



# 2018-2019 Event Policy, Procedures & Guidelines\*

\* It is the responsibility of the directors and/or coaches to adhere to all rules and guidelines of Epic Brands. Please distribute a copy to all directors, coaches, and choreographers



REVISED 10/11/2018

## Eligibility

In order to be eligible to compete at Varsity Spirit/Epic Brands events, all teams, regardless of division and classification, **MUST** follow the published Division and Rule Guidelines for Varsity Spirit/Epic Brands (Recreation and School/College Cheer and Dance teams) and USASF (All-Star Cheer and Dance teams). All-Star organizations **must** submit their official Event Roster via USASF. Recreation and School/College organization **must** submit their Team Member List to include First/Last Name, 2018-2019 School Grade, Date of Birth, Age as of 8/31/2018 and Gender.

Varsity Spirit/Epic Brands requires each athlete for all Recreation, School and College on your team(s), and if such athlete is under the age of 18 their parent or guardian, to sign a Waiver of Liability, Indemnification, Assumption of the Risk, Authorization To Contact Emergency Medical Assistance and Publicity Release Form (“Liability Release and Waiver Form”). Proper signature and delivery of the Release Form to Varsity Spirit/Epic Brands for all of your athletes prior to attending any competition is a fundamental condition of Epic Brand’s agreement to allow your team to participate in any event and a requirement for your team to be permitted to participate in any event. You agree to be responsible to ensure that each and every athlete or their parent or guardian, as the case may be, signs and delivers the Release Form to Epic Brands prior to participating in any event held or produced by Epic Brands.

## Credentials

Coaches’ credentials must be worn at all times. You will not be allowed to enter the warm up area, Coaches Hospitality Room (if applicable) or enter AccuScore without these valid credentials. Bracelets and/or lanyards attached to bags do not count.

## Crossovers Policies

Epic Brands allows cheer and dance athletes to perform for more than one team and/or additional performances within the same organization. Each athlete must pay the FULL registration fee for the first performance. Second performances will be a discounted price. If a member of one organization crosses over to a new organization, (Example: School team to an All-Star team) then that athlete **must pay the FULL registration fee for BOTH organizations**. Both organizations must contact the Epic Brands with what athlete is a crossover from one organization to the other. Registration must indicate all crossover information and payment. Varsity Spirit/Epic Brands will do its best to allow time in between performances. However, Varsity Spirit/Epic Brands cannot guarantee separations between practice times, awards ceremonies or if a coach is responsible for multiple teams.

Please make sure you have noted your crossovers in the registration system and on your USASF Event Roster or Team Member List. If for any reason you did not denote a crossover and have not notified us prior to the deadlines above, the applicable crossover fee per athlete, will apply and must be paid by you prior to performing. If a division or schedule change occurs because of that missed information, after the deadline, the Administrative Change Fee will also apply and must be paid by you prior to performing.

If we are informed of a crossover (or division) concern the day of the competition, the latest deadline Change Fee will need to be paid by you prior to making a change. We will do our very best to make this accommodation, but we will confirm the ability to do so before collecting the fee. Please note that any schedule change the day of the event may result in competing out of division or in a time best designated for the overall event.

## Proof of Age

If a dispute regarding an athlete’s age arises, the coach/director **must** provide an official document that legally verifies and certifies the correct name and age of the team member in question. Acceptable forms of certified identification include, but not limited to a birth certificate, passport, school-issued photo identification card, USASF ID card or a valid, state-issued driver’s license. If the dispute is found to be accurate, the team may be disqualified from competition. Epic Brands will use the official USASF Event Roster for Date of Birth verification for All-Star teams and Team Member List for all Recreation and School/College Teams.

## Challenges of Age

Coaches are required to bring documentation of ages (see above “Proof of Age” for list) for every athlete. Coaches **ONLY** of a competing team within the same division may challenge the eligibility of another team to an Epic Brand Manager. The challenging coach must provide actual proof of ineligibility. Saying “she is too tall to be a Youth 8 years and under” or “she looks too old to be in our division” is not proof. If sufficient evidence warrants at that point, Epic Brands will require the challenged team to provide proof of eligibility. Epic Brands will use the official USASF Event Roster for Date of Birth verification for All-Star teams and Team Member List for all Recreation and School/College Teams.

