



Revolutionary Events 2025 Bid Declaration

BIDS CAN ONLY BE AWARDED TO TEAMS THAT HAVE DECLARED BID ACCEPTANCE USING THE BID INTENT FORM BY 12PM EST. ON THE FRIDAY PRIOR TO THE EVENT.

Cheerabilities and Adaptabilities divisions will automatically receive an At-Large bid for attending a qualifying bid eligible event. This bid will not count towards the amount of bids listed for that event.

Cheer Bid Rules & Guidelines

- Qualifying Divisions
 - All Star Elite
 - All Star Dance
 - International All Star
- Excluded
 - All Star Prep
 - All Star Novice
 - Traditional Rec
 - School Cheer
 - School Dance

Revolutionary Events will Award Bids by Taking the Following Steps:

1. Events offering 1 At-Large Bid Only
 - a. At-Large 1 – Highest Score of event for all qualifying divisions
2. Event offering 5 At-Large Bids Only
 - a. At-Large 1 – Highest Score across all qualifying divisions
 - b. At-Large 2 & 3 – Highest Score in the combined Mini/Youth qualifying divisions
 - c. At-Large 4 & 5 – Highest Score in the combined Junior/Senior/International qualifying divisions
3. Event offering 1 Paid Bid & 9 At-Large Bids
 - a. Paid Bid – Highest Score of event for all qualifying divisions
 - b. At-Large 1 – Next Highest score across all qualifying divisions
 - c. At-Large 2, 3, 4 & 5 – Highest scores in the combined Mini/Youth qualifying divisions
 - d. At-Large 6, 7, 8 & 9 – Highest scores in the combined Junior/Senior/International qualifying divisions
4. Event offering 2 Paid Bids & 13 At-Large Bids
 - a. Paid Bid 1 – Highest score in the combined Mini/Youth qualifying divisions
 - b. Paid Bid 2 – Highest score in the combined Junior/Senior/International qualifying divisions
 - c. At-Large 1 – Next Highest score across all qualifying divisions
 - d. At-Large 2, 3, 4, 5, 6 & 7 – Highest scores in the combined Mini/Youth qualifying divisions
 - e. At-Large 8, 9, 10, 11, 12 & 13 – Highest scores in the combined Junior/Senior/International qualifying divisions

5. Event offering 3 Paid Bids & 17 At-Large Bids
 - a. Paid Bid 1 – Highest score of event for all qualifying divisions
 - b. Paid Bid 2 – Highest score of event for Mini/Youth divisions
 - c. Paid Bid 3 – Highest score of event for Junior/Senior/International qualifying divisions
 - d. At-Large 1 – Next Highest score across all qualifying divisions
 - e. At-Large 2, 3, 4, 5, 6, 7, 8 & 9 – Highest scores in the combined Mini/Youth qualifying divisions
 - f. At-Large 10, 11, 12, 13, 14, 15, 16 & 17 – Highest scores in the combined Junior/Senior/International qualifying divisions
6. For events offering 3+ paid bids, 4 additional At-Large bids will be awarded.
7. Events offering an exclusive paid bid for Level 6&7 divisions
 - a. Paid Bid 1–Highest score of event within the level 6 and 7 divisions.

Dance Bid Rules & Guidelines

Revolutionary Events will Award Bids by Taking the Following Steps:

1. Events offering 4 At-Large Bids Only
 - a. At-Large 1 & 2 – Highest Score in the combined Mini/Youth qualifying divisions
 - b. At-Large 3 & 4 – Highest Score in the combined Junior/Senior/International qualifying divisions
2. Event offering 1 Paid Bid & 9 At-Large Bids
 - a. Paid Bid – Highest Score of event for all qualifying divisions
 - b. At-Large 1 – Next Highest score across all qualifying divisions
 - c. At-Large 2, 3, 4 & 5– Highest scores in the combined Mini/Youth qualifying divisions
 - d. At-Large 6, 7, 8 & 9 – Highest scores in the combined Junior/Senior/International qualifying divisions
3. Event offering 2 Paid Bids & 13 At-Large Bids
 - a. Paid Bid 1 – Highest score of event for all Mini/Youth qualifying divisions
 - b. Paid Bid 2 – Highest scores in the combined Junior/Senior/International qualifying divisions
 - c. At-Large 1 – Next Highest score across all qualifying divisions
 - d. At-Large 2, 3, 4 & 5 – Highest scores in the combined Mini/Youth qualifying divisions
 - e. At-Large 6, 7, 8 & 9 – Highest scores in the combined Junior/Senior/International qualifying divisions

Breaking Ties

Rule 1: Deductions - who has the least amount of deductions.

If deductions are the same,

Rule 2: Stunt Mastery highest score

If stunt mastery is the same,

Rule 3: Stunt Difficulty (including drivers) highest score

If all the above rules are equal and tie still cannot be broken, then it will stand as a tie.