiar with spotting the skills of the performing team.

Note: To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

II. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

- 1) If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
- 2) The team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption

occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

- 1) In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
- 2) The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.

C. INJURY

- 1) The only persons that may stop a routine for injury are: a) competition officials, b) the gym owner / coach from the team performing or c) an injured individual.
- 2) The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.
- 3) The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) **AND THEN** the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. Any athlete who exhibits signs or symptoms consistent with concussion should be removed from the activity at that time and should not be allowed to return to activity that day. The athlete should not return to activity on a subsequent day until evaluated by and receives written clearance for such participation from a qualified physician (**MD or DO specifically trained in concussion management**).
 - d. In addition to the Varsity Brands head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES --Any questions concerning the rules or procedures of the competition will be handled exclusively by the owner / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. PERFORMANCE --Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance or following the outcome of the competition.

IV. INTERPRETATIONS AND / OR RULINGS

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

V. SPORTSMANSHIP

- 1) All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine.
- 2) The gym owner and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.
- 3) When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so may result in 4.0 deduction, removal of coach or disqualification.

VI. DEDUCTIONS

- 1) Coaches will have the autonomy to request deduction and / or scoring range review. Should your team receive a score that you determine is not in the appropriate range as explained in the coaches meeting, or if your team receives a deduction for performance infractions stated in the Varsity standard of Scoring, please pick up a deduction/score range review form at the coaches information table located in each venue.
- 2) Complete the form, detailing your explanation for the challenge and give it back to the coaches' information table personnel.
- 3) Please have someone pick up your deduction sheet IMMEDIATELY after your team's performance.
- 4) Please review your team's performance playback before completing a deduction challenge sheet to make sure your challenge is legitimate.

VII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in a competition or the Championship the following year.

VIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that the decisions by the judges will be final and results may ONLY be reviewed for clarification. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

IX. SCORES AND RANKINGS

Updated 11/28/2015

Each judge has the responsibility and authority to review and submit his/her final scores and rankings prior to the calculation of final scores. Scores and rankings will be available only to gym owners or coaches at the conclusion of the competition.

X. JUDGING CRITERIA

- 1) Panel Judges are responsible for scoring each team's performance based on the Varsity All Star Score sheet. Each Panel Judge fills out his/her own score sheet for each performance. Panel Judges score technical ability and the overall routine, but they do not determine or score deductions or safety violations.
- 2) The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
- 3) The Point Deduction Judge is responsible for assessing deductions in each routine for obvious bobbles or falls from technical skills.
- 4) For more information, please visit www.varsityallstar.com.

XI. USASF RULES VIOLATIONS

Any team in violation of any USASF General Safety, Image Policy, Tumbling Restriction or an above mentioned rule or regulation will be assessed a ONE point (1) deduction for each violation. Any team in violation of a Building Restriction will be issued a TWO point (2) deduction for each violation. This deduction does not apply to violations mentioned above that are designated a different point value.

XII. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of The D2 Summit. In the event of a FIRST place tie, the tie will be broken. Detailed information will be reviewed at the coaches meeting.

XIII. 2016-2017 GENERAL SAFETY GUIDELINES AND GLOSSARY

The D2 Summit will follow the USASF Safety Guidelines. Go to <http://www.usasfrules.net> for changes and a complete glossary of terms. Clarification and updates may be made throughout the season.

XIV. AWARDS AND PRIZE

- 1) All teams will receive The D2 Summit Bid Winner banner for competing at The D2 Summit.
- 2) All participants will receive a participation medallion for competing at The D2 Summit.
- 3) Teams who make their "Final Quest" in each division on Sunday will be awarded a personalized team banner with their division and placement.
- 4) Teams that place 1st, 2nd or 3rd in their respective division, will also receive a team banner and each participant from those teams will receive individual mini banners recognizing their accomplishment.
- 5) All divisional champions will receive exclusive Summit Champion Rings!

XVI. TOURNAMENT FACILITY

- 1) The competition is scheduled to be held at Disney's Wide World of Sports® Complex.
- 2) The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved through The D2 Summit office.

XVIII. LOGO USAGE

Teams will not be allowed to use The D2 Summit logo or the Varsity All Star logo including; banners, rings, bows, t-shirts etc.

