

State Game Day/Crowd Leading Division

Division:

All Division 1-4 schools can compete in Session 3 (Saturday afternoon). This is a Varsity division.

Junior Highs are welcome to register. This division will be held in Session 1 - (Friday evening). There must be three teams registered for the Division to make.

Game Day/Crowd Leading Format:

Teams will compete in an announcer lead situational routine that showcases their material in a Game Day format. The format includes (in the following order that may not be changed): Band Chant, Situation and Crowd Leading and Fight Song. This routine is held to a 3(three) minute time limit and teams are encouraged to use poms, megaphones, flags and signs to enhance the crowd leading.

Band Chant

- Recorded Band Music
- Crowd enthusiasm emphasized
- No stunting or tumbling
- Use of entire team in a visual and creative manner

Situation/Crowd Leading

- Situation will be given as team is announced to take the floor
- No music allowed
- Teams should transition from Chant to situation seamlessly
- Emphasis on school pride, crowd involvement and visual appeal
- Skill restrictions outlined below.

Fight Song

- Fight song motions can include up to three 8-counts of stunts, tumbling and/or jumps.
- JH may use a college fight song as needed.
- Skill restrictions outlined below.

Skill Restrictions

- No basket, sponge or elevator tosses
- Cradles only for dismounts
- No twisting dismounts
- No inversions
- Single leg extended stunts can include liberties and liberty hitches only
- Standing tumbling is limited to one skill, with back tucks as the elite skill. No running tumbling permitted.

Reminders:

- Three minute time limit. Time begins with the first beat of Band Chant Music.
- This is one continuous performance with emphasis on seamless transitions. Teams will be judged on execution, crowd effectiveness, energy and overall performance.
- Performances must be in the order of Band Chant, Situational Element/Crowd Leading, Fight Song. Each section should be highlighted with a clear beginning and ending crowd interaction into the next section.
- JH will only be given a basketball sideline (offense or defense).

Situations can include:

- Offense Sideline - Football
- Offense Sideline - Basketball
- Defense Sideline - Football
- Defense Sideline - Basketball

Head Judge Deductions:

- A one (1) point penalty will be assessed to teams who do not follow the appropriate Crowd Leader format of Band Chant, Situation/Crowd Leading, Fight Song.
- A one (1) point penalty will be assessed to teams who do not complete a correct situation when given during routine.
- A two (2) point penalty will be given to teams not following Skill Restrictions.