An administrative fee of \$200 (CASH only) will be charged to the challenging coach for this challenge (payable at the time of the challenge which will be refunded if the challenge is determined to be valid). If a challenge is deemed to be valid, the challenged team may be disqualified at the Epic Brands’ discretion. Challenges may **ONLY** be made the day of the event, no later than 1 hour prior to that division’s award ceremony!

## Challenges of Scoring

No gym owners, coaches, athletes, or parents may approach the judges table at any time during the event. We will only discuss your teams' scores. We will not discuss other program's routines or scores. Furthermore you may not contest scoring, deductions, or legalities of programs you are not directly associated with.

1. Only one person from each gym per team can contest score sheets.
2. Scoresheets should be available about 10 minutes after your team's performance. Scoring must be contested within 10 minutes of the release of the scoresheets for a 1 day event. For a 2 day event, scoring must be contested within 10 minutes on day 1, 20 minutes for day 2.
3. The designated representative must come to AccuScore and fill out a Contest Form that will be taken to the head judge for review.
4. Coaches will only be able to contest DIFFICULTY scores and DEDUCTIONS.
  - a. \*DIFFICULTY may only be contested if you are not in the range your team should be.
  - b. \*DEDUCTIONS: If you choose to contest your deductions, the deductions judge will review the ENTIRE ROUTINE and will correct all deductions including deductions that were not caught during the initial scoring. We will not discuss any technique or creativity scores due to the fact that are derived subjectively.

## Late Arrivals

If a team or member is late for their assigned warm-up or performance time, the team or member will either have the option of competing on schedule (no penalty) or being moved to a new performance time with a **1-point** penalty being assessed for going out of the performance sequence.

## Music Guidelines

USA Cheer has released their Music Copyrights Educational Initiative, and as a part of the Spirit community, we have committed to sharing the information and implementing these guidelines at all of our events (<https://www.usacheer.org/music>). This program has been designed to ensure that the cheer and dance team community is aware of U.S. copyright laws related to music. There is a lot of important information for all of us - event producers, coaches, choreographers, cheerleaders and dancers. To help simplify these guidelines, Varsity Spirit has created an additional resource that provides you with options for the upcoming competition season. Please visit [www.varsity.com/music](http://www.varsity.com/music) for the latest information.

The use of music and other elements of the recording in your cheer and dance routine, as well as the right to perform your routine to that recording, must be properly licensed. You are responsible to and must obtain those licenses at your sole cost and expense, and **by registering your team to participate in a competition, you represent and warrant that you have properly obtained and will continue to maintain all of such licenses through at least the end of the season.** You agree to provide written confirmation and copies of all required licenses to Varsity Spirit/Epic Brands upon request. Such licenses shall include the rights to perform the music publicly, to synchronize the music with your team's performance for recording and transmission, and the right to make necessary copies of the music for use by the team in the competition. The license should also include an indemnification provision that promises to protect any third party for your use of the music at a competition. Failure to obtain the appropriate licenses is likely to result in a violation of U.S. copyright law, which will subject you to significant penalties and fines. Please refer to Varsity Spirit/Epic Brands Copyright Guidelines and procedures regarding the use of recorded music and other sound elements at its events. You are responsible to review this Agreement from time to time, and agree to be bound by any amendments to this Agreement upon reasonable notice to you, including, but not limited to, those relating to the use of recorded music and other sound elements at the events.

## Music / Time Limits

Timing begins with the first movement, cheer, or note of music, whichever comes first. Any organized entrances, chants, spell-outs, tumbling, etc. will automatically start the clock. Teams will be assessed a penalty if the routine does not meet minimum requirements or exceeds maximum time limits for the division.

