

2020 PERFORMANCE DANCE

7:00 am

DAY ONE

9:00 am	Camp Registration Begins				
Lunch is not	nch is not provided on Day 1.				
12:00 pm	Camp Registration Ends				
12:15 pm	Routine A & B Preview (Directors/Coaches)				
1:00 pm*	Opening Ceremonies				
1:15 pm	Coaches Goal Setting Warm-Ups				
1:45 pm	Team Routine (Part 1)				
2:45 pm	Director/Coach Workshop 1 Routine A1				
3:45 pm	Routine B1				
4:30 pm	DINNER				
6:30 pm*	Fight Song Evaluation/ Home Routine Showcase				
7:15 pm	Technique Workshop				
8:00 pm*	NFHS Credentialing Intro Unity Games Spirit Awards				
9:00 pm*	Day 1 Wrap-Up				

DAY TWO

7:00 am	BREAKFAST
8:15 am	Captains Meeting 1
8:30 am	Warm-Ups
9:00 am	Team Routine (Part 2) Gatorade Break
10:00 am	Director/Coach Workshop 2 Routine A2
11:00 am	Choose Your Challenge
11:30 am	LUNCH
1:00 pm	Coaches Camp Assessment Master Class
1:00 pm 2:30 pm	· ·
·	Master Class
2:30 pm	Master Class Routine B2
2:30 pm 3:45 pm	Master Class Routine B2 Team Routine Practice Pin It Forward Day 2 Wrap-Up

DAY THREE

BREAKFAST

8:15 am	Captains Meeting 2
8:30 am	Warm-Ups
9:00 am	Routine A3
9:45 am	Routine B3
10:30 am	Routine A & B Showcase
11:00 am	Team Routine Practice
11:30 am	LUNCH
1:00 pm	Coaches Certification Team Routine Evaluation
1:00 pm 1:45 pm	
	Team Routine Evaluation
1:45 pm	Team Routine Evaluation Routine C
1:45 pm 3:00 pm	Team Routine Evaluation Routine C Specialty Workshop Dance Star Prelims

DAY FOUR

7:00 am	BREAKFAST			
8:15 am	Captains Meeting 3 Director/Coach Workshop 4 Warm-Ups			
8:30 am				
9:00 am	Team Routine Practice			
9:30 am* Team Routine Competition				
10:30 am*	Final Routine Showcase Dance Star Finals			
11:00 am*				
11:30 am*	Pin It Forward Senior Spotlight Final Awards			
•	d end at approx. 12:30 pm upon the size of the camp.			
	nce Dance, Showtime Cheer and Il be together during this time.			



NFHS CREDENTIALING CLASSES (see page 2)

Times and class titles are subject to change.

All Camp Meeting













NFHS CREDENTIALING – 5 ROLES OF A DANCER

WITIS CREDENTIALING STROLES OF A DANCER									
	AMBASSADOR	ATHLETE	PERFORMER	ROLE MODEL	SPIRIT RAISER				
	Unity Games	Warm-Ups	Routine A,B & C	Captains Meeting	Fight Song Evaluation				
	Team Up For St. Jude	Technique Workshop	Home Routine Showcase	Dance Star Prelims	Spirit Awards				
	Pin It Forward	Choose Your Challenge	Routine A & B Showcase	Dance Star Finals	Class Competition				
		Specialty Workshop	Master Class		Team Routine Competition				
			Team Routine Evaluation						

CAPTAINS MEETINGS/NFHS CREDENTIALING – Head Instructors will meet with the captains (or assigned leaders) to inform them of important items for the day. Captains will gain a sense of responsibility for their team, begin to develop and utilize their leadership skills all while learning about the NFHS Roles of Dancer. By participating in daily classes, teams will become certified in the NFHS Roles of a Dancer and will receive a credentialing certificate at the end of camp.

CHOOSE YOUR CHALLENGE – In this workshop, teams will work on specific technique and/or specialty skills of their choice.

CLASS COMPETITION – Dress bow-to-toe in your class color and "GLOW FOR IT" at the annual Class Competition! Play games and dance the night away at this unforgettable glow-in-the-dark party!

DANCE STAR & ALL-AMERICAN - Dancers are recognized with ribbons for their effort, attitude, and performance in routine classes. Ribbon winners will perform the Team Routine. Selected semi-finalists perform an across-the-floor combination to showcase their technical abilities. The finalists will perform at closing ceremonies. Dancers that take part in the Dance Star process will have the opportunity to be selected as an All-American.

DIRECTORS/COACHES WORKSHOP - These workshops are held throughout camp, focusing on creative ideas and team management strategies to help make your year even more successful.

EVALUATIONS/SHOWCASES

- FIGHT SONG EVALUATION/HOME ROUTINE SHOWCASE (Optional) Teams may bring a Fight Song to be evaluated and/or a home routine to showcase, limited to 1 minute per routine. The Fight Song evaluation/Home Routine Showcase takes place on DAY 1 of camp. Teams will receive written feedback for their Fight Song performance. Use your traditional Fight Song or USA Fight Song available to learn online prior to camp. Add formation changes, visual effects, roll-offs, skills, etc. Incorporations should be practical and crowd oriented. Emphasis on TECHNIQUE, EXECUTION & SHOWMANSHIP. For the Home Routine Showcase, teams will receive verbal feedback from USA instructors. Home Routines can be performed with or without music.
- ROUTINE A & B SHOWCASE This showcase takes place on DAY 3. Dancers will gain performance experience and confidence by showcasing Routine A and Routine B.
- TEAM ROUTINE EVALUATION & COMPETITION Teams will leave camp with a performance ready team routine. Emphasis on the KNOWLEDGE, TECHNIQUE/EXECUTION & SHOWMANSHIP. Teams will compete this routine on Day 4. 1st, 2nd and 3rd place trophies will be awarded.

MASTER CLASS - Learn current material from an industry professional.

PIN IT FORWARD – This is an opportunity for select campers to be recognized by both the staff and their peers for demonstrating leadership, spirit, commitment, kindness and motivation.

SPECIALTY WORKSHOP – A variety of classes both skill based and material based will be offered during these workshops. To take full advantage of all classes & material, divide your team members and have them attend different classes.

STAFF TEAMMATE – Each team will be assigned a Staff TeamMate for camp. This staff member will work closely with your team prepping them for evaluations and will focus on helping them accomplish camp goals.

TEAM UP FOR ST. JUDE – Teams are encouraged to participate in the philanthropy program supporting St. Jude Hospital by filling out fundraising letters.

TECHNIQUE WORKSHOP – Dancers will focus on a variety of technical skills and across floor combinations. A variety of levels will be offered.

UNITY GAMES – Team bonding time and team building activities designed to unite your team!