



## "Spirit – Bring It" 2009 Football Spirit Teams Competition

Welcome to the 2009 "Spirit-Bring It" Football Spirit Teams Competition! Your school or organization has the opportunity to enter your cheerleaders, dance teams, mascot and flag teams into the upcoming competition.

It has been a tradition that cheer and dance competitions are normally held after the football season, but we would like to start a new tradition and invite the football cheerleaders, dance teams, flag teams and mascot to their very own competition during their season. The competition will be held on Saturday, August 29, 2009 at Little Wolf High School, Manawa Wisconsin.

The competition is being hosted by the Wolf River Stars, Inc. as a fundraiser at a local school on a football field setting. In the event that it should rain, we will hold the competition in a gym. We would like to encourage all teams (cheer and dance), flag teams and mascots to participate whether you have never competed before or not. This is your time to go for the "Gold".

To enter the competition, each team and mascot need to fill out the registration form. Registration fee is \$60.00 per team / \$75.00 per team includes t-shirts (up to 20 t-shirts), Mascots are \$10.00 each / \$13.00 includes t-shirt. Each team member and mascots will need to also fill out a medical/liability form.

Registrations must be postmarked by August 1<sup>st</sup>. There will be a \$10.00 late fee for any registrations received after August 1<sup>st</sup>.

We have attached a registration form and medical/liability form for your convenience and ask that you visit our web site for all competition information, rules and score sheets.

[www.wolfriverstars.com](http://www.wolfriverstars.com)

Thank you for your time and consideration, if you have any questions or concerns or you are having problems locating or retrieving the competition information, please do not hesitate to contact the event director, Tamie Neilson. (920) 982-6144. Thank you again!

# “Spirit – Bring It!”

## Event Overview

### A. General Information

1. “Spirit – Bring It!” will be held each year as an opportunity for cheer, dance, flag teams and mascots to compete. The event will be held on Saturday morning and early afternoon during the football season.
2. Registration begins at 7:30 AM – 8:00 AM
3. National Anthem at 8:25 AM
4. Competition to begin at 8:30 AM
5. Teams should arrive at least 45 minutes prior to the beginning of the event.
6. There will a brief coaches meeting 20 minutes prior to the event to insure that coaches have all information needed for the competition.
7. All teams and mascots must pay the registration fee and have a registration form on file on or before the registration deadline.
8. Cheer, Dance and Flag teams cost \$60.00 per team or \$75.00 per team includes T-shirts (limit 20).
9. Mascot cost \$10.00 per individual or \$13.00 per individual includes T-shirt.
10. All team members and mascots must have a medical/liability waiver on file by the day of the event.
11. Information about the competition may be found at [www.wolfriverstars.com](http://www.wolfriverstars.com) or by contacting the site director – Tamie Neilson – 920-982-6244.

### B. Competition Site Information

1. The competition is scheduled to take place on football field setting. In the event of rain, the competition will take place in the gym. Some seating will be provided. Lawn chairs will be allowed in designated areas.
2. Warm up areas will be provided for all teams. Changing rooms will also be available for team members.
3. The performance area is a grassed football field. If moved into the gym, a 42' x 42' mat will be provided for cheer teams. Basketball floor for dance and flag team performances.
4. Parking is available in parking lots around the building.
5. Parking will be available for busses.
6. Spectator fees are \$3.00 for adults, \$2.00 for students, children 5 and under free.
7. Concessions will be available during the event.

### C. While at the Competition

1. While at the competition, either waiting to perform or simply watching the competition, it is important for your team to be as quiet as possible, common courtesy for the judges and spectators. Judges will note this as consideration on the part of your team. No practicing or warm-ups may take place anywhere but in the designated areas.
2. During the competition, we support the enthusiastic cheering from teams for other cheer teams after performances. It is also encouraged to coach your

- spectators to respond appropriately during “response cheers,” (for example, “Give me an A,” and your spectators respond with “A”). However, it is not appropriate for your spectators to cheer with the team performing during every aspect of the cheer. Part of your team’s score is voice projection, clarity, and energy; if the judges cannot hear your squad due to the spectators’ involvement, your team may receive a lower score.
3. ZERO tolerance will be given when it comes to negative chanting, loud conversations, or taunts from team to team or individual to individual. We expect all teams, coaches, and spectators to represent themselves and their community in a positive manner. Acts of unsportsmanlike conduct may result in a disqualification of a team.

