

USA **GAME DAY** *Championships*

February 15, 2020
Anaheim Convention
Center - Anaheim, CA



Take your Game Day skills to the next
level and compete in any of our
Collegiate Game Day divisions!

CALLING ALL COLLEGIATE CHEER & DANCE TEAMS!

3 CHEER DIVISIONS

Band Chant
Fight Song
Situational Sideline/
Crowdleading Cheer

4 DANCE DIVISIONS

Band Chant
Fight Song
Performance Routine
All-in-One Performance

Get the **MOST** out the **COLLEGIATE CHAMPIONSHIP** Weekend!

Contact your **USA State Director** for more information.

Visit **usa.varsity.com** to learn more about the
USA Game Day Collegiate Championships!

Sample Scoresheets, Division Limitations
and more available online.





2020 USA GAME DAY CHAMPIONSHIPS PRICING*

*This is a stand-alone, one day event, that also offers high school and jr. high/middle school game day divisions.

Entrance Fees

Team Entrance Fee (all teams/performances must purchase a team/performance entrance fee)

Game Day – 1 st Performance	\$245 per performance
Game Day – 2 nd Performance	\$210 per performance
Game Day – 3 rd Performance	\$210 per performance
Game Day – 4 th Performance*	\$210 per performance

Early Bird deadline is January 24, 2020.

*Option for Dance teams only

2019 – 2020 GAME DAY COLLEGIATE GAME CHEER DAY RULES & SCORING (1/5)

2019-20 COLLEGIATE GAME DAY RULES & GUIDELINES

(Please read through all Rules & Guidelines carefully as significant changes have been made from the 2018-19 season) – Rev. 10/17/19

I. GENERAL RULES

All permitted cheerleading specialty skills, including tumbling, partner stunts, pyramids and jumps for the Game Day Divisions must follow the 2019-20 USA Cheer College Cheerleading Safety Rules. Please see additional specific skill restrictions below for each category. All skills should be carefully reviewed and supervised by a qualified adult advisor/director/coach.

A. DIVISIONS:

- College (offered at Game Day Championships only on 2/15/20) – 6+ Members

B. SCHOOL REPRESENTATION:

- All members of the performing squad must be current members of the official school spirit squad, dance team and/or band, and must attend the school they are representing. These must be individuals who cheered and/or performed for games during the appropriate season.
- All Cheer Game Day routines are required to be comprised of at least 50% cheerleaders. Schools are encouraged to include other sideline spirit groups (i.e. dance team, mascot, etc...); however, the routine(s) must be comprised of at least 50% cheerleaders and will be judged as one unified routine. Other performance-based and/or spirit groups may not enter the division without their cheerleaders.
- If other sideline spirit groups are part of a cheer game day routine, then that activity must abide by any specific game day rules related to them (i.e. dance members must follow the specific game day rules/specialty skill restrictions during the routine).
- Mascots are limited to the same props as cheerleaders (poms, signs, flags, megaphones and/or banners) and are **NOT** allowed to stunt in any Game Day division.
- Routines must be appropriate for family viewing. Any vulgar and/or suggestive movements, words, or music will result in a score deduction.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regards to respect for themselves, other teams and the viewing audience. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regards to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. UNIFORM RULES:

- Sideline/traditional school uniforms must be worn.
- No tear-away uniforms and/or removal of clothing are permitted.

D. COMPETITION AREA:

- Participants may stand or enter outside the competition area for their performance.
- All permitted skills (stunts, pyramids, tumbling etc.) must be performed on the competition mat.
- Competitions comply with the USA Cheer/AACCA surface ruling that school-based programs may not compete on a spring floor. Approximate floor size will be a traditional mat of 54' (feet) wide by 42' (feet) deep – 9 strips.

2019 – 2020 GAME DAY

COLLEGIATE CHEER GAME DAY

RULES & SCORING (2/5)

- Tossing, throwing or other projecting of any type of object outside the competition floor and/or into the crowd is not allowed.
- Poms, signs, flags, megaphones and/or banners may be placed or dropped outside the competition area by a team member.

