



Worlds Insider's Guide

**Some Ins and Outs for Attending
The 2011 Cheerleading Worlds™**

PRESENTED BY THE PARENT ACTION COMMITTEE

THE UNOFFICIAL GUIDE TO

The WORLDS™

ESPN Wide World of Sports® Complex

April 28th – May 1st 2011

WALT DISNEY WORLD® Resort; Buena Vista, FL

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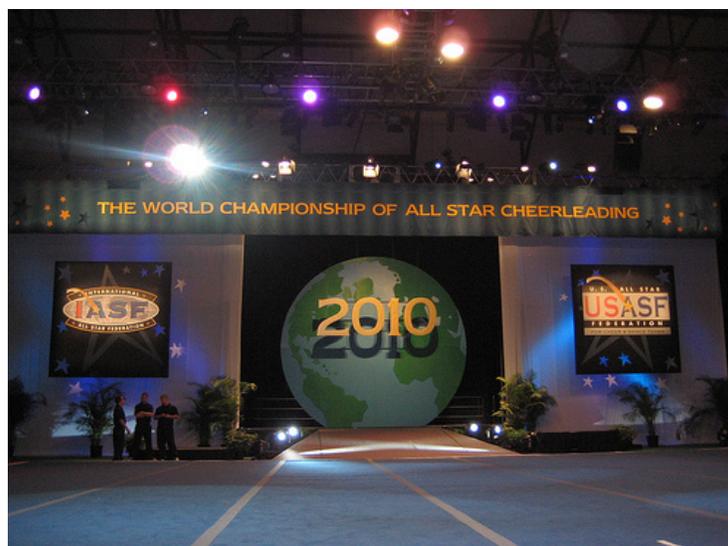
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DISCLAIMER

The material in this guide originated with the parents of U. S. All Star Federation (USASF) Athletes and is not an official USASF document. This guide was created to help serve our parents/guardians and is to be used as a reference to better enhance their Cheerleading Worlds™ experience (for this document we will refer to it as “Worlds”). It is also intended to help all spectators enjoy the event. Trying to grasp all the information available regarding The Worlds™ can seem daunting; so we encourage you to ask questions before you get frustrated. At any time feel free to contact any of the members of the USASF Parent Action Committee (PAC). Many of us have been to Worlds multiple times and are available to pass on the benefit of our experience. We can also answer some of the more technical questions or find out from one of the members of the USASF staff. This guide is focused on attending The Cheerleading Worlds™, however parts of it are useful for attending The Dance Worlds™ as well.

To contact us please stop by our Facebook page at <http://www.facebook.com/group.php?gid=276888201148>.

You can also visit our Cheer Parent’s Online message board at <http://cheerparentsonline.com/forum/index.php> and post your question there. This message board was created for you the parents, to help with anything that may be unclear to you. We hope you log on and use it frequently for any cheerleading questions you may have.



PART ONE: HOW DOES A TEAM GET TO WORLDS?

The Cheerleading Worlds™ is the final competition of the all star competition season. For many cheerleaders and programs, attending this competition is considered to be a privilege and a goal that many work toward for a number of years. This competition is limited in the divisions that are offered and the teams that are permitted to attend.

The divisions offered at The Worlds™ are the Senior and International Open divisions at Levels 5 & 6. The Senior Open Level 5 division does not compete at The Worlds™. The actual age requirements and team compositions vary among the divisions offered, however, the minimum age for any participant at this competition is 12 as of August 31, 2010. For some of the divisions there is no 'upper limit'. (Note: In previous years there were Junior Divisions offered, but that is no longer the case at the cheerleading competition.) The Dance Worlds™ offers a Junior Division as well as Senior and International divisions in the Jazz, Pom and Hip Hop Categories.

In order to compete at this competition, teams must be successful in obtaining a 'bid' at another competition during the regular season. The competitions that offer these bids are scattered throughout the country and throughout the competition season. Each USASF Event Producer that meets the established criteria from USASF is permitted to award bids to The Worlds™ at ONE competition during the season. There is a schedule of these competitions on the USASF website, www.USASF.net, and the event producers clearly identify which competitions they are giving bids at.

