

# 2020 NEBRASKA STATE CHEERLEADING CHAMPIONSHIP

## GAME DAY

## *Crowd Leading Judging Sheet*

Team Name \_\_\_\_\_

Situational Sideline	(20 POINTS)	Points	Score	Comments
<b>Game Day Situation</b> - Proper Use of material & skills relevant to game day environment. Proper Response to game day situation cue.		5		
<b>Crowd Effectiveness</b> - Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response		5		
<b>Motion Technique/ Crowd Leading Tools</b> - Technique, sharpness & placement. Proper use of signs poms, megaphone and/or flags.		5		
<b>Execution of Skills relevant to game day environment-</b> Clean/ Crowd effective skills. Technique, stability, synchronization & spacing		5		
Crowd Leading Cheer		(20 POINTS)		
<b>Game Day Material</b> - Proper Use of material & skills relevant to game day environment		5		
<b>Crowd Effectiveness</b> - Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response		5		
<b>Motion Technique/ Crowd Leading Tools</b> - Technique, sharpness & placement. Proper use of signs poms, megaphone and/or flags.		5		
<b>Execution of Skills relevant to game day environment</b> - Clean/Crowd effective skills. Technique, stability, synchronization & spacing		5		
Cheer Overall Impression		(10 POINTS)		
Leadership to engage and connect with the crowd. Present a positive image of genuine school spirit & energy. Transitions between game day components. (Minimal & Clean)		10		
<b>TOTAL</b>	<b>POSSIBLE</b>	<b>50</b>		

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## GAME DAY

## *Fight Song & Band Dance Judging Sheet*

Team Name \_\_\_\_\_

Band Chant	(20 POINTS)	Points	Score	Comments
<b>Game Day Visual Appeal</b> - <i>Level Change, Ripples, creative movements within group and levels</i>		5		
<b>Material relevant to Game Day environment</b> - <i>Was crowd encouraged to participate? Clean/ Crowd Effective skills</i>		5		
<b>Motion Technique/ Crowd Leading Tools</b> - <i>Technique, sharpness &amp; placement and synchronization and musicality. Proper use of signs poms, megaphone and/or flags</i>		5		
<b>Execution</b> - <i>Technique, stability, synchronization &amp; spacing</i>		5		
Fight Song	(20 POINTS)			
<b>Game Day Visual Appeal</b> - <i>Level Chance, Ripples, creative movements within group and levels</i>		5		
<b>Effectiveness of Incorporation</b> - <i>Skills relevant to Game Day Environment. Clean/ Crowd Effective Skills</i>		5		
<b>Motion Technique/ Crowd Leading Tools</b> - <i>Technique, sharpness &amp; placement and synchronization and musicality. Proper use of signs poms, megaphone and/or flags.</i>		5		
<b>Execution of Skills relevant to game day environment</b> - <i>Clean/Crowd effective skills. Technique, stability, synchronization &amp; spacing</i>		5		
Overall Impression	(10 POINTS)			
Leadership to engage and connect with the crowd. Present a positive image of genuine school spirit & energy. Transitions between game day components. (Minimal & Clean)		10		
<b>TOTAL</b>	<b>POSSIBLE</b>	<b>50</b>		