



WASHINGTON INTERSCHOLASTIC
ACTIVITIES ASSOCIATION



January 26, 2013
ALASKA AIRLINES ARENA
at
HEC EDMUNDSEN PAVILION
UNIVERSITY OF WASHINGTON

EVENT MANAGER: Cindy Adsit
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2013 SALUTE TO SPIRIT

Alaska Airlines Arena at Hec Edmundsen Pavilion University of Washington

January 26, 2013

WELCOME TO THE 2013 SALUTE TO SPIRIT!

To: Participating school coaches

From: Cindy Adsit, Event Manager

As you prepare for this event, please read carefully the information provided in this packet. We are so pleased that this event will be held on the beautiful campus of the University of Washington and are looking forward to an outstanding event!

1.0 Alaska Airlines Arena at Hec Edmundsen Pavilion, University of Washington
3870 Montlake Boulevard Northeast Seattle, WA 98105

1.1 UNIVERSITY OF WASHINGTON GENERAL REGULATIONS: For your comfort and safety, the following items are not allowed into Alaska Airlines Arena at Hec Edmundsen Pavilion:

Cans	Bottles	Glass	Weapons
Fireworks	Coolers	Food	Beverages
Balloons	Beach Balls	Alcohol	Backpacks
Projectiles	Illegal Substances	Spikes	Oversized Bags
Laser Pointers	Chains	Animals (except ADA)	Artificial Noisemakers

Appropriate dress is required for all events held at Alaska Airlines Arena at Hec Edmundsen Pavilion. Shirts and shoes are required at all times.

Due to the expanded Clean Indoor Air Act (I-901) Alaska Airlines Arena at Hec Edmundsen Pavilion is a smoke free facility.

NO OUTSIDE FOOD MAY BE BROUGHT INTO THE FACILITY

Participants may bring in a beverage for their own consumption through the pass gate only. All beverages must be contained in a plastic or **unbreakable** container, must be stored in the participants' bags, and must remain in the lower level hallways only.

1.2 Directions to Alaska Airlines Arena at Hec Edmundsen Pavilion

From the North or the South

Take I-5 to Highway 520 towards Bellevue/Kirkland; take the first exit to Montlake Blvd; turn left onto Montlake Blvd; travel across the Montlake Bridge; Hec Edmundsen Pavilion is on the right.

From the East

Take Highway 520 towards Seattle; take the exit to Montlake Blvd; turn right onto Montlake Blvd; travel across the Montlake Bridge; Hec Edmundsen Pavilion is on the right.

2.0 PARKING - PLEASE REFER TO THE ATTACHED UW CAMPUS MAP

DUE TO THE CONSTRUCTION AT THE FOOTBALL STADIUM, IT IS IMPERATIVE THAT ALL TEAMS FOLLOW THE SPECIFIC PARKING AND ACCESS INSTRUCTIONS

- 2.1 Team vehicles will turn off Montlake Blvd onto Wahkiakum Road (just north of the Intramural Athletics Building); participants will unload at the drop off point just past the Dempsey Indoor Center.

Team vans (if they fit in a regular marked stall) will park in E12.

Team buses will continue around the football stadium, back onto Montlake Blvd, will turn right onto Walla Walla Road, then park in the northern-most area of Lot E-1.

The participant pick-up area following the conclusion of the event will be the same as the drop off point.

- 2.2 There will no parking charges for school buses. All other vehicles must pay a \$7 fee (cash only will be accepted.)
- 2.3 Team vehicles will have in and out privileges provided a parking stub is provided.
- 2.3 Spectator parking will be in lot E-1. All vehicles must pay a \$7 fee (cash only will be accepted.) In and out privileges are NOT available for spectator vehicles.

- 3.0 **FACILITY/PARTICIPANT ENTRANCE:** Participants and coaches will walk from the drop off point and enter the Alaska Airlines Arena at Hec Edmundsen Pavilion on the southeast entrance next to the roll-up door and next to the pool (look for the sign "Participant Pass Gate"). **It is advisable to have coats, hats and/or umbrellas, in the event of inclement weather, for the walk to and from the drop off point to the pass gate.**

- 4.0 **RE-ENTRY:** Dance/drill participants in uniform will be allowed re-entry through the pass gate at any time. Coaches will be issued wrist bands during the coaches meeting; the wrist bands must wear be worn appropriately for re-entry into the facility.