E. MUSIC RULES/RESTRICTIONS:

- Music rules are being followed at all USA and/or Varsity Brands events. Competition music must be properly licensed and a team must provide proof of licensing at any event where the music is used. If a team cannot provide proof of licensing, the team may be disqualified from the event. For further details visit www.varsity.com/music.
- In order for a team's routine music to be featured in a television broadcast, should this be an option, teams must do the following:
 - Use an original composition created or commissioned by you (i.e. an original song and recording to which you own or license the rights by written agreement)
 - Additionally secure the synchronization rights. Not all original music providers can/will provide these rights.
 - Submit proof of licensing, as well as synchronization rights, when requested after the event.
- Music is defined as any recorded sound amplified through the competition sound system.
- A sound system will be provided. Speed control is not available. Music checks on the main sound system are not permitted. A representative must be present at the sound system at the time of performance. Advisor/director/coach is asked to hold onto their own music until the time of performance and to take music back following the performance.
- All teams must provide their own MP3 device (or smart phone) for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player or smart phone so that a patch cord may be easily inserted into the device. Please ensure that jacks are clean and free of any debris which may impact connectivity. You must ensure that your device has a jack into which a patch cord may be inserted. Note that you may need to acquire an adapter in advance if your player does not have a head phone jack. One or several selections of music may be used, as long as they follow the music licensing rules.

F. TIME LIMITATIONS/ENTRANCE/EXIT:

- Each team will perform a routine not to exceed 1 minute.
- Teams may not set up props in advance of any category.
- See specific category for details on the start and stop of each type of routine.
- All team breaks, rituals and traditions need to take place prior to the team being called to the performance floor
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, hand shakes, etc.
- All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation may receive a "sportsmanship" penalty.
- There should not be any organized exits or other activities after the official ending of the routine.

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (3/5)

G. VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations"). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

H. LOGO USAGE

Teams will not be allowed to use any USA and/or Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed without permission; however, not the licensed logo.

COLLEGE GAME DAY CATEGORIES

II. BAND CHANT CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Band Chant must be made up of at least 50% cheerleaders. Non-cheer teams may participate (i.e. dance team), but may not comprise more than 50% of the total team numbers.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The Band Chant must be one traditionally played by a school sideline/jazz band. Crowd interaction and involvement, including yell-backs, spell-outs, school colors are encouraged.
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2019 Varsity Brands camp could be used for this routine. Examples might include "Rock 'N Roll Part II," "Land of A Thousand Dances," etc.
- Sideline/traditional school uniforms are required.
- The use of poms, signs, flags, megaphones and/or banners is permitted and encouraged.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Creativity and musicality, variety and the execution of transitions and formations.
 - Crowd leading ability, including crowd encouragement, ease of crowd to participate, etc.
 - Material appropriate for a sideline situation during a time-out, quarter break, between downs, etc.
 - Placement, synchronization and strength of motions/movement.
 - Visual effect and spacing.
 - Overall impression and crowd appeal.
 - Thematic routines and/or specialized costuming is not encouraged.

Emphasis should be placed on crowd interaction/involvement and entertaining the crowd. All material should be suitable and able to be performed multiple times during a game or pep rally.

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (4/5)

B. SPECIFIC SKILL RESTRICTIONS – BAND CHANT CATEGORY

Skill incorporation should promote and encourage crowd involvement, and the practicality of the skills for a game day environment should be a priority.

