



## CONTEST MODEL DEVELOPMENT

- ❖ **Emphasizes leadership roles in schools and crowd effectiveness**
  - True to mission and vision
  - Traditional roles in schools
- ❖ **Create opportunities, not limitations**
  - Sideline to performance floor
  - SPIRIT as a COLLABORATIVE effort in schools
- ❖ **Create an exciting experience and opportunity for recognition at a reputable contest**

## GAME DAY FORMAT FOR DANCE

### **Does:**

- Allows opportunity for new teams to compete
- Emphasizes and embraces the traditional role spirit leaders have on sidelines and in schools while still allowing choice in performance style
- Maximize experiences for more athletes

### **Does Not:**

- Heavily emphasize difficulty or individual skill thus potentially limiting participation
- Have a high cost to enter – music and choreography fees should be minimal
- Costumes are not required, just a uniform!

## DANCE GAME DAY

- Inspired by what teams do at home throughout their season. With all three elements combined, the Game Day performance cannot exceed a 3:30 time limit.
- Exemplifies a team's best GAME DAY performances in three elements:
  - Fight Song
  - Spirit Raising Routine
  - Performance Routine
- UDA Safety Rules Followed
- Poms allowed – no other signs or props may be used

## FIGHT SONG

- The first element should reflect your school's traditional Fight Song.
- The skills and choreography should represent the traditional Fight Song that your team performs at games and community events.
- Teams can choose to incorporate crowd effective skills to enhance the overall effect.
- For teams that do not have an official Fight Song, it is recommended to use a second selection of band chant music.
- Timing of this element cannot exceed 1 minute

## SPIRIT RAISING PERFORMANCE

- This element will follow the Fight Song.
- There will **NOT** be a cue given by the announcer. Teams should clearly end fight song, and spirit to a new formation before music begins for this element.
- Teams will choose to perform **ONE** of the following elements; Sideline Routine, Stand Routine, or Drum Cadence.
- Squads should focus on crowd appeal and involvement.
- Choreography/skills need to be relevant to a game-day environment. These can be performed to band music or a piece of popular music.
- Element should not exceed 1 minute in length

## PERFORMANCE ROUTINE

- The final element is a performance routine that can be in any of the following styles: Pom, Jazz, Kick, or Hip Hop.
- 1 minute time limit
- There will **NOT** be a cue given by the announcer, routine will follow the spirit raising performance element. Teams again should end spirit raising and transition to their performance routine before music is played.
- Routines should be designed for crowd entertainment and would be something your team would perform during a timeout or halftime. This is the best time to showcase your team's energy and connection to the crowd.
- Teams must show a clear separation between elements. Teams are highly encouraged to show spirited interaction as a clear transition.



Fight Song and Spirit Raising Performances will be scored by one set of judges

30 Points Each, 10 points to overall impression

### GAME DAY SCORE SHEET - FIGHT SONG/SPIRIT RAISING



Team Name \_\_\_\_\_ Judge No. \_\_\_\_\_

Division \_\_\_\_\_ Category \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b> Appropriate use of material and skills relevant to your school's tradition/ game day.	10		
<b>SYNCHRONIZATION</b> Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.	10		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.	10		
<b>TOTAL</b>			
SPIRIT RAISING	POINTS	SCORE	COMMENTS
<b>CROWD EFFECTIVENESS</b> Appropriate use of material and skills relevant to your school's tradition/ game day. Ability to engage and lead the crowd.	10		
<b>SYNCHRONIZATION</b> Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.	10		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.	10		
<b>TOTAL</b>			
OVERALL IMPRESSION	POINTS	SCORE	COMMENTS
<small>30 Points, 10 points to overall impression</small>			

## FIGHT SONG SCORESHEET SECTION

### Game Day Material

- Focus on appropriate use of material and skills relevant to your actual fight song traditions
- Choreography should be easy to follow and traditional. Skills are ok, but should be game day relevant and practical.

### Synchronization

- Consistent uniformity and timing of the whole team. Movement and skills are assessed
- Spacing is also scored here

### Execution of Movement

- Focuses on the proper placement, control and completion of movements. Strength in motion will also be assessed.
- Included skills in your fight song are evaluated here. Including the approach and completion of said skill.

## SPIRIT RAISING SCORESHEET SECTION

### Crowd Effectiveness

- Appropriate use of material and skills relevant to your game day. Ability to lead and engage a crowd.
- Assessing visual, easy to follow and interactive choreography

### Synchronization

- Consistent uniformity and timing of the entire team, including skills. Spacing is also assessed here

### Execution of Movement

- Proper placement, control and completion of movement. Strength in motions assessed here too. Skills are also including in this scoring piece.



Performance Routine is scored by a separate group of judges

40 total points

### ARKANSAS ACTIVITIES ASSOCIATION GAME DAY SCORE SHEET - PERFORMANCE ROUTINE



Team Name \_\_\_\_\_ Judge No. \_\_\_\_\_  
 Division \_\_\_\_\_ Category \_\_\_\_\_

PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
<b>CHOREOGRAPHY</b> <small>Elements included in choreography (group work, stunts, stunts, etc.) for an entertaining and game day appropriate performance.</small>	10		
<b>SYNCHRONIZATION</b> <small>Consistent unison and timing by the team. Conformity of team movement without choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</small>	10		
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> <small>Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.</small>	10		
<b>TOTAL</b>			
OVERALL IMPRESSION	POINTS	SCORE	COMMENTS
<small>Fight Song, Spirit Raising, &amp; Performance Routine will be averaged</small> <b>Ability to connect with the audience in motivator and have a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit through the entire performance including transitions.</b>	10		
<b>TOTAL</b>			

## RULES REMINDERS

- Entire performance should not exceed 3:30 seconds. Each individual component will also be timed and must be under 1 minute.
- Music should be in 3 separate tracks
- Poms are the only prop allowed – no signs, flags or additional props permitted. Poms are also optional
- Bands/drum lines/pep band are not allowed in performance
- Mascots are not allowed
- School uniforms recommended
- Technical elements, lifts and tricks must follow current UDA rulebook.

## HELPFUL RESOURCES

### Music selections

- Fight song—use your school's actual fight song. You can use a band recording or if you have a popular fight song that can be purchased online that may have great quality.
- Spirit Raising—think about this as your sideline moment. A band track, popular track or drum cadence is great!
- Performance routine—this is your halftime, select a song that suits your style best. Can also be a mix.
- Keep in mind all music guidelines! <https://www.varsity.com/music-guidelines/>

### Scoring

Check out our scoring breakdown video  
<https://vimeo.com/585368264/c3cb6040a0>



THANK YOU