



CHEER AMERICA SCHOOL GAMEDAY SCORE SHEET

<u>FIGHT SONG</u>	TOTAL POSSIBLE
EXECUTION OF FIGHT SONG <i>(Motion Technique, Synchronization, Formations/Spacing)</i>	10
SKILLS INCORPORATION <i>(Technique and practicality of skills added to lead crowd)</i>	10
CROWD EFFECTIVENESS <i>(Material and incorporations that encourage crowd engagement)</i>	10
VISUAL APPEAL <i>(Level Changes, ripples, and other appealing techniques)</i>	10
<u>TOTAL</u>	40

<u>GAME DAY CHEER</u>	TOTAL POSSIBLE
VOICE PROJECTION	10
USE OF PROPS <i>(Signs, Poms, Flags, and more used to encourage crowd)</i>	10
EXECUTION OF MOTIONS <i>(Sharpness, Correct placement, control of motions)</i>	10
EXECUTION OF SKILLS <i>(Technique, practicality, & execution of skills to lead crowd)</i>	10
GAME DAY MATERIAL <i>(Proper use of cheer, skills, props and more in a sideline setting)</i>	10
CROWD EFFECTIVENESS <i>(Encourages crowd engagement)</i>	10
OVERALL IMPRESSION	10
<u>TOTAL</u>	70

<u>BAND CHANT</u>	TOTAL POSSIBLE
EXECUTION OF BAND CHANT <i>(Motion Technique, Synchronization, Formations)</i>	10
GAME DAY MATERIAL <i>(Crowd oriented, fits music and is sideline practical)</i>	10
CROWD EFFECTIVENESS <i>(Material that encourages crowd engagement)</i>	10
VISUAL APPEAL <i>(Level Changes, ripples, and other appealing movements)</i>	10
<u>TOTAL</u>	40

<u>TOTAL GAME DAY SCORE</u>	150
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