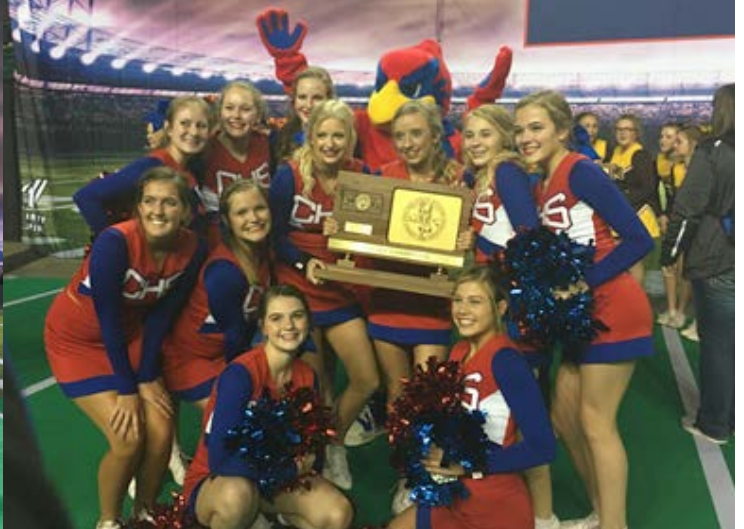


2019 KSHSAA Game Day Spirit Showcase Competition Information



KSHSAA Member School Cheer Coaches and Squads,

We hope you will join us for the annual KSHSAA sponsored cheer competition!

Building upon the success of our first two Showcases, the **2019 KSHSAA Game Day Spirit Showcase Competition** will be another very exciting event for KSHSAA member school cheer squads to perform and compete with other school cheer squads from their classification.

The Varsity Spirit Game Day format was chosen by the KSHSAA as a way to exemplify what cheerleading represents. The exhilaration of leading a crowd through sideline cheer is what the competition demonstrates. In preparing for the showcase, cheer squads will improve their sideline skills, safety techniques, and leadership abilities. These practices validate the importance of an outstanding high school cheerleading squad.

We invite you to participate in the KSHSAA Game Day Spirit Showcase Competition.

Be safe, have fun, and good luck to all participants!

Bill Faflick

KSHSAA Executive Director

Craig Manteuffel

KSHSAA Assistant Executive Director of Spirit and Fine Arts

Kansas State High School Activities Association (KSHSAA) Web Address:

<http://www.kshsaa.org/>

KSHSAA Spirit Activities Web Address:

<http://www.kshsaa.org/Public/Spirit/Main.cfm>

Varsity Spirit Web Addresses:

Varsity.com

UCA.varsity.com

NCA.varsity.com

REGISTRATION:

Registrations for the 2019 KSHSAA Game Day Spirit Showcase Competition will be approved on a first-come, first-serve basis, so please be ready to submit your registration when the registration website goes live on **September 26, 2019 at 8:00 am!** The link to register will be on the KSHSAA website. To submit a registration, you will need:

- SCHOOL NAME and CLASSIFICATION
- CONTACT INFORMATION
- NUMBER OF PARTICIPANTS

Registration submissions will be time-stamped and will be approved and processed in order of receipt and based on space available.

How can KSHSAA member school cheer coaches and squads receive training to help us prepare for the 2019 KSHSAA Game Day Spirit Showcase Competition?

❖ ***KSHSAA Summer Camps for Game Day Emphasis and Training***

- Tue-Fri, June 4-7 Salina-Kansas Wesleyan University
- Mon-Thu, June 10-13 Salina-Kansas Wesleyan University
- Tue-Fri, June 11-14 El Dorado-Butler Community College
- Mon-Thu, June 17-20 El Dorado-Butler Community College
- Tue-Fri, June 25-28 Salina-Kansas Wesleyan University
- Mon-Thu, July 8-11 Coffeyville Community College
- Tue-Fri, July 9-12 El Dorado-Butler Community College

