



## *Welcome to Circle City All Stars!*

For this 2026-27 season, we will be offering All Stars teams that can either compete in the Rec Division (same competitions, same score sheet, just lower pressure) or in the Competition Division (may include travel to Allstar Worlds in May depending on bids!)

### **In Person Tryouts:** June 1st

\*If you can't attend the tryout date, you can schedule a 1:1 evaluation on the IClassPro portal. We are accepting 1:1 evals up until June 20th.

**Program Commitment:** When you're ready, please meet with Program Director Aubree Moore or Gym Owner Christina Gillette to read and sign the program policies.

**NO later than June 20th.**

### **Practices have already begun!**

Once tryout or eval has been completed, you will be notified of the team your athlete has been placed on. At any point after that, they may join in on practices!  
(Just need to sign policies/program contracts).

Any start date after the 1st of the month will be prorated for that month.

Late additions are welcome to come in for an individual eval up until June 20th. After that, we need to solidify for choreo and can't take on any new tryouts.

### **MEET YOUR TEAM COACHES:**

Head Coaches: Jabari Moore, Aubree Moore

Assistant Coaches: Nicole, Janice, Macy

### **2026-2027 TEAM PRACTICE SCHEDULE:**

#### **Practices will be:**

Tuesday/Thursday 5-6pm, 6-8pm, or 7-9pm

(Depending on team placement)

PLUS

Saturday Morning  
Tucks & Up 9-10am or BHS & Below 10-11am  
Tiny Team Practice 11-12pm

\*Saturday Tumbling session is optional for Tiny Team but team practice 11-12pm is mandatory

### **APPROXIMATE COMPETITION SCHEDULE:**

#### **Choreography (Mandatory) – ALL TEAMS**

July 7-12, 2026

#### **Team Pictures – ALL TEAMS**

Early September 2026

- 1. Showcase (Mandatory) – ALL Teams**  
October 10, 2026
- 2. Star Spirit Bid Bash - Comp Teams only**  
November 21-22, 2026, in Indianapolis
- 3. Jamfest SuperNationals - All Teams**  
January 16-17, 2027 in Indianapolis
- 4. The Cheer Expo - All Teams**  
January 30-31, 2027 in Indianapolis
- 5. Star Spirit Grand Nationals – Comp Teams only**  
March 20-21, 2027 in Elkhart, IN
- 6. Star Spirit Showcase - All Teams**  
April 17, 2027 in Indianapolis
- 7. Allstar Worlds or Summit (depending on bids) – Comp Teams Only**  
Late April 2027 in Orlando, FL  
\*not included in competition fees

### **Financial Obligations:**

Annual Gym Registration Fee:

1. Annual registration fee is \$100 per family and renews May 1st each year.  
Due 2 weeks after first practice.

### **USASF Registration Fee:**

1. Register through your own account at USASF.com
2. Complete by: August 1st
3. Amount: \$50

### Monthly Tuition:

1. Annual tuition is paid for May/June 2026 – April 2027. Tuition is prorated based on participation start date.
2. Automatic billing occurs the 1st of each month. It runs through IClassPro and you must pay with a form of payment on file. There is a \$25 late fee applied after 7 days.

- Rec Team (Tiny)

Train 3x Week for 1 hour each practice + 1 hour of optional team tumbling weekly (4 hours/wk)

\*Saturday tumbling is included in your tuition rate and not an additional charge.

Tuition: \$225

- Competition Teams

Train 2x Week for 2 hours each practice + 1 hour of team tumbling weekly (5 hours/wk)

\*Saturday tumbling is included in your tuition rate and not an additional charge.

Tuition: \$250

- Additional rec classes may be added in IClassPro such as: flyer training, stunt technique, jumps and flexibility, etc. These will be available for Allstar athletes at a discounted rate.
- All program athletes will receive a free Circle City tshirt with your membership sign up as well as free open gyms!

### Competition Fees:

1. Competition Package: \$850 - Comp Teams

Includes: 1 showcase registration, 5 Competition Registrations, Formal Banquet, Coaches Travel Expenses, Athlete Outings

\*Can be split into payments between May 1- September 1

(Example: If broken into 5 monthly installments: \$170)

2. Competition Package: \$600- Rec Team

Includes: 1 showcase registration, 3 Competition Registrations, Formal Banquet, Coaches Travel Expenses, Athlete Outings

3. Worlds/Summit Comp Fees: TBD, not included in the initial competition fees

4. Additional fees may be added for crossovers

### Uniform/Practice Wear:

1. Uniforms are kept for a 2 or 3-year cycle.
2. Uniform resale through Parent Club for subsequent years.
3. **Comp Uniform Package:** \$500 payment due August 1st. This price includes: Uniform, practice wear, bows, socks, hoodie, warmups, and backpacks.

4. **Rec Uniform Package:** \$250 payment due August 1st. This price only includes a uniform, the full package is optional for rec teams.

5. Athletes must acquire all white cheer shoes for this upcoming season. Brand does not matter, so long as the shoes do not have any colors on them and they are clean and well kept for the 2026-27 season. (Not included in your uniform package)

### **Choreo/Music:**

Comp Teams: \$500 payment due in full by July 5th.

Rec Teams: \$300 payment due in full by July 5th.

### **Fundraising:**

PIT CREW Parent Club

CCG has its own parent club “The Pit Crew” The Pit Crew is designed to help with any athlete costs. They put together fundraisers to offset fees throughout the season. This is a parent ran organization that supports our athletes. Meetings are monthly and are a great way for parents to get involved! This club will provide fundraising opportunities, and coordinate fun social events for our athletes and their families.

Parent Club fees go towards the following: all competition fees, athlete cost, team cost, coaching fees, and end of season banquet. **“Parent Club fees = Comp fees”**

Parent Club Fees are only May-September. Once paid, you are only paying your monthly tuition rate.

### **LEVEL EXPECTATIONS**

Team placements will be determined based on how successful a TEAM can be, not just based on an athlete’s tumbling skills.

Also note, the routines will be choreographed with a fast pace and high intensity. For this reason, we need athletes that can not only perform the below listed skills, but also be able to do them while tired and with lots of reps without sacrificing technique and strength of the skills performed.