



2025 GAME DAY SPIRIT SHOWCASE

NOVEMBER 22, 2025 | STORMONT VAIL EVENTS CENTER

GAME DAY FORMAT

In the Qualifying Round, each team will showcase its best crowd-leading material in Band Chant, Crowd Leading, and Fight Song routines that will be performed individually and scored separately during a single trip to the competition floor.

Each routine has a one-minute time limit. Music used for Band Chant and Fight Song must be recorded marching band music. The use of crowd leading tools such as signs, poms, flags and/or megaphones are encouraged. Sideline practicality and effective leadership should be considered in all parts of the routine.

FINALS ROUND

Finalists (6 per Classification) will be determined by Qualifying Round scores, which do not carry over. Each Finalist team will showcase its best leadership skills and sideline crowd-leading material in a three-minute Game Day presentation that will include the elements from the Qualifying Round and a definitive response to an announcer-led situational cue describing a game day offense or defense situation.

BAND CHANT

- Emphasis on crowd effectiveness, appeal, technique and practicality
- No stunts or tumbling permitted

CROWD LEADING

- Time begins with buzzer sound with the team already on the floor following the Band Chant. Performance should have an emphasis on crowd involvement.

FIGHT SONG

- In addition to Fight Song motions and movement, up to three consecutive eight counts should be incorporated with stunts, jumps and/or tumbling.

SKILL RESTRICTIONS

- No basket, sponge or elevator tosses allowed
- No inversions
- No twisting release dismounts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time. A back tuck is the most elite tumbling skill allowed.

SPIRIT SHOWCASE CLASSIFICATIONS:

Coaches will register teams for the appropriate classification based on the 2025 SCHOOL CLASSIFICATION (Same as Basketball for 2024-2025)

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

1A	12 Participants, 2 Coaches Max	\$300
2A	12 Participants, 2 Coaches Max	\$300
3A	20 Participants, 3 Coaches Max	\$400
4A	20 Participants, 3 Coaches Max	\$400
5A	30 Participants, 4 Coaches Max	\$500
6A	30 Participants, 4 Coaches Max	\$500

Additional participants, alternates, or coaches over the max number allowed by classification must pay the admission fee and purchase a ticket for admittance.

**The KSHSAA reserves the right to add or combine divisions based on final event registration. Mascots and flag runners are welcomed but cannot be involved in the execution of technical cheer skills. Up to two mascots can be added. Mascots will not count toward the total number but may impact scoring.*

SPIRIT SHOWCASE INFORMATION



Stay informed and updated by referencing the links on the KSHSAA Spirit website. The website will include all SPIRIT SHOWCASE details including:

- Registration Link
- Championship Info
- Venue Maps and Details
- Hotel Accommodations
- Score Sheets
- Order of Performance
- Required Forms
- Spectator Information
- Showcase Results