



2026 WVSSAC GAME DAY INVITATIONAL Overview

October 3rd, 2026
Parkersburg South High School

QUALIFYING ROUND

In the Qualifying Round, each team will showcase its best crowd-leading material in Band Chant, Crowd Leading, and Fight Song routines that will be performed individually and scored separately during a single trip to the competition floor.

Each routine has a one-minute time limit. The use of crowd leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all parts of the routine.

FINAL ROUND

Teams advancing to the Final Round will be determined by Qualifying Round scores, which do not carry over. Each team competing in the Final Round will showcase its best leadership skills and sideline crowd-leading material in a three-minute Game Day presentation that will include the elements from the qualifying round and a definitive response to an announcer-led situational cue describing a game day offense or defense situation.

BAND CHANT

- Emphasis on crowd effectiveness, appeal, technique and practicality- No stunts or tumbling permitted
- 1 minute time limit- recorded marching band music

CROWD LEADING

- Time begins with buzzer sound following the Band Chant. Performance should have an emphasis on crowd involvement.
- 1 minute time limit- No music allowed.

FIGHT SONG

- In addition to Fight Song motions and movement, up to three consecutive eight counts should be incorporated with stunts, jumps and/or tumbling. IF Repeated, must be exactly as initially performed.
- 1 minute time limit- recorded marching band music

INVITATIONAL DIVISIONS:

Small Varsity Game Day	5-15 Participants
Medium Varsity Game Day	16-19 Participants
Large Varsity Game Day	20- 23 Participants
Super Varsity Game Day	24-30 Participants

- Invitational Information
- Venue Information
- Score Sheets
- Order of Performance
- Required Forms
- Spectator Information



Stay informed and updated by referencing the WVSSAC website: www.WVSSAC.org

The WVSSAC reserves the right to combine or add divisions based on final registration. Mascot and Flag Runners cannot be involved in the execution of cheer skills. All participants on the floor—except for up to two mascots—count toward the total number..

WVSSAC SPIRIT POLICY

SAFETY RULES

WVSSAC rules require all spirit activities to be in accordance with the safety standards prescribed by the NFHS Spirit Safety Rules.

GAME DAY INVITATIONAL SKILL RESTRICTIONS

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No inversions
- No twisting release dismounts from stunts
- Single leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time (A back tuck is the most elite tumbling skill allowed)

PARTICIPANT INFO

- Mascots and flag runners are welcomed but cannot be involved in the execution of technical skills.
- With the exception of up to two mascots, all other participants on the floor count toward the total.
- To maximize participation opportunities, athletes used in each of the qualifying round performances may vary by routine, but no substitutions are allowed in the final round-athletes that take the floor must execute the complete final round performance.