- Tumbling – twisting flips are not permitted.
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

III. SITUATIONAL SIDELINE/CROWDLEADING CHEER CATEGORY

(2 elements to this routine)

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will respond to a game situation (presented by the announcer), followed by a second element of an additional crowd-oriented cheer/chant/traditional yell/drum cadence, etc. not to exceed 1 minute in total routine length for the two elements that are required.
- Situational Sideline/Crowdleading Cheer will begin with the presentation of a game time sideline situation.
- Timing starts once the game situation has been presented and ends at the conclusion of the second element of the routine – the crowdleading cheer section of the routine. (this is the overall end of the routine)
- The team may start their routine on or off the mat for the reading of their game time sideline situation. Once the situation is read, timing begins.
- No music may be used during the performance. Live drummer(s), other band members and/or drum track is allowed. All specialty skills (i.e. jumps, stunts and/or tumbling) must be performed within a safe distance of all drummers and/or other band members. Drummer(s) and/or any other band members cannot be involved in any type of specialty skill and must be positioned off the cheerleading mat.
- Each team's crowdleading cheer presentation (the second element of the overall routine) must include at least one component required from the following: cheers, chants, traditional yells, and/or drum cadences. This is a separate crowd-oriented cheer that is not directly related to the situational cheer, but rather is an add-on following the situational cheer.
- Teams should utilize all areas of their squad's crowd-leading strengths. The use of poms, signs, flags, megaphones and/or banners is **required**.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Crowd communication, including; crowd effective material, spacing and formations, voice and pace, crowd leading skills and use of poms, signs, flags, megaphones and/or banners.
 - Placement, synchronization and strength of motions.
 - Overall impression and crowd appeal.

Emphasis on crowd involvement and practicality. All material should be suitable and able to be performed multiple times for a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – SITUATIONAL SIDELINE/CROWDLEADING CHEER CATEGORY

- Tumbling – twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

2019 – 2020 GAME DAY COLLEGIATE CHEER GAME DAY RULES & SCORING (5/5)

IV. FIGHT SONG CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Teams are encouraged to use their traditional school fight song. Should your school fight song exceed 1 minute, and no reasonable way to edit the routine is possible, please contact the USA office.
- Timing will begin with the first organized movement, voice or note music, whichever comes first. Timing will end with the last beat of music or organized movement.
- Props (poms, signs, flags, megaphones and/or banners) are permitted in this category and encouraged.
- Performances can incorporate up to three (3) eight counts of skills (stunts, tumbling and/or jumps). The three (3) eight counts must be consecutive and the same three (3) eight counts can be repeated if the fight song is repeated. The three (3) eight counts of skills includes loading into and dismounting from stunts (unless the routine finishes in a stunt/pyramid).
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Crowd oriented material, fit to music, using effective spacing and formations, and incorporating visual effects.
 - Placement, synchronization and strength of motions.
 - Overall impression and crowd appeal.

Emphasis will be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

- A jump is considered a skill and can only be performed in the three (3) eight count segment
- A kick will not be considered as a skill and can be performed at any time during the routine
- Tumbling – twisting flips are not permitted
- Twisting stunts may not exceed 1¼ twisting rotation
- Flipping tosses are permitted with 0 twisting rotations

Rev. 10/17/19

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: BAND CHANT

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

BAND CHANT

TEAM NAME		DIVISION	# ON TEAM
Routine Structure/Choreography			
Game Day Material	MAXIMUM VALUE	SCORE	
• Proper and practical use of material relevant to game day environment.	10		
Crowd Communication Skills			
• Use of crowd encouragement, and ability to cue the crowd.	10		
Visuals/Variety			
• Use of variety of movements to complement the music, visual effects (level changes, repeatability) and creative movement within groups and levels.	10		
Crowdleading Tools			
• Effective use of props (signs, megaphones, pom-poms and/or flags) and encouragement to lead the crowd.	10		
Formations/Transitions			
• Crowd coverage, Creative, visual and effective formations, and ways to move from one formation to another.	10		
TOTAL SCORE (50)			

Comments:

