



# INTERNATIONAL CHEER UNION



## CHEERLEADING GAME DAY

<b>BAND CHANT/TIME OUT ROUTINE (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>BAND CHANT/TIME OUT VISUAL APPEAL</b> Crowd Coverage, Formations/Spacing, Synchronization, Visual Impact	5		
<b>GAME DAY MATERIAL &amp; MOTION TECHNIQUE</b> Proper use of Material for Band Chant / Time Out Game Day Situation. Proper Motion Technique, Sharpness & Placement	5		
<b>EXECUTION OF SKILLS</b> Technique, Stability, Synchronization and Practical Incorporation	5		
<b>CROWD LEADING TOOLS</b> Proper use of Signs, Poms, Megaphones and/or Flags	5		
<b>BAND CHANT/TIMEOUT OVERALL IMPRESSION</b> Energy, Connection to the Crowd & Creative Crowd Interaction	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>SIDELINE (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>SIDELINE MATERIAL</b> Proper use of Material to Engage the Crowd, Response to Cues (if applicable), Skills Fluid & Relevant to Sideline Incorporation	5		
<b>CROWD EFFECTIVENESS &amp; MOTION TECHNIQUE</b> Voice, Pace, Flow, Crowd Coverage, Motion Technique, Sharpness & Placement	5		
<b>EXECUTION OF SKILLS</b> Technique, Stability, Synchronization and Fluid/Practical Incorporation	5		
<b>CROWD LEADING TOOLS</b> Proper use of Signs, Poms, Megaphones and/or Flags	5		
<b>SIDELINE OVERALL IMPRESSION</b> Overall Energy, Connection to the Crowd & Creative Crowd Interaction	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>CROWD LEADING CHEER/CHEER (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>CHEER MATERIAL</b> Proper use of Material & Skills Relevant to Leading the Crowd	5		
<b>CROWD EFFECTIVENESS &amp; MOTION TECHNIQUE</b> Voice, Pace, Flow, Crowd Coverage, Motion Technique, Sharpness & Placement	5		
<b>EXECUTION OF SKILLS</b> Technique, Difficulty, Stability, Synchronization & Practical Incorporation	5		
<b>CROWD LEADING TOOLS</b> Proper use of Signs, Poms, Megaphones and/or Flags	5		
<b>CHEER OVERALL IMPRESSION</b> Energy, Connection to the Crowd & Creative Crowd Interaction	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>FIGHT SONG (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>FIGHT SONG VISUAL APPEAL</b> Crowd Coverage, Formations/Spacing, Synchronization, Visual Impact	5		
<b>EFFECTIVENESS OF FIGHT SONG INCORPORATION</b> Stunts/Tumbling incorporations are relevant to Game Day Environment Clean & Crowd Effective Stunts/Tumbling Incorporations	5		
<b>EXECUTION OF SKILLS</b> Technique, Stability, Synchronization	5		
<b>MOTION TECHNIQUE &amp; CROWD LEADING TOOLS</b> Proper Motion Technique, Sharpness & Placement Proper use of Signs, Poms, Megaphones and/or Flags	5		
<b>CHEER OVERALL IMPRESSION</b> Energy, Connection to the Crowd & Creative Crowd Interaction	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>TOTAL (100)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<b>BAND CHANT/TIME OUT ROUTINE</b>	25		
<b>SIDELINE</b>	25		
<b>CROWD LEADING CHEER/CHEER</b>	25		
<b>FIGHT SONG</b>	25		
<b>TOTAL</b>	<b>100</b>		