



KSHSAA Game Day Spirit Showcase *VIRTUAL* Dance Competition

COMPETITION INFORMATION:

Week of November 16

**This document is a general OVERVIEW
Complete information should be referenced
using www.kshsaa.org

SAFETY RULES:

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

SCHOOL CLASSIFICATION DIVISIONS—DANCE:

DIVISION I: 1A, 2A, 3A

- Maximum of 20 participants

DIVISION II: 4A, 5A

- Maximum of 30 participants

DIVISION III: 6A

*Mascots members are welcome, but cannot use props other than poms. All participants must be eligible rostered squad members (from the 2020-21 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 Dance Competition. All participants on floor count toward total.
No twirlers permitted.

PERFORMANCE ELEMENTS

- Properly licensed music must be used
- Timing starts with first beat of music or organized movement
- Choice of performance style
⇒ Pom, Jazz, Kick or Hip Hop
- Emphasis on energy and connection to the crowd
- Traditional school uniforms required

SKILL RESTRICTIONS

- Reference Section I, B in the 2020 Game Day Spirit Showcase complete Rules and Guidelines for Dance

FIGHT SONG

- Traditional school uniforms required
- Emphasis on school tradition, leadership and motivation
- Pom are only props permitted
- No stunts, lifts or other contact between participants

BAND DANCE

- Sideline/stand routine or drum cadence
- Traditional school uniforms required
- Emphasis on crowd appeal, poms are allowed
- No stunts, lifts or other contact between participants



KSHSAA Game Day Spirit Showcase Dance Competition

GAME DAY VIRUTAL FORMAT

Each team will showcase its best crowd-engaging material in a Game Day routine which includes a Fight Song, Band Dance and a Performance Routine. The use of poms as crowd-leading tools is allowed but no other props should be used.

Game Day practicality should be considered in each of the elements.

One dance team per member school may participate.
Divisions are as follows:

DIVISION I (1A, 2A, 3A)

Maximum of 20 participants

DIVISION II (4A, 5A)

Maximum of 30 participants

DIVISION III (6A)

Maximum of 30 participants

The KSHSAA reserves the right to combine or add divisions

Registration: 9.30.20 (8:00 am) - 10.07.20 (11:00 pm)

PERFORMANCE GUIDELINES:

- One continuous performance with a three (3) minute running time limit.
- Team will take the floor, then begin recording with team set and ready. Make sure “Keyword Template” is shown at the beginning of the recording. Time will begin with the first beat of Band Chant music.
- Performances will follow this order: Fight Song, Band Dance, Performance Routine
- Each section should have a designated beginning and end with spirited crowd interaction between.
- See other side for additional details about each section of the routine
- Traditional school uniforms are required.