

# 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
- $\diamond$  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 the 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 formation 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 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

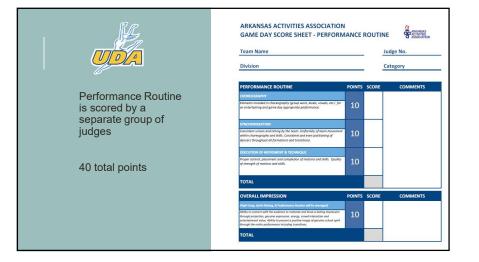
- Appropriate use of material and skills relevant to your game day. Ability to lead and engage a crowd.
- Assessing visual, easy to follow and interactive choreography

#### 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.



# **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! <u>https://www.varsity.com/music-guidelines/</u>

#### Scoring

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



# THANK YOU