

Coach Day of the Event Information



Check-In For Teams

Check In for teams will begin at 12pm. Please look for the U.S. Spiritleaders table in the Gym Entrance Courtyard. Only Coaches with wristbands have access to the main gym and warm up area at all times.

Coaches and Participants may enter the gym and warm up areas beginning at 12:30pm. All participants must sit on the opposite side of the Spectator Bleachers.

Don't forget your Participant Release and Coach Policy Forms if this is your first U.S. Spiritleaders competition of the season. All information must be filled out and signed.

Spectator Admittance Time

Spectators will be allowed to enter the gym at 12:30pm. Tickets must be purchased via Ticketleap. The link will be emailed to you and is also on our website.

Warm Up Information - Bring you own Music System and Playback Phone,Tablet or Laptop

Warm Up begins 30 minutes before your performance. The Warm-Up Gym is adjacent to the Main Gym. Teams and coaches may not enter the warm up gym through the main gym. There will be no sound system in the warm up area.

Competition On Deck Procedures

Teams will line up to make their entrance in between the foyer to the warm up gym and the main gym.

No EMT - Ice is available if needed

There is no EMT at this Regional Event. If someone is injured please do not move them. A coach should stay with the person who is injured and another coach or team member should go to the sound booth to inform a U.S. Spiritleaders staff person you need assistance. Bagged Ice is available in the warm up room.

Video Critiques and ReCap Scores

All results will be available after the awards ceremony via email. These will be sent to person/s who are listed on the registration form. You will receive a link to open a folder to access your video critiques and scores.

Music Guidelines

All routine music must be downloaded via Google Drive according to the instructions sent to you prior to the competition. Please bring a copy of your music in case we cannot find your downloaded music. We are not liable for the use of Phones, Tablets, or MP3's stopping. In the event your music should stop, your squad must continue to perform without the music. After your teams completed performance, we will decide if the reasons were because of the events machinery or the downloaded track. It will be determined if your team can perform again being judged from where the music cut out.

For any concerns with the competition please locate the following people:
Rey Lozano or Bert DuRant, U.S. Spiritleaders Event Coordinators