

# NCA & NDA COLLEGE GAME DAY DIVISION

## OBJECTIVE

To provide a unique and exciting opportunity for school Spirit Programs to work together to showcase their ability to promote school spirit and excitement in support of their school and its athletic teams. This division not only allows the use of traditional sideline cheer and dance teams, but also the incorporation of members of the school Marching Band, Pep Band, Drum Line, Mascot(s), Spirit Group/Club, etc. The primary responsibility of Spirit Programs is to develop and implement effective methods of generating excitement and often requires close coordination between various campus groups. NCA & NDA now offers a way to showcase this at the highest level on the largest stage in spirit competition at the NCA & NDA Collegiate Cheer and Dance Championship.

## BENEFITS OF GAME DAY

1. Turn the skills, creativity and school traditions that you utilize on the sideline into a winning routine.
2. Earn the title of National Champion along with the coveted Megaphone trophy and National Champion Banner in a division that embodies college spirit in its purest form.
3. Utilize the preparation for games and game performances to prepare your team to compete.
4. Better develop and display the core elements of your role at games.
5. Increase the value that the entire Spirit Program brings to your school and its athletic events.
6. Develop a successful and dynamic working relationship between ALL spirit-related groups on campus.
7. Earn advancement to FINALS in the historic Daytona Beach Band Shell to be filmed by CBS Sports.

## GENERAL RULES

1. Each team may be comprised of a maximum of 30 participating members.
2. Participants may include cheer, dance, mascots, band, drumline, flag corps, etc.
3. All Participating members must meet NCA & NDA eligibility verification requirements and exclusivity policy, and must also meet all respective school's eligibility requirements. (See Rule Book)
4. Cheer participants may **NOT** also be members of a cheer team competing in another cheer division at the NCA & NDA Collegiate Cheer and Dance Championship.
5. Dance participants may utilize this as their second routine.
  - *Due to the time of day that the Game Day division will be offered, only dancers in the Team Performance or Hip Hop categories will be eligible.*
6. All participating members, coaches and directors must follow the championship rules for Code of Conduct, Sportsmanship, and School Representation. (See Rule Book)
7. Performance Area is restricted to the 42' x 54' performance mat and must follow cheer boundary rules for the competition for all participants. (See Rule Book)
8. The maximum time allotted for each Game Day performance is three (3) minutes.
9. Recorded band music is required and must follow the Varsity Spirit Music Guidelines. Visit [Varsity.com/music](http://Varsity.com/music) for more information. No voice-overs or words may be recorded to make the team's vocal projection sound louder.
10. The use of signs, flags, banners or other spirit related props are highly recommended.
  - Props may be touching out of bounds without penalty, however participants may not step out of bounds with both feet to retrieve the prop.
  - No items may be thrown, tossed, or released from the performance area into the crowd.
  - Instruments may not be utilized in skills.

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## FORMAT

1. Timing will begin when the team is announced to take the floor.
2. Teams may stage props immediately following the conclusion of the team before them, but this staging must be timely so that it does not disrupt the flow of the competition and cause any delay. Outdoor elements (wind and sun) should be taken into consideration when determining how props will be handled.
3. Each performance must consist of the following performance sections, however you may determine the order of the sections. Sections cannot be split up.

## CROWD LEADING SECTION – MAXIMUM 1 MINUTE

- Traditional school cheers and/or chants.
- Incorporation of props such as signs, poms, megaphones, flags, etc.
- No recorded music or voice enhancement is allowed. Onstage instruments are allowed to help set and enhance the rhythm and beats.
- Only trained cheer and dance members may perform skill incorporations.
- Scoring in this segment is based on the ability of the performers to promote crowd interaction and participation as well as display excitement and genuine school spirit.
- Actual crowd response at the Championship is NOT scored.

## BAND CHANT SECTION– MAXIMUM 1 MINUTE

- Traditional school band chant(s).
- Incorporation of props such as signs, poms, megaphones, flags, etc.
- Recorded band music **must** be used and onstage musical instruments may also be utilized.
- Only trained cheer and dance members may perform skill incorporations.
- Scoring in this segment is based on the ability of the performers to promote crowd interaction and participation as well as display excitement and genuine school spirit.

## FIGHT SONG SECTION – MAXIMUM 1 MINUTE

- Traditional school fight song.
- Incorporation of props such as signs, poms, megaphones, flags, etc.
- Recorded band music **must** be used and onstage musical instruments may also be utilized.
- Only trained cheer and dance members may perform skill incorporations.
- Scoring in this segment is based on the ability of the performers to effectively and accurately perform a traditional school fight song displaying high energy and solid performance techniques.

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## GAME DAY DIVISION SKILL SCORING & RESTRICTIONS

Skill incorporations are allowed and encouraged throughout the Game Day Division as long as they are utilized to effectively promote and encourage crowd involvement and entertainment. The NCA & NDA Point and Safety Deduction System will be utilized (see rule book.)

Teams competing in the GAME DAY division will adhere to hybrid safety guidelines. Only trained cheer and dance members may perform skill incorporations. Dancers must abide by the NDA College Safety Rules, and Cheerleaders must abide by the AACCA College Safety Rules with the following additional permissions and limitations.

### STUNTS / PYRAMIDS

- Pyramids sustained at 2 ½ persons high are PERMITTED
- Twisting stunts (i.e. full ups) may not exceed 1 and ¼ twisting rotation

### TOSSES

- Flipping tosses are permitted with zero twisting rotations
- Non flipping/twisting tosses may not exceed 2 and ¼ twisting rotations

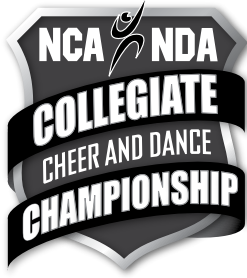
### TUMBLING

- Twisting flips are not permitted

### KEY SCORING REMINDERS

- Practicality of skills for a Game Day environment are critical.
- Included skills must be practical for Game Day and executed with strong technique while providing a visual effect that influences the crowd's participation or entertainment value.
  - Poor technique that pulls attention from the crowd will negatively impact the score.
  - The NCA & NDA Point and Safety Deduction System will be utilized (see rule book.)
- Use of cheer and dance skill incorporations amount to 30% of the total score. The Game Day effects created by the use of Spirit Programs to lead the crowd is 70%.

*Please review the DRAFT score sheets provided in the following pages for descriptions of each scoring category. Note that the final score will be out of 100 points as the Overall Impression on each score sheet will be averaged. FINAL score sheets will be published in mid-September.*



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## GAME DAY DIVISION MASTER SCORESHEET

**BAND CHANTS**

	MAXIMUM VALUE	
<b>EXECUTION OF BAND CHANT</b> Motion technique, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>VISUAL</b> Level changes, ripples, effective incorporation of props, creative movements	<b>10</b>	

**CROWD LEADING**

	MAXIMUM VALUE	
<b>GAME DAY MATERIAL</b> Proper use of cheer/chant, crowd leading techniques	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>EFFECTIVE USE OF GAME DAY PROPS</b>	<b>10</b>	

**FIGHT SONG**

	MAXIMUM VALUE	
<b>EXECUTION OF FIGHT SONG</b> Motion technique, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>VISUAL</b> Level changes, ripples, effective incorporation of props, creative movements	<b>10</b>	

	MAXIMUM VALUE	
<b>OVERALL IMPRESSION</b> Overall execution, creativity, practicality, effectiveness, coordination between spirit group and overall appeal	<b>10</b>	