



2023 GAME DAY STATE CHAMPIONSHIP OVERVIEW—CHEER

GAME DAY CHAMPIONSHIP INFO:

DATE: February 24, 2023

LOCATION: Columbus State University

This document is a general **OVERVIEW**. **Complete** rules and regulations should be referenced at: ghsa.net

SAFETY RULES:

GHSAA rules require performances be in accordance with safety standards prescribed by the NFHS Spirit Rules, which may be purchased in electronic or print form at www.nfhs.org.

GAME DAY DIVISIONS:

*GHSAA reserves the right to split or combine divisions based on final registration. Initial divisions are as follows:

TEAM DIVISIONS:

1A/2A	Maximum of 24 participants
3A/4A	Maximum of 24 participants
5A/6A	Maximum of 24 participants
7A	Maximum of 24 participants

*Mascots and flag runners are welcomed but cannot be involved in the execution of cheer skills. All participants on floor count toward total.

GAME DAY FORMAT—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 during a SINGLE trip to the competition floor. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be highest priority in routine development.

CROWD LEADING (Follows Band Chant)

- 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 release dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time. Back tuck is the most elite tumbling skill allowed.

FIGHT SONG (Follows Crowd Leading)

- 1 minute time limit—recorded marching band music
- 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

BAND CHANT (1st Performance)

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



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GAME DAY STATE CHAMPIONSHIP FORMAT

Finalists will be determined by Qualifying Round scores, which do not carry over into the State Championship.

Each FINALIST will showcase its best leadership skills and sideline crowd-leading material in a Game Day presentation that will include an announcer-led situational cue describing a game day offense or defense situation.

The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all elements of the routine.

Stay informed and updated by referencing the GHSAA website: ghsa.net

- State Championship Info
- Venue information
- Score Sheets
- Order of Performance
- Required Forms

STATE CHAMPIONSHIP FINAL PERFORMANCE

- 3 minute time limit. Teams will set up and take the floor. Time will begin with the first beat of Band Chant music or organized movement.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the Qualifying Round plus a situational element.
- 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 State Championship 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 qualifying round apply to each section of the State Championship routine.
- Traditional sideline uniforms are required.