

# Competing in Game Day

Taking Your Sideline Traditions  
To The Competition Floor



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# What Is Game Day?

- ▶ Game Day is a competition that celebrates traditional cheerleading
- ▶ It gives teams a forum to compete in categories that reflect what they do on the sidelines to engage crowd involvement and demonstrate school traditions
- ▶ Categories
  - ▶ Band Dance, Situational Sideline, Time-Out Cheer, Fight Song



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# Benefits of Game Day

- Program growth
- Improvement of skills in areas where already strong
- Return to the competitive floor
- Increased positive game presence
- New ways to succeed
- Reduced risk of injury
- Potential ticket to nationals
- Increased potential revenues for state organization



# Why Now?

- With recent changes to competitive parameters, this retains the components of traditional cheerleading.
- The recent decline in the number of teams competing.
- Decrease in the presence of cheerleading teams at high schools.
- Decreased cheerleading presence at school and community events.



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# Game Day Categories

**What Game Day situation audio cues will squads respond to?**

- **Offense/Defense Game Situation:** Squads will then perform a Sideline based off of a designated game situation cues
- Teams will no longer have audio cues for Band Dance and Cheer. All teams will perform in the same order.
- All teams will perform in this order:
  - Band Dance
  - A sideline based on a designated game situation
  - A time out Cheer
  - Fight Song

# Routine Components

- **Band Dance**

- Generally an instrumental version of a popular song like Sweet Caroline, Zombie Nation, Don't Stop Believin, Dr Who, etc.
- Ripples, line changes, etc.
- Crowd leadership is still required (yelling letters, colors or mascots over music)
- Think of when/where you can incorporate flags, poms, signs or any other visuals to make it interesting

# Routine Components

- **Situational Sideline**
  - Offensive or Defensive Situation will be given from the announcer
    - Specific point category allotted to proper reaction to the announcer's cue
  - Team reacts accordingly using signs and poms
  - Repeats and ends after a verbal command or a set, designated number of times
  - This section can blend into your Timeout Cheer (just like you would on the sideline at a game)

# Routine Components

- **Time-Out Cheer**

- Does not need to be a “formal” competition cheer
  - Needs to be crowd-leading
- Incorporating signs, poms, flags, etc
- Easy to understand and easy to follow words
- Signs and poms should assist the crowd in determining sides, words, etc.
- Stunts should be used to elevate your message to your fans and should not be used to entertain them
  - Difficulty is NOT a part of the score specifically, so make sure that skills are 100%!



# Routine Components

- **Fight Song**
  - Usually a school's own fight song or one from a major university
  - Sharp motions to music
  - Ripples, line changes, etc.
  - Skill Incorporation and Repeat
    - Cannot incorporate more than 3 consecutive 8-counts

# Routine Components

- Between Sections
  - Transition should be smooth
  - Natural energy and spirit at all times
  - Proper placement of props
  - Spacing
  - Can always add in jumps/kicks throughout
    - Be cautious on tumbling to make sure it's not counted into music sections (with limitations on skills) – THIS WILL LIKELY CHANGE FOR 2019-2020

# Game Day Nationals Divisions



## GAME DAY DIVISIONS

Division	Grade	Female/Male	Squad Members	Notes
Junior High Game Day	9th grade and below	Female/Male	5 - 25 Members	
Junior Varsity Game Day	7th grade - 12th grade	Female/Male	5 - 25 Members	Official JV team or a JH team with a majority of 9th grade team members.
Varsity Game Day	8th grade - 12th grade	Female/Male	5 - 30 Members	
Varsity Non Building	8th grade - 12th grade	Female/Male	5 - 30 Members	Non Building Divisions: No partner stunts, pyramids or tosses allowed.
Varsity Non Tumbling*	8th grade - 12th grade	Female/Male	5 - 30 Members	Up to 2 males allowed.

