



WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS GAME DAY DIVISIONS



TEAM NAME _____

DIVISION _____ **JUDGE NO.** _____

SITUATIONAL SIDELINE (20 Points) <i>Use of native language is encouraged</i>		Points	Score	Comments
GAME DAY SITUATION <i>Proper use of material and skills relevant to the Game Day environment</i>		5		
CROWD EFFECTIVENESS <i>Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response</i>		5		
MOTION TECHNIQUE & CROWD LEADING TOOLS <i>Technique, sharpness, and placement. Proper use of signs, poms, megaphones & flags</i>		5		
EXECUTION OF STUNTS/TUMBLING RELEVANT TO GAME DAY ENVIRONMENT <i>Clean & Crowd Effective Stunts/Tumbling. Technique, stability, synchronization & spacing</i>		5		
CROWD LEADING CHEER (20 Points) <i>Use of native language is encouraged</i>		Points	Score	Comments
GAME DAY MATERIAL <i>Proper use of material and skills relevant to the Game Day environment</i>		5		
CROWD EFFECTIVENESS <i>Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response</i>		5		
MOTION TECHNIQUE & CROWD LEADING TOOLS <i>Technique, sharpness, and placement. Proper use of signs, poms, megaphones & flags</i>		5		
EXECUTION OF STUNTS/TUMBLING RELEVANT TO GAME DAY ENVIRONMENT <i>Clean & Crowd Effective Stunts/Tumbling. Technique, stability, synchronization & spacing</i>		5		
OVERALL IMPRESSION (10 Points)		Points	Score	Comments
<i>Leadership to engage & connect with the crowd. Genuine school/programme spirit and energy. Transitions between Game Day Components (Minimal & Clean)</i>		10		
SUBTOTAL	Possible	50		
BAND CHANT (20 Points) <i>Use of native language is encouraged</i>		Points	Score	Comments
GAME DAY VISUAL APPEAL <i>Crowd Coverage, formations, synchronizations and spacing</i>		5		
MATERIAL RELEVANT TO GAME DAY ENVIRONMENT <i>Was the Crowd Encouraged to Participate?</i>		5		
MOTION TECHNIQUE <i>Technique, sharpness & placement</i>		5		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones & flags</i>		5		
FIGHT SONG (20 Points) <i>Use of native language is encouraged</i>		Points	Score	Comments
GAME DAY VISUAL APPEAL <i>Crowd Coverage, formations, synchronizations and spacing</i>		5		
EFFECTIVENESS OF INCORPORATION (STUNTS/TUMBLING) <i>Stunts/Tumbling relevant to Game Day environment. Clean & Crowd effective Stunts/Tumbling</i>		5		
MOTION TECHNIQUE & CROWD LEADING TOOLS <i>Technique, sharpness, and placement. Proper use of signs, poms, megaphones & flags</i>		5		
EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT <i>Technique, stability, synchronization & spacing</i>		5		
OVERALL IMPRESSION (10 Points)		Points	Score	Comments
<i>Leadership to engage & connect with the crowd. Genuine school/programme spirit and energy. Transitions between Game Day Components (Minimal & Clean)</i>		10		
SUBTOTAL	Possible	50		
GRAND TOTAL	Possible	100		