

2024 NEBRASKA STATE CHEERLEADING CHAMPIONSHIP

GAME DAY

Crowd Leading Judging Sheet

Team
Class
Tier

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
Class
Tier

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