

AMERICHEER FAMILY OF BRANDS
OFFICIAL SCHOOL MASTER SCORE SHEET
Non-Building & Non-Tumble Game Day

TEAM NAME: _____

DIVISION: _____

Band Cheer/Dance Category

Criteria	Point Value	Score	Comments
Band Material/Motion Technique 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		
Crowd Leading Props Effective use/incorporation of signs, poms, flags, megs, etc.	5.0		
Skill Incorporation & Execution Incorporation and execution of <u>practical</u> skills to best lead a crowd.	5.0		
Presentation/Showmanship Crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5.0		
Overall Impression Overall impression to include, crowd appeal, engagement, etc.	5.0		
Total Possible Points	25.0		



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Crowd Leading Category

Criteria	Point Value	Score	Comments
Cheer Words/Motion Technique 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		
Crowd Leading Props Effective use/incorporation of signs, poms, megas, flags, etc.	10.0		
Skill Incorporation & Execution Incorporation and execution of <u>practical</u> skills to best lead a crowd.	10.0		
Presentation/Showmanship Crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	10.0		
Overall Impression Overall impression to include, crowd appeal, engagement, etc.	10.0		
Total Possible Points	50.0		



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Fight Song Category

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