The type of bid that an all star cheerleading team can receive varies depending on the division in which they compete AND the competition at which they are hoping to receive it. Depending on their level within USASF, Event Producers can offer 2 different combinations of bids; either PAID and AT LARGE or PARTIALLY PAID and AT LARGE.

A (cheerleading) PAID bid is worth up to \$650 per athlete on the floor at the event where they received the bid and also provides that same for up to 2 coaches and a (cheerleading) PARTIALLY PAID bid is worth up to \$325 per person plus 2 coaches. This money is used to help defray the travel and package costs for the cheerleaders. AT LARGE bids do not provide any funds for the individuals but does give them the right to compete at the competition. A team **must** receive one of these bids in order to compete at the The Worlds™.



PART TWO: WHAT HAPPENS WHEN YOU GET A BID?

There are a number of things that happen when your child's team gets a bid, so it's difficult to get your arms around all of it at first. We recommend reading The Worlds™ Information and Registration Packet from the USASF website first.

Here's how to download the packet:

Go to [USASF.net](http://usASF.net)

Hover over WORLDS tab

Click on WORLDS 2011 from the pull down menu

Click on the Worlds Information and Registration Packet Picture and it will open the document. You can also go directly to the link by clicking here

http://usASF.net.ismmedia.com/ISM2//Worlds%20Documents%20/2011%20Cheer%20Worlds_Registration%20Packet.pdf

Note: If you click on link below the picture it opens the Friends and Family Registration packet. This packet is helpful for arranging non-team travel, but does not include any of The Worlds™ rules or other more specific information.

The Worlds™ Information Packet has a ton of pertinent info for those who will be attending The Worlds™. READ it!! Don't skim. We understand it will be hard to comprehend everything by just reading this packet alone. We recommend trying to read through the entire packet once you have downloaded it and writing down the questions you have. Re-reading may make more sense or ask fellow parents at your gym. Utilize other parents as much as possible as your coach and gym owner are likely busy making many preparations and maybe not just for your team. If you feel more comfortable or it's your gym's first time attending, ask a parent from the Parent Action Committee on the Cheer Parents Online message board. Someone will be glad to help you.

Now that you have downloaded and read the information packet we must place some much needed emphasis on a very important part: FOLLOW THE INSTRUCTIONS OF YOUR GYM. Programs organize their Worlds travel efforts in many different ways. Some utilize the gym owners or coaches, others utilize a gym staff member or team parent. Regardless of who is organizing your team's trip, they will have a large job to do. Your cooperation goes a long way toward making it a pleasant experience for the whole team.

Parents must understand that the program needs to make many decisions in every team's best interest to include who will be on the final team roster, substitutions/alternates, final competitions used as preparation and the increased practice schedule. Please trust they are trying to do what's best for everyone. Again, ask other parents if you don't understand why certain decisions are being made or try to schedule a time to ask the coach if something doesn't make sense.

PART THREE: PLANNING BEFORE YOU LEAVE

There are a few things that you can do to make your trip go well.

As you look through The Worlds™ Information Packet you can see that the costs of going to Worlds can easily be greater than the bid amount, depending on how far your team travels and where they decide to stay. There are so many different ways teams can spend the bid money or arrange travel, we cannot cover them all. Please pay attention to the instructions your gym will surely be giving you and make sure to ask lots of questions. You can do your part in helping the process run smoothly by making sure to turn in payments or any requested paperwork in on time! Gyms are often pressed for time when preparing for such an adventure and having all the items requested turned in a timely manner is much appreciated and very helpful.

TRIP PLANNING

You probably will not have any input into how your team travels, but pay attention if you are given options. Also pay close attention if you are given the option to travel with or lodge with your team at a reduced rate. Sometimes gyms will offer the parents and family members the opportunity to be included in the bulk rate the team gets.

If arranging your own airfare using the fare-finder options on many websites can help save you money if you catch a price break. You can also get great deals on hotel + airfare and even rental car combined. When making arrangements, please be patient and refrain from jumping on the first offers made. Great deals can be found but patience will play a huge part in your success.

