



General Rules and Restrictions for all Sections:

- All 3 sections will be performed together. Order will be Game Time Dance, Game Time Cheer, and then Fight Song.
- Basket tosses or elevator sponge tosses are not permitted.
- Single leg stunts are limited to liberties and/or liberty hitch stunts.
- Inversions are not permitted
- Twisting dismounts are not permitted.
- Running tumbling is not permitted.
- Standing tumbling is limited to single back handspring or standing back tuck.

Game Time Dance:

- Focus on entertainment and crowd involvement.
- One minute time limit and starts with first beat of music or organized movement.
- No stunting or tumbling is permitted. Jumps and kicks are allowed.

Game Time Cheer:

- Focus on crowd involvement.
- One minute time limit.
- Use of props are highly encouraged.

Fight Song:

- Focus on Traditional Fight Song and incorporation.
- One minute time limit.
- Stunts, jumps, and standing tumbling are allowed in the incorporation. Allowed up to three 8-counts of incorporation and must be performed the same if repeated.



Game Time Dance Score Sheet

Game Time Dance	Maximum Points	Total Score
Creativity & Musicality <i>Use of Movement to complement the music</i>	10	
Synchronization <i>Movement throughout routine</i>	10	
Motion Technique <i>Strength of motions, proper control, correct placement</i>	10	
Visual Effects <i>Level changes, ripples, footwork, creative movements</i>	10	
Overall Impression <i>Audience appropriateness, execution</i>	10	
Crowd Appeal <i>Energy, crowd coverage, visual appeal</i>	10	
Total Score	60	
Comments		



Game Time Cheer Score Sheet

Game Time Cheer	Maximum Points	Totals
Spacing & Formations <i>Spacing, formations, positioned to cover crowd</i>	10	
Strength of Motions <i>Sharpness, placement, proper control</i>	10	
Voice & Pace <i>Loud and natural voices, good inflection, moderate pace</i>	10	
Crowd Leading Skills <i>Skills added to the squad's ability to lead the crowd</i>	10	
Use of Props <i>Signs, poms, Flags, megaphones used to encourage crowd response</i>	10	
Synchronization <i>Movement throughout routine</i>	10	
Crowd Effective Material <i>Easy to follow, encourages crowd participation</i>	10	
Overall Impression <i>Audience appropriateness, execution</i>	10	
Crowd Appeal <i>Energy, crowd coverage, visual appeal</i>	10	
Total Score	90	
Comments		



Game Time Fight Song Score Sheet

Game Time Fight Song	Maximum Points	Totals
Material <i>Crowd oriented movements, fit to music</i>	10	
Creativity & Musicality <i>Use of movement to complement the music</i>	10	
Visual Effects <i>Level changes, ripples, creative movements</i>	10	
Crowd Leading Skills <i>Skills added to the squad's ability to lead the crowd</i>	10	
Synchronization <i>Movement throughout routine</i>	10	
Strength of Motions <i>Sharpness, placement, proper control</i>	10	
Overall Impression <i>Audience appropriateness, execution</i>	10	
Crowd Appeal <i>Energy, crowd coverage, visual appeal</i>	10	
Total Score	80	
Comments		