❖ ***KSHSAA 2019 Spirit Spreaders, \$12.00 per Student/Coaches Attend Free***

- Monday, August 26 Kansas Wesleyan University, Salina
- Tuesday, August 27 Haysville-Campus High School
- Wednesday, August 28 Dodge City Civic Center
- Thursday, August 29 Colby Community Building
- Friday, August 30 Hoisington High School
- Tuesday, September 3 Rossville High School
- Wednesday, September 4 Chanute High School
- Thursday, September 5 TBA
- Friday, September 6 Highland Community College

❖ ***KSHSAA 2019 Coaching School, Monday, August 5, 2019***

- Topeka-Capitol Plaza Hotel/Maner Conference Center
- Game Day Training and Education Session by Varsity Spirit
- Possible Coaching Panel TBA

KSHSAA Annual Rules Meeting & Exam for all HEAD coaches

- ❖ Face to Face at any KSHSAA Summer Camp or at UCA/UDA and NCA/NDA Overnight Summer Camps
- ❖ Face to Face at any KSHSAA Spirit Spreaders
- ❖ KSHSAA Website online version, August 15th - October 7th

NFHS Coaching Cheer & Dance / NFHS First Aide, Health & Safety for Coaches

Link for the NFHS First Aid Course. <http://nfhslearn.com/courses/26>

Link for the NFHS Coaching Cheer and Dance. <http://nfhslearn.com/courses/61013>

KSHSAA Rule for Certified Staff vs. Rule 10 Non-Certified Staff

- ❖ A Rule 10 cheer/dance coach must have a (designated) certified person at all competitions and games. The certified sponsor does not need to be at the cheer practices.
 - ❖ All HEAD cheer/dance coaches must attend a KSHSAA rules meeting or take the online rules meeting. Online instructions will be sent to athletic directors in late July.
 - ❖ Rule 10 coaches that have Sideline (Non-Competitive) Spirit Teams: NFHS Coaching Cheer & Dance course is required by all non-certified teachers.
 - ❖ Rule 10 coaches that have Competition Spirit Teams (just one competition): head coach must take two of the courses listed below in the first year of coaching.
-

KSHSAA Member School Cheer Squads Extra Rules in Kansas

- ❖ The following extra rules are Kansas specific and should be added as a supplement to the 2019-2020 NFHS Rules Book.
- ❖ KSHSAA No Toss Rule for Cheer
All tosses, including basket, elevator, and single-leg tosses that are initiated from waist level and directly release to a cradle catch, are prohibited to minimize the possibility of a serious accident and/or injury. A release to a cradle is legal in Kansas as long as the upward momentum stops or changes direction at shoulder level or above immediately prior to the release, and the release does not exceed 3 feet in height above the tosser's extended hands. The "no tosses" rule applies at all times and at all places, including in Kansas and outside of the Kansas borders.
- ❖ A Pop-Toss, to a cradle is legal in Kansas as long as momentum stops at shoulder height or above immediately prior to the toss (one second) and the toss does not exceed 3 feet in height above the tosser's hands.
- ❖ In Kansas (Rule 2-9-4b) a top person while suspended mid-air may NOT hold anything in their hands.

Performing Conditions and Surfaces

It is **ILLEGAL** TO STUNT:

- where there is not enough area to be SAFE!
- on a wet surface.
- on a concrete or asphalt track. (Rubberized tracks are considered appropriate if dry, and well-maintained.)
- only stunt with adequate space and lighting.



2019 KSHSAA Game Day Spirit Showcase Competition OVERVIEW

COMPETITION INFORMATION:

Saturday, November 23, 2019 (All Day Event)
Kansas Expo Centre Landon Arena—Topeka

**This document is a general OVERVIEW

Complete information should be referenced using www.khsaa.org

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 2019-20 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 preliminary rounds may vary by routine, but no substitutions are allowed in finals round—squad members that take the floor must execute the complete finals performance.

GAME DAY FORMAT—PRELIMINARY ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Fight Song, Band Chant and Crowd Leading. The use of crowd-leading tools such as signs, pomps, 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 ONE SKILL. Back tuck is the most elite tumbling skill allowed.

FIGHT SONG

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



2019 KSHSAA Game Day Spirit Showcase Competition OVERVIEW

GAME DAY FINALS FORMAT

Finalists (6 per division) will be determined by prelim round scores, which do not carry over into finals.

