

AMERICHEER FAMILY OF BRANDS

SCHOOL GAME DAY NON-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.

10

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

Presentation/Showmanship

5

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

Overall Category Impression

5

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

Total Possible Points

30

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BAND CATEGORY

Judge #2

TEAM NAME _____ DIVISION _____

Band Material/Motion Technique	Point Value	Score
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Band material is appropriate, effective for Game Day

5

crowd leading situation/environment/atmosphere.

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

Crowd Leading Props/Skill Incorps.	Point Value	Score
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5

Effective use of selected props. Incorporation of practical

skills to best lead a crowd.

Presentation/Showmanship	Point Value	Score
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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
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5

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

Total Possible Points	20	_____
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OFFICIAL SCHOOL GAME DAY NON-BUILDING SCORE SHEET

CHEER CATEGORY

Judge #3

TEAM NAME _____ DIVISION _____

Cheer Words/Motion Technique	Point Value	Score
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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
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10

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

Presentation/Showmanship	Point Value	Score
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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
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5

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

Total Possible Points	30	_____
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SCHOOL GAME DAY NON-BUILDING SCORE SHEET
FIGHT SONG CATEGORY

Judge #4

TEAM NAME _____ **DIVISION** _____

Motion Technique & Visual Appeal	Point Value	Score
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Motion technique is sharp, well placed with visual appeal.

5	_____
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Incorporations/Timing/Synch.	Point Value	Score
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Effective use of poms, kicks, ripples, peel-offs, etc.,
with great timing/synchronization.

5	_____
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Presentation/Showmanship	Point Value	Score
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Outstanding crowd repour to include great eye contact,
genuine energy, enthusiasm, floor presence,
pace, flow.

5	_____
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Overall Category Impression	Point Value	Score
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Execution (including any skills), crowd appeal,
engagement.

5	_____
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Total Possible Points	Point Value	Score
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20	_____
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