- **Cheer Teams**
  - All Star Elite / Performance Rec: 2:30 minutes max
  - All Star Prep: 2:00 minutes max
  - All Star Novice: 1:30 minutes max
  - School Performance: 2:30 minutes max
  - School Game Day: 3:00 minutes max
  - College Performance: 0:45 second cheer & 2:15 minutes music max
- **Dance Teams** – 1:45 minimum - 2:15 minutes max
- **Solo/Groups**
  - Solo & Duet-Trio: 1:30 minutes max
  - Partner Stunt & Group Stunt: 1:00 minute max

## Music

Music may be on a CD, iPod or MP3 Player. If on a CD, it must be in the CDR format; it SHOULD NOT be in the CDRW (CD re-writable) format. It is to your advantage to use a high quality CD. Please bring back-up CDs; Varsity Spirit/Epic Brands will not be responsible if your CD, iPod or MP3 Player cannot be read by the sound equipment. Please label all CDs, iPod and MP3 Players, clearly with your team's name. When your team is called 'on deck', a coach or adult affiliated with your organization must report to the sound station. This representative is responsible for starting, pausing, and stopping your music and must be instructed to remain at the sound station, throughout your team's entire performance. **Tapes and CDRW's will not be able to be played by our DJ's equipment.**

## Music Do's and Don'ts:

### DON'T

- DON'T – play music directly from your iCloud, Google Drive or Dropbox. Download all music directly to your device/phone. Wi-Fi is unavailable at most venues and cell service can be spotty.
- DON'T – have your device/phone on "Low Power Mode". Your phone may go to sleep while playing your music, causing it to stop playing.
- DON'T – use Memorex CDs for burning music... they do not playback well.

### DO

- DO – download all music directly to your device/phone.
- DO – turn your device/phone onto "Airplane" mode so your playback will not be interrupted by a text, email or phone call.
- DO – bring a backup of all your music in some other form/medium... not just a download to your device/phone.
- DO – make sure all your music is properly licensed. You must be able to provide written confirmation and copies of all required licenses to Epic Brands upon request.

## Spotters

Competition routines and individual cheerleading skills continue to become more dynamic each year. Routines are consistently featuring partner stunts, basket tosses, pyramids and tumbling sequences that are nearly impossible to spot effectively without the safety spotters having intimate knowledge of each routine prior to a competition. In an effort to address this concern and to maintain our long standing record of safety, Epic Brands has implemented the following guidelines with regards to safety spotters at all of Epic Brands events.

The following stipulations will apply:

- Epic Brands will NOT provide spotters at events.
- Each team will be permitted to provide a maximum of (5) five Safety Spotter during their routine.
- Safety Spotters:
  - Must be 18 years or older.
  - Must be affiliated with the organization.
  - Must be attired differently than the team performing (team warm-ups preferred).
  - Must follow all Rules and Guidelines. Rules governing jewelry, clothing, and all other safety concerns must be adhered to by the spotters or will result in a safety deduction.
  - Should be trained to know proper spotting and catching technique.
- There should be NO verbal coaching by the Safety Spotters while their team is on the performance surface or during their routine. Safety Spotters are not allowed to perform any physical choreography of the routine, or physically assist athletes to their next space. Any occurrence will be considered a general rule violation and will result in a deduction.
- Safety Spotters are not allowed to replace a legal Spotter required for building purposes. A safety spotter is not allowed to assist competitive athletes while performing skills, or step in to save a building skill from falling. They may only catch a skill that is in the process of falling.

## Sportsmanship

Varsity Spirit/Epic Brands believes that sportsmanship is one of the most important aspects of cheerleading. We strive to keep all competitions positive, friendly, enjoyable and competitive. Unsportsmanlike behavior may include, but is not limited to: the use of any type of profanity; approaching or taunting fans, parents, cheerleaders, coaches, Varsity Spirit/Epic Brands staff members, and or judges in a manner that does not show mutual respect and cooperation. Any display of unsportsmanlike behavior by a team member, coach, or parent and teams who don't remove themselves in a timely matter from the warm-up area/floor when their assigned time has elapsed will be penalized.

Penalties for unsportsmanlike conduct may result in a deduction (see scoring deductions), removal of coach, or disqualification.

In the event you witness unsportsmanlike behavior, please report the incident to a Varsity Spirit/Epic Brands Manager or Head Judge, who will review the complaint and make a decision whether or not, a penalty will be imposed.