ROUTINE STRUCTURE/CHOREOGRAPHY



JUDGE: _____
Revised 5/16/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

BAND CHANT

TEAM NAME		DIVISION	# ON TEAM
Execution			
Motion Strength/Placement	MAXIMUM VALUE	SCORE	
• Sharpness strength of motion. • Proper control and placement of motions.	10		
Synchronization			
• Timing of movements throughout routine.	10		
Spacing			
• Feasibility of spaced maneuvers in relation to each other.	10		
TOTAL SCORE (30)			

Comments:

EXECUTION



JUDGE: _____
Revised 5/16/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

BAND CHANT

TEAM NAME		DIVISION	# ON TEAM
Showmanship			
Crowd Appeal	MAXIMUM VALUE	SCORE	
• Voice, energy, enthusiasm, crowd interaction, age related and overall enjoyment in the crowd.	10		
Overall Impression			
• Judge's impression of entire performance encompassing all score sheet categories. This includes routine appropriateness.	10		
TOTAL SCORE (20)			

Comments:

SHOWMANSHIP



JUDGE: _____
Revised 5/16/19

Notes:

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: SITUATIONAL SIDELINE / CROWDLEADING CHEER

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Crowdleading/Choreography		
Game Day Material	10	SCORE
• Proper and practical use of material relevant to game day environment.		
Crowd Communication Skills	10	
• Accurate situation responses, clear set-up, use of crowd encouragement, and ability to cue the crowd.		
Crowdleading Tools	10	
• Effective use of props (signs, megaphones, pom-poms, and/or flags) and encouragement to lead the crowd.		
Incorporation of Skills	10	
• Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).		
Formations/Transitions	10	
• Crowd coverage, Creative, visual and effective formations, and ways to move from one formation to another.		

TOTAL SCORE (50)

Comments:

CROWDLEADING /CHOREOGRAPHY

JUDGE: _____ Revised 5/14/19

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Execution		
Motion Strength/Placement	10	
• Showcases strength of motion. Proper execution and placement of motions. Uniformity of movement and consistent and continuous call words or cadences.		
Voice and Pace	10	
• Clear, natural vocal cues; appropriate inflection and easy to follow. Moderate, consistent pace.		
Skills Execution	10	
• Techniques (lean, stability, swing, archback, untwist) are performed consistently.		

TOTAL SCORE (30)

Comments:

EXECUTION

JUDGE: _____ Revised 5/15/19

Notes:

USA 2019-2020 COLLEGE GAME DAY SCORESHEET

SITUATIONAL SIDELINE/CROWDLEADING CHEER

TEAM NAME	DIVISION	# ON TEAM
Showmanship		
Crowd Appeal	10	
• Energetic showmanship, facial expressions, eye contact and overall connection to the crowd.		
Overall Impression	10	
• Judges' impression of entire performance encompassing all assessment categories. This includes audience appreciation.		

TOTAL SCORE (20)


Comments:

SHOWMANSHIP

JUDGE: _____ Revised 5/14/19

2019 – 2020 USA SCORESHEETS

CHEER GAME DAY: FIGHT SONG



2019-2020 COLLEGE GAME DAY SCORESHEET
FIGHT SONG


TEAM NAME _____
 DIVISION _____ # ON TEAM _____

Showmanship	
Crowd Appeal • Voice, energy, encouragement, team expression, appropriate and to avoid distraction to the crowd	10
Overall Impression • Judge's impression of entire performance encompassing all scoreboard categories. The overall audience appreciation.	10


TOTAL SCORE (20)

Comments:

SHOWMANSHIP



JUDGE: _____
Revised 5/15/19



2019-2020 COLLEGE GAME DAY SCORESHEET
FIGHT SONG


TEAM NAME _____
 DIVISION _____ # ON TEAM _____

Execution	
Motion Strength/Placement • Alignment, strength of motion, proper position and placement of motion	10
Synchronization • Timing of movement throughout routine	10
Spacing • Grouping of crowd members in relation to each other	10
Skills Execution • Technique, form, stability, timing precision, uniformity (ie. jumping/turning/gymnastics)	10

TOTAL SCORE (40)


Comments:

EXECUTION



JUDGE: _____
Revised 5/16/19

Notes:



2019-2020 COLLEGE GAME DAY SCORESHEET
FIGHT SONG


TEAM NAME _____
 DIVISION _____ # ON TEAM _____

Routine Structure/Choreography	
Game Day Material • Proper and practical use of material, and props, if applicable, relevant to game day environment	10
Incorporation of Skills • Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps)	10
Visuals/Variety • Use of variety of movements to compliment the music, visual effects, (level changes, rolls/roll-offs) and creative movement within groups	10
Formations/Transitions • Crowd coverage, Creative, visual and effective formations and ways to move from one formation to another	10

TOTAL SCORE (40)

Comments:

ROUTINE STRUCTURE/CHOREOGRAPHY



JUDGE: _____
Revised 5/14/19

2019-20 COLLEGIATE DANCE GAME DAY RULES & GUIDELINES

10/30/19

I. GENERAL RULES

All permitted dance specialty skills, including leaps, turns, jumps, etc. for the Game Day Divisions must follow the 2019-20 Competition Season College Dance Rules. Please see additional specific skill restrictions below for each category. These restrictions must be followed whether a dance competitor is in a College Dance Game Day category or a combined routine under one of the College Cheer Game Day categories. All skills should be carefully reviewed and supervised by a qualified adult advisor/director/coach.

A. DIVISIONS:

College (offered at Game Day Championships only on 2/15/20) – 6-36 Members

B. SCHOOL REPRESENTATION:

- All members of the performing squad must be current members of the official college dance team. These must be individuals who performed for games during the appropriate season.
- All College Dance Game Day routines are required to be comprised entirely of members of the school's dance team. Other performance-based and/or spirit groups **may not** enter the college dance only divisions.
- Routines must be appropriate for family viewing. Any vulgar and/or suggestive movements, words, or music will result in a score deduction.
- The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regard to respect for themselves, other teams and the viewing audience. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
- We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regard to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

C. UNIFORM RULES/POM USAGE:

- Sideline/traditional school uniforms must be worn.
- No tear-away uniforms and/or removal of clothing are permitted.
- Teams may use poms, but they are not required in the Performance Routine category. Poms are required for all female team members for the Fight Song and Band Chant categories.
- Props (other than poms) and/or costuming are not permitted.
- If an accessory (i.e. hair bows) or an article of clothing adds to the overall effect and/or theme of the routine, it will be considered "costuming."

D. COMPETITION AREA:

- Participants may enter from outside the competition area for their performance.
- Tossing, throwing or other projecting of any type of object outside the competition floor and/or into the crowd is not allowed.
- The performance floor will measure at least 42' x 42' and be on top of a basketball court, parquet dance floor, or similar type of surface.

E. MUSIC RULES/RESTRICTIONS:

- Music rules are being followed at all USA and/or Varsity Brands events. Competition music must be properly licensed and a team must provide proof of licensing at any event where the music is used. If a team cannot provide proof of licensing, the team may be disqualified from the event. For further details visit www.varsity.com/music.
- In order for a team's routine music to be featured in a television broadcast, should this be an option, teams must do the following:
 - Use an original composition created or commissioned by you (i.e. an original song and recording to which you own or license the rights by written agreement)
 - Additionally secure the synchronization rights. Not all original music providers can/will provide these rights.
 - Submit proof of licensing, as well as synchronization rights, when requested after the event.
- Music is defined as any recorded sound amplified through the competition sound system.
- A sound system will be provided. Speed control is not available. Music checks on the main sound system are not permitted. A representative must be present at the sound system at the time of performance. Advisor/director/coach is asked to hold onto their own music until the time of performance and to take music back following the performance.
- All teams must provide their own MP3 device (or smart phone) for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player or smart phone so that a patch cord may be easily inserted into the device. Please ensure that jacks are clean and free of any debris which may impact connectivity. You must ensure that your device has a jack into which a patch cord may be inserted. Note that you may need to acquire an adapter in advance if your player does not have a head phone jack. One or several selections of music may be used, as long as they follow the music licensing rules.