XVII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

(Team Name)	(Date)
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(City/State)	(Owner's Signature)
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(Division — Youth, Junior, Senior etc. Level: 1, 2, 3, 4, 4.2 & 5)	(Coach's Signature)
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• Retain a copy of these rules for your files •

AIRPORT TRANSPORTATION

If you need transportation to and from the Orlando International Airport (MCO), you must read this information carefully. We will be emailing you a transportation form with important instructions for setting up your transportation to and from the airport. This form will be included in your registration confirmation email. We will also send you an email reminding you when it is time to send this information to Disney.

Disney's Magical Express



- ★ Transportation between Orlando International Airport (MCO) and the Walt Disney World® Resorts will be provided by Disney's Magical Express. Attendees utilizing another airport will need to find alternate transportation.
- ★ Disney's Magical Express provides motorcoach transportation to/from the Walt Disney World® Resort and special luggage delivery service.
- ★ Disney's Magical Express requires a reservation. Each guest must be registered at a Walt Disney World® Resort prior to contacting Disney's Magical Express.
- ★ After registering for the event, each team will be provided with specific details to book their Disney's Magical Express reservation. Reservations need to be completed 14 days prior to arrival. Guests will be asked to provide a mailing address and inbound/outbound flight information.
- ★ Disney's Magical Express will mail Airport Transportation Booklets which include detailed arrival instructions and special luggage tags.
- ★ Disney's Magical Express luggage service is not available after 10:00 pm. If you or your team arrives after 10:00 pm you will be responsible for claiming your luggage and bringing it with you on the Disney's Magical Express buses.

FREQUENTLY ASKED QUESTIONS

HOTEL AND TRAVEL (for updates be sure to check www.varsityallstar.com)



1. What is the advantage of purchasing the travel package?

It is not required that you attend D2 Summit on the travel package. The two main reasons teams purchase the travel package are convenience and savings.

- a) **Convenience** - Everything is handled for you. *Disney's Magical Express* will pick you up and take you back to the airport. There is no hassle of renting vans or cars and finding drivers. Hotel registration is smoother and rooms are guaranteed. Varsity works together with the *Walt Disney World*® Resort to block your rooms so your entire group stays together.

If you book your own trip, you have to:

Step 1: Call travel Agency or airlines (which could take hours).

Step 2: Send in deposit for airline tickets.

Step 3: Call several hotels to get room rates and availability.

Step 4: Guarantee all rooms using person credit card for deposit.

Step 5: Request reimbursement check from the gym.

Step 6: Send your rooming list to the hotel.

Step 7: Call car rental agencies to find out rates and regulations of drivers.

Step 8: Fill out registration form for D2 Summit and mail in with registration fees or register online at varsityallstar.com.

If you book with Varsity you have to:

Step 1: Call A&I Travell at 1-866-719-0379 or your local travel agent to book flights.

Step 2: Send in deposits for airline tickets.

Step 3: Fill out registration forms for D2 Summit and mail in deposits or register online at varsityallstars.com.

- b) **Savings**- Because of our long term relationship with the *Walt Disney World*® Resort, D2 Summit is able to negotiate discounted rates for hotel rooms and theme park tickets.

2. What hotel are we staying at?

Accommodations will be provided at *Disney's All Star Resort*. In the event that the *Walt Disney World*® Resorts sell out of rooms prior to registration deadlines, D2 Summit will try to arrangements with an alternate hotel either on or off property. PLEASE NOTE: Hotels may fill up prior to posted deadlines and may include additional costs.

3. We have parents who would like to come to the Championship. Can they sign up for D2 Summit travel package?

Of course! A lot of coaches meet with the parents and include them on the travel package with their team. However, we encourage family members and friends to register with us directly.

4. We have an uneven number of girls. Can we pay the quad rate for three girls in a room?

No. The travel package prices have been calculated according to how many people are in each room.

5. Can we have five people in a room?

No. Disney does not allow more than four people to a room.

6. We are arriving in Orlando at 10:00 a.m. on Friday, will our hotel rooms be ready?

Most hotels do not guarantee check in until 4:00 p.m. However, if there are rooms ready in your block, the hotel will check you in early. Please be sure to communicate this to your entire group that is traveling with you.

