

WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS



GAME DAY DIVISIONS

TEAM NAME	
DIVISION	JUDGE NO.

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SITUATIONAL SIDELINE (20 Points) Use of native language is encouraged	Points	Score	Comments
GAME DAY SITUATION			
Proper use of material and skills relevant to the Game Day environment	5		
CROWD EFFECTIVENESS			
Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response	5		
MOTION TECHNIQUE & CROWD LEADING TOOLS	-		
Technique, sharpness, and placement. Proper use of signs, poms, megaphones & flags	5		
EXECUTION OF STUNTS/TUMBLING RELEVANT TO GAME DAY ENVIRONMENT	5		
Clean & Crowd Effective Stunts/Tumbling. Technique, stability, synchronization & spacing			
CROWD LEADING CHEER (20 Points) Use of native language is encouraged	Points	Score	Comments
GAME DAY MATERIAL	5		
Proper use of material and skills relevant to the Game Day environment	J		-
CROWD EFFECTIVENESS	5		
Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response	J		
MOTION TECHNIQUE & CROWD LEADING TOOLS	5		
Technique, sharpness, and placement. Proper use of signs, poms, megaphones & flags			-
EXECUTION OF STUNTS/TUMBLING RELEVANT TO GAME DAY ENVIRONMENT	5		
Clean & Crowd Effective Stunts/Tumbling. Technique, stability, synchronization & spacing		Caama	Commonte
OVERALL IMPRESSION (10 Points) Leadership to engage & connect with the crowd. Genuine school/programme spirit and	Points	Score	Comments
energy. Transitions between Game Day Components (Minimal & Clean)	10		
SUBTOTAL Possible	50		
BAND CHANT (20 Points) Use of native language is encouraged	Points	Score	Comments
BAND CHANT (20 Points) Use of native language is encouraged GAME DAY VISUAL APPEAL		Score	Comments
	Points 5	Score	Comments
GAME DAY VISUAL APPEAL	5	Score	Comments
GAME DAY VISUAL APPEAL Crowd Coverage, formations, synchronizations and spacing		Score	Comments
GAME DAY VISUAL APPEAL Crowd Coverage, formations, synchronizations and spacing MATERIAL RELEVANT TO GAME DAY ENVIRONMENT	5	Score	Comments
GAME DAY VISUAL APPEAL Crowd Coverage, formations, synchronizations and spacing MATERIAL RELEVANT TO GAME DAY ENVIRONMENT Was the Crowd Encouraged to Participate? MOTION TECHNIQUE Technique, sharpness & placement	5	Score	Comments
GAME DAY VISUAL APPEAL Crowd Coverage, formations, synchronizations and spacing MATERIAL RELEVANT TO GAME DAY ENVIRONMENT Was the Crowd Encouraged to Participate? MOTION TECHNIQUE	5 5 5	Score	Comments
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