TEAM GEAR

Starting as early as possible can save you money on your team gear. Most teams have commemorative t-shirts made. Some teams will have towels made, create flip-flops, design key chains, bling out sunglasses and bathing suits, etc. There are tons of ideas in this area. No matter the team item, keep in mind that a few crafty parents can usually save the team a lot of money, don't be ashamed to ask around. For example, buying normal beach towels and asking someone to embroider them is usually cheaper than ordering them online (take advantage of a linen sales or store closeouts). If you do order items somewhere online, team fundraising can help offset the costs. For all of these ideas, starting early can spread the cost out over many paydays rather than paying out \$100-\$200 or more all at once.

PART FOUR: ARRIVING AND GETTING AROUND

There are a few differences if you are flying or driving into Orlando between the arrival and getting around day to day. We'll cover most things with flying and add on the few differences you'll need to account for if driving

ARRIVAL- FLYING

The arrival when you are flying is pretty smooth. If you are using any of The Worlds™ packages there will be loads of shuttles waiting in the transportation area of the airport. Keep your group together and get all luggage first, then have everyone make their way over to transportation together. When your group takes the escalator down the stairs look for a person with khaki pants and a black shirt (with a Worlds logo on the corner chest) who can help you find the get down to the next floor for transportation. If you are traveling on The Worlds™ Travel Packet this person will have your team name and a reserved *Disney Magical Express™*. There are a few escalators and an elevator you'll need to take so refer to the map as it is easy for people to get split off looking at all the cool new Florida shops and food.

It is very helpful to check everyone in for transportation as a group to ensure you get on the same bus or with busses that leave around the same time. There are multiple lines for the numerous destinations, so pay attention here and keep everyone together.

Disney Magical Express® (DME): If you are staying in one of the **WALT DISNEY WORLD® Resort** hotels (sometimes this is referred to as staying "on campus" or "on property") then you have complimentary use of the *Disney Magical Express®*. The resort will send you baggage tags to place on your bags before you leave. Follow the instructions and they will pick them up at baggage claim for you and get them to your room which means much less for you to lug through the airport. It is very convenient, but keep in mind that if your room is not ready you may not see your bag until much later in the day so consider having a carry-on bag with uniforms, bows, warm-up outfits, bathing suits, or anything you might want to use for the day.

If you have arranged all of your own transportation there are numerous shuttle services you can arrange to get a group of people from the airport to your hotel.

FIRST STOP - REGISTRATION

Upon arrival all athletes will go directly to orientation/registration tent. For those staying at The *Disney All-Star Sports® Resort* the tent will be at the Celebrity Hall. There is also a tent at the *Disney Caribbean® Resort*. The busses will drop you off there so stay together and find a convenient place to put everyone's luggage. All athletes must attend The Worlds™ Orientation and will receive their souvenir lanyards and the coveted Worlds bag with other giveaways. The other items offered to the athletes varied from personal items, magazines and such. The orientation takes approx. 15-20 minutes. There may be a small wait but the orientation leaders are great about keeping it moving. The Registration will be open at the *Disney All-Star Sports® Resort* – Celebrity Hall on Tuesday, 2:00 PM - 10:00 PM, Wednesday, 8:00 AM - 10:00 PM, Thursday, 8:00 AM - 12:00 AM, Friday, 8:00 AM - 12:00 AM. If you arrive outside of these hours and you are using *Disney Magical Express™* (and on the Travel Package) the time of your arrival will be recorded and someone will be at registration to meet you.

The adjacent tent is where you receive your rooms. It normally takes 45-60 minutes to get this done, we recommend the team parent or coach accomplish the room registration while the team accomplishes their orientation and then instruct them to go back and browse the gift shop immediately behind the tents and wait.

Work together and be flexible for the rest of this day as you will have to get your personal accommodations set-up while the team is getting theirs, determine meal and practice meet times and locations, and start to figure out a flow for the rest of the weekend. COMMUNICATION IS THE KEY!

If you are on The Worlds™ Travel Package transportation is included and is very easy to use. For the athletes, there are special shuttles that go between the *Disney All-Star Sports® Resort* and the **ESPN Wide World of Sports®** complex continuously all day until about 30 minutes after the last performance or awards. Lanyards are mandatory for the busses so be sure everyone has theirs! If you miss the last athlete bus you will have to take the normal Disney® busses, which is a longer trip, but not too difficult. There are also busses to The Dance Worlds™ at **Epcot®** so the athletes can use this as a quick shuttle to that park. The Worlds™ busses pick up and drop off from the registration tents. The Disney® busses load at the lobby area of your hotel.