F. TIME LIMITATIONS/ENTRANCE/EXIT:

- Each team will perform a routine not to exceed 1 minute.
- See specific category for details on the start and stop of each type of routine.
- All team breaks, rituals and traditions need to take place prior to the team being called to the performance floor.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, hand shakes, etc.
- All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation may receive a "sportsmanship" penalty.
- There should not be any organized exits or other activities after the official ending of the routine.

G. VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations"). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

H. LOGO USAGE

Teams will not be allowed to use any USA and/or Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed without permission; however, not the licensed logo.

COLLEGE DANCE GAME DAY CATEGORIES

II. FIGHT SONG CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- Teams are encouraged to use their traditional school fight song. Should your school fight song exceed 1 minute, and no reasonable way to edit the routine is possible, please contact the USA office.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is required for all female members.
- Choreography should represent a traditional Fight Song that your team performs at games or community events.
- Props and/or costuming are not permitted.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

Emphasis should be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.

B. SPECIFIC SKILL RESTRICTIONS – FIGHT SONG CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

III. BAND CHANT CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is required for all female members.
- The Band Chant must be one traditionally played by a school sideline/jazz band. The performance should have an emphasis on crowd appeal and encourage crowd interaction and involvement (i.e. yell backs, spell outs, school colors, etc.)
- Camp material may easily be adapted to fit this category. For example, any band chant learned at a 2019 Varsity Brands camp could be used for this routine. Examples might include “Party in the USA”, “Rock ‘N Roll Part II”, “Land of A Thousand Dances,” etc.
- Props and/or costuming are not permitted.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression
- ~ Emphasis should be placed on crowd interaction/involvement and entertaining the crowd. All material should be suitable and able to be performed multiple times during a game or pep rally/assembly.

B. SPECIFIC SKILL RESTRICTIONS – BAND CHANT CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

IV. PERFORMANCE ROUTINE CATEGORY

A. ROUTINE AND JUDGING REQUIREMENTS:

- Each team will perform a routine not to exceed 1 minute.
- A team may begin on or off the performance floor for the start of their music. Once the team name is called and the music begins, timing of the overall routine starts.
- Timing will end with the last beat of music or organized movement.
- The use of poms is permitted, but not required.
- Props and/or costuming are not permitted.
- The Performance Routine must be in the style of pom, jazz, hip hop, kick or combination of any of these styles.
- Judging will be based on the following criteria, as well as elements noted on the scoresheet:
 - Game Day oriented material
 - Crowd communication skills
 - Incorporation of game day/sideline appropriate skills
 - Formations/transitions
 - Motion strength and placement
 - Spacing
 - Execution of skills
 - Crowd appeal and overall impression

Emphasis should be placed on crowd entertainment

B. SPECIFIC SKILL RESTRICTIONS – PERFORMANCE ROUTINE CATEGORY

- There are no additional restrictions besides those listed in the 2019-20 USA College Dance Safety Rules for this category.

V. GAME DAY “ALL-IN-ONE” PERFORMANCE

A. ROUTINE AND JUDGING REQUIREMENTS:

- This category combines all 3 divisions from above into one performance.
- Teams will perform the following routines in the below order to fulfill the “All-In-One” category:
 - Fight Song
 - Band Chant
 - Performance Routine
- Time limitations: 1:00 minute for each routine. Timing will begin with the first organized movement, voice or note of music, whichever comes first. Timing will end with the last beat of music or organized movement. Timing will be recorded for each routine.
- A team may begin on or off the performance floor for the start of the Fight Song. They must remain on the performance floor for the start of the Band Chant and Performance Routine.
- Each routine will have a beginning and an end. Teams are encouraged to show spirit to the crowd between each routine.
- The use of poms is required for all female members during the Fight Song and Band Chant. For the Performance Routine, the use of poms is permitted, but not required.
- Props and/or costuming are not permitted.
- For each routine, see category description above for routine/judging requirements and specialty skill restrictions.
- It is encouraged that teams use the same routines performed in the individual categories for the Game Day “All-In-One” performance.