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: 9.25.19 (8:00 am) - 10.2.19 (11:00 pm)

FINALS 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 preliminary round plus a situational element.
- Finals Performances 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 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 preliminary round apply to each section of the finals routine.
- Traditional sideline uniforms are required.

SAMPLE SCORESHEETS

2019 Preliminary Competition:

BAND CHANT



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		COMMENTS:
CROWD EFFECTIVENESS <i>Energy and connection to and leadership of the crowd; crowd coverage</i>	10		
VISUAL APPEAL <i>Level changes, ripples, creative movements within groups</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>60 Possible Points</i>			

2019 Preliminary Competition:

CROWD LEADING



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		COMMENTS:
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>	10		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD APPEAL <i>Energy, visual appeal, and connection to the crowd</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
PROPER USE OF SKILLS <i>Choice and timing of skills to lead the crowd</i>	10		
EXECUTION OF SKILLS <i>Technique, stability of stunts, jumps and/or tumbling</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>90 Possible Points</i>			

2019 Preliminary Competition:

FIGHT SONG



Team:

Division:

Judge #:

MAX
VALUE

TEAM
SCORE

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		COMMENTS:
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD EFFECTIVENESS <i>Energy and connection to and leadership of the crowd; crowd coverage</i>	10		
VISUAL APPEAL <i>Level changes, ripples, creative movements within groups, spacing</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
SKILL INCORPORATION <i>Technique, form, stability, choice, and timing of added skills (stunts, jumps and/or tumbling) to lead crowd</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>80 Possible Points</i>			



2019 FINAL Competition:

FIGHT SONG & BAND CHANT

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i>	10		<p>COMMENTS:</p> <p style="font-size: 48px; opacity: 0.3; transform: rotate(-30deg);">SAMPLE</p>
CROWD EFFECTIVENESS <i>Energy and connection to and leadership of the crowd</i>	5		
VISUAL APPEAL <i>Level changes, ripples, creative movements within groups and levels</i>	5		
EXECUTION OF BAND CHANT <i>Motion placement and sharpness, and synchronization, maximum crowd coverage</i>	10		
EXECUTION OF FIGHT SONG <i>Motion placement and sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage</i>	10		
OVERALL IMPRESSION	10		
TOTAL <i>50 Possible Points</i>			



2019 FINAL Competition:

CROWD LEADING

Team:

Division:

Judge #:

MAX
VALUE

TEAM
SCORE

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY SITUATION <i>Technique, leadership, and proper response to game day situational cue</i>	5		
GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i>	10		
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>	5		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and flags</i>	5		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	5		
CROWD APPEAL <i>Energy, visual appeal, and connection to the crowd</i>	5		
EXECUTION OF SKILLS <i>Technique, stability, synchronization and spacing</i>	10		
OVERALL IMPRESSION	5		
TOTAL <i>50 Possible Points</i>			

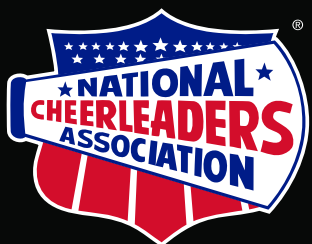
Game Day Ready with **VARSITY SPIRIT**

Learn to lead on and off the field

- Only cheer camps to offer KSHSAA Safety Credentialing
- Exclusive consultant to the KSHSAA for the Game Day Spirit Showcase Competition; established experts on rules and requirements
- Coaches Training program and materials focus on Kansas - learn the leadership skills YOU need to know for a successful season
- Earn CEU credits
- Learn NEW material to use all year long
- Work 1:1 with our talented and passionate staff
- Leave camp Game Day ready
 - Optional Fight Song critique
 - Band Chants
 - Cheers and Chants to engage the crowd
- Additional Instructional opportunities including Clinics, Game Day Routine Development Camps and Competition Critiques available in Fall

Varsity Spirit is the authority in Cheerleading Training and Education

Contact your Kansas State Director to register



Holly Schaffner
hschaffner@varsity.com
888.330.6543



Jason Sack
jsack@uca.com
888.513.1879

Partners in Education

