

ASAA GAME DAY CHEER COMPETITION

SCHOOL _____

DIVISION _____

	POINTS	SCORE	COMMENTS
Sideline Cheer (20)			
Game Day Material Proper use of material and skills relevant to game day environment	5		
Crowd Effectiveness Voice, flow, maximum crowd coverage Ability to elicit crowd response	5		
Motion Technique Technique, sharpness, and placement Proper use of signs, poms, megaphones, flags	5		
Overall Impression Positive Leadership, Technique, Synchronization, Spacing	5		
Timeout Cheer (20)			
Visual Appeal Level changes, ripples, creative movements	5		
Crowd Effectiveness Voice, flow, maximum crowd coverage Ability to elicit crowd response	5		
Motion Technique Technique, sharpness, and placement Proper use of signs, poms, megaphones, flags	5		
Execution of Skills Clean/Crowd effective skills Technique, synchronization, spacing	5		
Situational Cheer (20)			
Game Day Situation Proper use of material and skills relevant to game day situational cue	5		
Crowd Effectiveness Voice, flow, maximum crowd coverage Ability to elicit crowd response	5		
Motion Technique Technique, sharpness, and placement Proper use of signs, poms, megaphones, flags	5		
Overall Impression Positive Leadership, Technique, Synchronization, Spacing	5		
Possible		Judge	
TOTAL	60		

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POINTS SCORE COMMENTS

Half Time Routine	(40)		
Visual Appeal Level changes, ripples, creative movements	5		
Crowd Leading Technique, sharpness, and placement Proper use of signs, poms, megaphones, flags	10		
Dance Technique, sharpness, placement, Timing, Spacing Overall choreography	5		
Jumps Proper technique, form, height, synchronization Types, combos, variety	5		
Overall Impression Creativity, flow, use of formations, transitions Difficulty of skills, crowd effectiveness, variety of skills incorporated	15		

Possible Judge

TOTAL	40		
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Possible

Page 1 TOTAL	60		
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Possible

GRAND TOTAL (pg 1 + pg 2)	100		
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