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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	*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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	*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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	
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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	*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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	
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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	*Cheer Skill Incorporations score will reflect a difficulty score and an effectiveness score that have been averaged to arrive at the final score.
Skills used do not lead crowd	Some skills used effectively lead crowd	Skills used effectively lead crowd	
Example of skills below:	*Example of skills below:*	*Example of skills below:*	*Stunts are the basis for the skill incorporation score. Tumbling that leads the crowd may increase score.
0 = No skills were used to lead the crowd, motions only	Shoulder sits, Preps, 1/2 up to prep	Extended single leg stunts	*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.
Thigh stands	Extensions, Shoulder stands, Full up to prep		
	1/2 up to Extended **(RD)**	Full up extended or Full arounds to any level **(RD)**	
Low range tumbling (see Traditional Rubric)	Average range tumbling (see Traditional Rubric)	High range tumbling (see Traditional Rubric)	
COED teams - Standard of Low Coed skill performed (Refer to Stunt Rubric)	**COED teams** - Must perform at least 1 Elite of Low or Standard of Average coed skill (Refer to Stunt Rubric)	**COED teams** - 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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	
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
LOW 0-1	**AVG 2-3**	**HIGH 4-5**	*Situational and Cheer scored TOGETHER.
Presentation lacked excitement throughout	Presentation had mediocre excitement throughout	Presentation creates excitement throughout	*Game Day Components will be defined as: Band Chant, Situational, Cheer, Fight Song
Poor demonstration of genuine school spirit	Average image of genuine school spirit	Positive image of genuine school spirit	*"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
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 simulaniously, etc.)	