SPIRIT RALLY GUIDELINES

SPIRIT RALLY SCORING GUIDELINE

Athletes are expected to perform their Game Day elements with EXCELLENT precision, crowd engagement, entertainent 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.

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 creative movements and 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 scale 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 appealling and not distracting or busy and hard to follow and remain and engaged.

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