



2019 Spirit State Championships **OVERVIEW**

GAME DAY CHAMPIONSHIP INFO:

January 17-19, 2019 Ft. Worth Convention Center
This document is a general OVERVIEW.
Complete rules and regulations should be referenced at: 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.

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 1,781 to 2,189 students)
- 5A D2**—Maximum of 30 participants (3 or fewer males)
(School enrollment 1,150 to 1,780 students)
- 6A D1**—Maximum of 30 participants (3 or fewer males)
(School enrollment 2,749 and above)
- 6A D2**—Maximum of 30 participants (3 or fewer males)
(School enrollment 2,190 to 2,749 students)
- COED**—Maximum 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 on the floor count toward total.

GAME DAY FORMAT—PRELIMINARY ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Fight Song, Band Chant and Crowd Leading. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be highest priority in routine development.

CROWD LEADING

- 1 minute time LIMIT. No music allowed.
- Time will **begin** with buzzer sound, then team takes floor. A chant or sideline can be used as transition to the floor. 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

- 1 minute time limit—recorded BAND music
- Up to three **CONSECUTIVE** eight counts can be incorporated with stunts, tumbling and/or jumps. **IF** repeated, must be exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

BAND CHANT

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



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GAME DAY FINALS FORMAT

Finalists will be determined by preliminary round scores, which do not carry over into the final round.

Each FINALIST will showcase its best leadership skills and sideline crowd-leading material in Game Day presentation that will include an announcer-led situational cue describing a game day element.

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 elements.

Stay informed and updated by contacting your

VARSITY SPIRIT representatives and by

referencing the UIL website: uiltexas.org

- Championship Info
- Venue information
- Hotel Accommodations
- Score Sheets
- Order of Performance
- Coaches Requirements
- Required Forms

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
- One continuous performance demonstrating the compilation of the Game Day elements performed in the preliminary round plus a situational element.
- Finals 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 finals performance.
- Following completion of the Crowd Leading section, teams will complete their Fight Song routine.
- 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