



GHSA Game Day State Championships

Location: Macon Coliseum

Date: December 10-11, 2026

QUALIFYING ROUND

In the Qualifying Round, each team will showcase its best crowd-leading material in Band Chant, Crowd Leading, and Fight Song routines that will be performed individually and scored separately during a single trip to the competition floor. Each routine has a one-minute time limit. The use of crowd leading tools such as signs, poms, flags, rally towels, and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all parts of the routine.

BAND CHANT

- Emphasis on crowd effectiveness, appeal, technique and practicality
- No stunts or tumbling permitted
- 1 minute time limit- recorded marching band music

CROWD LEADING

- Time begins with buzzer sound following the Band Chant
- Performance should have an emphasis on crowd involvement
- 1 minute time limit, no music allowed

FIGHT SONG

- Up to three consecutive eight counts should be incorporated with stunts, jumps and/or tumbling.
- 1 minute time limit- recorded marching band music

STATE CHAMPIONSHIP ROUND

Teams advancing to the State Championship Round will be determined by Qualifying Round scores, which do not carryover. Each team competing in the State Championship Round will showcase its best leadership skills and sideline crowd-leading material in a three-minute Game Day presentation that will include the elements from the Qualifying Round and a definitive response to an announcer-led situational cue describing a game day offense or defense situation.

SKILL RESTRICTIONS FOR GAME DAY STATE

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No twisting release dismounts from stunts allowed
- No inversions
- Single leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited to ONE SKILL at a time (A back tuck is the most elite tumbling skill allowed)

PARTICIPANT INFO

- Mascots and flag runners are welcome but cannot be involved in the execution of stunts.
- All participants on the floor count toward the total number.
- To maximize participation opportunities, athletes used in Qualifying Round performances may vary by routine, but no substitutions are allowed in the State Championship Round.

SAFETY RULES

GHSA rules require all spirit activities to be in accordance with the safety standards prescribed by the NFHS Spirit Safety Rules, which may be purchased in electronic or print form at www.nfhs.org.



Stay informed and updated by referencing the GHSA website: www.GHSA.net

- Invitational Information
- Venue Information
- Score Sheets
- Order of Performance
- Required Forms
- Spectator Information

GAME DAY STATE DIVISIONS:

Private	Maximum of 24 Participants
1A	Maximum of 24 Participants
2A	Maximum of 24 Participants
3A	Maximum of 24 Participants
4A	Maximum of 24 Participants
5A	Maximum of 24 Participants
6A	Maximum of 24 Participants

The GHSA reserves the right to combine or add divisions based on final registration. Mascot and Flag Runners cannot be involved in the execution of cheer skills. All participants on the floor count toward the total number.