



Texas State Spirit Championships

CHAMPIONSHIP INFO:

January 13-16, 2016 University of Texas at Arlington

SCHEDULE:

January 13—1A, 3A, Small Coed

January 14—2A, 4A

January 15—5A, Large Coed, 6A Band Dance

January 16—6A Crowd Leading, Fight Song and Finals

SCHOOL CONFERENCE DIVISIONS

1A— Maximum of 12 participants (2 or fewer males)

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

3A — Maximum of 20 participants (2 or fewer males)

4A — Maximum of 20 participants (2 or fewer males)

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

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

COED DIVISIONS:

Small Coed (teams from schools that are 1A-4A)

Max of 20 participants (3 or more males)

Large Coed (teams from schools that are 5A or 6A)

Max of 30 participants (4 or more males)

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

GAME DAY FORMAT—PRELIMINARY ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Fight Song, Band Dance and Crowd Leading. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged.

Finals will be determined by the total combined score from all preliminary categories.

CROWD LEADING RULES AND RESTRICTIONS

- 1 minute time limit
- Time will begin and end with buzzer sound, similar to time out at a basketball game
- Emphasis on crowd involvement
- At least two components required from the following: cheers, chants, traditional yells
- No music permitted

SKILL RESTRICTIONS

- No basket, sponge or elevator tosses allowed
- 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 to back hand-springs and back tucks. ONE SKILL.

FIGHT SONG RULES AND RESTRICTIONS

- 1 minute time limit
- Up to three eight counts may be incorporated with stunts, tumbling and/or jumps, **IF** repeated, incorporation must repeat as initially performed
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

BAND DANCE RULES AND RESTRICTIONS

- 1 minute time limit
- Traditional sideline uniforms required
- Emphasis on crowd entertainment
- No stunts or tumbling permitted



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GAME DAY FORMAT—FINAL ROUND

Each team will showcase its best sideline and crowd-leading material in a game day presentation that will include an announcer-led situational game day element in the Crowd Leading portion.

The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged.

Visit uiltexas.org/spirit

for more information including:

- Venue information
- Hotel Accommodations
- Score Sheets
- Updated Order of Performance
- Coaches Requirements
- Rules & Regulations

FINAL ROUND PERFORMANCE INFORMATION:

- 3 minute time limit. Time will begin with the first beat of band dance music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the preliminary round.
- Finals Performances will follow this order: Band Dance, Crowd Leading, Fight Song
- Following completion of the band dance, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their understanding of the situation with a crowd-leading response, which transitions the squad into the crowd leading portion of finals.
- Following completion of the Crowd Leading section, teams should transition into their fight song.
- Each section should have a designated beginning and end with spirited crowd interaction between.
- The same rules from the preliminary round apply to each section of the finals routine.
- Traditional sideline uniforms are required