



2021 SPIRIT (CHEER SHOWTIME)

DAY ONE

DAY TWO

DAY THREE

DAY FOUR

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

1:00 pm Staff Show Off
Red Carpet
Warm-Ups / **Coaches Meeting 1**

1:30 pm Coaches Consultation
NFHS Credentialing Intro
Cheerleading & Jump Basics
Jump Off

1:45 pm Stunt Introduction

2:30 pm Meet your Staff TeamMate
Staff TeamMate Time

3:30 pm Friday Night Lights

4:30 pm DINNER

6:30 pm Fight Song Evaluation/
Home Routine Showcase

7:30 pm **Coaches Goal Setting**
Material Review

8:00 pm Unity Games
Staff TeamMate Wrap Up
Spirit Awards

9:00 pm All Camp Meeting

7:00 am BREAKFAST

8:15 am **Captains Meeting 1**

8:30 am Coaches Meeting 2
Warm-Ups & Review

9:00 am Stunt Class
Gatorade Break

10:30 am Group A: Staff TeamMate Time
Group B: Game Day Class

11:30 am LUNCH

1:00 pm Coaches Camp Assessment
Stunt Off Round 1

1:30 pm Group B: Staff TeamMate Time
Group A: Game Day Class

2:30 pm Pyramids Class

3:30 pm Staff TeamMate Time
Staff TeamMate Wrap Up

4:15 pm Pin It Forward
Spirit Awards

4:30 pm DINNER

NIGHT OFF!

7:00 am BREAKFAST

8:15 am **Captains Meeting 2**

8:30 am Coaches Meeting 3
Warm-Ups & Review

9:00 am Stunt Class

10:30 am Group A: Staff TeamMate Time
Group B: Game Day Evaluation

11:30 am LUNCH

1:00 pm Coaches Certification
Stunt Off Round 2

1:30 pm Group B: Staff TeamMate Time
Group A: Game Day Evaluation

2:30 pm Made 2 Order

3:30 pm Staff TeamMate Time
Staff TeamMate Wrap Up

4:15 pm Class Yell

4:30 pm DINNER

6:30 pm Class Competition
Spirit Awards
USA Dance Party

7:00 am BREAKFAST

8:15 am **Captains Meeting 3**

8:30 am Coaches Meeting 4
Warm-Ups & Review

9:00 am Staff TeamMate Time
Staff TeamMate Wrap Up

9:30 am Friday Night Lights Showdown

10:30 am Stunt Off Finals

11:00 am All-American Tryouts
Showstopper

11:30 am Show n' Tell
Pin It Forward
Final Awards

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

Cheer/Dance Unity classes.

**NFHS Squad Credentialing (For additional
information see page 2)**

Times and class titles are subject to change.

NFHS CREDENTIALING – 5 ROLES OF A SPIRITLEADER

AMBASSADOR	ATHLETE	CROWDLEADER	ENTERTAINER	SPIRIT RAISER
Captains Meetings	Warm-Ups	Fight Song Evaluation	Friday Night Lights routine	Unity Games
All-American	Cheerleading & Jump Basics	Game Day Class	Home Routine Showcase	Spirit Awards
Pin It Forward	Stunt Introduction/Class	Game Day Evaluation	Made 2 Order	Class Competition
	Pyramids Class		Friday Night Lights	
	Stunt Off		Showdown	

ALL-AMERICAN & SHOWSTOPPER – Campers must be nominated by the USA staff to tryout for All-American at camp. Tryout requires campers to perform material learned at camp. Campers selected as an “All-American” will have the opportunity to attend an All-American tour in 2021! Based on their All-American tryout, one Showstopper is selected by the USA staff as the top All-American and will receive a sweatshirt and a medallion.

CAPTAINS MEETINGS/NFHS CREDENTIALING – Head Instructors will meet with captains (or assigned leaders) to inform them of important items for the day and guide them through the NFHS Squad Credentialing process. By participating in daily classes and the Team Up For St. Jude letter writing campaign, teams will become certified in the NFHS Roles of a Spiritleader and will receive a credentialing certificate at the end of camp.

CLASS COMPETITION – The annual Class Competition is BACK and BETTER THAN EVER with new games and fun surprises! Dance the night away and make memories in an unforgettable glow-in-the-dark atmosphere. Who will be the TOP class this summer? READY, SET, GLOW! GLOW all out in your class color: SENIORS – Pink, JUNIORS – Blue, SOPHOMORES – Green, FRESHMEN – Orange.

COACHES MEETINGS – Head Instructors will meet with advisors/coaches daily to review important items for the day and conduct workshops geared toward advising/coaching.

FRIDAY NIGHT LIGHTS SHOWDOWN – This competition takes place on day 4. Teams will perform a customized Friday Night Lights routine learned at camp to compete against other teams at camp. 1st, 2nd and 3rd place trophies will be awarded.

GAME DAY EVALUATION – The Game Day Evaluation takes place on day 3. Teams will be evaluated on Game Day material learned at camp. Teams will receive written feedback on their Game Day performance. They will perform a Band Chant, then must respond to a game situation with an appropriate Sideline Cheer followed by a Crowd Leading Cheer/chant (emphasis on CROWD COMMUNICATION & SHOWMANSHIP).

FIGHT SONG EVALUATION/HOME ROUTINE SHOWCASE (Optional) – The Fight Song Evaluation/Home Routine Showcase takes place on day 1. Teams may bring a Fight Song to be evaluated and/or a home routine to showcase, limited to 1 minute per routine.

- Teams will receive written feedback on their Fight Song performance. Use your traditional Fight Song or the USA Fight Song (available upon request). Add formation changes, visual effects, roll-offs, skills, etc. Incorporations should be practical and crowd oriented (emphasis on TECHNIQUE, EXECUTION & SHOWMANSHIP)
- Teams will receive verbal feedback on their Home Routine. Home Routines can be performed with or without music.

JUMP OFF – Each school will select their best jumper to compete in the Jump off. The top jumper will be awarded a medallion.

MADE 2 ORDER – A variety of routines of different styles and difficult levels will be offered during this class. These routines can be paired with the custom ending of your Friday Night routine to make an additional ready-to-go routine. To take full advantage of material being offered, it is recommended that you divide your team and have them attend all routines.

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

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.

STUNT OFF – Stunt groups will compete against other groups at camp by performing a variety of stunts. The top group will be awarded medallions.

UNITY GAMES – Designated time for bonding and team building activities.