Dance/Drill Coaches - One coach may be admitted at no charge for every five participants (one to five participants, one coach admitted free; six to ten participants, two coaches) up to a maximum of three coaches.

5.0 LOCKER ROOMS/CHANGING AREAS

- 5.1 Locker rooms #115 and #116 will be available. Restrooms on the north side of the pavilion will be designated for participants only. Restrooms on the south side of the pavilion will be for spectators only.
- 5.2 Please do not leave valuables in the locker rooms or restrooms. Teams are responsible for any valuables brought into the facility.

6.0 ATHLETIC TRAINER: A certified athletic trainer will be on site at all times. Any school athletic trainer(s) must register with the event athletic trainer. **Please bring supplies for taping, etc.**

7.0 COMPETITION FLOOR: The entire basketball is designated as the competition floor.

8.0 WARM-UP/PRACTICE AREAS

- 8.1 The east gym on the upper concourse is available for additional team warm-ups. Teams will not have scheduled practice times, so please share the available space.
- 8.2 Teams will be scheduled for four (4) minutes on the competition floor.
- 8.3 The carpeted concourse area on the north side of the pavilion is available for stretching.
- 8.4 Stunting will be allowed ONLY in the east warm-up gym.**

9.0 COMPETITION RULES: NFHS Spirit rules will be strictly enforced in all categories.

10.0 AUDIO FEEDBACK - Teams that would like audio feedback must bring a USB. A digital audio tech will transfer all of the judges audios to the team USB after all performances are finished.

11.0 COACHES MEETING: The coaches meeting will be held at 8:15 am.

12.0 SCHEDULE: The practice and performance schedule is attached.

12.1 Teams must be ready to enter the floor 10 minutes before their scheduled practice/performance time.

8:00 AM	Pass gate open to participating teams
8:15 AM	Coaches meeting
9:00 AM	Judges meeting
9:00 AM	Doors open to spectators (south entrance only)
10:00 AM	Salute to Spirit Performance Begins
12:45 PM	Awards presentation

13.0 TICKET PRICES: \$9 adults / \$7 students / \$7 seniors

14.0 CONCESSIONS: Concession stands will be open throughout the event.

- 15.0 SPECTATOR and PARTICIPANT SEATING:** Spectators will enter through the southwest doors of Hec Edmundsen Pavilion. **Please encourage your team's fans to review the Salute to Spirit Fan Link posted on the WIAA Website and to arrive early!**
- 15.1 Participants and spectators may not block or reserve seats.
 - 15.2 The teams will face to the south to perform, with the south side of Hec Edmundsen Pavilion designated for spectators.
 - 15.3 The north side of Hec Edmundsen Pavilion will be designated for participating teams.
 - 15.4 The west and east sides of Hec Edmundsen Pavilion will be open for either spectators or participants.
- 16.0 Games Committee – For the purpose of ruling on appeals, the Games Committee shall consist of the event manager, the head judge, the head safety/technical judge and a participating coach not involved in the dispute in question (competing in a different category.)**
- 17.0 AWARDS** - A minimum of one trophy will be awarded in each category.
- 18.0 PROMOTIONS** - Please be aware that pictures may be utilized by the WIAA and posted on the WIAA Website and/or used in future WIAA productions to promote student participation in school activities programs.

TO: All Participating Teams and Coaches

FROM: Apple Physical Therapy

RE: 2013 Salute to Spirit Services and Athletic Training Facilities

On behalf of the Apple Physical Therapy Sports Medicine Team, we welcome you and your team to the 2013 Salute to Spirit! We will be glad to assist you in meeting your team's needs. The following facilities and services will be available to you:

1. Access to a taping and first aid area. You will need to provide your own tape and other supplies.
2. Ice.
3. Athletic Training Staff to assist your team and team trainer.
4. Emergency medical services are available at local hospitals in the vicinity.
5. Additional specialty health care services are available in the community.

You are welcome to use the taping area or ask us to tape for you. If you have special needs please check with us in an appropriate time frame so that we may properly assist you. Please have your ATC and/or medical provider introduce him or herself to our medical team by visiting the Apple Physical Therapy area (just outside the NE entrance onto the arena floor.)

