
WACPC GAME DAY CHAMPIONSHIPS 2011

ROUTINE PREMISE/PURPOSE

Game Day competition routines focus on the **fundamentals** of game day cheer and will involve components of real game time type activities and skills, including performing a school fight song, a time out crowd-leading cheer, and/or the draw of a game situation, which requires an appropriate chant/sideline cheer for that situation.

ROUTINE DIVISIONS

- High School – 9th through 12th grade - Female/Male
 - Varsity
 - JV

Divisions determined after registration has closed.

- Junior High / Middle School – 5th through 9th grade – Female/Male
 - Divisions determined after registration has closed.

- Rec Teams—5th through 8th grade—Female/Male

Rec teams are defined as a team governed and/or affiliated with a YMCA, a Boys and Girls Club, Pop Warner, other community center or organization, or a city or county's Recreation and Parks program.

Divisions determined after registration has closed.

- College—Female/Male

Divisions determined after registration has closed.

SCHOOL REPRESENTATION

- All members of the cheerleading team must be current members of the official school spirit squad and must attend the school they are representing. These must be individuals who cheered on the sidelines for games during the current school year.
- Mascots may be used appropriately in a squad's game day routine.
- Routines must be appropriate for family viewing—no vulgar and/or suggestive movements or words.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance. Teams should refrain from any taunting, bragging, suggestive expressions or gestures, or negative cheers or chants.

ROUTINE PERFORMANCE AREA

- As in true game day situation, all teams will perform their routines on a gym floor.
- Objects cannot be thrown into the crowd.
- Poms, signs, flags, megaphones and/or banners must not be thrown, but be placed carefully onto the performing surface when not in use.

ROUTINE REQUIREMENTS

SCHOLASTIC TEAMS: Teams may choose to do one, two, or three of the following:

- **School Fight Song**
 - 1:30 minute time limit
 - May use recorded band music or may be performed without music
 - Stunts and tumbling are allowed
- **Time out crowd leading cheer**
 - One minute time limit
 - No music allowed in this section
 - Stunts and tumbling are allowed
- **Game Situation**
 - Draw a situation, and then perform appropriate chant/sideline cheer
 - One minute time limit
 - No music allowed in this section.
 - No stunts or tumbling
 - Repeat sideline 5 times

REC TEAMS: Teams may choose to do one, two, or three of the following:

- **Team Fight Song or 12, 8-count dance with ad-libs**
 - 1:30 minute time limit
 - Stunts and tumbling are allowed
- **Time out crowd leading cheer**
 - One minute time limit
 - No music allowed in this section
 - Stunts and tumbling are allowed
- **Game Situation**
 - Draw a situation, and then perform appropriate chant/sideline cheer
 - One minute time limit
 - No music allowed in this section
 - Repeat sideline 5 times.
 - No stunts or tumbling

GAME DAY DIVISION CRITERIA DESCRIPTIONS

Use of voice/projection/crowd leading: Team uses strong, clear voices and enunciates words clearly. Team's performance is spirited, energetic, and invites crowd participation. The volume of the crowd's response will not be judged in order to make it fair to every school whether they have 2 or 200 fans in attendance. However, the judges will be looking at the potential for crowd response.

Motion Technique: Team's motions are strong, sharp, accurately placed, and are varied in difficulty.

Chant/sideline cheer selection: Team chooses effective cheer for game situation given. Chant/sideline cheer addresses situation and invites crowd involvement.

Skill Execution:

- **Jumps:** Team incorporates jumps appropriately and creatively. Chests are up, knees straight, leg placement is proper, and toes are pointed. Jumps have good height and are synchronized.

- **Stunts:** Team incorporates stunts appropriately and creatively. Stunts are executed cleanly and sharply and enhance crowd leading rather than diminish it. **LIMITATIONS: No single-leg extended stunts or tosses are allowed. Straight cradles only. Performing prohibited stunts will result in point deductions.**
- **Tumbling:** Team incorporates tumbling appropriately and creatively. Form is correct and strong: knees, feet, legs, ankles, toes. Tumbling is synchronized. **LIMITATIONS: Standing tumbling only. Performing prohibited tumbling will result in point deductions.**

Spacing and/ or formations and/or transitions: Team's routine provides a variety of formations in which spacing is accurately maintained throughout the routine.

Rhythm/synchronization: Team "moves as one" during all parts of routine.

Crowd appeal: Team projects strong energy and spirit throughout the routine.

Visuals: Team's routine utilizes ripples or levels, or opposing motion, or poms, or signs, flags, or a combination to create interesting visual appeal.

Creative skill incorporation: Team exhibits creative use of jumps, stunts, and/or tumbling.

Solid Routine: Free of falls, memory mistakes, or missed skills.

GAME SITUATIONS

It is third down and your team is on the other team's 3 yard line with 20 seconds left in the game. You are 3 points behind. What do you do?

The other team just kicked off to you at the start of the game. What do you do?

Your team just got another first down. What do you do?

It is first and goal and the other team has the ball. What do you do?

The other team is setting up for a field goal. What do you do?

The game is a blow out....your team has a huge lead. What do you do?

It is first and 10 on your 5 yard line. The other team has the ball. What do you do?

It is fourth down and your team is on the other team's 5 yard line. Your team's coach decides to go for the touchdown. What do you do?

The game is a blow out....your team is way behind. What do you do?

Your team just punted to the other team. What do you do?

It is fourth down and the other team is on your 5 yard line. Their coach decides to go for the touchdown. What do you do?

The other team is driving down the field. Your team is having trouble stopping them. What do you do?

WACPC MASCOT SHOWDOWN

MASCOT DIVISIONS

- 9th through 12th grade
- Junior High / Middle School
- Rec Team
- College

SCHOOL REPRESENTATION

- Mascots must attend the school they are representing.
- Routines must be appropriate for family viewing—no vulgar and/or suggestive movements or words.
- Mascots should constantly display good sportsmanship throughout the entire performance. They should refrain from any taunting, bragging, or suggestive expressions or gestures.

ROUTINE PERFORMANCE AREA

- All mascots will perform their routines on a gym floor.
- Objects cannot be thrown into the crowd.
- Props must not be thrown, but be placed carefully onto the performing surface when not in use.

ROUTINE REQUIREMENTS

- Maximum 1 minute 30 second skit should incorporate:
Clear theme, Dance, Signs and other props, Pantomime only
- Skit may also incorporate jumps and/or tumbling. (as per NFHS rules: only forward rolls and cartwheels are allowed.)
- Music may or may not be incorporated for the entire routine.
- Props may be used, but may not include: helium balloons, confetti, air horns or other noise making devices, dry ice, water or other liquids, motorized vehicles, fire extinguishers, electricity sourced devices, mini-tramps or spring boards, or anything that might harm a gym floor's surface.
- Maximum one minute set up time and one minute tear down time allowed.
- Two assistants may help with set up and tear down, but may not participate in skit.

MASCOT CRITERIA DESCRIPTIONS

Animation/Enthusiasm: consistent high energy and effective pantomime throughout performance

Rhythm/choreography: incorporates movement that fits music choice

Difficulty: routine pacing, transitions, choice of theme, skill incorporation

Creativity/originality: unusual, innovative, and/or imaginative components

Use of Props: effective use of props to convey theme and/or engage crowd

Use of performance space: utilizes performance space effectively

Perfection of performance: mistakes in performance not evident

Conveyance of theme: theme is expressed clearly

Overall crowd appeal: performance is engaging and entertaining