The normal Disney® bus system is a never ending stream of busses. Buses are air-conditioned and comfortable.

ARRIVAL- DRIVING

If you drive, we recommend studying the map a little before you arrive to get acquainted with where you will need to be going. The registration process is the same, so find the *Disney All-Star Sports®* and *Disney Caribbean®* resorts and locate the registration area. This and the **ESPN Wide World of Sports®** (WWoS) complex are the two main places you will need to go besides your own vacation plans. You will have to be extra careful to ensure your athlete is where they need to be in accordance with your team's plans. There is parking everywhere but you will have to plan for more walking as the parking lots are more spread out. Also plan for about 30 minutes to drive in between parks, plus the time it takes to enter and exit the park and get to your car. You can easily park at a central location, like **Downtown Disney®** or the main Disney® transportation center and utilize the bus system if you wish.

PART FIVE: ACCOMMODATIONS

Depending on when you get your bid, the timing of that event will determine whether you stay at a hotel on campus or off-campus.

On campus – The earlier you get your bid, the better chance your coach has to request 1 or 2 specific hotels on the Sports complex campus. Transportation and use of the **Walt Disney World® Theme Parks** are easier (and sometimes cheaper) on campus.

Off campus – It may be quieter and relaxing for the parent's off-campus, there is also better crowd control. However, there will be more time needed to get to the complex. Cheerleaders want to be on campus, that's where the fun is.

There are packages available and each has their pros and cons.

USING THE WORLDS PACKAGE

Having the entire family stay on site may be expensive. It is great being on site with the other teams and you can take full advantage of being able to bond and interact more with teams from the other countries. Athletes hang out at the pool etc., with the other athletes and after all, that's what The Worlds™ experience is all about.

Options of 2-5 days are available for *Park Hopper®* passes with each package including; admission into the WWoS complex, all *Disney Theme Parks®*, event transportation, and the private Block Party at *Disney Hollywood Studios®*. (The private Block Party starts after the competition on Sunday. You need to have your wristband to attend.) Only the *Park Hopper®* passes purchased on The Worlds™ Travel Packet or Family Pack has admission to WWoS. Using the pass to get into WWoS does NOT take a day out of your Park Admission (i.e. if you do not go to the Parks on Saturday and Sunday you can still use the 2 days on the *Park Hopper®* pass at the parks).

The *Park Hopper*® pass is where you should plan carefully to make it a good value for your family. Even at **WALT DISNEY WORLD**®, but many families spend very little time at the parks. The teams spend time at practices and making sure the kids get enough rest. Some teams also try at least one team dinner/activity together. Some families will have younger kids at the parks while the older kids are competing, but many families only spend part of Friday and Monday at the parks. Be sure your *Park Hopper*® pass fits the schedule of you and your family. By not going to the parks you might feel like you are missing out, but interacting with all of the other teams and watching all the top teams compete in one place is often the best part of The Worlds™ experience. If you are going to spend extra days before or after the event visiting the parks, you do have the option of upgrading your park hopper tickets. You can indicate that on your registration form or work with your reservation specialist.

IMPORTANT NOTE: WRITE DOWN THE NUMBERS of your passes and keep them somewhere safe (pictures of the tickets on your cell phone work well). We recommend a team parent or coach have a list of EVERYONE's numbers on the team. If a ticket gets lost, you can go to the ticket office with the ticket number. This can be time-critical if you find it out right before you are supposed to be at warm-ups.

OFF SITE

Off site Worlds trips need to be a bit more carefully planned. There are hotels on property around **Downtown Disney**© that are not **Walt Disney World**® **Resorts** but are offered at a reasonable price and offer Disney® transportation included in the cost. **Downtown Disney**© is within walking distance to many restaurants, shopping etc. and allows easy access to the bus system. It is also close to the WWoS complex if you are driving. Other hotels off of Disney® property usually have some type of shuttle system and occasionally a Disney® bus that runs periodically so make sure to check with your hotel to see what options they offer.

