

WSCJA/WSCCA SCORESHEET GAME DAY CROWD LEADING

EVENT:		JUDGE #:	
TEAM NAME:		DIVISION:	

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

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

ROUTINE COMPOSITION & SHOWMANSHIP (5)	Points	Score	Comments
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Excitement, Genuine School Spirit, Creativity of Choreography, Formations, Transitions Between Game Day Components, Participation	5		
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TOTAL POSSIBLE	40		
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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.