

INTERNATIONAL CHEER UNION

GAME DAY SCORE SHEET



Team Name _____

Division _____

Judge No. _____

CROWD LEADING		POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10			
Proper use of material and skills relevant to game day environment				
MOTION TECHNIQUE	10			
Technique, sharpness and placement				
CROWD LEADING TOOLS & CROWD EFFECTIVENESS	10			
Voice, pace, flow, maximum crowd coverage and ability to respond Ability to engage the crowd with practical and relevant material that elicits a response Proper use of signs, poms, megaphones and flags				
EXECUTION OF STUNTS/TUMBLING	10			
Clean & Crowd effective stunts/tumbling Practical and relevant skills used to lead the crowd Technique, stability, synchronization and spacing				
OVERALL IMPRESSION	10			
Leadership to engage and connect with crowd; crowd focused Genuine school spirit and energy; difficulty of practical skills Transitions between game day components (minimal & clean)				
MUSIC SECTIONS		POINTS	SCORE	COMMENTS
GAME DAY MATERIAL & CROWD EFFECTIVENESS	10			
Crowd Coverage, formations, synchronization and spacing				
EXECUTION OF INCORPORATION (Stunts/Tumbling)	10			
Stunts/Tumbling relevant to Game Day Environment Clean & Crowd Effective Stunts/Tumbling				
MOTION TECHNIQUE & CROWD LEADING TOOLS	10			
Technique, sharpness and placement Proper use of signs, poms, megaphones and flags				
VISUAL APPEAL, ROUTINE COMPOSITION & FORMATIONS & SPACING	10			
Relevant to game day environment Use of level changes, ripples, & other techniques Creative movements and musicality Technique, stability, synchronization and spacing				
OVERALL IMPRESSION	10			
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between game day components (minimal and clean)				
100 POINTS TOTAL				