



AIA Spirit Placement into Performance Divisions/Categories:

To prevent division changes and problems which may arise when a division change occurs, the Games Committee will determine appropriate division classifications approximately two weeks before the tournament date. The Committee will then place schools into appropriate division designations (i.e., Division I, Division II, etc.) and notify the schools at that time.

NOTE: Schools are limited to one entry in each of the following categories: Pom, Cheer, and Stunt

All-Girl Pom (No Stunts and/minimal Tumbling; Only the designated lifts are allowed)

- Routine Time Limit: Two minutes, thirty seconds (2:30)
- **A boy is allowed in the All-Girl Pom but it will not change the team to the Coed Division.**
- Emphasis on pom routine creativity, visual effectiveness, and synchronization. No stunts or tumbling above a prep level is permitted.
- Prep level stunts, Chair lift, T-lift, Side Aerial, Cartwheel, Round off, Forward Roll, and Forward suspended roll to floor are allowed with appropriate footwear. Traditional poms of any size are the only props allowed.

Coed Pom (No Stunts and/minimal Tumbling; Only the designated lifts are allowed)

- Routine Time Limit: Two minutes, thirty seconds (2:30)
- **It is not required to have a boy in the routine. If a boy is in the routine, the boy is not required to use poms.**
- Emphasis on pom routine creativity, visual effectiveness, and synchronization. No stunts or tumbling above a prep level is permitted.
- Prep level stunts, Chair lift, T-lift, Side Aerial, Cartwheel, Round off, Forward Roll, and Forward suspended roll to floor are allowed with appropriate footwear. Traditional poms of any size are the only props allowed.

Show Cheer (Same Sex Only, with Stunts and Tumbling)

- Routine Time Limit: Two minutes, thirty seconds (2:30)
- Emphasis on creative development of a performance routine, which may include stunting, dancing, chants, cheer motions, and tumbling. Music must be incorporated for a minimum of forty-five (45) seconds and a maximum of one minute, thirty seconds (1:30) of the routine. Music may be broken up into segments (i.e., 15 seconds, then an additional 20 seconds later in the routine, etc.) as long as it does not exceed the maximum music time limit of one minute, thirty seconds (1:30). The only props allowed are megaphones, poms, flag and signs. All props must be used in a safe manner.

Coed Cheer (with Stunts and Tumbling)

- Routine Time Limit: Two minutes, thirty seconds (2:30)
- Emphasis on creative development of a performance routine, which may include stunting, dancing, chants, cheer motions, and tumbling. Stunts should have a focus on coed partner stunting in which the males are actively involved in the stunts. Music must be incorporated for a minimum of forty-five (45) seconds and a maximum of one minute, thirty seconds (1:30) of the routine. Music may be broken up into segments (i.e., 15 seconds, then an additional 20 seconds later in the routine, etc.) as long as it does not exceed the maximum music time limit of one minute, thirty seconds (1:30). The only props allowed are megaphones, poms, flag and signs. All props must be used in a safe manner.

NOTE: One or more boys constitutes Coed. Males MUST have active stunt participation in the whole routine.

All-Girl Stunt

- Limit of participants: Four or five girls
- Routine Time Limit: One minute (1:00)
- Emphasis on stunting technique, transitions, and creativity. **No jumps or chants allowed.** Music required for entire Performance. There will be a 5-point deduction per occurrence for each disallowed component (i.e jumps and/or chants), which is included in the performance (Backward roll, forward roll, back extension, etc. is considered tumbling).
- (Tumbling is allowed as long as it is part of the stunt and not performed around the stunt. There are no additional points for tumbling, just visual effect).

COED Partner Stunt

- Limit of participants: One Girl and One Boy (One spotter is allowed for safety but cannot be a part of the stunt)
- Routine Time Limit: One minute (1:00)
- Emphasis on stunting technique, transitions, and creativity. **No jumps or chants allowed.** Music required for entire Performance. There will be a 5-point deduction per occurrence for each disallowed component (i.e., jumps and/or chants), which is included in the performance (Backward roll, forward roll, back extension, etc. is considered tumbling).
- (Tumbling is allowed as long as it is part of the stunt and not performed around the stunt. There are no additional points for tumbling, just visual effect).
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Game Day

Limit of participants: consist of Spiritline members, but not limited to a specific number.

Routine Time Limit: Two minutes, thirty seconds (2:30)

Emphasis on real game time situations, i.e.; timeout chants that engage the crowd in participation, and the school fight song

The Game Day category that incorporates the material utilized in game time situations. Teams are expected to come prepared with all a crowd leading time out chant and their school fight song. The will be performed in that order as well. Refer to score sheets for routine expectations.

Division Breakdowns by size.

All Girl Divisions I and II will be broken into small and large teams. The divisions will be determined by the total number of athletes competing. The division break will occur at the natural break after all teams have registered.

COED Division I will be broken into small and large determined by the number of boys they have on their team. Small COED I will be teams with 1-4 boys. Large COED I will be teams with 5 or more boys.

All Girl Division III will be broken into rural and metro teams. Rural teams are defined by the AIA definition determined by travel.

COED II will not have a size breakdown for the 2018-2019 school year. The committee is investigating the best way to break this division in the future when number of teams dictate this need.