		09	SAA Cheer	leading	Score	Sheet			
	SCHOOL	TO THE REAL PROPERTY.							
	05A		GAN	/IE DA	Y				
	SOCIA	TTO	Fight Son	g & Band [Dance				
Team:				Division:			Judge	#	
BAND DANCE	(20)			POINTS	SCORE	COMMENTS	3		
Game Day Vis Level changes, rip		ovements within	group and levels.	5					
Material Relevent to Game Day Environment: Multiple call backs included, Multiple opportunities for the crowd to participate, Variety of engagements with the crowd				5					
Motion Techni Technique, sharpn Cleanliness of tool In sync with pep b	ness and placeme ls, including sign	ent		5					
Execution: Pace, synchronization, and spacing				5					
FIGHT SONG	(20)			POINTS	SCORE	COMMENTS	3		
Game Day Vis Level changes, rip	ual Appeal:	ovements within	group and levels.	POINTS 5	SCORE	COMMENTS			
Game Day Vis	ual Appeal: oples, creative mo of Incorporate	tion:			SCORE	COMMENTS			
Game Day Vis Level changes, rip Effectiveness Skills relevant to G	ual Appeal: oples, creative mo of Incorporat Game Day enviro tive stunts, tumb fique and Crov ness and placem ls, including sign	tion: onment ling and/or jump wd Leading 1 ent	s Fools:	5	SCORE	COMMENTS			
Game Day Vis Level changes, rip Effectiveness Skills relevant to G Clean/crowd effect Motion Techni Technique, sharpn Cleanliness of tool	of Incorporate Same Day environtive stunts, tumb sque and Crovess and placemels, including sign and. Skills:	tion: noment ling and/or jump wd Leading 1 ent s, poms, megap	s Fools: hones and flags.	5	SCORE	COMMENTS			
Effectiveness Skills relevant to G Clean/crowd effectiveness Skills relevant to G Clean/crowd effectiveness Motion Techni Technique, sharpn Cleanliness of tool In sync with pep b Execution of S Technique, stability	or Incorporate Game Day enviro tive stunts, tumb que and Crov less and placemels, including sign and. Skills: y, synchronizatio	tion: noment ling and/or jump wd Leading 1 ent s, poms, megap	s Fools: hones and flags.	5 5 5		COMMENTS			
Game Day Vis Level changes, rip Effectiveness Skills relevant to G Clean/crowd effect Motion Techni Technique, sharpn Cleanliness of tool In sync with pep b Execution of S Technique, stability and/or jumps	ual Appeal: oples, creative mo of Incorporat Game Day enviro tive stunts, tumb fique and Crov ness and placem ls, including sign and. Skills: y, synchronizatio	tion: onment ling and/or jump wd Leading 1 ent s, poms, megap on and spacing o	s Fools: hones and flags. f stunts, tumbling	5 5 5					

		0	SAA Cheer	leading	Score	Sheet		
	DSA DSA MOCTA		GAN Situational	/IE DA & Crowdl				
Team:				Division:			Judge	2 #
SITUATIONAL S	IDELINE (2	0)		POINTS	SCORE	COMMENTS		
Game Day Situation: Proper use of material and skills relevant to game day environment			5					
Crowd Effectiveness: Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response			5					
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags.			5					
Execution of Sk Clean stunts, tumblin Fechnique, stability,	ng and/or jump			5				
CROWD LEADIN	IG CHEER	(20)		POINTS	SCORE	COMMENTS		
Game Day Mater Proper use of materi		elevant to game	day environment	5				
Crowd Effective Voice, pace, flow, ma Ability to elicit crowd	aximum crowd	coverage		5				
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags.			5					
Execution of Sk	ng and/or jump			5				
Technique, stability,				POINTS	SCORE	COMMENTS		
ecnnique, stability, s				· Ontro		1		
Technique, stability,	nanship, facia the crowd	l expression, ey	e contact and	5				
/oice, energy, showi	nanship, facia the crowd	l expression, ey	e contact and POSSIBLE	5 45				

	0	SAA Cheer	leading	Score	Sheet		
	ECHOOT 15						
	OSAA E	GAN	/IE DA	Y			
	SOCIATIO	Co	mposite				
_							
Team:			Division:			Judge #	
CHOREOGRAPI	Н		POINTS	SCORE	COMMENTS		
Formations and Spacing: Crowd coverage, evenly spaced, clean transitions between game day components (Minimal and Clean)			5				
Pace of Routine: Clean, controlled, easy to follow, high energy, appropriate for each section			5				
Incorporation of skills: Skills incorporated to enhance the team's ability to properly lead the crowd.			5				
Effective Use of Tools: Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.			5				
Execution (15)			POINTS	SCORE	COMMENTS		
Motion Technique: Sharpness, strength of motion. Proper control and placement of motion.			5				
Synchronization: Timing of movement throughout routine			5				
Execution of Sk Clean stunts, tumblin Technique, stability,	ills: ng and/or jumps synchronization and spacing		5				
SHOWMANSHIF	(10)		POINTS	SCORE	COMMENTS		
Showmanship: Voice, energy, show overall connection to	manship, facial expression, ey the crowd	ye contact and	5				
	ion: of entire performance, encom ss. This inludes audience app		5				
		POSSIBLE	45				