Park Hopper® passes can be purchased separately via The Worlds™ Information Packet at your program without purchasing a complete travel package. Some people purchase *Park Hopper*® passes via Disney® online or eBay in advance that do not expire. Be careful which options you select when ordering your own. It may look less expensive but: if you don't get it through The Worlds™ Travel packages your *Park Hopper*® will not include entry into the WWoS complex, Block Party entry or transportation. Spectator entry into the **ESPN Wide World of Sports**® is approximately \$30/day if you buy it separately.

PART SIX: AT THE EVENT

Tickets for entry into the WWoS complex are sold in the registration tents at *Disney All-Star Sports® Resort* and *Disney Caribbean® Resort* at the ticket booths outside of the WWoS entry gates. Normally there are 4 lines selling tickets and you don't need to wait more than 10 minutes to buy tickets at the gate, but plan for a few extra in case you are trying to catch your favorite team. Many ticket booths are cash only so be ready for that, but the shop just outside the WWoS complex accepts credit cards. Once again, we'll remind you to have the ticket serial number handy in case you are running to catch your team and realize you left the ticket in your room. They will replace it ONLY ONCE.

Have your *Park Hopper®* pass or WWoS admission pass easily accessible for access into the venue. You will need it for entry into the complex and security personnel at the doors of the *HP™ Fieldhouse* request to see it again for entrance specifically into the *HP™ Fieldhouse*.



Jostens™ Center did not request to see it again last year, and it

was a more casual atmosphere of walking in and out rather easily. Athletes are required to have their tickets for entry into the park so remind your child they must safeguard their Worlds lanyard and keep it with them at all times.



Seating in the *HP™ Fieldhouse* is stadium style seating. Seating fills up quickly during finals. Seating in the *Jostens™ Center* is side bleachers and middle floor is filled with chair seating. Merchandise was available outside of *Jostens™ Center* in a tent.

Photography and video inside both venues is **prohibited**.

Photography and video inside both

The common area outside of the *HP™ Fieldhouse* and *Jostens™ Center* had a large screen last year that had a live feed of performances. This was also a popular place for photos.

Bring t-shirts and bracelets to trade with athletes from other programs and countries. This was hugely popular with the kids. Almost any item with a team logo can be a valuable commodity even if it is used. In the past, kids have traded old camp gear, shorts, tanks, keychains and hairbows. It is popular with all kids, but foreign teams typically bring lots of gear and look very forward to trading with everyone.

Many people report that the *HP™ Fieldhouse* can be cold. If you are sensitive to this bring a jacket. The *Jostens™ Center* tends to be warm. It is oriented so that the sun can shine through the windows, which makes it pretty bright too.

The loading area in the *HP™ Fieldhouse* for spectators is to the right of the judge's stand. The loading area fills up very quickly so load about 4-5 teams before your team competes. It is common for athletes and supporters from other programs to be in line as well. There are no chairs in the spectator area. Just an area for standing room only positioned in front of the judges stand.

All athletes, parents, and spectators are reminded that this is the highest level of all star competition. Everyone is asked to exercise their best sportsmanship!

JUDGING/SCORING

As a spectator, we feel it's very important to understand the judging and scoring process. Here is a summary of the judge selection process from Jennifer Braud-Setton, the Head Judge for Worlds since 2005.

In early spring, a call for potential judges is sent to all USASF/IASF Cheer event producers who will send teams to Worlds. They are each given the opportunity to recommend judges. The nominated judges are then notified and requested to complete an application and a resume for review of the Selection Committee (listed on USASF.net).

Here are some considerations that the Panel will look for in evaluating all nominated potential judges.

Selecting a well-rounded judging panel that includes a mix of sexes, race, geographic locations and judging background; strength of resume and previous Worlds judging experience.

Judging panels should have a variety of representatives from the various event producers who will send teams to Worlds. Having an internationally diverse panel is a goal of the USASF/IASF. Unfortunately, there are few international candidates nominated each year.

In addition, whether a nominated judge has judged for at least two bid awarding events from participating Event Producers is considered. Finally, whether the nominated individual meets minimum qualifications and does not have a conflict of interest with any teams attending Worlds or is not in a position with an Event Producer which might cause conflict with the judging process.

