

2021 NEBRASKA STATE CHEERLEADING CHAMPIONSHIP

GAME DAY

Crowd Leading Judging Sheet

Team Name _____

Situational Sideline	(20 POINTS)	Points	Score	Comments
Game Day Situation - Proper Use of material & skills relevant to game day environment. Proper Response to game day situation cue.		5		
Crowd Effectiveness - Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response		5		
Motion Technique/ Crowd Leading Tools - Technique, sharpness & placement. Proper use of signs poms, megaphone and/or flags.		5		
Execution of Skills relevant to game day environment- Clean/ Crowd effective skills. Technique, stability, synchronization & spacing		5		
Crowd Leading Cheer		(20 POINTS)		
Game Day Material - Proper Use of material & skills relevant to game day environment		5		
Crowd Effectiveness - Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response		5		
Motion Technique/ Crowd Leading Tools - Technique, sharpness & placement. Proper use of signs poms, megaphone and/or flags.		5		
Execution of Skills relevant to game day environment - 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		
TOTAL	POSSIBLE	50		

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GAME DAY

Fight Song & Band Dance Judging Sheet

Team Name _____

Band Chant	(20 POINTS)	Points	Score	Comments
Game Day Visual Appeal - <i>Level Change, Ripples, creative movements within group and levels</i>		5		
Material relevant to Game Day environment - <i>Was crowd encouraged to participate? Clean/ Crowd Effective skills</i>		5		
Motion Technique/ Crowd Leading Tools - <i>Technique, sharpness & placement and synchronization and musicality. Proper use of signs poms, megaphone and/or flags</i>		5		
Execution - <i>Technique, stability, synchronization & spacing</i>		5		
Fight Song	(20 POINTS)			
Game Day Visual Appeal - <i>Level Chance, Ripples, creative movements within group and levels</i>		5		
Effectiveness of Incorporation - <i>Skills relevant to Game Day Environment. Clean/ Crowd Effective Skills</i>		5		
Motion Technique/ Crowd Leading Tools - <i>Technique, sharpness & placement and synchronization and musicality. Proper use of signs poms, megaphone and/or flags.</i>		5		
Execution of Skills relevant to game day environment - <i>Clean/Crowd effective skills. Technique, stability, synchronization & 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		
TOTAL	POSSIBLE	50		