



2020 KSHSAA Game Day Spirit Showcase VIRTUAL Competition

COMPETITION INFORMATION:

Week of November 16

VIRTUAL EVENT

**This document is a general OVERVIEW

Complete information should be referenced using www.kshsaa.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 2020-2021 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.

GAME DAY VIRTUAL FORMAT

Each team will showcase its best sideline and crowd-leading material in a single performance including a Band Chant, Crowd Leading Section (including a response to a pre-determined offense or defense game day situation) and Fight Song. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be the highest priority in routine development.

VIRTUAL PERFORMANCE

- 3 minute time limit. Teams will set up and take the floor, begin recording with team set and ready. Make sure “Keyword Template” is shown at the beginning of the recording. Performance will follow this order: Band Chant, (situational response) Crowd Leading, Fight Song. Time will begin with the first beat of Band Chant music.
- After the Band Chant, the team should demonstrate a definitive response to a pre-determined offense or defense game situation, which will begin the Crowd Leading section of the performance, which will be followed by the Fight Song. Each section should have a designated beginning and end with spirited crowd interaction between.

SKILL RESTRICTIONS:

- No stunting or direct contact between participants at any time during performance.
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time. Back tuck is the most elite tumbling skill allowed.
- **FIGHT SONG:** ONLY up to three consecutive 8-counts of skills (jumps and/or tumbling) can be added to the fight song. **BAND CHANT:** No tumbling.
- Traditional sideline uniforms are required.