## General Event Regulations

### A. Judging

1. WRS will have three judges for each (Cheer, Dance, Flags and Mascots) using the score sheets that have been provided.
2. WRS will have a Safety judge available. NFHS rules will apply for school cheer, dance, flag teams and mascots. USASF rules will apply for Pop Warner teams.
3. It will be the responsibility of the coach to make sure all safety rules are being followed. Penalties will only be given if a violation of the rules has been made. Spotters will not be provided by the competition organization. A coach may be on the field as an extra spotter only. They may not participate in the routine in any way other than as an EXTRA spot.

### B. Cheer Team Requirements

Pre-Game – 32 count jive repeat 3 times to include but not limited to:

- a. Kick
- b. Members switching positions
- c. Ripple

Sideline to include but not limited to:

- a. Jump
- b. Crowd Reply
- c. 3 variation of arms (High V, T, punch)

½ Time Performance to include but not limited to:

- a. 2:15 – 2:30 Length
- b. 1 combination jump set (Toe Touch, Hurdler)
- c. 1 all team synchronized tumble (all summersaults, all cartwheels, etc.)
- d. 3 builds – 1 to be a full team pyramid
- e. Synchronized team dance

### C. Dance Team Requirements

½ Time Performance to include but not limited to:

- a. 2:15 – 2:30 Length
- b. Pom – as found in definition
- c. Jazz - as found in definition

- d. Funk - as found in definition
- e. Kick - as found in definition

#### **D. Flag Team Requirements**

**½ Time Performance to include but not limited to:**

- a. 2:15 – 2:30 Length
- b. Twirling
- c. Precision
- d. Maneuvering
- e. Showmanship

#### **E. Mascot Requirements**

**Pre-Game Performance to include but not limited to:**

- a. 1:00 – 1:15 Length
- b. Visual Appeal
- c. Crowd Response

**For all requirements, please refer to each score sheet.**

#### **F. Performance Order – Alphabetical by School or Organization**

- a. Flag Teams
- b. Mascots
- c. Dance Teams
- d. Cheer Teams

#### **G. Team Divisions Cheer & Dance**

**School teams will be divided by team size and grade level:**

- a. Middle School or High School with 3 – 7 members
- b. Middle School or High School with 8 – 12 members
- c. Middle School or High School with 13 – 17 members
- d. Middle School or High School with 18 and above

#### **Competition Event Specifics**

- A. Each team and mascot will perform one time. As stated above each team has a minimum and a maximum amount of time. A penalty may be given if a team goes over their allotted time.**
- B. Cheer teams and mascots may use signs as long as you follow the proper rules for safety.**
- C. Teams will follow a warm-up rotation. Mats will be provided for cheer teams for stunts and tumbling. A warm-up rotation map will be provided at the registration table. Teams are required to be in rotation 15 minutes prior to your performance time.**

- D. Mascots are allowed to perform with the team but are not allowed to be “flyers” in stunts. They must follow all NFHS rules and regulations for mascots.**
- E. Please make sure all music is on a CD and always have a back up CD with you. All music will be played on a portable stereo system. You may test your music prior to the event or during breaks. Please make sure all music is “Appropriate” not inappropriate language will be tolerated.**
- F. When choreographing your routines, please keep in mind that all routines should be appropriate for family viewing. Any vulgar or suggestive movements will result in a minor (10 points) or major (30 points) penalty on the score sheet. There is often a fine line between movements that are innocently coy & flirtatious and those that are suggestively sexual in nature. Make sure that your choreography cannot be interpreted by anyone as being sexually suggestive or inappropriate (with particular emphasis on hip/pelvic thrusts, “booty” shaking and undulation movements).**
- G. When stunting – please make sure you know and follow all of the NFHS or USASF rules for your teams.**

