



CHEER AMERICA SCHOOL GAMEDAY

<u>FIGHT SONG</u>	TOTAL POSSIBLE
EXECUTION OF MOTION & DANCE (<i>Motion Technique, Synchronization, Formations & Spacing</i>)	5
EXECUTION OF SKILLS (<i>Execution and technique of the skills incorporated</i>)	5
SKILLS INCORPORATION (<i>Choice of skills added to lead & engage crowd</i>)	5
PERFORMANCE & SHOWMANSHIP (<i>Energy, Excitement and Genuine Enthusiasm to Engage, Entertain and Elicit a crowd response</i>)	5
CROWD EFFECTIVENESS (<i>Crowd oriented material & incorporations that encourage crowd response including Voice, Pace and Flow with the use of practical material</i>)	10
VISUAL APPEAL/OVERALL IMPRESSION (<i>Level Changes, ripples, and other appealing techniques</i>)	10
<u>TOTAL</u>	40

<u>GAME DAY CHEER</u>	TOTAL POSSIBLE
VOICE PROJECTION (<i>Clear effective use of voice to encourage crowd</i>)	5
PERFORMANCE & SHOWMANSHIP (<i>Energy, Excitement and Genuine Enthusiasm to Engage, Entertain and Elicit a crowd response</i>)	5
CROWD LEADING TOOLS (<i>Proper use of Signs, Poms, Flags, & more 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 with Pace & Flow</i>)	10
VISUAL APPEAL/OVERALL IMPRESSION (<i>Level Changes, ripples, and other appealing techniques</i>)	10
<u>TOTAL</u>	70

<u>BAND CHANT</u>	TOTAL POSSIBLE
EXECUTION OF BAND CHANT (<i>Motion Technique, Synchronization, Formations</i>)	5
FORMATIONS & SPACING (<i>effective formations, spacing & transitions to create a variety of formations</i>)	5
EXECUTION OF MOTION & DANCE (<i>Motion & Dance Technique & Synchronization</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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