

ASAA STATE CHEER COMPETITION

SCHOOL _____

DIVISION _____

GAME DAY ROUTINE

	POINTS	SCORE	COMMENTS
Situational Cheer (25)			
Game Day Response Accuracy of response to situational cue results in a 5 or a 0	5		
Crowd Leading tools Proper use of signs poms, megaphones, rally towels, etc.	5		
Motion Technique Precision, sharpness, placement, synchronization	5		
Crowd Effectiveness Voice, flow, maximum crowd coverage Ability to elicit crowd response	5		
Overall Impression Leadership to engage and connect with crowd, genuine school spirit and energy; crowd focused	5		
Timeout Cheer (25)			
Crowd Leading tools Proper use of signs poms, megaphones, rally towels, flags, etc.	5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage – ability to elicit crowd response	5		
Motion Technique Precision, sharpness, placement, synchronization	5		
Effectiveness and Execution of Incorporation Clean and crowd effective skills relevant to Game Day; technique, stability, synchronization, spacing	5		
Overall Impression Leadership to engage and connect with crowd, genuine school spirit and energy; crowd focused	5		
Possible		Judge	
TOTAL	50		

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HALF TIME ROUTINE

POINTS SCORE COMMENTS

Half Time Routine	(50)		
First 3 sections applicable to Cheer Portion only			
Crowd Leading Crowd Effective Material and Motion Technique, Ability to Lead the Crowd, Proper Use of all Prop types	5		
Incorporation Execution, Proper Technique, Synchronization, Spacing, Proper Use of Skills to Lead the Crowd	5		
Overall Impression Leadership to engage and connect with crowd, genuine school spirit and energy; crowd focused	5		
Building Difficulty Execution, Proper Technique, Synchronization, Spacing	5		
Building Execution Proper technique, form, height, synchronization Types, combos, variety	10		
Tumbling Level of Skill, Number of Skills Performed, Variety of Athletes Performing Skills, Execution, Timing, Synchronization, Spacing, Proper Technique	5		
Jumps Execution, Proper Technique, Form, Synchronization, Spacing, Difficulty, Type of Jump, Connections/Combos, Variety	5		
Dance Technique, Sharpness, Placement, Timing, Spacing, Overall Choreography	5		
Overall Overall Impression of Routine, Creativity, Flow, Pace, Variety, Difficulty, Execution, Crowd Leading	5		
HALFTIME TOTAL	Possible 50		Judge