

## CHEER AMERICA SCORESHEET SCHOOL GAME DAY

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

<u>CHEER</u>	MAXIMUM	SCORE
<b>GAME DAY SITUATIONAL RESPONSE</b> Proper response to the offense or defense cue	10	
<b>USE OF PROPS</b> Signs, Poms, Flags, and more used to encourage crowd	10	
<b>EXECUTION OF CHEER MOTIONS</b> Sharpness, Correct placement, control of motions	10	
<b>EXECUTION OF SKILLS</b> Technique, practicality, & execution of added skills to lead crowd	10	
<b>GAME DAY MATERIAL</b> Proper use of cheer, skills, props and more in a sideline setting	10	
<b>CROWD EFFECTIVENESS</b> Encourages crowd engagement	10	
OVERALL IMPRESSION	10	
TOTAL	70	

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

TOTAL GAME DAY SCORE	150	