**\*\*Remember, the safety of your team members should be the utmost priority in designing/performing your routine. Wolf River Stars, Inc. takes safety very seriously at this and all events.\*\***

#### **Post Competition Items**

- A. Awards will be held in two sessions:
  - a. Flags & Mascots**
  - b. Dance & Cheer Teams****
- B. Plaques and medals will be given to 1<sup>st</sup> place winners  
Medals will be given to 2<sup>nd</sup> and 3<sup>rd</sup> place winners**
- C. All decisions are final**



"Spirit – Bring It" 2009 Football Spirit Teams Registration

Name of Team/Mascot: \_\_\_\_\_

(If Mascot, please put type of Mascot and person performing as the mascot)

Coach Name: \_\_\_\_\_ Phone # \_\_\_\_\_

Mailing Address: \_\_\_\_\_

Coach Email Address: \_\_\_\_\_

<b>CHEER</b>	<b>Number</b>	<b>DANCE</b>	<b>Number</b>
Varsity		Varsity	
Jr. Varsity		Jr. Varsity	
Freshman		Freshman	
8 <sup>th</sup> Grade		8 <sup>th</sup> Grade	
7 <sup>th</sup> Grade		7 <sup>th</sup> Grade	
6 <sup>th</sup> Grade		6 <sup>th</sup> Grade	
5 <sup>th</sup> Grade		5 <sup>th</sup> Grade	
Pop Warner		Pop Warner	
Rec. Team		Rec. Team	
<b>SPECIALTY</b>			
Flag Team			
Mascot			

<b>T-Shirts</b>	<b>Number Needed (Limit 20)</b>
X-Small	
Small	
Medium	
Large	
X-Large	

Registration Fee: \$60.00 Per Team \_\_\_\_\_

Registration Fee with T-Shirts: \$75.00 Per Team \_\_\_\_\_

Mascot Fee: \$10.00 \_\_\_\_\_

Mascot Fee with T-Shirts: \$13.00 \_\_\_\_\_

**TOTAL REGISTRATION FEE:** \_\_\_\_\_



“Spirit – Bring It”

Name of Team \_\_\_\_\_

**CHEER TEAMS**

Comments	Score
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**Overall Appeal**

WOW Factor	1 2 3 4 5	_____
Energy	1 2 3 4 5	_____
Showmanship (appearance, smiles, eye contact)	1 2 3 4 5	_____
Effectiveness with the crowd	1 2 3 4 5	_____

**Pre-Game**

Synchronization	1 2 3 4 5	_____
Effective Transitions	1 2 3 4 5	_____
Motion Technique (Difficulty)	1 2 3 4 5	_____
Energy Level	1 2 3 4 5	_____

**Side-Line Cheer**

Strong Voices	1 2 3 4 5	_____
Excellent Spirit / Crowd Appeal	1 2 3 4 5	_____
Effective incorporation of required motions & Jumps	1 2 3 4 5	_____
Originality, Energy, Facials	1 2 3 4 5	_____

**½ Time Routine**

Routine Transitions (Cheer/dance/jumps/stunts)	1 2 3 4 5	_____
Tumbling (Variety/Difficulty/Synchronization)	1 2 3 4 5	_____
Group Stunts (Difficulty/Technique)	1 2 3 4 5	_____
Pyramids (Difficulty/Technique/Variety)	1 2 3 4 5	_____
Dance (Incorporation/Synchronization/Effective Transitions)	1 2 3 4 5	_____
Cheer (Strong Voices/Spirit/Crowd Appeal/Motions /Transitions)	1 2 3 4 5	_____
Overall Appeal (WOW factor/Showmanship-facials)	1 2 3 4 5	_____
Energy Level throughout routine	1 2 3 4 5	_____

