

Hello, New Mexico Spirit Coaches!

As you plan for the New Mexico State Spirit Championships, here is an easy to follow “Tip Sheet” to further help you with the Game Day routine. With any new format, there are always questions regarding how to make the most of your score. These tips are designed to give you a better idea of what the judging panel is looking for and how the new format works. Ultimately, the Game Day performance—complete with band dance, crowd leading, and fight song sections—should communicate the unique feel of school spirit that happens every Friday night under the lights at your school.

FORMAT

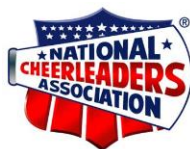
- ABOVE ALL—GAME DAY practicality is what the judges will be looking for. Consider things like:
 - Practicality of movement and stunts—think about the team performing the routine just like they would on a track on the sidelines of a football game.
 - Maximized “crowd” coverage. Make sure your team spreads (left to right) out to reach as much as the “crowd” as possible.
 - Proper and effective utilization of motions and crowd leading tools to lead the crowd.
- ALL music used for band dance and fight song should be MARCHING BAND music.

RULES AND GUIDELINES

- GAME DAY rules require cheer and spirit performances be in accordance with safety standards prescribed by the National Federation High School (NFHS) Spirit Rules.
- All safety violations will result in a 5 point penalty. Most common mistakes include:
 - JEWELRY—there can be NO jewelry, period. No rhinestones or anything glued to faces either. Make sure your participants REMOVE all jewelry. Spacers are not permitted. (See Section 3 in NFHS Rulebook—RULE 3, SECTION 1, page 14)
 - NO TUMBLING with PROPS (poms ARE defined as “props”)—for example: back handsprings and back tucks with poms in hand. THIS IS A RULE VIOLATION and you will receive a deduction. (See NFHS Spirit Rule Book page 11—tumbling definition, and RULE 3, SECTION 8—Tumbling, page 30)
 - MASCOTS—mascots cannot tumble other than forward rolls or cartwheels. They cannot be involved in the execution of stunts at all.
- Guidelines (format) violations will result in a 3 point penalty

BAND DANCE

- NO tumbling or stunts in this section. Jumps and kicks are allowed. Crowd leading tools ARE allowed.



CROWD LEADING

- The situational Game Day cue will transition your team into the crowd leading section of your performance. The team response to the situational cue should show a DEFINITIVE understanding of the OFFENSE or DEFENSE situation (think: key words—offense, defense, touchdown, score, hold ‘em). A general response would not show a definitive understanding and should not be used.
- The response can be communicated through a sideline or chant that transitions into a cheer or other crowd-leading element. The “theme” of offense or defense DOES NOT have to continue through the entire crowd leading section.

FIGHT SONG

- Please make sure you are following the incorporation (addition of jump, stunt or tumbling skills to performance) rule---**UP TO THREE CONSECUTIVE 8 COUNTS MAY BE INCORPORATED WITH STUNTS, TUMBLING AND/OR JUMPS.** If repeated, incorporation must repeat exactly as initially performed. Once ANY incorporation is started, the 8 counts begin and will be counted consecutively.

Please know that I am here for you throughout the entire spirit season to answer any questions or to simply further clarify the new format—any inquiries at all, I’m your girl! I look forward to hearing from each of you and seeing those spirited Game Day routines at the State Competition.

Sincerely,

Kim Buie

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