



2022 KSHSAA Game Day Spirit Showcase Competition **CHEER OVERVIEW**

COMPETITION INFORMATION:

Saturday, November 19, 2022 (All Day Event)
Stormont Vail Events Center—Topeka

**This document is a general OVERVIEW
Complete information should be referenced using
www.kshsaa.org (Spirit Activities Page)

SAFETY RULES:

KSHSAA rules require cheer and spirit performances be in accordance with safety standards prescribed by the NFHS and KSHSAA Spirit Rules. NFHS rule books may be purchased by contacting the KSHSAA. Ph: 785.273.5329

SCHOOL CLASSIFICATION DIVISIONS:

- 1A— Maximum of 12 participants
- 2A – Maximum of 12 participants
- 3A – Maximum of 20 participants
- 4A – Maximum of 20 participants
- 5A – Maximum of 30 participants
- 6A – Maximum of 30 participants

*Mascots and flag corps members are welcome, but cannot be involved in the execution of cheer skills. All must be eligible rostered squad members (from the 2022-2023 football and/or basketball seasons) and must be a member of the squad for the majority of the scheduled varsity contests in order to be eligible for the KSHSAA Game Day Spirit Showcase Competition.

All participants on floor count toward total. No twirlers permitted.

**Squad members used in each of the qualifying rounds may vary by routine, but no substitutions are allowed in Final Round—squad members (including mascots) that take the floor must execute the complete final performance.

GAME DAY FORMAT—QUALIFYING ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Band Chant, Crowd Leading, and Fight Song. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be highest priority in routine development.

CROWD LEADING

- 1 minute time LIMIT. No music allowed.
- Time will **begin** with buzzer sound, then team takes floor. A chant or sideline can be used as transition to the floor. Performance should have an emphasis on crowd involvement. Performance should be completed before time limit.

SKILL RESTRICTIONS

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No inversions
- No twisting dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited to ONE SKILL. Back tuck is the most elite tumbling skill allowed.

FIGHT SONG

- 1 minute time LIMIT—recorded marching BAND music
- In addition to fight song motions and movement, up to three **CONSECUTIVE** eight counts can be incorporated with stunts, tumbling and/or jumps. **IF** repeated, must be exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

BAND CHANT

- 1 minute time limit—recorded marching BAND music
- Traditional sideline uniforms required
- Emphasis on crowd effectiveness and practicality
- No stunts or tumbling permitted



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GAME DAY FINAL ROUND FORMAT

Finalists (6 per division) will be determined by qualifying round scores, which do not carry over into the Final Round.

Each FINALIST team will showcase its best leadership skills and crowd-leading material in a Game Day routine that will include an announcer-led situational cue describing a game day element. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be considered in all elements.

One cheer team per member school may participate with a grand total of 94 squads accepted on a first-come, first-serve registration basis.

Number of Schools (1 squad per member school) allotted per classification:

1A —11 teams	3A —14 teams	5A —22 teams
2A —11 teams	4A —14 teams	6A —22 teams

The KSHSAA reserves the right to combine classifications

Additional schools wanting to participate will be held on a waiting list with registration entries time-stamped for acceptance if entries do not fill the allotted spots per classification. *(Example: If 4A fills its team allotted number and 2A does not, the first team time-stamped in 4A will be added to the 4A Division.)*

Registration: 9.30.22 (8:00 am) - 10.6.22 (11:00 pm)

FINAL ROUND PERFORMANCE

- 3 minute time limit. Teams will set up and take the floor. Time will begin with the first beat of Band Chant music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the qualifying round plus a situational element.
- Final Round Performance will follow this order: Band Chant, (situational element) Crowd Leading, Fight Song
- Following completion of the Band Chant, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with either an offense or defense crowd-leading response, which will transition the squad into the Crowd Leading section of the finals performance.
- Following completion of the Crowd Leading section, teams will complete their Fight Song routine.
- Each section should have a designated beginning and end with spirited crowd interaction between.
- The same rules from the qualifying round apply to each section of the final routine.
- Traditional sideline uniforms are required.