



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
1.0-3.0	3.0-3.5	3.5-4.0	4.0-4.5	4.5-5.0
1.0-6.0	6.0-7.0	7.0-8.0	8.0-9.0	9.0-10
Game Day elements for the specific score of the section are NOT effective, lack precision, and do not demonstrate understanding of the specific scoring category of the score sheet.	Game Day elements for the specific score of the section are MINIMALLY effective, frequently demonstrate proper precision in execution, and show a basic understanding of the specific scoring category of the score sheet.	Game Day elements for the specific score of the section are GENERALLY effective, with the majority demonstrating proper precision in execution and a clear understanding of the specific scoring category of the	Game Day elements for the specific score of the section are MOSTLY effective, demonstrate strong precision in execution with few or limited errors, and show a clear and strong understanding of the specific 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.

PROP UTILIZATION CRITERIA

When using props, judges will look at the below criteria: This IS NOT a driver system

EXECUTION	* Precision in timing and placement across all props will affect the effectiveness of the prop (s) used in each section
TIMING	* Timing of props should either match the word /hit with time for crowd to see it, read it, and then know when to say it
PLACEMENT	* Placement of props should be used in a way that encourage maximum crowd coverage to participate without adding confusion. The crowd should easily know where to look and when
ENCOURAGE PARTICIPATION	* Props should compliment each other/words/skills to encourage the crowd to easily participate

SKILL INCORPORATION CRITERIA (when applicable)

TIMING/PLACEMENT	* When a skill is used determines if the skill is effective to the words/props used
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EFFECTIVE GAME DAY CRITERIA

Each section should include elements that meet the below criteria: This IS NOT a driver system

CROWD ENGAGEMENT	* 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
CROWD ENTERTAINMENT	*Maintains an upbeat, fun and exciting energy that keeps the crowd entertained with minimal to no errors
ELICIT CROWD RESPONSE	*Ability to guide the crowd to participate using props, skills and proper placement. These incorporations should not distract or create confusion that effects the ability for any crowd member to follow along
EXECUTION	* Strong precision in all incorporations from voice, pace, flow to skill incorporations, motion placement and synchronicity create an effective section of the Game Day routine

When incorporating skills, consider the below criteria: This IS NOT a driver system

EXECUTION	When incorporating skills, consider the below criteria: This IS NOT a driver system
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