## Routine Start

- **Cheer Teams** – Prior to the start of your routine, athletes must be positioned inside the performance area boundary and must have one foot, hand, or body part on the floor. (Exception: Flyer may have their feet positioned in their base(s) hands as long as the base(s) hands are resting on the performance surface). Please remember that hair is not a body part!
- **Dance Teams** – Timing begins with the first movement or note of music, whichever comes first.
- **Tiny Teams ONLY** – For those teams who have Tiny division teams, the coach may assist in placing the athletes into their first formation in a timely fashion, but then must exit the mat immediately. Those coaches may remain seated in the front of the mat to help visually guide the routine. (NOTE: Excessive motions, words, jumping up and down, etc. that could be distracting to the judges in any way will NOT be permitted.)

## Out of Bounds

- **Cheer Teams**: The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 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.
- **Dance Teams**: There is no penalty for stepping out of the performance area. However, all technical skills performed out of the performance surface are illegal and will be subject to a penalty.

## Routine Interruption

Epic Brands sound technicians, and/or event staff will not be responsible for any labeling mistakes or poorly recorded music and will assume no responsibility for the quality of the recording or its compatibility with the venue's equipment. However if your routine is interrupted by our equipment failure, the failure of your CD/device or from Varsity Spirit/Epic Brands staff you will have the following options:

- Your team must perform their routine full-out, by using your own player or your back up copy of your music. The team must perform the routine again in its entirety, but judging will resume from the point at which the injury/interruption occurred as determined by the judges. All skills must be performed full-out from the beginning of the routine. All point deductions accumulated to that point (if any) will carry over.
- Your team may use the original performance with the interruption.

## Injury Interruption

### Routine Stoppage

1. The only individuals that may stop a routine for injury are:
  - a. Competition Officials
  - b. Gym Owner/Coach from the team performing
  - c. Injured Individual
  - d. USASF Certified Safety Judge
2. An injured athlete may create a potential safety hazard because of the inability to hold, support, spot or catch. For the safety of all athletes competing, a routine may be interrupted if:
  - a. An athlete is clearly injured.
  - b. An athlete is questionably injured and does not resume their role in the routine within 5 seconds of questionable injury.
  - c. An athlete leaves the competition floor due to an injury.
3. In the event that a routine is interrupted due to injury, it will be at the Competition Officials' discretion whether or not that team will be allowed to perform again at a later time.

### Athlete Returning to Competition

1. An Injured Athlete may not return to the competition floor unless the Competition Officials receive clearance from all of the representatives listed below:
  - a. Event Medical Personnel attending to that athlete
  - b. Parent/Guardian (if present)
  - c. Head Coach/Gym Owner of competing team
2. In the event of a suspected head injury, the athlete cannot return to perform without clearance from a licensed medical professional that has training related to head injuries.

### Team Performance

In the event that a team is allowed to perform again following a routine interruption, the new performance time will be at the sole discretion of the Competition Official. The team must (pending the injury's impact on the routine) perform the routine again in its entirety, but judging will resume from the point at which the injury/interruption occurred as determined by the judges. All skills must be performed full-out from the beginning of the routine. All point deductions accumulated to that point (if any) will carry over.

If a team is permitted to perform again, but fails to perform the routine in its entirety (example: throwing back tucks instead of the full twist thrown in the original performance), it is at the discretion of the Competition Official how that team's scores will be affected.

If an injury occurs during warm-up, Epic Brands will do our best to work your team back into the schedule, as close as possible to your original performance order. Furthermore, it will be up to the Epic Brands Manager whether or not to schedule your team's performance out of sequence.

## Scoring EXCEPTIONS

We reserve the right to combine, split, or delete divisions based on USASF and Varsity Spirit/Epic Brands guidelines. Epic Brands may move your team to the appropriate division based on registration. All such changes will be indicated on the preliminary schedule that will be emailed to all directors and/or coaches.

When competing against a score, a team must receive 75% or higher of the total possible score to be awarded 1<sup>st</sup> place.

When competing against another team, the winner will be determined as follows:

### 1 Day event:

- The winner shall be determined by the team that receives the highest FINAL score.
- In the event of a tie, the winner shall be determined by the team with the least amount of total deductions (legality + deductions).
- If the tie still remains, a tie for division placement will be declared unless it is for a bid (see below).