*\*The Non Tumbling division will prohibit all tumbling with feet over head rotation. Legal inversions into or from stunts will not be considered tumbling and are allowed in this division.*

**\*\*The divisions above are for local & Regionals events, National divisions will be further broken down by squad size as well\*\***

# How Are Teams Judged

- Teams are judged on execution, crowd effectiveness, energy, and overall performance
- Deductions are still in place for Game Day and crowd-readiness and perfection is CRITICAL



# Game Day Format

- Total Game Day time cannot exceed 3 minutes
- Cheer/Sideline will be scored together
- Band Chant & Fight Song will be scored together
  - All teams will perform in the same order/format
  - Situational sideline (offensive/defense) will be given on the floor



# Game Day Scoresheet



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Situational Sideline (20)		Points	Score	Comments
<i>Game Day Situation</i> Proper use of material and skills relevant to game day environment Proper response to game day situational cue		5		
<i>Crowd Effectiveness</i> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response		5		
<i>Motion Technique / Crowd Leading Tools</i> Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags		5		
<i>Execution of Skills relevant to game day environment</i> Clean / Crowd Effective Skills Technique, stability, synchronization and spacing		5		
Crowd Leading Cheer (20)		Points	Score	
<i>Game Day Material</i> Proper use of material and skills relevant to game day environment		5		
<i>Crowd Effectiveness</i> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response		5		
<i>Motion Technique / Crowd Leading Tools</i> Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags		5		
<i>Execution of Skills relevant to game day environment</i> Clean / Crowd Effective Skills Technique, stability, synchronization and spacing		5		
Overall Impression (10)		Points	Score	
<i>Leadership to engage and connect with the crowd</i> Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)		10		
<b>Total</b>	<b>Possible</b>	<b>50</b>		

# Game Day Scoresheet



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Band Chant (20)		Points	Score	Comments
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>	5			
<i>Material relevant to Game Day environment</i> <i>Was Crowd Encouraged to Participate?</i> <i>Clean / Crowd Effective Skills</i>	5			
<i>Motion Technique / Crowd Leading Tools</i> <i>Motion Placement, sharpness, synchronization and musicality</i> <i>Proper use of signs, poms, megaphones and/or flags</i>	5			
<i>Execution</i> <i>Technique, stability, synchronization and spacing</i>	5			
Fight Song (20)		Points	Score	
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>	5			
<i>Effectiveness of Incorporation</i> <i>Skills relevant to Game Day Environment</i> <i>Clean / Crowd Effective Skills</i>	5			
<i>Motion Technique / Crowd Leading Tools</i> <i>Motion Placement, sharpness, synchronization and musicality</i> <i>Proper use of signs, poms, megaphones and/or flags</i>	5			
<i>Execution of Skills relevant to game day environment</i> <i>Technique, stability, synchronization and spacing</i>	5			
Overall Impression (10)		Points	Score	
<i>Leadership to engage and connect with the crowd</i> <i>Present a positive image of genuine school spirit and energy</i> <i>Transitions between game day components (Minimal &amp; Clean)</i>	10			
<b>Total</b> <b>Possible</b>	<b>50</b>			

# Why Game Day?

- It's fun and it's easy - You can either use existing great sideline traditions or create new ones for both your home crowd and GD routine
- It's inclusive - Cheerleaders can be excellent on the sideline without necessarily needing the same skills as required by all-music scoresheets
- It's an additional opportunity - Game Day is not replacing your cheerleading competitions - it's adding an opportunity to use the competition as a forum for traditional sideline cheerleading



# What We've Learned

- Administrators love it
- Teams who don't prioritize competition love the opportunity to compete at Game Day
- GD is creating more well-rounded teams
- GD is increasing participation in cheerleading
- GD has positively affected sportsmanship and respect among teams



# Interesting to Know

- The Game Day divisions at both UCA & NCA High School Nationals had the **BIGGEST** growth compared to all other divisions
- Some states hold their GD Championship outdoors to simulate the ultimate Friday Night Lights feel
- Texas' UIL Spirit Championship is entirely a GD Format - they have over 400 teams competing this year

# Let's Talk About Game Day

- Does the potential of Game Day interest you?
- What concerns you about implementing GD to your season?
- What benefits do you feel GD can offer your team?

Questions, Comments,  
Suggestions?



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