

**Georgia High School Association
State Competitive Dance Championship
February 12, 2022**



**Columbus Convention and Trade Center
801 Front Avenue
Columbus, Georgia**

Coaches Information Packet for competition

Competition times:

There will be 2 sessions.

Session 1: Classes A-AA and 3A & 4A will begin competition at 8:30 AM. Team check in will begin at **7:30 AM**. The gate for spectators will open at 7:30 AM. Rotations for warm ups will begin around 8:00. Awards will take place around 12:00 in the main Ballroom.

Session 2: Classes 5A-6A and 7A will begin competition at 12:30 PM. Team check-in begins at **11:00 AM**. The gate for spectators will open at 11:30 PM. Rotations for warm ups will begin **12 Noon**. Awards will take place around 5:30 in the main Ballroom.

****If you are not checked in by your warm up time, your team will be scratched. If you have an emergency, please contact Penny by phone at 478-957-9775.***

Registration & Team check in:

Team check in will be located on the left as you walk in the building. Busses will be directed on where to park.

Up to 24 team members may check in with the team if they are dressed in a school warm up or team uniform/costume. All team members should be listed on the roster that was submitted by Jan. 19th. All other student-athletes on your team will need to be added on the Excess Team entry form (found on the forms page of the GHSA.net website). The school will be billed for the admittance fee. Please have your team to arrive in uniform. ***All team members, along with the coach, must arrive together and at the same time. Individuals who will arrive alone will not be admitted at team check in.***

2 coaches and 1 music person can enter at the check in. They will receive credentials upon arrival.

Teams will be directed to their specified area in North Hall. Teams should stay together throughout the day. The person on the PA will call you to begin stretching. If you are competing 2 routines, please make sure you have changed uniforms/costumes and are ready to warm up the 2nd routine. **Please make sure to check the NFHS Spirit Rules Book for rules concerning legalities in costumes. Teams will not be allowed to perform with uniforms/costumes that are not in compliance with the NFHS rules.**

Please keep your team together at all times until they have performed.

Teams will have access to dressing areas. You will have time for your team to dress in this area and return to their assigned area.

Warm ups:

Teams should arrive back at team check in when it is time to begin rotations for stretching.

The first warm up station will be an area to stretch.

The second station will be a dance floor with the dance floor being 30 x 30. The carpet will be lined with tape to look like the performance floor. Your team will get a chance to run through your routine and the time begins when the team enters the room. You will have 5 minutes in this area.

Teams will be then be directed to outside the ballroom for “on deck” area.

After each team’s final performance, they should collect ALL of their belongings and move to seating in the back of the Ballroom (performance area). Teams should not return to North Hall after they have removed all of their items. Awards will be in the Ballroom. Parents will be allowed to view the awards presentation.

Athletic Trainers: Athletic trainers will be on site. They are available for taping before, during, and after competition. Please provide tape and pre-wrap if needed. There will also be water stations at several places after warmups and when your team comes off the floor.

Spectator Admission: Admission fee for spectators is \$12. The arena will open at 7:30 AM for spectators. Tickets will be available online at GoFan. <https://gofan.co/app/school/GHSA> There will be no re-entrance. If spectators leave the arena, they will have to purchase another ticket to be allowed to re-enter.

Pass Gate: A GHSA pass gate will be available. Please have a current picture ID and your GHSA coaching pass open in the Dragonfly app on your phone. Hard copies for Lifetime passes are also accepted.

Parking: There is ample parking in the parking deck

Security guidelines: All bags are subject to be searched. Please bring in no more than what you need.

Concessions/hospitality: There will be no hospitality room available for coaches. Concessions will be available.

Vendors: Team IP will be available for T-shirts, hoodies, etc.

Music Selection: Please make sure your music selection is free of any explicit language or violent implications. Teams that use music that violate may be disqualified.

Questions? Any questions on legalities of stunts or apparel should be sent to Penny Mitchell at pennypitts@ghsa.net before Feb. 8th.

From our DJ:

Music:

There are **only two approved ways** to playback your competitive dance team's music:

1. Audio CD (team music played on a CD Player)
2. Audio Devices (team music played on smartphones including iPhones and Androids, iPads, iPods, Android tablets, Chromebooks, computers, etc.)

Specific Instructions for creating/using the audio cd and/or the audio devices are as follows:

Audio CD

1. Usable media –Use only CD-R or CD-RW media discs. When buying blank CD's for burning your team's music, it is strongly recommended that you use and purchase good quality CD-R discs (these can only be recorded to one time). CD-RW can be used but should only be considered if CD-R is not available.

- a. Do not use stick-on labels of any kind on your team music disc.
- b. **DO NOT** use the following media: DVD video, DVD audio, DVD RAM, DVD-R/-RW, DVD+R/+RW, DVD -R/-RW DL, DVD +r/+RW DL, DTS CD, Photo CD, Video CD, CD graphics, cutouts and most importantly UNFINALIZED CD's.

2. Create the Team Music CD – To ensure that you create your team music CD correctly that will play on CD players, it is critical that you choose the option to burn an "Audio CD or Music CD" and **NOT a Data CD** from your computer software burning program.

- a. Note: Some CD players can play a data cd containing for example MP3 or WAV files. You should not assume however that every cd player you use at competitions will have this ability. By creating your team music CD as Audio CD or Music CD you will eliminate the possibility of your disc not reading.

Audio Devices

With so many different choices you can have to playback your team music from an audio device, the following guidelines should be considered as policy across all devices.

1. Team responsibilities – Your designated music team member should be familiar with ALL aspects of your particular device. **These include but are not limited to:**

- a. Making sure device has full or adequate power charge to it before beginning.
- b. Cueing the music up on the device to play from the beginning of the music (0:00).
- c. Responsible for placing device in "airplane mode or uninterrupted mode".
- d. Responsible for making sure the device does not "lock out" after a certain time therefore stopping the team's music from full playback.
- e. Responsible for bringing any adapters that the audio device will need to connect to the 3.5mm jack from the PA system.
- f. Checking to make sure that once the connection is made to the PA system that the volume is still at 100%.
- g. Responsible for starting and stopping the music as the routine requires.

It is recommended that the team music person brings two copies of the team's music CD and a copy available on a separate audio device. It is your choice of which device you will use as your primary and which will be your backup. The goal is always for the music to work/play so having a couple of different alternatives available should be considered a best practice.

Coaches please note that the DJ or the PA system operator will load or connect all equipment to their system and will control the volume of their system as not to damage speakers or amplification.

If you are holding a competition, please share this with your audio company or individual who will be responsible for the PA system.

The PA system responsibility includes:

1. Making available to your mixer a 3.5mm jack connection for audio devices.
2. A CD player capable of playing audio or music CD's created as described in the Audio CD section.