#### Bids for Worlds, US Finals, etc.

- The winner shall be determined by the team that receives the highest final score.
- In the event of a tie, the winner shall be determined by the team with the least amount of total deductions (legality + deductions).
- If the tie still remains, the team with the highest Overall score on will win.
- If the tie still remains, the team with the Performance score will win.
- If there is still a tie after those above instances, the HEAD judge will determine the team to receive the bid.

#### Bids for Summit

- The bid will be awarded to the team with the least amount of deductions.
- If deductions for both teams remain equal or zero, the bid will be awarded to the team with the highest Performance score.
- If the Performance scores remain equal, the tie cannot be broken and the bid will be awarded to both teams.

### 2 Day event:

- The winner shall be determined by the team that receives the highest combined Day 1/Day 2 score ( $\text{Day 1} + \text{Day 2} \div 2$ ).
- If the tie still remains, then the team that has the least amount of deductions on Day 2 (legality + deductions) shall be declared the winner.
- If the tie still remains, the team with the least amount of deductions (legality + deductions) on Day 1 will be declared the winner.
- If the tie still remains, a tie for division placement will be declared unless it is for a bid (see below).

#### Bids for Worlds, US Finals, etc.

- The winner shall be determined by the team that receives the highest combined Day 1/Day 2 score ( $\text{Day 1} + \text{Day 2} \div 2$ ).
- If the tie still remains, then the team that has the least amount of deductions on Day 2 (legality + deductions) shall be declared the winner.
- If the tie still remains, the team with the least amount of deductions (legality + deductions) on Day 1 will be declared the winner.
- If the tie still remains, the team with the highest Overall score on Day 2 will win.
- If the tie still remains, the team with the highest Overall score on Day 1 will place higher.
- If the tie still remains, the team with the highest Performance score on Day 2 will be declared the winner.
- If the tie still remains, the team with the highest Performance score on Day 1 will be declared the winner.
- If there is still a tie after those above instances, the HEAD judge will determine the team to receive the bid.

#### Bids for Summit

- The bid will be awarded to the team with the least amount of deductions for Day 2.
- If the deductions for Day 2 are equal or zero, the team with the least amount of deductions for Day 1 will be awarded the bid.
- If deductions for both teams remain equal or zero, the bid will be awarded to the team with the highest total Performance score for Day 2.
- If the Performance scores remain equal, the bid will be awarded to the team with the highest Performance score for Day 1.
- If the Performance scores remain equal, the tie cannot be broken and the bid will be awarded to both teams.

### **Choreography & Appearance**

Because cheerleading and its audiences are generally family-oriented, all choreography should be age appropriate. Additionally, any inappropriate uniforms, choreography or music (language, sexual gestures, explicit language, profanity and sexual moves including bumping/grinding and facials using vulgar movements) should be discouraged. Any infraction of this rule may result in a significant penalty being assessed by the Epic Brand Manager or Head Judge.

The following are the USASF Guidelines for All-Star Organizations but are policy for all organization types:

#### ***COVER UP GUIDELINES***

Athletes with non---full top uniforms must wear a t-shirt or other suitable cover up over their uniforms unless they are in the warm-up area, traveling as a group directly to or from the warm-up area, or on the performance stage.

#### ***APPROPRIATE CHOREOGRAPHY***

All facets of a performance/routine, including both choreography and music selection, should be appropriate and suitable for family viewing and listening.

Examples of inappropriate choreography may include, but are not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Music or words unsuitable for family listening, which includes, but is not limited, to swearwords and connotations of any type of sexual act or behavior, drugs, explicit mention of specific parts of the body torso, and/or violent acts or behavior are other examples of inappropriate choreography. Removing improper language or words from a song and replacing with sound effects or other words may still constitute 'inappropriate.'

Music or movement in which the appropriateness is questionable or with which uncertainty exists should be assumed by the coach to be inappropriate and removed as to not put their team in an unfortunate situation.

#### ***MAKEUP***

Makeup should be uniform and appropriate for both the performance and the age of the athletes. Face/Eyelid Rhinestones are not allowed. False eyelashes are allowed but may not be decorated in rhinestones or additional jewelry.

