

## **CIFSDS**

### **GAME DAY CHEER INFORMATION**

Each Game Day performance will consist of a Band Dance, Situational Sideline, Time Out Cheer and Fight Song - in that order. NEW for 2017-2018: Teams will no longer have audio cues for Band Dance and Cheer. All teams will perform in the same order.

#### **Band Dance**

At CIFSDS Competitions, the Band Dance can be to any song of choice. The Band Dance cannot incorporate any skill other than kicks and jumps but should showcase the squad's sharp motions, high energy and synchronization. Teams can choose to use signs, flags, and other spirit raising props to help encourage crowd response.

#### **Situational Sideline**

With a designated game situational cue - either an offensive or defensive - the squad will determine which Sideline to perform. Teams are encouraged to use spirit raising props such as signs, poms and megaphones. Skills should be minimal and simple.

#### **Time Out Cheer**

The Time Out Cheer is the best time to showcase crowd effective skills! Squads are highly encouraged to use signs, poms and flags to enhance crowd effectiveness, as well as incorporate skills. The Time Out Cheer should remain consistent with a 1 minute time out during a game.

#### **Fight Song**

Your Fight Song should represent the traditional Fight Song your school has always done at games. Your team can incorporate up to 3 consecutive 8-counts of crowd effective stunts, tumbling, and/or jumps to your band's recorded music.

With all four elements combined, the Game Day Routine cannot exceed a **3 minute time limit**.