



**Game Day Live  
Pep Band Battle Rules & Guidelines**



**GAME  
DAY  
LIVE**

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# Game Day Live

## Pep Band Battle Rules & Guidelines

### WHAT IS PEP BAND BATTLE?

Pep Band Battle is an optional additional performance opportunity for pep bands that participate in the Game Day Live divisions of National High School Cheerleading Championship (NHSCC) and National Dance Team Championship (NDTC). Participating pep bands and drumlines will engage in a **bracket-style performance**, competing for crowd engagement against other Game Day Live pep bands. The purpose of this performance is to provide participating bands with another performance opportunity, engage with their peers in a fun and crowd-driven environment, and showcase the spirit raising abilities of bands to their audiences and administrations.

### PERFORMANCE SCHEDULE

Ultimately, this performance provides a format to celebrate and spotlight the power of music in raising spirit. This highly interactive performance takes place throughout the NHSCC and NDTC events, with schedules to be announced based on anticipated participation. Bracket Round 1 will take place on the Friday of the event weekend, and Bracket Round 2 will take place on Saturday. The winner will be crowned during the final round and will be recognized during the Game Day Live Awards Ceremony.

There is no additional registration/cost necessary to participate in this performance, and participation will not conflict with the Game Day Live competition.

### ASSESSMENT MODEL

The Pep Band Battle is 100% Crowd-driven. Bracket Round winners are selected by the audience present by means of cheering, clapping, and shouting. A decibel meter will be used to determine intensity of sound. The Pep Band Battle Champions will also be assessed in this manner during the Final Bracket Round.

### ADJUDICATION GUIDELINES

Pep Band Battle Round winners are audience selected. Each Bracket Round consists of 3 "Sets," all of which are crowd-voted. While audience members are encouraged to cheer for all sets and teams, the decibel meter will help the Emcee determine who won each set within that bracket. The winner of each Bracket Round will then be determined by majority of sets won.



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### PEP BAND BATTLE PERFORMANCE

#### PERFORMANCE REGULATIONS |

**PERFORMANCE SITE:** The Pep Band Battle will take place in The Stadium, located in the ESPN Wide World of Sports Complex. The standard performance area measures 60'x90' on demarcated site *or* 30 yards wide by 20 yards deep on a regulation football field (measured between the 35-yard lines and from the front sideline to 4 22.5" steps behind the front hash). This stage will be demarcated off by the event team prior to performance.

Performers may not extend beyond these parameters except for when they are executing their entrance and exit. All assessed performance must be conducted within these guidelines. Each Bracket Round participant will be allotted half of that space for performance, with the center line demarcated by event staff. All music and movement must take place within this area.

**Entering the Performance Area:** Bands will be announced by the emcee for each bracket round. When introduced, the band will enter the performance space. They may not play any tunes while entering but may engage the crowd with motivating visuals and chants. The Emcee will explain how to vote at the beginning of every bracket battle and will identify each participating band by their name for voting.

**Performance Format:** The Emcee will announce each set (Band Chant, Fight Song, Pep Tune, etc.) and will direct each band to begin playing. When both bands have finished their set, the Emcee will ask for the crowd to vote.

**Voting:** The crowd will cheer and clap loudly but appropriately to indicate who they believe has won that set.

The winner for that set will be announced prior to the emcee announcing the next set. Once all 3 sets are complete, the emcee will announce who won. Winners will be decided based on most # of sets won in that Bracket Round. Bracket Round 1 winners will advance to the Pep Band Battle FINALS the next day and will be given a schedule accordingly.



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**During the Bracket Performance:** Each band will remain on their half of the performance area during the performance. Bands may not perform drill/formations during their performance. However, they may perform static movements that enhance the tune they are playing. Bands are encouraged to face their opponent *and* the crowd during performance. Bands may not use props during performance.

**Exiting the Performance Area:** Bands will exit the performance area after the bracket winner is announced. They will not play any tunes while exiting. The Emcee will provide following details, including when the next Pep Band Battle Bracket Round will take place.

### UNIFORMS |

Uniforms should represent the school and community through coordinated colors, school letters, use of mascots, and other crowd-leading equipment. Traditional marching uniforms, coordinated pep and performance wear, and school-oriented color guard uniforms are appropriate uniform choices.

### EQUIPMENT & INSTRUMENTATION |

The use of large props and amplification are prohibited. "Props" refer to any stationary or mobile piece of art, infrastructure, drop screen, or electronic enhancer that is used to relay a theme and provide concealment, elevation, or transition for members of the team. The effective and safe use of color guard standard equipment (flags, rifles, sabres, air blades), drum major and majorette batons and maces, and related equipment are encouraged. The use of large run-on flags and banners are prohibited.

Authorized instruments for Athletic Band performances include any instrument that is played or struck to create sound in real time including live human voice. Instrumental amplification of any kind is prohibited. This includes use of electronic keyboards, guitars, bass guitars, audio-engineered sound patches and synthesizers. However, use of unamplified megaphones are authorized in this division. Please contact the event support team with any further questions.



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**EQUIPMENT HOLDING** | There will not be transportation or equipment holding available at The Stadium. Bands participating in this performance are required to keep instruments and equipment with them or in their band trailers in between performances. Band trailer holding will be available upon request and must be scheduled prior to arrival. For bands not travelling with a trailer, participants will be required to carry instruments with them into and out of The Stadium.

### **ELIGIBILITY** |

Ensembles participating in the Junior Game Day Live and Varsity Game Day Live divisions are eligible to participate in this additional performance. For a complete list of rules and regulations, please visit this website for [NHSCC](#) and this website for [NDTC](#).

**SEE NEXT PAGE FOR PERFORMANCE PREPARATION GUIDELINES**



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### PERFORMANCE PREPARATION |

Bands do not have to choreograph for this performance. Movement around the performance area is prohibited, but bands may elect to add performance-enhancing visuals to their performances.

Participating bands should have **4-5 tunes** prepared for this battle, assuming they proceed to the final Bracket Round:

1. 1-2 “setlist” pieces or pep tunes (30 sec each)
2. School fight song (30 sec)
3. Band chant (a crowd engaging musical or percussive tune that includes and promotes crowd engagement – e.g. “We Will Rock You,” “Party in the USA,” “All I Do is Win,” or something else of their choosing) (30 sec)
4. Final Buzzer Tune – this can be *anything* they want to play. The final round will give bands up to, but not exceeding 60 seconds to perform anything they want that is crowd engaging and energy filled.

### Performance Flow:

#### Bracket Round 1:

1. Set 1: Band Chant or Drum Cadence 1
2. Set 2: School Fight Song or Cadence 2
3. Set 3: Setlist / Pep Tune or Cadence 3

Final Bracket Round (Pep Band Battle Final Round): \*If a band advances to the final level, they will have a second slot to play a pep tune. Bands may play the same tune or a different tune (the crowd will be different, so it is up to them).

1. Set 4: School Fight Song or Cadence
2. Set 5: Setlist / Pep Tune or Cadence
3. Set 6: All-In / Final Buzzer

**Percussion:** If your school brought a drumline and no brass or woodwind instruments, they will come to the Pep Band Battle with 3-6 drum cadences. 3 are required for preliminary Bracket Rounds. If a school drumline advances to the final Bracket Round, they can elect to play the same 3 cadences or up to 3 different cadences.