

AMERICHEER FAMILY OF BRANDS
SCHOOL GAME DAY BUILDING SCORE SHEET
SIDELINE CATEGORY

Judge #1

TEAM NAME _____ **DIVISION** _____

Cheer Words/Motion Technique	Point Value	Score
-------------------------------------	--------------------	--------------

Cheer words are appropriate, effective for Game Day

10

crowd leading situation/environment/atmosphere.

Motion technique is sharp, well placed with great timing/
synchronization.

Crowd Leading Props/Skill Incorps.	Point Value	Score
---	--------------------	--------------

10

Effective use of signs, poms, megs, flags, Incorporation of
practical skills to best lead a crowd.

Presentation/Showmanship	Point Value	Score
---------------------------------	--------------------	--------------

5

Outstanding crowd repour to include great eye contact, voice,
volume, projection, genuine energy, enthusiasm, floor presence,
pace, flow.

Overall Category Impression	Point Value	Score
------------------------------------	--------------------	--------------

5

Great overall execution (including incorporated skills),
crowd appeal, engagement.

Total Possible Points

30

AMERICHEER FAMILY OF BRANDS
SCHOOL GAME DAY BUILDING SCORE SHEET

BAND CATEGORY

Judge #2

TEAM NAME _____ **DIVISION** _____

Band Material/Motion Technique	Point Value	Score
---------------------------------------	--------------------	--------------

Band material is appropriate, effective for Game Day crowd leading situation/environment/atmosphere. Motion technique is sharp, well placed with great timing/synchronization.	5	_____
--	---	-------

Crowd Leading Props/Skill Incorps.	Point Value	Score
---	--------------------	--------------

Effective use of selected props. Incorporation of <u>practical</u> skills to best lead a crowd.	5	_____
---	---	-------

Presentation/Showmanship	Point Value	Score
---------------------------------	--------------------	--------------

Outstanding crowd repour to include great eye contact, voice volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5	_____
--	---	-------

Overall Category Impression	Point Value	Score
------------------------------------	--------------------	--------------

Great overall execution (including incorporated skills), crowd appeal, engagement.	5	_____
--	---	-------

Total Possible Points	20	_____
------------------------------	-----------	-------

AMERICHEER FAMILY OF BRANDS
SCHOOL GAME DAY BUILDING SCORE SHEET

CHEER CATEGORY

Judge #3

TEAM NAME _____ **DIVISION** _____

Cheer Words/Motion Technique	Point Value	Score
-------------------------------------	--------------------	--------------

Cheer words are appropriate, effective for Game Day crowd leading situation/environment/atmosphere. Motion technique is sharp, well placed with great timing/synchronization.	10	_____
---	-----------	-------

Crowd Leading Props/Skill Incorps.	Point Value	Score
---	--------------------	--------------

Effective use of signs, poms, megs, flags. In Incorporation of <u>Practical</u> skills to best lead a crowd.	10	_____
--	-----------	-------

Presentation/Showmanship	Point Value	Score
---------------------------------	--------------------	--------------

Outstanding crowd repour to include great eye contact, voice volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5	_____
--	----------	-------

Overall Category Impression	Point Value	Score
------------------------------------	--------------------	--------------

Great execution (including incorporated skills), crowd appeal, engagement.	5	_____
--	----------	-------

Total Possible Points	30	_____
------------------------------	-----------	-------

AMERICHEER FAMILY OF BRANDS
SCHOOL GAME DAY BUILDING SCORE SHEET
FIGHT SONG CATEGORY

Judge #4

TEAM NAME _____ **DIVISION** _____

Motion Technique/Visual Appeal	Point Value	Score
---------------------------------------	--------------------	--------------

Motion technique is sharp, well placed with visual appeal.

5	_____
----------	-------

Incorporations/Timing/Synch.	Point Value	Score
-------------------------------------	--------------------	--------------

Effective use of poms, kicks, ripples, peel-offs, etc.,
with great timing/synchronization.

5	_____
----------	-------

Presentation/Showmanship	Point Value	Score
---------------------------------	--------------------	--------------

Outstanding crowd repour to include great eye contact,
genuine energy, enthusiasm, floor presence,
pace, flow.

5	_____
----------	-------

Overall Category Impression	Point Value	Score
------------------------------------	--------------------	--------------

Execution (including incorporated skills), crowd appeal,
engagement.

5	_____
----------	-------

Total Possible Points	Point Value	Score
------------------------------	--------------------	--------------

20	_____
-----------	-------