In the application and resume review process, nominated judges are required to disclose any potential conflicts. These conflicts are reviewed and considered with their application and for the position for which the candidate was nominated to serve. It is actually hard to find enough judges because we go to absurd lengths to weed out even the appearance of conflicts on the panels.

The Committee then reviews each resume and application individually, and is asked to rank the nominated judges. The Committee must carefully consider the areas of expertise that a judge must have to sit on the panel. Nine judges total must be seated on each panel, three in Building Skills, three in Motions/Choreography and three in Jumps/Tumbling.

A conference is held to discuss the rankings and to make the final selections, choosing judges and alternates to serve. This is a confidential process. Head Judges are selected (by competition officials who serve a non-scoring, ministerial role) who assist the committee in placing the selected judges on panels for Worlds, assigning their panel and the particular Category they are assigned to Judge. Legality/ Safety Judges are also selected by competition officials, as well as Quality Control Judges (who are non-scoring judges checking each scoresheet at the event for inconsistencies, completeness and accuracy).

This entire process takes about two months.

Also, while not required, it might be a good idea to review The Worlds™ scoresheets to allow for additional understanding of the scoring process. The scoresheets can be found here:

<http://usasf.net/news/?id=239>

Information on understanding the scoresheets and scoring system can be found here:

<http://spiritpost.com/iasf-worlds-scoring/>

PHOTOGRAPHY/VIDEO

Photo opportunities are available AFTER the completion of awards on the performance floor. We have always been impressed at how accommodating USASF is regarding this. Family members are welcome to take pictures on the floor for a brief period of time.

Action Moments is the official event photographer. They will be located in a corner of the arena and will provide FREE CDs with pictures of all teams after the event for both days. ONE representative from each team should pick up CDs, athletes and parents should not approach the table individually. There is also a DVD available for purchase if you liked.

The Worlds™ are provided via Video On Demand over the internet by USASF for a small fee. The information for this will be posted on www.IASFWorlds.org. Limited portions of finals will later be televised on ESPN or ESPN2 around the beginning of July. The dates are announced on USASF.net and on www.facebook.com/USASF

PART SEVEN: DINING

PLACES TO EAT

The cafes and restaurants at the *Disney All-Star Resorts®* are reasonable and offer a large variety of foods. You should be able to find something for everyone in your family. Disney® also has meal plans available. You can find these on the Ticket Order Form in the Bid Packet. These meal vouchers can be used in various theme park dining locations and they include: One entre, dessert and beverage per voucher.

The new *Jostens™ Center* has a cafe/restaurant area which had a live feed to The Worlds™. The food was a bit pricier but it was convenient.

The *WWofS* had plenty of beverage/food areas though the variety was limited. Pretzels, chicken sandwiches, drinks, hotdogs seemed to be the prevalent items. Merchandise is also available for sale at the venue.

McDonald's is located conveniently just outside the *Disney All-Star Resorts®*. It is very crowded in the morning. We packed breakfast items in the event that we were in a hurry and didn't have time to wait or sit to eat. We suggest you make sure your athlete is doing the same. Many of them have early practices or performance times, add in the time change and the change of climate and some of them are not performing at their peak! Remind them to eat breakfast and drink lots of water!!!

Obviously there are numerous great restaurants at the different **WALT DISNEY WORLD®** Resorts. As we mentioned before in the planning section, research these and make sure to get a reservation. Walk-in wait times for the more popular restaurants can easily be greater than 2 hours.

DISNEY CUPS

There are refillable Disney® Cups that can be bought at any resort for \$15 and are good throughout the entire **WALT DISNEY WORLD®** Resorts and Theme Parks for free refills. If you have one from previous years, you can bring it with you on the trip and still use it. They will even replace a lost cap. This can save you a lot of money over the weekend if you plan to use it.

GROCERIES

Snacking can greatly increase your meal expenses! Consider bringing along snacks that can save you lots of money over the course of the weekend. Having the team or parents split up bringing small items in their suitcases can ensure you have plenty of team snacks at Disney and cut down on any expensive snacking. If you can bring coolers even better, but this is usually only possible for people driving.

PART EIGHT: MAKING THE MOST OF YOUR TRIP

This last section includes an assortment of tips to help make your trip better.

