



2022 KSHSAA Game Day Spirit Showcase **DANCE OVERVIEW**

COMPETITION INFORMATION:

Friday, November 18, 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 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—DANCE:

- 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 are welcome, but cannot use props other than poms. All participants 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 Dance 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) who take the floor must execute the complete finals performance.

GAME DAY FORMAT—QUALIFYING ROUND

Each team will showcase its best Game Day material in the following categories: Fight Song, Band Dance, and Performance Routine. The use of poms is permitted. Game Day practicality should be highest priority in routine development.

PERFORMANCE ROUTINE

- 1 minute time LIMIT
- 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
- 50 Total Points in Qualifying Round
- Poms are the only props permitted

SKILL RESTRICTIONS

- Reference Section I, B in the 2022 Game Day Spirit Showcase complete Rules and Guidelines for Dance

FIGHT SONG

- 1 minute time LIMIT—recorded marching band music
- Traditional school uniforms required
- Emphasis on school tradition, leadership and motivation
- POMS and SIGNS are the only props permitted
- 50 total points in Qualifying Round

BAND DANCE

- 1 minute time LIMIT—recorded marching band music
- Sideline/stand routine or drum cadence
- Traditional school uniforms required
- Emphasis on crowd appeal, poms are allowed
- POMS and SIGNS are the only props permitted
- 50 total points in Qualifying Round



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FINALS GAME DAY PERFORMANCE

GAME DAY FINALS FORMAT

Finalists (up to 6 per classification or combined classification) will be determined by qualifying round scores, which do not carry over into the Final Round. Each FINALIST team will showcase its best crowd-engaging material in a Game Day routine inclusive of each of the elements performed in the Qualifying Round. The use of poms as crowd-leading tools is allowed but no other props should be used. Game Day practicality should be considered in all elements.

One dance 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 one CLASSIFICATION fills its team allotment number and another CLASSIFICATION does not, the first on hold team time-stamped will be added.)*

Registration: 9.30.22 (8:00 am) - 10.06.22 (11:00 pm)

- 3 minute running time limit. Time will begin with the first beat of Fight Song music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the Qualifying Round.
- Finals 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.
- The same rules from the qualifying round apply to each section of the finals routine.
- Traditional school uniforms are required.