



Game Day
2021 – 2022

The Game Day division showcases what traditional cheerleading is all about – leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations / performance, motion/dance and overall routine. Each team will be evaluated on a 100 point system. The Sideline and Cheer will count for 50 points, and the Band Chant and Fight Song will count for 50 points. Each section will be combined for the final score.

The use of crowd leading tools such as signs, poms, flags and/or megaphones is required.

Each section should have a beginning and end. **NOTE:** Spirited crowd leading interaction between each section is encouraged to continue the game day feel.

Traditional game day uniform is required.

There are four elements to a Game Day routine performed in the following order: 1) Band Chant, 2) Situational Sideline, 3) Crowd Leading Cheer, and 4) Fight Song. **Total time is limited to 3 minutes.**

The incorporation of stunts and tumbling are only allowed during the fight song, sideline and cheer. Stunts are not allowed as a transition before or between sections. This would include the team's entry to the floor, between the sideline and cheer, and any time prior to starting the performance. **Exception:** Tumbling is allowed prior to the start of the performance and between sections but would be prohibited in the band chant section.

BAND CHANT: A cue will not be given to start the Band Chant. Squads should utilize spirit raising props and focus on creative movements such as level changes or ripples, execution of the material and encouraging the crowd to participate. The Band Chant should have an emphasis on crowd appeal and practicality – No stunting or tumbling is permitted, however jumps and kicks are allowed. The incorporation of stunts and tumbling are only allowed during fight song, sideline and cheer.

SITUATIONAL SIDELINE: Following completion of the band chant, the DJ/announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with an offensive or defensive crowd-leading response. Teams should focus on crowd effectiveness, motion technique and skills relevant to a game day environment. **NOTE:** It is a requirement to incorporate skills into the Sideline (stunts and/or tumbling). Please review skill restrictions.



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CROWD LEADING CHEER: Following the Sideline, teams must return to the performance surface and show a clear separation between elements. Teams can show spirited interaction as a clear transition into the Crowd Leading material but are not allowed to stunt. Crowd Leading can include a cheer reflective of a timeout, general sideline/spell-out or other cheer material with minimal words, inciting a response and encouraging a crowd to yell along. **NOTE:** It is a requirement to incorporate skills into the Sideline (stunts and/or tumbling). Please review skill restrictions.

FIGHT SONG: The final element should reflect the school's traditional Fight Song. For teams that do not have an official Fight Song, it is recommended to use a second selection of band chant music. Teams should incorporate crowd effective skills (stunts and/or tumbling) and can include spirit raising props to enhance the overall effect. Fight song incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. If the fight song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times. Counting will begin with the first initiation of a skill and continue until either the incorporation is complete or the end of the 3rd 8-count.

GAME DAY SKILL RESTRICTIONS:

- No tosses (basket, sponge or elevator) are allowed.
- No inversions are allowed.
- No twisting released dismounts are allowed.
- Single leg stunts are limited to liberties and liberty hitches.
- No running tumbling is allowed.
- Standing tumbling is limited to one tumbling skill and a back tuck is the most elite tumbling skill allowed. Examples: Standing full is not allowed. Rippled single back handsprings would be allowed. Jump tumble (single skill) would be allowed.