

# **2023-24 WSCJA**

## **Game Day Crowd Leading**

### **Training Packet**

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Link to test: <https://forms.gle/HBeR9tkQHeig4C2y5>

# Summary of 2023-24 Game Day Crowd Leading Changes

(Same as Traditional Cheer changes)

## **Major Changes (may affect scoring):**

- Weight of the cheer skill incorporation elements clarified by adding average of difficulty and effectiveness.
- One new element added to final section to encourage high levels of participation throughout routines.
- Clarifying adjusted ranges of skills used for this score sheet for Coed teams.
- Difficulty ranges of some skills adjusted.

## **Minor Changes (not likely to affect scoring):**

- All "high range" language has been removed from score sheets.
- Slight change in language to emphasize an actual crowd response is not evaluated.
- Some section titles changed to clarify elements scored within those sections.
- Some terms changed for consistency across all score sheets and rubrics.
- Order of some elements changed for consistency across score sheets.
- Elements added to score sheet and/or rubric for alignment between the two documents.
- Removal of element duplicates.
- Removal of all "RD"s on subjective elements on rubric.
- Notes and definitions section new to rubric for clarifying statements.
- Common interpretations used by judges added.

# WSCJA/WSCCA SCORESHEET GAME DAY CROWD LEADING

<b>EVENT:</b>		<b>JUDGE #:</b>	
<b>TEAM NAME:</b>		<b>DIVISION:</b>	

<b>SITUATIONAL (15)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
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<b>SITUATIONAL CUE</b> Effective & Timely Response to Game Day Situational Cue	5		
<b>CROWD EFFECTIVENESS</b> Voice, Pace, Flow, Crowd Coverage, Energy, Potential to Elicit Home Crowd Response	5		
<b>MOTION TECHNIQUE, PROPS, SKILL INCORPORATIONS</b> Synchronization Technique, Sharpness, Motion Placement Proper Use of Signs, Poms, Megaphones and/or Flags Cleanliness & Effectiveness of Skills	5		

<b>CROWD LEADING CHEER (20)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
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<b>CROWD EFFECTIVENESS</b> Voice, Pace, Flow, Crowd Coverage, Energy, Potential to Elicit Home Crowd Response	5		
<b>MOTION TECHNIQUE &amp; PROPS</b> Synchronization Technique, Sharpness, Motion Placement Proper Use and Variety of Signs, Poms, Megaphones and/or Flags	5		
<b>SKILL INCORPORATIONS</b> <b>Difficulty &amp; Effectiveness Average</b> Proper Use of Skills to Effectively Lead the Crowd. Refer to Game Day Crowd Leading Rubric for Skill Examples.	5	Diff. = Eff. =	
<b>EXECUTION OF SKILL INCORPORATIONS</b> Cleanliness of Skills Technique, Stability, Synchronization, Spacing	5		

<b>ROUTINE COMPOSITION &amp; SHOWMANSHIP (5)</b>	<b>Points</b>	<b>Score</b>	<b>Comments</b>
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Excitement, Genuine School Spirit, Creativity of Choreography, Formations, Transitions Between Game Day Components, Participation	5		
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<b>TOTAL POSSIBLE</b>	<b>40</b>		
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*This score sheet is used in Game Day routines for the Situational and Cheer components (portion that is not performed to music). If there is a music error, judges will use their best judgment to discern which elements of the performance are scored here.*

## GAME DAY CROWD LEADING RUBRIC

*Effective chant and cheers should be representative of a team in front of their "home crowd" and how the crowd would respond in those game day situations.*

