



Official Richmond Cheer Squad

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Match Day Events and Guidelines

There are a number of things the Cheer Squad is responsible for during match day. We welcome Cheer Squad members assistance in a number of these, and members can express an interest in assisting by contacting us at orcs@richmondcheersquad.com or discussing with a Committee member on match day.

Early Entry/Set Up

As per AFL Guidelines the Cheer Squad is allowed 10 members into the stadium 90 minutes prior to the public gates opening to bring in Cheer Squad gear and set up Cheer Squad area.

The 10 members selected to enter early will consist of

- 1 or more Committee members who will be responsible for ensuring completion of tasks required and that Cheer Squad members do not stray into areas that are out of bounds.
- At least 4-5 Cheer Squad members with experience in performing this duty to ensure smooth operation on the day
- Maximum 1-2 new/inexperienced people to allow people to learn role and contribute to Cheer Squad. This will be dependent on volunteers making themselves available on the day.

Members can express an interest in assisting by contacting us at orcs@richmondcheersquad.com or discussing with a Committee member on match day.

Members going into ground early will be finalised on Wednesday night prior to the match at run through making so the club can be informed of names and stadium notified prior to match.

Meeting time and place will also be advised at this time.

Tasks required on match day include:

- Collecting gear from Punt Rd Oval (if required)
- Moving Cheer Squad gear from drop off location at stadium to the Cheer Squad seating area
- Set up gear in the Cheer Squad area
- Assist with putting run through on poles ready to hold up prior to match

Ticket Distribution for Cheer Squad seating area

The Cheer Squad receives 300 tickets for M.C.G matches and 250 for Marvel. From these a portion is put aside for regular helpers, and this is kept to a minimum. The rest of the tickets are distributed on a first-come basis to Cheer Squad members. While we try to accommodate everyone's needs where we can, there is usually a high demand for aisle seats and these go very early.

A Committee Member will be outside the gate usually 15-30 minutes before stadium gates open and will then move into the ground. After the gates open members can come in and obtain a seat ticket by seeing us in the Cheer Squad area.

Details for time and location of ticket collection will be communicated in the Cheer Squad weekly update email.

We consider regular helpers to be members who regularly assist with making the banner or assist with bringing Cheer Squad equipment to the ground and assisting set up prior to the gates opening or bringing things back to Punt Rd after the match on a regular basis. The number of tickets put aside for these members is minimal and is based on the amount of help given.

For Geelong and Interstate matches tickets will need to be purchased via the Cheer Squad online store. (www.richmondcheersquad.com). Tickets will be available when we have received pricing from the opposition club and will remain so until we need to finalise our numbers with the club. Information on availability and closing date will be made available to members through our weekly update email and social pages.

Holding Up Run Through on Arena Prior to match

Player safety is the number one priority when holding up the run through. Along with the following guidelines, weather and size of run through, experience must always be considered when selecting members to hold up run through to ensure that it is not dropped.

The AFL Guidelines have a number of requirements regarding holding up the run through:

- Maximum number of members allowed on ground limited to 26 (including one photographer)
- Members must be age 13 and over to hold up run through
- Closed toe shoes must be worn on ground
- Members should not be intoxicated
- Mobile phones are not to be used on the ground and must be kept in pockets (with the exception of photographer who can use to take photos)
- Arena Access Lanyards must be worn at all times while on ground

In addition to the above rules the following guidelines are applicable to our Cheer Squad

- The following roles are required to hold up run through
 - Ropes (8)
 - Grounding (2)
 - Poles (15 max)
 - Photographer (1)
- Selection of members to go out on ground to hold run through will be done by a Committee Member and will commence shortly after gates open and members start gathering in the Cheer Squad area.
- The Cheer Squad members selected need to be in the Cheer Squad area at the time we leave to go hold up the run through (usually around 45 minutes prior to the start of the match depending on pre match activities). This time will be confirmed at the time of handing out access lanyards.
- Whilst we try to take out members who have little experience with run through (we aim for 4 a week) this number will vary according to conditions
 - Fair weather will allow us to take a few more inexperienced crew
 - Wet or Windy weather requires more experience or larger bodies
 - Milestone or Blockbuster games will see us focus on people who regularly make run throughs
- Members on ground must follow all instructions being given and must not wander away from the run through area
- After players have run through members are to act promptly in getting the run through off the arena
- Once off the arena lanyards should be handed back to the designated person.
- Members should not leave area until run through is fully stripped from poles and should return to the Cheer Squad seating area as a group.

Returning Cheer Squad Gear to Punt Rd Oval or storage area

At the conclusion of the match, we seek the assistance of Cheer Squad members to return Cheer Squad equipment to a designated area.

This may be a storage area at the M.C.G., Punt Rd Oval or a vehicle in the car park. Committee will give instructions at the end of the match where things are to go.