

APPENDIX G
COMPETITIVE CHEER - GAME DAY REFERENCE SHEET
FOR SPECIAL OLYMPICS AND UNIFIED

CHEER	SIDELINE	BAND CHANT	FIGHT SONG	TIME OUT PERFORMANCE
:30 TO 1:00 in length	The Sideline is a situational and repetitive chant with motions and simple skills, to encourage the crowd to yell, for each team performing.	:30	Up to 3 consecutive 8-counts of crowd effective stunts, tumbling and / or jumps to a sport team's recorded music.	:30 TO 1:00 in length
Time Out-style Cheer without music- where the Cheer Team leads and motivates the crowd in a Cheer to yell for their team and/or nation, with a focus on their team's/nation's colors, name, mascot, or common yell.	With either an Offensive or Defensive scenario, the squad will determine which Sideline to do based on the cues. (The Sidelines can also be pre-established- depending on the event organizer).	Chant with music that can incorporate (or can be restricted to not incorporate other than kicks and jumps)	The Fight Song should represent the traditional Fight Song (e.g. to music that is unique to the specific team) that is commonly performed at a Team's sporting event, usually following a Score/Goal, etc.	Commonly performed to a popular crowd leading songs of Sporting events (e.g. songs similar to Dr. Who, Hey, Zombie Nation, etc.).
The Cheer should remain consistent with a Time Out of a Sporting event.	Skills should be minimal and simple.	Cheerleading skills (e.g. stunts, simple pyramids, dances, simple tumbling) and should showcase the Team's sharp motions, high energy and synchronization.		Cheerleading teams can incorporate crowd effective stunts, tumbling, and/or jumps to a sport team's recorded music.
Teams are highly encouraged to use signs, poms and flags to enhance crowd effectiveness, as well as incorporate crowd- effective skills.	The teams will perform one of the situational Sidelines they have prepared and are encouraged to use crowd-motivating props such as signs, poms and megaphones.	Teams can choose to use signs, flags, and other crowd motivating props to help encourage crowd response.		Teams can choose to use signs, flags, and other crowd motivating props to help encourage crowd response.
Native language is encouraged.	Native language is encouraged.	Native language is encouraged.	Should any chants be included, native language is encouraged.	Should any chants be included, native language is encouraged.

Note: Subject to the discretion of an event organizer, as a guideline- four (4) elements of the five (5) elements combined, the Game Day Routine traditionally does not exceed 3 minutes.