



GAME DAY GUIDELINES



GAME DAY 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

LOW	Below Average	Average	Above Average	HIGH
1.0-6.0	6.0-7.0	7.0-8.0	8.0-9.0	9.0-10
Elements for the specific section lack effectiveness and precision, as widespread errors occur across the entire team, showing a lack of understanding of the specific scoring category of the score sheet.	Elements for the specific section show minimal effectiveness, with frequent technique issues across most performers, demonstrating only a basic understanding of the scoring category of the score sheet.	Elements for the specific section are generally effective, with multiple execution and timing issues observed, yet demonstrate a clear understanding of the scoring category of the score sheet.	Elements for the specific section are mostly effective, demonstrating strong precision in execution with few or intermittent technique issues across athletes and stunts, and show a clear and strong understanding of the scoring category of the score sheet.	Elements for the specific section are effective, demonstrating strong precision in execution with minimal technique issues across athletes and stunts, and show a clear and strong understanding of the scoring category of the score sheet.

BAND CHANT AND FIGHT SONG SCORE SHEETS

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

EXECUTION OF BAND CHANT	Motion technique, proper placement, strength of movement, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement.
INCORPORATION OF SKILLS	Use of effective crowd leading skills by cheer and/or dancers, technique and stability
GAME DAY VISUAL	Appropriate use of material of ALL programs to elicit audience connection/response, crowd interaction, formations & visuals, effective incorporations of props and band, creative movements, entertainment value

CROWDLEADING SCORE SHEET

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

GAME DAY MATERIAL	* Placement, timing, types of formations, energy, precision and execution all play a role in the ability for a section to maintain crowd engagement from start to finish
INCORPORATION OF SKILLS	Use of effective crowd leading skills by cheer and/or dancers, technique and stability
EFFECTIVE USE OF GAME DAY PROPS	All Game appropriate props such as poms, signs, megaphones, flags as well as the coordination of instruments to enhance crowd engagement, entertainment, and participation.

OVERALL IMPRESSION - THIS SCORE IS SCORED BY EACH SECTION AND AVERAGED FOR THE FINAL SCORE

Overall execution, creativity, practicality, energy, flow, effectiveness, COORDINATION AND UTILIZATION OF MULTIPLE SPIRIT GROUPS, overall appeal

SUMMARIZING OTHER CRITERIA

Game Day is NOT a cheer and/or dance competition, but rather the coordination of multiple school spirit programs working in unison to promote and engage crowd participation in support of the school's athletic teams. While the incorporation of cheer and/or dance skills do consider into the scoring, so does the opinion of the judges as to how applicable such skills are to a live game day scenario and environment. Much of the scoring IS subjective in terms of overall performance development and implementation, as well as the overall crowd appeal and entertainment value. Judging panels will consist of experts from both cheer, dance and band backgrounds.

EXECUTION	Was the performance and skills performed practical for the team and executed in a way to add to the entertainment and crowdleading value without becoming a distraction
DIFFICULTY	While this is not on the score sheet, difficulty CAN come into play if all skills are executed with perfection for skill incorporation.
PRACTICAL	Were the skills/material performed practical for the team, the routine and the intentions of the material when all put together to collectively entertain, engage and encourage crowd participation all without distraction. This score should not reflect what you wish a team would have done but scoring them on the practicality of what was done.
PROP UTILIZATION	Props should be simple and effective to convey the purpose and message intended at the time of incorporation whether to entertain or encourage crowd participation. When using props, they should be strong and precise, complimenting the other movement, skills or props to best serve their purpose.