

OSAA Cheerleading Score Sheet



GAME DAY Band Dance & Fight Song

Team: _____ Division: _____ Judge # _____

BAND DANCE (15)			
Visual Appeal: Crowd coverage, transistions, routine flow and visual appeal.	5		
Effectiveness of Incorporations: Incorporated skills and choreography are focused on crowd involvement.	5		
Crowd Leading Tools: Props cue or engage the audience due to placement or choreography.	5		
FIGHT SONG (15)			
Visual Appeal: Crowd coverage, transistions, routine flow and visual appeal.	5		
Effectiveness of Incorporations: Incorporated skills and choreography are focused on crowd involvement.	5		
Crowd Leading Tools: Props cue or engage the audience due to placement or choreography.	5		
TOTAL	30		

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GAME DAY

Situational Chant & Crowd Leading

Team: _____ Division: _____ Judge # _____

SITUATIONAL CHANT (15)			
Situational Cue: Response to situational cue	5		
Effectiveness of Incorporations: Incorporated skills and choreography are focused on crowd involvement.	5		
Crowd Leading Tools: Props cue or engage the audience due to placement or choreography.	5		
CROWD LEADING CHEER (15)			
Game Day Material: Proper use of material and skills relevant to game day environment.	5		
Effectiveness of Incorporations: Incorporated skills and choreography are focused on crowd involvement.	5		
Crowd Leading Tools: Props cue or engage the audience due to placement or choreography.	5		
TOTAL	30		

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GAME DAY Composite

Team: _____ Division: _____ Judge # _____

Spacing: Little to no spacing issues.	5		
Synchronization: Few to no timing issues throughout the performance.	5		
Execution of Crowd Leading Tools: Strong execution of props and voice.	5		
Execution of Skills: Minimal mistakes present, clean and solid skills performed throughout.	5		
Motion Technique: Few to no technique and/or placement by all athletes.	5		
Showmanship & Overall Impression: Performance creates excitement throughout. High energy and creative choreography. Genuine school spirit.	5		
TOTAL	30		