

# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## College Game Day

TEAM NAME: \_\_\_\_\_

DIVISION: \_\_\_\_\_

### Band Cheer/Dance Category

Criteria	Point Value	Score	Comments
<b>Band Material/Motion Technique</b> Band material is appropriate, effective for Game Day crowd leading situation/ environment/ atmosphere. Motion technique is clean, sharp, well placed with great timing/synchronization.	5.0		
<b>Crowd Leading Props</b> Effective use/incorporation of signs, poms, megas, flags, etc.	5.0		
<b>Skill Incorporation &amp; Execution</b> Incorporation and execution of <u>practical</u> skills to best lead a crowd.	5.0		
<b>Presentation/Showmanship</b> Crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5.0		
<b>Overall Impression</b> Overall impression to include, crowd appeal, engagement, etc.	5.0		
<b>Total Possible Points</b>	25.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## College Game Day

TEAM NAME: \_\_\_\_\_

DIVISION: \_\_\_\_\_

### Crowd Leading Category

Criteria	Point Value	Score	Comments
<b>Cheer Words/Motion Technique</b> Cheer words are appropriate, effective for Game Day crowd leading situation/ environment/ atmosphere. Motion technique is clean, sharp, well placed with great timing/synchronization.	10.0		
<b>Crowd Leading Props</b> Effective use/incorporation of signs, poms, megas, flags, etc.	10.0		
<b>Skill Incorporation &amp; Execution</b> Incorporation and execution of <u>practical</u> skills to best lead a crowd.	10.0		
<b>Presentation/Showmanship</b> Crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	10.0		
<b>Overall Impression</b> Overall impression to include, crowd appeal, engagement, etc.	10.0		
<b>Total Possible Points</b>	50.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## College Game Day

TEAM NAME: \_\_\_\_\_

DIVISION: \_\_\_\_\_

### Fight Song Category

Criteria	Point Value	Score	Comments
<b>Motion Technique/Execution</b> Motion technique is clean, sharp, well placed with great timing/synchronization/visual appeal	5.0		
<b>Incorporations/Visual Appeal</b> Effective use/incorporation of signs, poms, flags, kicks, ripples, peel-offs, etc.	5.0		
<b>Timing &amp; Synchronization</b> Clear, clean, crisp, sharp timing with other team members	5.0		
<b>Presentation/Showmanship</b> Crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5.0		
<b>Overall Impression</b> Overall impression to include, crowd appeal, engagement, etc.	5.0		
<b>Total Possible Points</b>	25.0		