#### ***BOWS***

Bows should not be excessive in size (acceptable bows are generally no more than 3" in width) and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the athletes, should be adequately secured and should not fall over the forehead into the athletes' eyes or block the view of the athlete while performing.

#### ***GENERAL UNIFORM GUIDELINES***

No risqué, sexually provocative or lingerie looking or inspired uniform or garments allowed. All uniform pieces should adequately cover an athlete and must be secured to eliminate any possible wardrobe malfunction. Appropriate undergarments must be worn.

In addition to the below specific guidelines, athletes must also consider that a combination of uniform pieces may also deem a uniform appropriate or inappropriate. ALL garments must properly cover the athlete and the athlete's undergarments during the routine.

#### ***UNIFORM SKIRT/SHORTS GUIDELINES***

When a skirt is worn as part of the uniform, briefs under the skirt are required. The skirt must fully cover the hips. The skirt must completely cover the briefs and must fall at least 1 inch below briefs (regular and boy cut briefs). When shorts are worn as part of the uniform, there must be a minimum of a 2" inseam.

#### ***UNIFORM TOP GUIDELINES***

Uniform tops may not include an exposed midriff (crop top) except when worn by athletes competing in Senior divisions. Uniform tops must be secured by straps or material over at least one shoulder or around the neck (tube tops are not allowed).

Judges reserve the right to assess warnings and/or deductions when a team's choreography, uniform, make up, bows etc. do not meet the standards of 'appropriate' as described in this policy.

## Legality Questions

If you need a clarification or have a question regarding the legality of a particular skill (stunt, pyramid or tumbling), please adhere to the following guidelines:

- a. Send an email to [rules@theepicbrands.com](mailto:rules@theepicbrands.com) with a video of the stunt, pyramid and/or tumbling in question. Please submit your legality, at least, three (3) weeks, in advance of the event you are attending. Include the team name, team division, team level, coach's name, phone number(s), and email address for response.
- b. Make sure you show the skill in question by both the front and side views along with a written explanation.
- c. Varsity Spirit/Epic Brands will contact you by email with the official ruling of the stunt in question.
- d. Varsity Spirit/Epic Brands can only interpret the skill in question by how it is performed on the video. However, if the stunt, tumbling and/or pyramid are performed at our events differently than originally submitted on video, you will incur safety deductions.

**Please note:** Please be aware that due to the fast pace of today's routines, it may be possible that some safety violations during an Epic Brand event maybe missed. Therefore this does not mean that they are legal, and that your team will not be called for them during another Epic Brand event, the US Finals or any other USASF sanctioned event.

## Judging Procedures

Varsity Spirit/Epic Brands judges are contracted employees. These judges are not full-time, salaried employees of Varsity Spirit/Epic Brands nor do they hold any permanent affiliations or loyalties to Varsity Spirit/Epic Brands. These cheerleading and dance judges are vetted from a selective pool of highly qualified and knowledgeable individuals whose attendance, at our events, varies. Our judges may serve on a panel at one event, and may not serve on a panel until the end of the season. Scores will sometimes vary slightly between each event, but our judges are reminded to retain objectivity. Moreover, safety violations are infractions based on the rules and guidelines set forth by Varsity Spirit/Epic Brands, USASF, and AACCA. We realize that organizations attend many different events like the US Finals, The Summit and other USASF sanctioned events throughout the season and some infractions are never "called" or given warnings. When a skill is performed illegally at an Epic Brands event, that team will receive a deduction. Our philosophy is to deduct for these infractions because they violate safety issues and concerns laid out by Varsity Spirit/Epic Brands, USASF, and AACCA Rules.

## Video Media Policy

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations"). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

## Logo Usage

Teams will not be allowed to use any Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed.

I have read, understand and will abide by all Varsity Spirit/Epic Brands Rules and Regulations and at all times I will support the results of the competition, as I am a role model for my program.

Program Name \_\_\_\_\_

Team Name \_\_\_\_\_

Event Name \_\_\_\_\_

Coach/Director's Name \_\_\_\_\_

Coach/Director's Signature \_\_\_\_\_

Date \_\_\_\_\_