Situational Cue			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	*A generic spirit sideline will be scored as a "wrong" response.
Ineffective response to situational cue	Slow Response to situational cue	Effective, and timely response to situational cue	
0 = wrong and slow, 1 = wrong and quick	2 = correct and very slow, 3 = correct and moderate	4 = correct and quick, 5 = correct and dynamic	
Situational Crowd Effectiveness			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	*Maximum crowd coverage defined as having the team touch all 9 panels at least once during the Situational.
Voices are not loud and clear	Voices have average enthusiasm and volume	Voices command the crowd's attention	
Volume inconsistencies throughout	Some volume inconsistencies throughout	Volume remains consistent throughout the cheer	
Lacks consistent pace and flow	Average consistent pace and flow	Dynamic pace and flow	
Lacks crowd coverage, minimal use of floor	Average crowd coverage, average use of floor	Maximum crowd coverage and use of floor	
Low energy	Average energy	High energy!	
Minimum engagement as if in actual game day environment	Moderate engagement as if in an actual game day environment	Full engagement as if in actual game day environment	
Situational Motion Technique, Props, Skill Incorporations			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
Lacks synchronization and sharpness	Average synchronization	High execution of synchronization	
Poor motion placement	Average motion placement	Exceptionally sharp prop and motion placement	
Props distract from crowd leading	Some props are sharp and clean	Props are sharp and clean	
Skills have technique and spacing errors	Skills have some technique and spacing errors	Skills have minimal technique and spacing errors	
Skills unsafe and distracting	Average execution of skills	Clean, safe and solid skills performed throughout	
Cheer Crowd Effectiveness			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	*Maximum crowd coverage defined as having the team touch all 9 panels at least once during the Cheer.
Voices are not loud and clear	Voices have average enthusiasm and volume	Voices command the crowd's attention	
Volume inconsistencies throughout	Some volume inconsistencies throughout	Volume remains consistent throughout the cheer	
Lacks consistent pace and flow	Average consistent pace and flow	Dynamic pace and flow	
Lacks crowd coverage, minimal use of floor	Average crowd coverage, average use of floor	Maximum crowd coverage and use of floor	
Low energy	Average energy	High Energy!	
Minimum engagement as if in actual game day environment	Moderate engagement as if in an actual game day environment	Full engagement as if in actual game day environment	
Cheer Motion Technique & Props			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
Lacks sharpness and synchronization	Average level of sharpness and synchronization	Exceptional sharpness and high execution of synchronization	
Poor motion placement	Average motion placement	Dynamic motion placement	
Props are obtained and discarded with difficulty	Props are obtained and discarded with some difficulty	Props are obtained and discarded with ease	
Props distract from crowd leading	Some props distract from crowd leading	Props are used effectively for crowd response	
Props do not prepare crowd to yell	Props elicit average crowd response	Props elicit a potentially appropriate crowd response	
Low variety of Props	Average variety of props used	High variety of props	
Props lack sharpness, cleanliness, and have errors	Some props are sharp and clean and prop angles have some errors	Props are sharp and clean, prop angles have minimal errors	
Cheer Skill Incorporations			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	*Cheer Skill Incorporations score will reflect a difficulty score and an effectiveness score that have been averaged to arrive at the final score. *Stunts are the basis for the skill incorporation score. Tumbling that leads the crowd may increase score. *Skill Incorporations will be defined as: stunts and tumbling relevant to the game day environment. *Coed is defined as 3 or more males. *Ratios do not apply.
Skills used do not lead crowd	Some skills used effectively lead crowd	Skills used effectively lead crowd	
<i>Example of skills below:</i>	<i>Example of skills below:</i>	<i>Example of skills below:</i>	
0 = No skills were used to lead the crowd, motions only	Shoulder sits, Preps, 1/2 up to prep	Extended single leg stunts	
Thigh stands	Extensions, Shoulder stands, Full up to prep		
Low range tumbling (see Traditional Rubric)	1/2 up to Extended (RD)	Full up extended or Full rounds to any level (RD)	
<b>COED teams</b> - Standard of Low Coed skill performed (Refer to Stunt Rubric)	<b>COED teams</b> - Must perform at least 1 Elite of Low or Standard of Average coed skill (Refer to Stunt Rubric)	<b>COED teams</b> - Must perform at least 1 Elite of Average or Standard of high range coed skill (Refer to Stunt Rubric)	
Cheer Execution of Skill Incorporations			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
Cheer did not demonstrate clean and/or solid foundation	Cheer demonstrated some clean foundational elements, however lacked consistency throughout	Cheer demonstrates clean, solid foundation	
Skills unsafe and distracting	Average execution of skills	Clean, safe and solid skills performed throughout	
Skills have technique and spacing errors	Skills have some technique and spacing errors	Skills have minimal technique and spacing errors	
Low synchronization	Average synchronization	High synchronization	
Routine Composition & Showmanship			Notes and Definitions
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	*Situational and Cheer scored TOGETHER. *Game Day Components will be defined as: Band Chant, Situational, Cheer, Fight Song **"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
Presentation lacked excitement throughout	Presentation had mediocre excitement throughout	Presentation creates excitement throughout	
Poor demonstration of genuine school spirit	Average image of genuine school spirit	Positive image of genuine school spirit	
Lacks creative choreography	Average creative choreography	Creative dynamic choreography	
Poorly spaced formations with loss of crowd connection while moving	Formations have average spacing and dynamic, with average crowd connection while moving	Precisely spaced and attention grabbing formations with no loss of crowd connection while moving	
Demonstrates poor flow through transitions between Game Day components	Demonstrates average flow through transitions between Game Day components	Demonstrates seamless flow through transitions between Game Day components	
Involving some participants inconsistently throughout (i.e. minimum skill ratios, many "nuggets", skills OR choreo, etc.)	Involving most participants inconsistently throughout (i.e. minimum skill ratios, some "nuggets", skills and choreo sometimes, etc.)	Involving most participants consistently throughout (i.e. maxing skill ratios, minimizing "nuggets", skills and choreo simultaneously, etc.)	

