

PERFORMANCE CHEER

COLLEGE GAME DAY - FIGHT SONG



**UNIVERSITY
WORLD CUP**
CHEERLEADING
CHAMPIONSHIPS™

Team Name _____

Division _____

FIGHT SONG	POINTS
GAME DAY MATERIAL & VISUAL APPEAL	
<i>Proper use of material and skills relevant to the Game Day environment. Ability to engage and lead the crowd.</i>	10
SYNCHRONIZATION	
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10
EXECUTION OF MOVEMENT & TECHNICAL ELEMENTS	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	5
CROWD LEADING TOOLS	
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>	5
OVERALL EFFECT	POINTS
<i>(Fight Song, Game Situation, and PR will be averaged)</i>	
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.</i>	10
TOTAL	

INTERNATIONAL CHEER UNION

COLLEGE GAME DAY - GAME SITUATION



**UNIVERSITY
WORLD CUP**
CHEERLEADING
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Team Name _____

Division _____

GAME SITUATION	POINTS
GAME DAY MATERIAL & VISUAL APPEAL	
<i>Proper use of material and skills relevant to the Game Day environment. Ability to engage and lead the crowd.</i>	10
SYNCHRONIZATION	
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10
EXECUTION OF MOVEMENT & TECHNICAL ELEMENTS	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	5
CROWD LEADING TOOLS	
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>	5
OVERALL EFFECT	POINTS
<i>(Fight Song, Game Situation, and PR will be averaged)</i>	
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.</i>	10
TOTAL	

INTERNATIONAL CHEER UNION

COLLEGE GAME DAY - PERFORMANCE ROUTINE



**UNIVERSITY
WORLD CUP**
CHEERLEADING
CHAMPIONSHIPS™

Team Name _____

Division _____

PERFORMANCE ROUTINE	POINTS
CHOREOGRAPHY	
<i>Elements included in choreography (visuals, musical interpretation, staging, etc.) for an entertaining and game day appropriate performance.</i>	10
SYNCHRONIZATION	
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10
EXECUTION OF MOVEMENT & TECHNICAL ELEMENTS	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10
OVERALL EFFECT	POINTS
<i>(Fight Song, Game Situation, and PR will be averaged)</i>	
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.</i>	10
TOTAL	