



# INTERNATIONAL CHEER UNION

## PERFORMANCE CHEER GAME DAY



<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 MATERIAL</b> Appropriate use of materials & skills incorporation for Fight Song presentation	5		
<b>SYNCHRONIZATION</b> Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions	5		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions and skills. Quality of strength of motions and skills	5		
<b>CHOREOGRAPHY</b> Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and Game Day appropriate performance	5		
<b>FIGHT SONG OVERALL IMPRESSION</b> Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>CROWD LEADING/SIDELINE CHEER/CHANT (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>CROWD LEADING MATERIAL</b> Appropriate use of Crowd Leading materials and skills incorporation to energize the crowd and encourage crowd participation	5		
<b>CROWD EFFECTIVENESS</b> Pace, flow, voice (if applicable), crowd coverage, leadership & crowd interaction	5		
<b>SYNCHRONIZATION</b> Uniformity of team movement and skills (where applicable) for impactful crowd effect	5		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions and skills. Quality of strength of motions and skills	5		
<b>OVERALL IMPRESSION</b> Ability to connect with the audience to motivate & leave a lasting impression through projection, genuine expression, energy, crowd interaction	5		
<b>SUBTOTAL (25 POINTS)</b>			

<b>SIDELINE ROUTINE/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>SIDELINE ROUTINE/TIME OUT ROUTINE VISUAL APPEAL</b> Appropriate use of materials and skills incorporation to energize the crowd and encourage crowd participation	<b>5</b>		
<b>CHOREOGRAPHY</b> Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and Game Day appropriate performance	<b>5</b>		
<b>SYNCHRONIZATION</b> Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions	<b>5</b>		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions and skills. Quality of strength of motions and skills	<b>5</b>		
<b>OVERALL IMPRESSION</b> Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction	<b>5</b>		
<b>SUBTOTAL (25 POINTS)</b>			

<b>PERFORMANCE ROUTINE (25)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
<i>Note: Use of native language is encouraged (if applicable)</i>			
<b>PERFORMANCE ROUTINE VISUAL APPEAL</b> Appropriate use of materials and skills incorporation (in genres of Pom, Hip Hop, Jazz, Kick, or a mix) to energize the crowd and encourage crowd participation	<b>5</b>		
<b>CHOREOGRAPHY</b> Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and Game Day appropriate performance	<b>5</b>		
<b>SYNCHRONIZATION</b> Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions	<b>5</b>		
<b>EXECUTION OF MOVEMENT</b> Proper control, placement and completion of motions and skills. Quality of strength of motions and skills	<b>5</b>		
<b>OVERALL IMPRESSION</b> Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value while representing your team and organization (club, school, league, country, etc.) at the highest level!	<b>5</b>		
<b>SUBTOTAL (25 POINTS)</b>			

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