# WSCJA Interpretations 2023-24

## Game Day Crowd Leading Scoring

This interpretation document will include language from the score sheet and rubric. Judges are to always look directly to the rubric for descriptions of elements in score ranges. The section and subsection titles, point values, and elements in quotes are copied from the score sheet. The elements judges should be looking for have been brought in from the rubric.

It is assumed that since there is no header stating what is required to enter into a range, that judges will place teams in the range that best describes their performance. If a team demonstrates elements in several different ranges within one subsection, the judges will use their best judgment to place the team in the most applicable and appropriate range by roughly averaging the elements, giving each element similar weight to the others listed. This method of scoring applies to the entire Crowd Leading score sheet with the exception of Situational Cue and Cheer Skill Incorporations subsections which have minimum requirements for the difficulty score portion.

Game Day Headers - There is a statement at the top of the Game Day Crowd Leading rubric: "Effective chant and cheers should be representative of a team in front of their "Home Crowd" and how the crowd would respond in those Game Day situations." For the entire Game Day division, in all sections on score sheets and rubrics, judges will use this mindset to evaluate appropriate Game Day content. Judges will imagine the team's potential for effectiveness as if that team was performing at a home game. **Judges will not evaluate the actual crowd response.** *Effectiveness, execution and difficulty* are the main areas of assessment for this score sheet.

**Situational (15) is defined as the offensive or defensive chant performed following the announcer's cue. Judges are to evaluate the Situational separate from the Cheer.**

- Situational Cue (5) - will be defined as "Effective & Timely Response to Game Day Situational Cue." Judges will use the scale on the rubric to consistently place teams according to their response to the announcer's cue. Scores may differ based on judgment calls on the degree of delay of the response. (NOTE: a generic spirit sideline will be scored as a "wrong" response).
- Situational Crowd Effectiveness (5) - will be defined as "Voice, Pace, Flow, Crowd Coverage, Energy & Potential to Elicit Crowd Response." According to the rubric, the judges are looking for how *effective* the following elements are used to potentially draw a response from a home crowd:
  - Level of voice including volume, clarity, enthusiasm, and ability to command attention
  - Level of volume consistency
  - Level of consistency and effectiveness of pace and flow
  - Level of use of the floor/crowd coverage (NOTE: high range would be team using all 9 panels)
  - Level of energy
  - Level of engagement as if in an actual game day environment

