

# NATIONAL DANCE TEAM CHAMPIONSHIP

## UDA GAME DAY CHAMPIONSHIP DIVISION GUIDELINES

### A. UDA GAME DAY FORMAT

#### Fight Song

- a. Skills and choreography should represent a traditional Fight Song that your team performs at games and community events.

#### Spirit Raising Performance

- a. Teams will choose to perform ONE of the following:
  - i. Sideline Routine
  - ii. Stand Routine
  - iii. Drum Cadence
- b. The performance of your choice should have an emphasis on crowd appeal.

#### Spirit Video

- a. This component will be sent in prior to the championship and will be played during the competition.
- b. The 45 second video should showcase what your team is doing within the school and the community throughout the season.
- c. Comprised of 5 total video clips. (No still photos or boomerangs) Must use a minimum of 2 clips from each of the following:
  - i. In School (i.e. pep rally, orientation, open house, 1<sup>st</sup> day welcome, games)
  - ii. In Community (i.e. races, fairs, performance at feeder schools, food drive, parades)

#### Performance Routine

- a. A 1:00 routine (pom, jazz, hip hop, or kick) that is designed for crowd entertainment.
- b. This is the best time to showcase your team's energy and connection to the crowd.

1. Teams will be evaluated and scored on each section of the Game Day Competition. Within each section, performances will be scored on synchronization, execution of motion/skills and overall effect. In addition, other components that pertain specifically to each section will be judged.
2. All components will be performed one right after the other in the following order: Fight Song, Spirit Raising Performance, Spirit Video, Performance Routine. Cues will not be given between each component.
3. Teams are required to wear a traditional uniform that you would wear when representing your school. These should be in school colors.
4. Teams may use poms, but they are not required. No other props are allowed.
5. Mascots and band/drum lines are not allowed.

### B. TIME LIMITATIONS

1. The Fight Song and Spirit Raising Performance combined should not exceed 2 minutes.
2. The Spirit Video should not exceed 45 seconds.
3. The Performance Routine should not exceed 1 minute.
4. Each component should have a beginning and an ending.
5. We require three separate tracks for each component to make transitions easier for your team.

## **C. GAME DAY DIVISIONS**

1. There are FOUR separate UDA Game Day divisions:
  - a. **Junior High Game Day – 9<sup>th</sup> grade and below**
    - i. Junior High Divisions WILL be allowed 9th grade participants if (1) they attend a school that is under the administrative supervision of the same school board as the junior high school that they are representing AND (2) a minority of the team are 9th graders. Junior High teams with a majority of 9th graders would compete as a Junior Varsity.
  - b. **Junior Varsity Game Day – 7<sup>th</sup>-12<sup>th</sup> grades**
    - i. Junior Varsity Divisions WILL be allowed 7th grade participants if they attend a school that is under the administrative supervision of the same school board as the high school that they are representing. Junior Varsity teams must be the official Junior Varsity of the school they represent.
  - c. **Small Varsity Game Day – 8<sup>th</sup> – 12<sup>th</sup> grades**
    - i. 7-15 members
    - ii. 7th grade participants will NOT be allowed on a Varsity team; however 8th grade participants will be allowed to participate on a Varsity team if the school they attend is under the direct administrative supervision of the same school board as the Varsity team they are representing
  - d. **Large Varsity Game Day – 8<sup>th</sup>-12<sup>th</sup> grades**
    - i. 16 and more members
    - ii. 7th grade participants will NOT be allowed on a Varsity team; however 8th grade participants will be allowed to participate on a Varsity team if the school they attend is under the direct administrative supervision of the same school board as the Varsity team they are representing
2. Individuals are NOT permitted to compete in two divisions within the same school (Example: A dancer is not allowed to compete with both a JV and a Varsity team). Individuals are also NOT permitted to compete on two different school teams. (Example: A dancer is not allowed to compete with ABC Junior High and XYZ High School or ABC High School and XYZ High School).
3. Teams will be able to enter 2 categories (Pom, Jazz, Hip Hop, Kick) PLUS the Game Day Championship.
4. Teams will not be able to compete with less team members than their other categories.
5. Teams are able to move up in size divisions for the Game Day Championship ONLY.