

Everything You Need to Know about Game Day Cheer

There are 3 rounds of prelims. Each round will have a warmup beforehand.

Category 1: Band chant

Cheerleaders announced, take the floor, and time begins when music starts
1 minute limit

No tumbling or stunts. Jumps and kicks allowed.

Need level changes, ripples, and creative moments within groups

Category 2: Crowd Leading

Buzzer will tell cheerleaders to take the floor.

Cheerleaders encouraged to start leading the crowd as they take the floor

1 minute limit-- no buzzer to end section

Allowed to do: quick tosses, libs, hitches, back tuck (one skill at a time)

Signs, Poms, Megaphones, and flags can be used



Category 3: Fight song

Teams announced, take the floor, timing starts when music starts

1 minute limit

Can add up to 3 consecutive 8 counts with stunts, tumbling, or jumps

Allowed to do: quick tosses, libs, hitches, back tuck (one skill at a time)

Signs, poms, megaphones, and flags

Finals (number of teams that advance to finals will be determined by the number of teams who sign up to participate, so stay tuned)

Each team has 3 minutes to do the following:

1. Band Chant

No stunts or tumbling

2. Situational Response

We need to give them an interactive offense and defense chant to be ready for, and we need to assign several people who are knowledgeable with announcements and can call a chant on demand based on what they announce (AKA who knows offense and defense and football terms)

3. Crowd Leading

4. Fight Song

Other General Rules:

*Out of bounds rules apply

*No excessive celebration going off the mat

*No hugging, handshakes, ritual things before the routine starts (do it during warmups)

Our Practice Schedule

Today, 12/6

Thursday, 12/13

Wednesday, 1/9

Wednesday, 1/16

Wednesday, 1/23

Wednesday, 1/30

Wednesday, 2/6

Wednesday, 2/13

Wednesday, 2/20

2/23-Competition

*A few Saturday's may be needed

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