

# 2020 SPIRIT (MASCOT UNITY)

## DAY ONE

9:00 am Camp Registration Begins

*Lunch is not provided on Day 1.*

12:00 pm Camp Registration Ends

12:30 pm Arrive to Main Meeting Area

**12:45 pm Captains Meeting 1**
**1:00 pm\*\* Opening Ceremonies  
Unity Games**
**1:30 pm Coaches Meeting 1**  
Motion Technique  
Game Day Material with Cheer

2:30 pm Mascot Welcome  
Character Development

3:30 pm Moves Like a Mascot  
Mascot Follies/Skit

4:30 pm DINNER

6:30 pm\*\* Class Competition  
Spirit Awards

8:30 pm\*\* All Camp Meeting

## DAY TWO

7:00 am BREAKFAST

**8:15 am Captains Meeting 2**
**8:30 am Coaches Meeting 2**  
Warm-Ups/Camp Dance

9:00 am Fight Song Evaluation/  
Home Routine Showcase

10:00 am Mascot Sideline Cheers  
Skit Movement & Box of Props

11:30 am LUNCH

1:00 pm Specialty Workshop \*  
**Coaches Camp Assessment**

2:00 pm Sideline Cheers Review

2:30 pm Wow the Crowd/Eval Prep  
Suit Up (Props)

3:30 pm All-American Tryouts  
Material Review

4:30 pm DINNER

6:30 pm\*\* Game Day 101 Workshop  
Game Day Prep  
Staff TeamMate Coaching  
**Gatorade Break**

8:30 pm\*\* Staff TeamMate Wrap-Up  
Pin It Forward  
Spirit Awards

## DAY THREE

7:00 am BREAKFAST

**8:15 am Captains Meeting 3**
**8:30 am Coaches Meeting 3**  
Warm-Ups/Camp Dance

9:00 am Material Review  
Bag of Tricks

10:30 am Mascot Game Plan

11:00 am Impromptu Music Evaluation

11:30 am LUNCH

**1:00 pm Coaches Certification**

1:30 pm Evaluation Prep

2:30 pm Game Situation (Prop)  
Evaluation & Review

3:30 pm Game Day Prep  
Staff TeamMate Wrap-Up

4:30 pm DINNER

6:30 pm\*\* Spirit Rally  
**Better Together!**

7:30 pm\*\* Spirit Awards  
USA Dance Party

8:00 pm Practice/Free Time

## DAY FOUR

7:00 am BREAKFAST

**8:30 am Coaches Meeting 4**  
Warm-Ups/Camp Dance

9:00 am Final Review/Game Day Prep

10:00 am\*\* Game Day Evaluation

11:00 am\*\* TeamMaker Workshop

11:30 am\*\* Staff TeamMate Wrap Up  
Closing Ceremonies  
Pin It Forward  
Final Awards

*Camp should end at approx. 12:30 pm  
depending upon the size of the camp.*

*\*SPECIALTY WORKSHOP Please see Head  
Instructor for list of classes offered at your  
camp.*

*\*\*Spirit, Band and Dance campers will join  
together for these classes.*



**NFHS CREDENTIALING CLASSES**  
(see page 2)

Times and class titles are subject to change.



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## NFHS CREDENTIALING – 5 ROLES OF A SPIRITLEADER

AMBASSADOR	ATHLETE	CROWDLEADER	ENTERTAINER	SPIRIT RAISER
Captains Meetings	Warm-Ups	Game Day Material	Home Routine Showcase	Unity Games
All-American	Motion Technique	Fight Song Evaluation	Mascot Folies	Spirit Awards
TeamMaker Workshop		Game Day 101	Specialty Workshop	Spirit Rally
Pin It Forward		Game Situation (Prop) Eval	Impromptu Evaluation	
		Game Day Evaluation		

**ALL-AMERICAN TRYOUTS** – All Varsity team members are eligible to tryout to be an All-American. In the cheer program, 6 members from Freshman/JV Teams may tryout. In the Song/Pom program, 4 members from Freshman/JV teams may tryout. Mascots can tryout for either the cheer or song program. Tryout requires campers to perform material learned at camp. Campers selected as an “All-American” have the opportunity to attend the All-American tour in Rome!

**CAMP DANCE** – Part of the USA experience is learning the annual camp dance. This routine will be taught to every camper that attends a USA camp and can be used as a fun “unity” routine bringing all your programs together.

**COACHES MEETINGS** – Head Instructors will meet with advisors and coaches daily to review important items for the day. There will also be workshops geared toward advising/coaching. Coaches also have the opportunity to fill out a Coaches Assessment on Day 2 of camp. Lastly, classes for Coaches Certification are available.

**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 a Spiritleader. By participating in daily classes, teams will become certified in the NFHS Roles of a Spiritleader and will receive a credentialing certificate at the end of camp.

### EVALUATIONS

- **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 2 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.
- **IMPROMPTU MUSIC EVALUATION** – Mascots will be given a random piece of music to which they must react. For this evaluation the focus will be on responding appropriately to the music, how quickly they react, creativity and exaggeration.
- **GAME SITUATION (PROP) EVALUATION** – Mascots will receive a game day situation and must create a skit revolving around the situation. For this evaluation the focus will be on responding appropriately to the situation, using a prop, working the entire stage, involving the crowd and exaggeration.
- **GAME DAY EVALUATION** – Perform with all programs (Cheer, Song/Pom, Mascot & Pep Flag). Teams will be evaluated on Game Day material learned at camp. They will perform a Band Chant first then they must respond to a game situation with an appropriate Sideline Cheer. Teams must follow up the cheer with a crowd oriented cheer/chant or drum cadence. The Band Chant and Sideline Cheer are performed separately. Emphasis on CROWD COMMUNICATION & SHOWMANSHIP.

**GAME DAY 101 WORKSHOP** – This interactive workshop is geared to teach spiritleaders about game day basics and how to lead the crowd. Skills/techniques learned in this workshop will be applied in the Game Day Evaluation on the final day of camp.

**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.

**SPIRIT RALLY** – **Better Together!** Peanut Butter & Jelly, Charlie’s Angels, Mickey & Friends... some things are just better together! Link up with your teammate(s) and dress up as a dynamic duo, tremendous trio or fabulous four (or more)... the opportunities are endless ... So come celebrate a night that is better together with USA!

**SPECIALTY WORKSHOP** – A variety of classes both skill based and material based will be offered during these workshops.

**STAFF TEAMMATE** – Mascots 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 this philanthropy program supporting St. Jude Hospital by filling out fundraising letters.

**TEAMMAKER WORKSHOP & UNITY GAMES** – Team bonding time and team building activities designed to unite your team!