Excerpts from the Washington Interscholastic Activities Association
Bound for State Dance/Drill Regulations
2012-13

5.0 **CATEGORIES:** NFHS Spirit rules will be strictly enforced in all categories.

5.1 All categories are subject to the criteria of the linear scale score sheet.

5.2 Themes may be used in any category.

5.3 Backdrops, sets, portable dance floors, and props are only allowed in the Show category.

5.4 Poms are only allowed in the Pom category and Show category (if related to theme).

5.5 Categories consist of:

5.5.1 Dance: A Dance routine is an artistic form of primarily nonverbal communication. A routine may be of any style, or combination of styles (e.g. jazz, lyrical, modern, contemporary) that is not defined by another WIAA category definition (i.e. Kick, Hip Hop, etc.).

5.5.2 Hip Hop: A Hip Hop routine is funk or street style dance based on isolations and rhythms (e.g. free style, popping, locking, breaking, etc.). Timing and articulation of the body are major elements of the technique with movements and gestures being mostly percussive. Group synchronization, uniformity, and team style must be apparent.

5.5.3 Kick: A Kick routine highlights a variety of kick series. Kicks should be the focal point and must be used for at least fifty percent (50%) of the routine. All other choreography is secondary and should not detract from the focus on kicks. A kick is defined as movement performed as an extension of the leg from the hip or knee.

5.5.4 Pom: A Pom routine is designed to emphasize the visual impact of the poms. The focus on poms is primary in choreography. All other movement and choreography is secondary and should not detract from the visual impact of pom patterning.

5.5.5 Military: A Military routine is a precision routine that incorporates many sharp, concise movements that showcase--but are not limited to--formation changes, visual effects, group work, contagions, levels, ripples, etc.

5.5.6 Show: A Show routine focuses on story/characterization and/or theme. Props (including flags, manuals, poms, etc.), costumes, and the creative use and interpretation of music should be used to develop the story/theme. The choreography expresses a story line and/or theme that do not rely on any prior knowledge of the story/theme's origin (on part of the audience/judges). Backdrops, sets, and portable dance floors may be used to enhance the program.

5.6 A school may enter only one team in each category. Each school may enter in a maximum of three (3) categories.

6.0 **SCORING/JUDGING**

6.1 Uniforms and dress for performance must be approved by the local school district. Precautions should be taken so that the performing area is not marred. Any shoes that will

scuff floors must be taped with non-marking tape. A safety/technical judge may check shoes prior to the performance.

- 6.2 Each judging unit will consist three (3) sets of judges with five (5) judges plus two (2) safety/technical judges in each set.
- 6.3 Routines will be scored on an average of:
 - 90% - 100% (450-500 points) will receive a Superior rating
 - 80-89.9% (400-449.9 points) will receive an Exceptional rating
 - 70-79.9% (350-399.9 points) will receive an Excellent rating
 - 50-69.9% (250-349.9 points) will receive a Good rating
 - 0-49.9% (0-249.9 points) will receive a Developing rating
- 6.4 Judges will be positioned on one side of the facility.
- 6.5 The points from each judge will be totaled to create a team's overall score. The team with the highest overall total score will be declared the winner in that category. The team with the second highest scores will be declared the consolation winner (second place) and so forth.

7.0 LENGTH OF ROUTINE

- 7.1 The length of Dance, Hip Hop, Military, Kick and Pom routines will be 2-3 minutes. A team is also allowed an additional 1 minute to enter and 1 minute to exit the performance area.
- 7.2 The length of Show routines will be 2-4 minutes, with up to an additional 3 minutes to set and 3 minutes to remove props.

8.0 PERFORMANCE AREA

- 8.1 The entire raised basketball court represents the performance boundary area.
- 8.2 Entrances and exits from the performance area will not be judged by the performance judges.

Safety/Technical judging starts when the first participant crosses the performance area boundary and ends when the last participant crosses the performance area boundary.