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General Comments	TOTAL POINTS	_____
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Any Rule Violations	TOTAL POINTS	_____
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GRAND TOTAL		_____
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“Spirit – Bring It”

Name of Team \_\_\_\_\_

**Dance Teams**

Comments	Score
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**½ Time Routine**

**Dance Technique**

Proper Body Placement	1 2 3 4 5	_____
Body Control	1 2 3 4 5	_____
Strength of Movements	1 2 3 4 5	_____
Technique follows dance style (Pom, Jazz, Funk, Kick)	1 2 3 4 5	_____
Skills incorporated effectively and appropriately	1 2 3 4 5	_____

**Group Execution/Synchronization**

Precision & Execution	1 2 3 4 5	_____
Uniformity & Timing with Music	1 2 3 4 5	_____
Spacing	1 2 3 4 5	_____

**Choreography**

Creativity & Style	1 2 3 4 5	_____
Variety	1 2 3 4 5	_____
Visual Effect	1 2 3 4 5	_____
Formations/Transitions	1 2 3 4 5	_____
Music compliments the choreography	1 2 3 4 5	_____

**Difficulty**

Tempo	1 2 3 4 5	_____
Variety of different skills (basic to advanced)	1 2 3 4 5	_____
Overall Movement	1 2 3 4 5	_____

**Projection/Showmanship/Overall Appeal**

WOW Factor	1 2 3 4 5	_____
Energy/Delivery	1 2 3 4 5	_____
Showmanship (appearance, smiles, eye contact)	1 2 3 4 5	_____
Effectiveness with the crowd	1 2 3 4 5	_____

General Comments TOTAL POINTS \_\_\_\_\_

Any Rule Violations TOTAL POINTS \_\_\_\_\_

GRAND TOTAL \_\_\_\_\_



“Spirit – Bring It”

Name of Team \_\_\_\_\_

### Flag Teams

Comments	Score
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#### ½ Time Routine

**Twirling (should include)** Worth 30 Points \_\_\_\_\_  
 Variety, Routine construction, ambidexterity, continuity,  
 Originality, wrist twirls, verticals/horizontals, aerials/exchanges  
 Finger work/rolls

Comments:

**Precision (should include)** Worth 25 Points \_\_\_\_\_  
 Uniformity, teamwork, smoothness, timing, rhythm, change of pace,  
 Poise/Grace, body movements

Comments:

**Maneuvering (should include)** Worth 15 Points \_\_\_\_\_  
 Maneuvering while twirling, routine suitable to music, patterns, alignment,  
 Spacing, synchronization

Comments:

**Showmanship (should include)** Worth 30 Points \_\_\_\_\_  
 Appearance, Personality Projection, Audience Appeal, Spirit,  
 Confidence, Eye Contact, Snap & Flash

Comments:

General Comments: TOTAL POINTS \_\_\_\_\_

Any Rule Violations: (1 – 5 points) TOTAL POINTS \_\_\_\_\_  
 (No jewelry, hair must be back and out of face, all sharp ends of flags must be covered)

GRAND TOTAL \_\_\_\_\_



“Spirit – Bring It”

Name of Mascot \_\_\_\_\_

School \_\_\_\_\_

**Mascots**

Comments	Score
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**Pre-Game**

**Character Definition**  
Representation of Character

Worth 10 Points \_\_\_\_\_

Comments:

**Content**  
Flow of Routine, Theme

Worth 10 Points \_\_\_\_\_

Comments:

**Delivery & Animation**  
Attitude, Mannerisms

Worth 10 Points \_\_\_\_\_

Comments:

**Originality**  
Creativity, Visual Appeal, Effective use of Music, Variety

Worth 10 Points \_\_\_\_\_

Comments:

**Routine Overall Effect**  
Showmanship, General Impression, Crowd Response

Worth 10 Points \_\_\_\_\_

Comments:

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General Comments: TOTAL POINTS \_\_\_\_\_

Any Rule Violations: NFHS TOTAL POINTS \_\_\_\_\_

GRAND TOTAL \_\_\_\_\_

NOTE AREA: