



SPIRIT RALLY GUIDELINES



SPIRIT RALLY SCORING GUIDELINE

Athletes are expected to perform their Game Day elements with EXCELLENT precision, crowd engagement, entertainment and crowd response; See Execution Guideline for skill execution criteria

BELOW	LOW	MID	HIGH
1.0-6.0	6.0-7.5	7.5-9.0	9.0-10
Game day elements for the specific score of the section are NOT effective/lack precision/does not demonstrate understanding of the specific scoring category of the score sheet.	Game day elements of the specific score of the section are MINIMALLY effective/ Minimally demonstrate proper precision in execution/ show basic understanding of the scoring category of the score sheet.	Game Day elements of the specific score of the section are somewhat effective/majority demonstrate proper precision in execution/show a clear understanding of the scoring category of the score sheet	Game Day element of the specific score of the score sheet are MOSTLY effective/demonstrate strong precision in execution with minimal errors/ show a clear and strong understanding of the scoring category of the score sheet.

FIGHT SONG/BAND CHANT SEGMENT (both are not required)

All scores can be judged on a scale of 1.0-10.0. Judges will use the guideline above

OVERALL EXECUTION	Motion technique, proper placement, strength of movement, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement.
SKILL INCORPORATION	Use of effective crowd leading skills by cheerleaders, technique and stability
PRACTICALITY	Appropriate use of material to elicit audience connection/response, crowd interaction, formations & visuals, effective incorporations of props and band, creative movements, entertainment value
MOTIONS	Motion technique, perfection of motion, strength, placement, synchronization and proper control. This is not about stylistic preference of the judge. This is looking for uniformity across the team and includes motions in skills.

CROWDLEADING SEGMENT (Cheer AND chant required)

All scores can be judged on a scal of 1.0-10.0. Judges will use the guideline above

SHOWMANSHIP	The teams demonstration of energy, genuine enthusiasm, engaging, entertaining and the ability to remain engaging and encourage crowd participation through strong leadership skills.
SKILL INCORPORATION	Use of effective crowd leading skills by cheerleaders, technique and stability
EFFECTIVE USE OF PROPS	All Game appropriate props including poms, signs, megaphones, flags must be used! How they are used to enhance crowd engagement, entertainment, and participation while complimenting the other incorporations of the crowd leading section matter! prop execution is also important.
CROWD RESPONSE TECHNIQUES	How the incorporations (vocals, skills, props, formations) come together to create a crowd leading cheer that is easy to follow and respond to without any distractions effecting crowd response.

CROWD APPEAL

Scored on a scale of 1.0-10.0. Judges will use the guideline above. Overall execution, creativity, practicality, energy, flow of choreography and transitions, effectiveness, overall visually appealing and not distracting or busy and hard to follow and remain and engaged.