9.0 ENTRANCE PROCEDURES

- 9.1 All teams must be ready to take the floor one team ahead. Stay out of view and do not get into your entrance position until the official announcement to do so. The announcement procedure will be:
- 9.2 The announcer will say, "_____ High School take your positions." _____ will get into beginning position.
- 9.3 The announcer will then say, "Presenting _____ High School, team name," and any other pertinent information.
- 9.4 The final announcement will be "Ladies and gentlemen, _____ High School Drill (or Dance) team. Good luck, _____, your music is on." The routine then begins.

10.0 MUSIC: All music must be approved by the local school district.

- 10.1 All music must be **emailed directly to the WIAA through www.mywiaa.com at least one week prior to the state championships**, recorded at the beginning of a new compact disc (CD.) It is recommended to have two new CD's in case of an accident or lost CD.
- 10.2 The CD will be checked during the practice session and will be kept by the announcer until following the competition. CD's must be in a plastic case identified with the team name.**
- 10.3 In case of a mechanical failure, the team has the option to go back to the beginning and repeat their performance. Judging will not take place until they reach the part of the music where the music stopped. There will be no penalty due to mechanical failure.
- 10.4 Music may have words, but all must be appropriate. It is the coach's responsibility to screen all music to insure that it is appropriate for the students, audience, and community.
- 10.4.1 Inappropriate words/phrases/sounds/syllables, in any language, must be completely edited out; they cannot be disguised with a sound effect. It should not be obvious to listeners that there was an inappropriate word. When editing, it is advisable to edit out the entire 8-count or section.
- 10.4.2 Words/phrases that **promote** activities that are illegal for minors must be completely edited out. Metaphors, innuendos, and slang terms that refer to these activities must also be edited out.
- 10.4.3 Words/phrases that contain references to guns or other weapons being used to harm others must be edited out.
- 10.4.4 Coaches should be very cautious of music that has sexual references, metaphors, etc. Choreography should deemphasize these lyrics.
- 10.4.5 Penalties for inappropriate music will be assessed by safety/technical judges at events based on NFHS rules.
- 10.5 A representative of each team must be present at the announcer's table to cue the music when his/her team is performing. No responsibility is taken by the sound crew if no one is there.

11.0 PROPS AND PREPARATION

- 11.1 Props or sets may be used; however, all props or sets used must have rubber or carpet tips in order to protect them from scarring the floor. Up to three (3) minutes will be allowed for placement and the removal of props.
- 11.2 No provisions will be made for special effects. The use of fire, smoke, and helium balloons WILL NOT be allowed in competition. Any violation of these safety rules will result in disqualification.
- 11.3 Props imitating or implying any sort of weapon will not be allowed except for the use in traditional color guard performances. Violating this rule will be considered a technical violation for unsportsmanlike actions.**

12.0 PENALTIES

- 12.1 Any damage to the floor resulting from a team's performance will be that school's responsibility. Rosin is not allowed on shoes or on the competition floor.

- 12.2 There will be a 5 point penalty assessed if the routine is over or under the established time limits. Penalties will be assessed in 10-second increments, 5 points for every 10-second increment.
- 12.3 No points will be deducted if hands cross outside the court to drop or pick up pompons or props.
- 12.4 A one (1) point penalty will be assessed for each performer who exits the designated performance floor and then re-enters during the performance.
- 12.5 A five (5) point penalty will be assessed if props are not set up/cleared off the floor within the three (3) minute time limit.
- 12.6 There will be a 25 point penalty for choreographed drops and a 1 point penalty for accidental drops.
- 12.7 There will be a .5 penalty for accidentally stepping on items and accidental costume malfunctions that DO NOT become a safety concern.
- 12.8 There will be a 25-point penalty assessed for inappropriate music.

16.0 **DRILL DOWN**

Drill Down is a category in which individual participants may compete. Drill down participants competing in the state championships must qualify through their representative WIAA District events. **Drill Down participants competing in the WIAA District events must be on teams that qualified to participate in the WIAA District events.** The number of drill down participants will be allocated to each WIAA District, based upon the number of schools in that District that sponsor dance/drill programs.