For specific College Dance Game Day questions, please call Carina Clendenin at 1-800-886-4872 ext. 2023 or e-mail CClendenin@varsity.com

2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: FIGHT SONG



2019-20 COLLEGE DANCE GAME DAY SCORESHEET

FIGHT SONG

TEAM NAME _____

DIVISION _____

ON TEAM _____

Routine Structure/Choreography

Game Day Material

MAXIMUM
VALUE

SCORE

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement.

20

Visuals/Formations/Transitions

- Variety of movement and visual effects that compliment the music.
- Visual and effective formations and transitions.

20

Execution

Motion/Skill Execution

MAXIMUM
VALUE

SCORE

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.).

20

Synchronization/Spacing

- Timing of movement throughout the routine.
- Spacing of team members in relation to each other.

20

Showmanship

Crowd Appeal

MAXIMUM
VALUE

SCORE

- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

10

Overall

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

10

Comments:

TOTAL SCORE (100)

JUDGE _____



2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: BAND CHANT



2019-20 COLLEGE DANCE GAME DAY SCORESHEET

BAND CHANT

TEAM NAME _____

DIVISION _____

ON TEAM _____

Routine Structure/Choreography

Game Day Material

MAXIMUM
VALUE

SCORE

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement.

20

Visuals/Formations/Transitions

- Variety of movement and visual effects that compliment the music.
- Visual and effective formations and transitions.

20

Execution

Motion/Skill Execution

MAXIMUM
VALUE

SCORE

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.).

20

Synchronization/Spacing

- Timing of movement throughout the routine.
- Spacing of team members in relation to each other.

20

Showmanship

Crowd Appeal

MAXIMUM
VALUE

SCORE

- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

10

Overall

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

10

Comments:

TOTAL SCORE (100)



JUDGE _____

2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: PERFORMANCE ROUTINE



2019-20 COLLEGE DANCE GAME DAY SCORESHEET

PERFORMANCE ROUTINE

TEAM NAME

DIVISION

ON TEAM

Routine Structure/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Routine skills and movement are relevant to the game day environment.	20	

Visuals/Formations/Transitions

- Variety of movement and visual effects that compliment the music and entertain the crowd. - Visual and effective formations and transitions.	20	
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Execution

Motion/Skill Execution	MAXIMUM VALUE	SCORE
- Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.).	20	

Synchronization/Spacing

- Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	
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Showmanship

Crowd Appeal	MAXIMUM VALUE	SCORE
- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.	10	

Overall

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10	
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Comments:

TOTAL SCORE (100)



JUDGE

2019 – 2020 USA SCORESHEETS

DANCE GAME DAY: ALL-IN-ONE PERFORMANCE



2019-20 COLLEGE DANCE GAME DAY SCORESHEET

ALL-IN-ONE PERFORMANCE

TEAM NAME _____

DIVISION _____

ON TEAM _____

FIGHT SONG	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

BAND CHANT	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

PERFORMANCE ROUTINE	MAXIMUM VALUE	SCORE
GAME DAY MATERIAL - Routine skills relevant to the game day environment.	20	
VISUALS/FORMATIONS/TRANSITIONS - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	20	
MOTION/SKILL EXECUTION - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	20	
SYNCHRONIZATION/SPACING - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	20	

SHOWMANSHIP	MAXIMUM VALUE	SCORE
CROWD APPEAL - Energy, showmanship, facial expression, eye contact and overall connection to the crowd.	30	
OVERALL - Judge's impression of the entire performance encompassing all scoresheet categories. This includes audience appropriateness.	30	

Comments:

TOTAL SCORE (300)

JUDGE _____

