

# PERFORMANCE DIVISIONS

RESERVES THE RIGHT TO BE THE ARBITRATOR AND INTERPRETER OF ALL RULES COVERED IN THIS DOCUMENT.

<b>GAME PERFORMANCE DIVISIONS</b>				
Routine Length: 2:30 minutes				
Cheer Portion: Emphasizes crowd leading ability with crowd effective material.				
NOVICE	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	JV/Freshman	5 - 30 members	11th grade & below	Female/Male
	Varsity	5 - 30 members	9th - 12th grade**	Female/Male
INTERMEDIATE	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	JV/Freshman	5 - 30 members	11th grade & below	Female/Male
	Varsity	5 - 30 members	9th - 12th grade**	Female
	Coed Varsity	5 - 30 members	9th - 12th grade**	Female/Male
ADVANCED	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	JV/Freshman	5 - 30 members	11th grade & below	Female/Male
	Varsity	5 - 30 members	9th - 12th grade**	Female
	Coed Varsity	5 - 30 members	9th - 12th grade**	Female/Male
OTHER GAME PERFORMANCE DIVISIONS	Novice Non-Building Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	Novice Non-Building Varsity	5 - 30 members	9th - 12th grade**	Female/Male
	Novice Junior Club	5 - 30 members	14 years & younger	Female/Male
	Intermediate Non-Building Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	Intermediate Non-Building Varsity	5 - 30 members	9th - 12th grade**	Female/Male
	Intermediate Non-Tumbling Varsity	5 - 30 members	9th - 12th grade**	Female/0 - 2 Males
	Advanced Non-Building Varsity	5 - 30 members	9th - 12th grade**	Female/Male
	Advanced Non-Tumbling Varsity	5 - 30 members	9th - 12th grade**	Female/0 - 2 Males

Game Performance Divisions will be split into Small (5 - 16 members) and Large (17 - 30 members) when there are at least three teams registered in the split divisions.

## GAME PERFORMANCE ROUTINE REQUIREMENTS

1. All cheerleading skills including tumbling, partner stunts, pyramids, and jumps must follow the NFHS Spirit Book Guidelines. All skills should be carefully reviewed and supervised by a qualified adult coach. See specific skill restrictions for each category.
2. Each team will perform a choreographed routine not to exceed 2 minutes and 30 seconds (150 seconds).
3. Up to 1 minute and 30 seconds (90 seconds) of the routine may be performed to music. No voice-overs or words may be recorded to make the team's vocal projection sound louder.
4. Organized, formal entrances or exits that involve organized cheers or run-ons with jumps, tumbling or stunts are not permitted. Cheerleaders must enter the performance area in a timely fashion.
5. Timing will begin with the first organized word, movement or note of music by the team after they are officially announced and have taken the floor. Cheerleaders must have at least one foot on the performing surface when the routine starts.
6. Cheer words should be practical, and flow of words should be easy to understand by the crowd and judges.
7. In Performance Divisions, mascots will not count towards participant count. Mascots must be appropriately attired so their mobility, vision, etc. are not impaired. Mascots cannot participate in stunts, pyramids, or tumbling skills in any division.
8. The Game Performance divisions will follow the Guidelines with Novice, Intermediate or Advanced restrictions and requires a cheer portion that emphasizes crowd-leading ability. Categories on the score sheet include: Spacing and Formations, Crowd Effective Material and Voice/Inflection.
9. The Non-Tumbling divisions will follow the Guidelines and, in addition, will prohibit all tumbling, except for inversions into or from load in positions, stunts and pyramids. Tumbling is defined as any skill with feet over head rotation. **Exception:** a back handspring entry into stunts / pyramids will not be allowed.
10. Non-Building divisions. In these divisions no partner stunts, pyramids or tosses are allowed. If an athlete is ever lifted off of the performing surface by another athlete or athletes, it would be considered a 'building skill,' and therefore illegal.