

AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

Game Day Hot Shots- Individual

Applicable to Tumbling & Non-Tumbling Divisions

TEAM NAME: _____

DIVISION: _____

Band Cheer

Band Cheer	Point Value	Score	Comments
Entrance (Spirited, energetic and engaging to include examples: tumbling Hot Shot Individual: Best tumbling pass; Non-tumbling Hot Shot Individual: Flag running, jumps and kicks)	5.0		
Game Day Material & Crowd Engagement (Relevant and practical for Game Day atmosphere)	5.0		
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	5.0		
Crowd Leading Props (Use of signs, poms, megaphones, rally towels, and flags. Prop execution, technique, placement, sharpness, visibility, timing and sync)	5.0		
Skill Incorporation & Skill Execution (Relevant to effective crowd leading, overall execution, technique, timing and sync)	5.0		
Band Cheer Category Presentation (Overall ability to engage lead crowd. Genuine energy, passion, school spirit, showmanship, projection, pace and flow)	5.0		
Total Possible Points	30.0		



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Crowd Leading

Crowd Leading (Chant/Cheer)	Point Value	Score	Comments
Game Day Material (Relevant, practical for leading a crowd and solicits crowd participation)	5.0		
Motion Technique (Execution, precision, sharpness, and placement)	5.0		
Crowd Leading Props (Use of signs, poms, megaphones, rally towels, and flags. Prop execution, technique, placement, sharpness, visibility, timing and sync)	5.0		
Incorporation & Execution of Skills (Skill selection relevant to effective crowd leading. Overall skill execution, technique, timing and sync)	10.0		
Game Day Cheerleader Appeal (Game Day look/appeal, Game Day energy/enthusiasm, Game Day Repour/ Engagement with crowd, voice projection and showmanship)	10.0		
Crowd Leading Category Impression (Overall ability to engage/lead crowd. Genuine energy, passion, school spirit, showmanship, projection, pace and flow)	5.0		
Total Possible Points	40.0		



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Fight Song

Fight Song	Point Value	Score	Comments
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	5.0		
Skill Incorporation & Execution (Effective selection and execution of skills to enhance choreography and game day environment)	5.0		
Props (Use of incorporated props to enhance routine/choreography)	5.0		
Visual Appeal (Level changes, ripples, pick-ups, peel-offs, and eye appeal)	5.0		
Musicality (Music interpretation to enhance routine/choreography)	5.0		
Fight Song Category Presentation (Pace, flow, genuine energy, passion, spirit, showmanship and projection)	5.0		
Total Possible Points	30.0		

