



# 2021 Spirit State Championships **OVERVIEW**

## **GAME DAY CHAMPIONSHIP INFO:**

**January 13-15, 2021** Ft. Worth Convention Center

This document is a general OVERVIEW.

**Complete** rules and regulations should be referenced at: [uiltexas.org/spirit](http://uiltexas.org/spirit)

## **SAFETY RULES:**

UIL 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](http://www.nfhs.org).

## **SCHOOL CONFERENCES AND DIVISIONS\*:**

**1A**—Maximum of 12 participants (3 or fewer males)

**2A**—Maximum of 12 participants (3 or fewer males)

**3A**—Maximum of 20 participants (3 or fewer males)

**4A**—Maximum of 20 participants (3 or fewer males)

**5A D1**—Maximum of 30 participants (3 or fewer males)

(School enrollment 1,854 to 2,219 students)

**5A D2**—Maximum of 30 participants (3 or fewer males)

(School enrollment 1,230 to 1,853 students)

**6A D1**—Maximum of 30 participants (3 or fewer males)

(School enrollment 2,780 and above)

**6A D2**—Maximum of 30 participants (3 or fewer males)

(School enrollment 2,220 to 2,779 students)

**COED**—Maximum of 30 participants (4 or more males)

\*UIL reserves the right to combine or add divisions based on final registration.

\*\*Mascots and flag runners are welcomed but cannot be involved in the execution of cheer skills. All participants on the 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 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 a buzzer sound with the team already on the floor and following the band chant. 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 dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL. Back tuck is the most elite tumbling skill allowed.

## **FIGHT SONG (Follows Crowd Leading)**

- 1 minute time limit—recorded BAND music
- In addition to fight song motions and movement, up to three **CONSECUTIVE** eight counts can be incorporated with stunts, tumbling and/or jumps. **IF** added skills are repeated, must be exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

## **BAND CHANT (1st Performance)**

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



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## GAME DAY STATE CHAMPIONSHIP FORMAT

Teams advancing to the State Championships will be determined by qualifying round scores, which do not carry over. Each team 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 parts of the routine.

Stay informed and updated by contacting your **VARSITY SPIRIT** representatives and by referencing the SPIRIT and STATE CHAMPIONSHIPS tabs on the UIL website: [uiltexas.org/spirit](http://uiltexas.org/spirit)

- Championship and venue Info
- Hotel Accommodations
- Score Sheets
- Order of Performance
- Coaches Requirements
- Required Forms

## STATE CHAMPIONSHIP FINALS 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 performance.
- Following completion of the Crowd Leading section, teams will complete their Fight Song routines.
- 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 routine.
- Traditional sideline uniforms are required.