# WSCJA Interpretations 2023-24

## Game Day Crowd Leading Scoring

- Situational Motion Technique, Props, Skill Incorporations (5) - will be defined as “Synchronization” for all elements in this subsection, “Technique, Sharpness, Motion Placement” as demonstrated during motions, the “Proper Use of Signs, Poms, Megaphones and/or Flags” and “Cleanliness and Effectiveness of Skills.” According to the rubric, the judges are looking for the level of *execution* of the following elements):
  - Level of synchronization
  - Level of motion placement and sharpness
  - Level of use of props
  - Level of technique and spacing of skills
  - Level of safely, clean and solid execution, and limited distraction of skills

**Crowd Leading Cheer (20) is defined as the sideline cheer performed following the offensive or defensive chant. Judges are to evaluate the cheer separate from the situational.**

- Cheer Crowd Effectiveness (5) - See identical Situational training.
- Cheer Motion Technique & Props (5) - will be defined as “Synchronization” for all elements in this subsection, “Technique, Sharpness, Motion Placement” as demonstrated during motions and the “Proper Use of Signs, Poms, Megaphones and/or Flags.” According to the rubric, the judges are looking for the level of *execution and effectiveness* of the following elements in relation to the use of props and motions:
  - Level of synchronization of motions and props
  - Level of motion placement and sharpness
  - Level of ease with obtaining and discarding props
  - Level of effectiveness of props Level of variety of props used
  - Level of execution of props including appropriate angle for visibility
- Cheer Skill Incorporations (5) - will be defined as the “Proper Use of Skills to Effectively Lead the Crowd.” “Refer to Game Day Crowd Leading Rubric for Skill Examples” will be interpreted to mean teams need to meet skill difficulty requirements for entry into a point range for this score section and those skills along with their ranges are to be found on the Cheer rubric (not the Stunt rubric). This score will reflect a *difficulty* score and an *effectiveness* score that have been averaged to arrive at the final score..
  - Level of skill effectiveness in leading the crowd - *effectiveness* is choreography-related (the skills chosen should aid the cheer in enhancing potential crowd interaction)
  - Level of stunt skill difficulty - according to Traditional Cheer Rubric and ratios do not apply (NOTE: Stunts are the basis for the skill incorporation score)
    - Level of tumbling skill difficulty - according to Traditional Music Rubric and ratios do not apply (NOTE: Tumbling that leads the crowd may increase score but cannot be without stunts)
    - COED TEAMS ONLY: Level of coed skill difficulty - according to skills detailed in Traditional Music Rubric, according to POINT RANGES on the Game Day Crowd

# WSCJA Interpretations 2023-24

## Game Day Crowd Leading Scoring

Leading Rubric, and ratios do not apply (NOTE: Coed is defined as 3 or more males)

- Cheer Execution of Skill Incorporations (5) - will be defined as “Cleanliness of Skills, Technique, Stability, Synchronization, Spacing.” According to the rubric, the judges are looking for the level of *execution* of the following elements **in relation to skills**:
  - Level of consistency of clean and solid foundational elements
  - Level of cleanliness and safety of skills
  - Level of technique and spacing errors of skills
  - Level of synchronization

**Routine Composition & Showmanship (5)** will be defined as: “ Excitement, Genuine School Spirit, Creativity of Choreography, Formations, Transitions between Game Day Components, Participation” for the situational AND cheer as well as the transition. According to the rubric, the judges are looking for the level of presentation of the following elements:

- Level of excitement throughout
- Level of genuineness of school spirit
- Level of creative use of choreography
- Level of spacing, dynamics, and crowd-connection during formations
- Level of seamlessness and fluidity of transitions into and out of Situational and Cheer
- Level of consistency of participation of team members (NOTE: this includes but is not limited to - putting up more skills than “meeting ratio”, minimizing the hiding of unused “nuggets”, performing skills and choreography simultaneously)