In this economy no matter how well you budget, plan on at least a bit of a inflation with managing it. There are a lot of things that glimmer and glisten at Disney®, so take EXTRA money and try to use only cash while there. It helps to have attempted to pre-pay anything you can before leaving home, BUT PACK THE CREDIT CARD ANYWAY.

If you are interested in site seeing any specific place, we would strongly recommend pre-purchasing anything you can on-line. There will be lots of cheerleaders and families along with the general public who are at **WALT DISNEY WORLD®** for THEIR family vacation, so long lines are to be expected. Don't forget to pack your patience, you will need it.

Go to the Disney® website or call their guest services to look into the many options available while you stay there. There are meal plans that allow you to eat each day at a reduced rate, but you must use the Disney® specified options. If you are willing to follow the rules, you can save some money. You can also use this service to plan your activities while you are there. Making reservations well in advance can get you the exact time you want to eat and save you valuable time you could be supporting your favorite teams. There are a number of other Disney® Guest services options that can save you time and money, but watch out so you don't end up paying for another service you may never have time for.

The Worlds™ merchandise will be available to the cheerleaders immediately upon their arrival at the Celebrity Hall located at the *Disney All-Star®* resorts. All athletes will receive their welcome there along with their Worlds identification lanyards.

**The Worlds™ items at Celebrity Hall sell out QUICKLY. The t-shirts are often gone by Saturday so we recommend purchasing them as soon as you get there. There are some more items located at the Worlds venue but not as many.

**Some "Finalist" and other second day items are available at the WWoS complex on the second day.

Remember the Disney® complex is CEMENT CENTRAL. One year it was in the 70's and DRY, due to a severe drought. The next year it was mid 90's and HUMID. Plan on HOT & HUMID vs. COOL & DRY. Remember to just be realistic. Bring a light jacket, as they say.

There are very few areas outside that are in the shade within the **ESPN Wide World of Sport®** venues. Good places to hang out when you want a quick break are the park benches around the baseball park, inside the baseball park (if open), or downstairs in the bleachers of the practice football fields. Bring water, sunscreen and a hat.

Laundry facilities are also available at the resort

In the past some families find the Block Party not appropriate for younger children. The party is carefully planned, and to alleviate concern there is no longer dancing or a DJ, additional ride(s) will be open and Disney® security increased. This is a party catered to The Worlds™' athletes. Everyone was friendly etc., but the number of teenagers and young adults doesn't always work for younger kids. Older kids usually have a blast, but either can enjoy it if chaperoned.

Parking was free at WWoS but sometimes it was a hike back to the car.

Remember TIME & LINES. You need extra TIME for your travels within **WALT DISNEY WORLD®** because there will always be LINES. A good safe bet is to plan an hour to travel by the bus/monorail system from anywhere to the Worlds athletic complex.

PART NINE: ENJOYING WORLDS FROM HOME

Not everyone can take the time or spend the money to attend in person.

But it is possible to have fun watching and keeping up with the event.

As mentioned earlier, the competition will be aired through Video On Demand. You will be able to get all the information here:

<http://www.iasfworlds.org/worlds/video/>

Also, there will be complete coverage and photos here:

www.facebook.com/USASF

<http://www.iasfworlds.org/index2.php>

Finally, you can join with other cheerleading fanatics and discuss all of the teams by going to the most popular cheerleading message board in the world. You can find it here: <http://fierceboard.com/>

Be sure to sign up early (at least 4 days in advance) or you may not be able to post during the competition.

CONCLUSION

We hope this guide will help you understand the huge adventure that you can experience when attending The 2011 Cheerleading Worlds™. It seems like a lot, but it only touches on all the experiences that are in store for you when you attend. We hope every team is successful, but even athletes on their first trip who only compete the first day find it to be one of their most memorable cheerleading experiences. Please visit the USASF.net website for updated information or visit the Cheer Parents Online message board (<http://cheerparentsonline.com/forum/index.php>) run by the USASF Parent Action Committee if you're curious or would like to discuss any aspect of Worlds further.

USASF Parent Action Committee on Facebook:

<http://www.facebook.com/group.php?gid=276888201148>

USASF PARENT ACTION COMMITTEE

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