

Oklahoma Game Day Championship Guidelines

Hosted by J&C Cheer LLC



GAME DAY GUIDELINES

1. Traditional sideline uniforms required. The use of crowd-leading tools such as signs, poms, flags and/or megaphones are permitted. **Practicality should be considered in all elements.**
2. The competition floor will be matted. All participants must stay on the matted surface.

SKILL RESTRICTIONS

1. No basket, sponge or elevator tosses are allowed. (Cradles are dismounts)
2. No inversions (Cradles are dismounts)
3. No twisting dismounts from stunts
4. Single-leg extended stunts are limited to a liberty, liberty hitch
5. No running tumbling
6. Standing tumbling is limited to ONE skill. A back tuck is the most elite tumbling skill allowed.
7. Stunting/Tosses must follow NFHS/AACCA rules

This competition is one continuous performance demonstrating the compilation of the 4 Game Day elements. Each team will showcase their best sideline and crowd-leading material in a game day presentation that will include an announcer-led situational game day element. The use of crowd-leading tools such as sign, poms, flags and/or megaphones are permitted. **Practicality should be considered in all elements.**

The routine is performed in this order: Band Dance, Situational element, Crowd Leading, Fight Song.

Three (3) minute time limit. Teams will set up and take the floor. **NO ORGANIZED ENTRANCES.** Time will begin with the first beat of the band dance music.

Following the completion of the band dance, the announcer will give the squad a game scenario indicating an offensive or defensive situation in a football game. Teams should show their definitive understanding of the situation with an offense or defense crowd-leading response, which transitions the squad into the crowd leading portion of the finals.

Following the crowd leading portion, the squad will perform their fight song routine. Each portion of the finals should have a designated beginning and end with spirited crowd interaction between.

BAND DANCE RULES AND RESTRICTIONS

Marching band music only.

Emphasis on crowd appeal and practicality, no stunts or tumbling permitted.

CROWD LEADING SECTION INFO

No music allowed.

A situational chant or sideline will be used as transition to the cheer section of your routine. Performance should have an emphasis on crowd involvement.

FIGHT SONG RULES AND RESTRICTIONS

Marching band music only.

Up to three CONSECUTIVE eight counts may be incorporated with stunts, tumbling, and/or jumps. If repeated, incorporation must repeat EXACTLY as initially performed.