7. Our team doesn't leave Orlando until 6:00 p.m. on Tuesday. What can we do all day?

Hotel check out is at 11:00 a.m. If you would like, you can take a *Walt Disney World*® Resort shuttle bus to Downtown Disney-West Side to shop or to one of the *Walt Disney World*® Theme Parks. The hotel will be glad to store your luggage for you, but you will be responsible for picking it up before you depart. However, the hotel's bellmen will not move carry-on bags, electronics, or trophies.

8. How do I request a refund?

All refund requests must be submitted in writing to if your gym name starts with A - D & non-alpha Molly Key mkey@varsity.com, E - M Geneva Smith gsmith@varsity.com, N - S Bonnie Reid bonnie.reid@cheersport.net, or T - Z Lauren Byrd lbyrd@varsity.com. Include the team name, amount requested, who to make the check out to, where to mail the check, and a reason for the refund. The Varsity office will review your account and issue a refund check based upon what they see in your file. All refund checks are processed AFTER the event is over. The average processing time for a refund is 4 weeks from the date the request is received. Refunds are not issued unless a written request is received.

FREQUENTLY ASKED QUESTIONS

TICKETS AND COMPETITION (for updates be sure to check www.varsityallstar.com)

1. When will we receive our *Walt Disney World*® Theme Park tickets for the Championship?

You receive your tickets when you register with D2 Summit at your hotel in Orlando.

2. Do we use our 4-day PARK HOPPER® ticket for competition?

Yes. Each *Walt Disney World*® PARK HOPPER® includes 3 days of tickets to enter the ESPN *Wide World of Sports*® Complex for competition. Admission to *ESPN Wide World of Sports*® Complex is NOT considered a theme park admission, and therefore does not use a day on your Park Hopper®.

3. What does "PARK HOPPER®" mean?

A PARK HOPPER® allows you to go from Theme Park to Theme Park in one day. Example: you can use your PARK HOPPER® ticket to enter *Disney's Hollywood Studios*® in the morning and then go to *Epcot*® that evening, and it is only considered one day of admission. However, these tickets are only valid for four days.

4. Will attending D2 Summit Celebration party take a day off of my PARK HOPPER® pass?

For the Championship Celebration Party at *Disney's Hollywood Studios*®, a day will not be taken off of your PARK HOPPER® pass. **PLEASE NOTE: YOU MUST HAVE A WRISTBAND TO ATTEND THE CELEBRATION PARTY.** (Times may change slightly.)

5. If we do not use all four days of our *Walt Disney World*® tickets, may we use them next year?

No. All of the discounted tickets sold at D2 Summit have an expiration date that is listed on the back of your ticket.

6. Do spectators have to purchase a *Walt Disney World*® PARK HOPPER® ticket in order to watch competition at *ESPN Wide World of Sports*® Complex?

No! If you are only going to the *ESPN Wide World of Sports*® Complex, you may purchase a ticket at the door for \$35 per day per person. However, if you purchase a *Walt Disney World*® PARK HOPPER® ticket from D2 Summit it includes admission into the *ESPN Wide World of Sports*® Complex.

7. Are there discounted park tickets available for family and friends not on the travel package?

Yes, there are two different tickets.

1) 3-day PARK HOPPER® Ticket - \$275 pre-ordered/\$290 if purchased in Orlando

2) 4-day PARK HOPPER® Ticket - \$310 pre-ordered/\$325 if purchased in Orlando

3) 5-day PARK HOPPER® Ticket - \$345 pre-ordered/\$360 if purchased in Orlando

Information and pricing for these tickets you may purchase and pay online at varsityallstar.com.

Walt Disney World® PARK HOPPER® tickets are valid for unlimited admission into the *Magic Kingdom*® Park, *Epcot*®, *Disney's Hollywood Studios*®, and *Disney's Animal Kingdom*® Theme Park as well as three days of admission into *ESPN Wide World of Sports*® Complex. These tickets DO NOT include D2 Summit bus transportation to the parks.

8. How do I find out when and where my team competes?

A detailed order of competition will be posted at www.varsityallstar.com in mid April. The detailed order of competition will tell you the location and exact times that your team will report backstage, take pictures, warm up, and compete.

NSPA CHAMPIONSHIP



visit varsityallstar.com
for more information



varsity.com



SEPHORA

