

AMERICHEER FAMILY OF BRANDS

OFFICIAL SCHOOL/COLLEGE MASTER SCORE SHEET

Game Day Hot Shots- Team

Applicable to Building & Non-Building Teams

TEAM NAME: _____

DIVISION: _____

Band Cheer

Band Cheer	Point Value	Score	Comments
Game Day Material & Crowd Engagement (Material is relevant and engaging for game day atmosphere and crowd effectiveness)	5.0		
Motion Technique (Overall 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		
Formations/Spacing & Floor Utilization (Appropriate formations, participant spacing, floor utilization and crowd coverage)	5.0		
Visual Appeal (Visual levels, ripples, peel-offs, pick-ups and musicality)	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 (Material is relevant and engaging for game day atmosphere and crowd effectiveness)	5.0		
Motion Technique (Overall 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		
Incorporation & Execution of Skills (Skill selection relevant to effective crowd leading. Overall execution of selected skills and including technique, timing and sync)	10.0		
Crowd Effectiveness (Ability to elicit a crowd response, voice projection, pace, flow, crowd/floor coverage)	10.0		
Crowd Leading Category Presentation (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
Game Day Material & Crowd Effectiveness (Relevant for game day environment. Practical and appropriate for engaging crowd)	5.0		
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	5.0		
Crowd Leading Props (Incorporation and effective use of any signs, poms, megaphones, rally towels, flags, sharpness, sync and timing of prop use if applicable)	5.0		
Formations/Spacing & Floor Utilization (Appropriate formations, participant spacing, floor utilization and crowd coverage)	5.0		
Visual Appeal & Incorporated Skills (Skill selection is relevant to musicality. Skill execution, technique, timing and sync)	5.0		
Fight Song Category Presentation (Overall ability to engage/lead crowd. Genuine energy, passionate school spirit, showmanship, projection, pace, flow, visibility and engaging)	5.0		
Total Possible Points	30.0		