2013 CHEERLEADING STATE CHAMPIONSHIP TEAM DROP OFF & BUS PARKING MAP

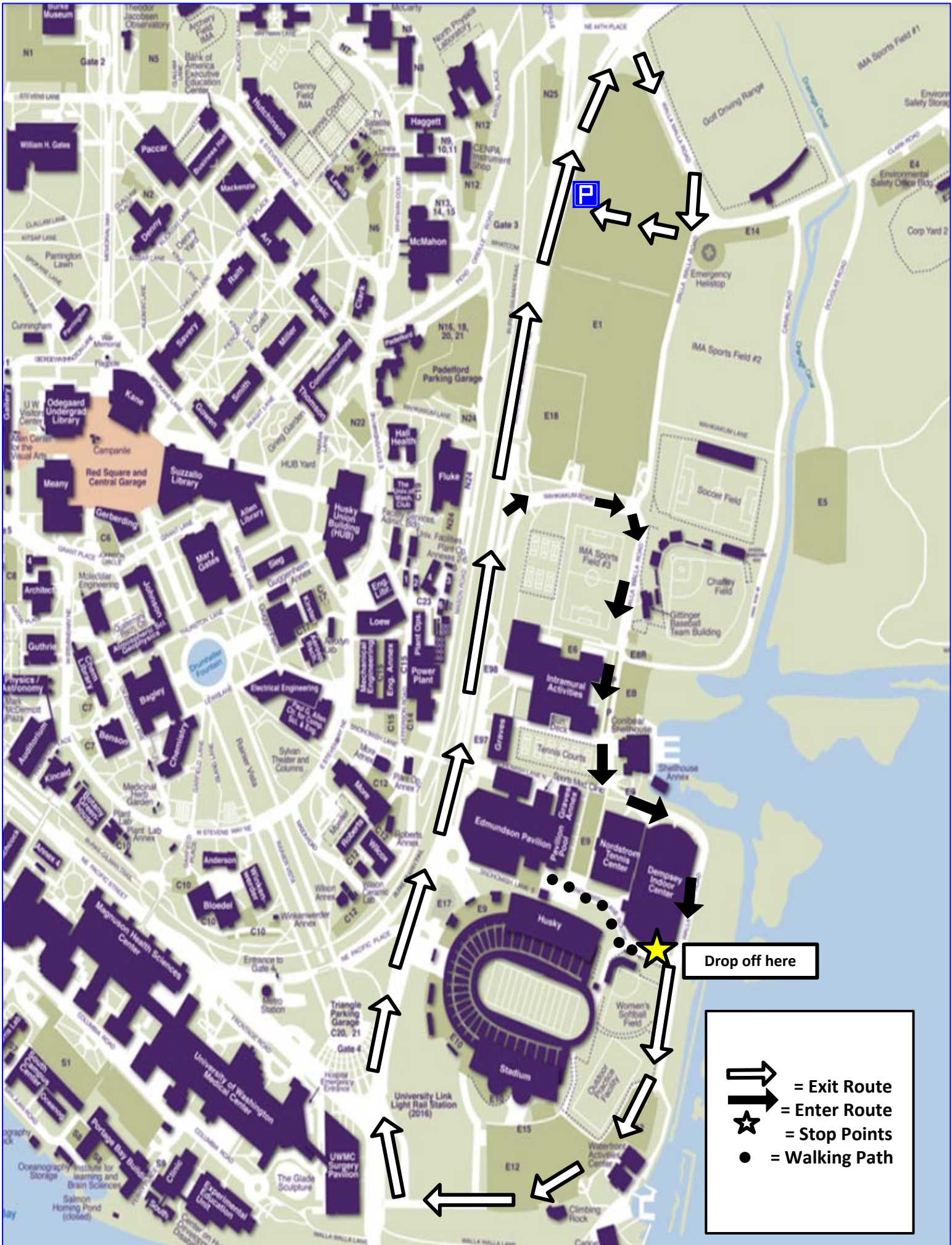


**E1 - NORTH END
Bus Parking**





**Track Under
Construction**

PASS ENTRANCE
Teams enter
Arena here

TEAM DROP OFF
-After drop off busses head south through E12 around Stadium to return to Montlake.
-Take Montlake back to Walla Walla following signs for E1.
- Enter E1 through the south entrance and park in the yellow outlined section.



Drop off here

-  = Exit Route
-  = Enter Route
-  = Stop Points
-  = Walking Path