

### Wisconsin Association of Cheer & Pom Coaches, Inc.

### Gameday

#### **SITUATIONAL SIDELINE**

	Team:		
Judge:	Divisio		
	Perfor	Comp Year:	

Situational Sideline				
	Driver	Score	Max Score	Judge Comments
Gameday Situation	Proper use of material (offense vs defense)		1	
	Crowd-effective skills relevant to gameday environment		1	
	Crowd Engagement		2	
S	Voice		1	
enes	Pace		1	
ctive	Flow		1	
d Effe	Maximum crowd coverage		1	
Crowd Effectiveness	Ability to elicit crowd response		1	
C	Crowd Effectiveness		5	
	Precise placement		1	
Motion Technique	Precise technique (strong arms/straight wrists)		1	
n Tec	Precise synchronization		1	
Motior	Incorporation of body/foot movement		1	
	Motion Technique		4	
Crowd Leading Props	Utilization of props (poms, megaphones, signs, flags, etc)		1	
ling	Incorporation of ad libs		1	
Lead	Proper use of props/ad libs		1	
pwc	Timing/spacing of props/ad libs		1	
ວັ	Crowd Leading Props		4	
t to	Precise/sharp movements		1	
skills Relevan Environment	Precise/sharp skills (jumps, kicks, tumbling, stunts)		1	
ills R iviro	Natural, excited faces & smiles		1	
Execution of Skills Relevant to Gameday Environment	Energy maintained		1	
	Absence of mistakes		1	
	Execution of Skills Relative to Gameday Environment		5	
S	Situational Sideline Score		20	



### Wisconsin Association of Cheer & Pom Coaches, Inc.

### Gameday

### **CROWD LEADING CHEER**

	Team:	
ludge:	Division:	
	Performan	Comp Year:

		Cro	wd Leadi	ing Cheer
	Driver	Score	Max Score	Judge Comments
9 9	Proper use of material (time-out cheer)		1	
	Crowd-effective skills relevant to gameday environment		1	
	Gameday Material		2	
(0	Pace		1	
sues	Flow		1	
ctive	Voice		1	
Effe	Maximum crowd coverage		1	
<b>Crowd Effectiveness</b>	Ability to elicit crowd response		1	
Ö	Crowd Effectiveness		5	
	Precise placement		1	
Motion Technique	Precise technique (strong arms/straight wrists)		1	
	Precise synchronization		1	
	Incorporation of body/foot movement		1	
	Motion Technique		4	
sdo.	Utilization of props (poms, megaphones, signs, flags, etc)		1	
ng P	Incorporation of ad libs		1	
Leading Props	Proper use of props/ad libs		1	
ō	Timing/spacing of Props/ad libs		1	
Crowo	Crowd Leading Props		4	
Execution of Skills Relevant to Gameday Environment	Precise/sharp movements		1	
	Precise/sharp movements Precise/sharp skills (jumps, kicks, tumbling, stunts) Natural, excited faces & smiles		1	
	Natural, excited faces & smiles		1	
	Energy maintained  Absence of mistakes  Execution of Skills Relative to		1	
ame	Absence of mistakes		1	
xec to G			5	
ű t	Gameday Environment			

# WACPC

### Wisconsin Association of Cheer & Pom Coaches, Inc.

### Gameday BAND DANCE

Judge:	
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Team:		
Division:		
Performan	Comp Year:	

			Band Dan	ice
	Driver	Score	Max Score	Judge Comments
Visual Appeal	Synchronization		1	
	Spacing		1	
	Incorporation of creative movement (formations, formation changes, level changes, ripples)		1	
/isual	Variety of creative movement		1	
	Execution of creative movement		1	
	Visual Appeal		5	
ess	Pace		1	
/en	Flow		1	
cti	Voice		1	
<b>Crowd Effectiveness</b>	Maximum crowd coverage		1	
Μď	Ability to elicit crowd response		1	
Cro	Crowd Effectiveness		5	
	Uniformity of placement		1	
ank	Precise technique (strong arms/straight wrists)		1	
hnic	Precise synchronization		1	
Motion Technique	Strong coordination of tempo/rhythm		1	
Moti	Incorporation of body/foot movement		1	
	Motion Technique		5	
S	Utilization of props (poms, megaphones, signs, flags, etc)		1	
Prop	Incorporation of ad libs		1	
<b>Crowd Leading Props</b>	Proper use of props/ad libs		1	
d Lea	Timing of props/ad libs		1	
Crow	Spacing of props/ad libs		1	
	Crowd Leading Props		5	
	<b>Band Dance Score</b>		20	



### Wisconsin Association of Cheer & Pom Coaches, Inc.

### Gameday FIGHT SONG

Comp

			Fight Son	ng
	Driver	Score	Max Score	Judge Comments
Visual Appeal & Effectiveness	Maximum crowd coverage		1	
	Synchronization		1	
	Spacing		1	
	Incorporation of creative movement (formations, formation changes, level changes, ripples - only 1 needed)		1	
> _	Pace & flow		1	
	Visual Appeal		5	
	Uniformity of placement		1	
dne	Precise technique (strong arms/straight wrists)		1	
chni	Precise synchronization		1	
Motion Technique	Strong coordination of tempo/rhythm		1	
	Incorporation of body/foot movement		1	
	Motion Technique		5	
sdo	Utilization of props (poms, megaphones, signs, flags, etc)		1	
g Pr	Incorporation of ad libs		1	
adin	Proper use of props/ad libs		1	
Le.	Timing of props/ad libs		1	
Crowd Leading Props	Spacing of props/ad libs		1	
0	Crowd Leading Props		5	
skills Relevant Environment	Clean skills (jumps, kicks, tumbling, stunts)		1	
s Rel iron	Technique		1	
Skill	Stability		1	
Execution of Skills Relevant to Gameday Environment	Synchronization & spacing		1	
	Skills enhance routine		1	
Exector to G	Execution of Skills Relative to Gameday Environment		5	
	Fight Song Score		20	

Judge: \_\_\_\_\_

## WACPC

### Wisconsin Association of Cheer & Pom Coaches, Inc.

### Gameday

#### **OVERALL IMPRESSION**

	Team:	
ludge:	Division:	
	Performance:	Comp Year:

	Overall Impression - Situational Sideline/ Crowd Leading Cheer			
	Execution Driver	Execution Score	Max Score	Judge Comments
	Confidence in engaging & connecting with crowd		1	
	Present a genuine school spirit		1	
	Present genuine energy while performing		1	
ression	High energy transitions into situational sideline		1	
Overall Impression	High energy transitions into crowd leading cheer		1	
Ove	Clean lines and spacing		1	
	Variety of formations (relative to team size)		1	
	Use of floor (relative to team size)		1	
	Minimal downtime		1	
	Ease of movement		1	
O۱	verall Impression Score		10	

	Overall Impression - Band Dance/Fight Song			
	Execution Driver	Execution Score	Max Score	Judge Comments
	Confidence in engaging & connecting with crowd		1	
	Present a genuine school spirit		1	
ے	Present genuine energy while performing		1	
pressio	High energy transitions into band dance		1	
Overall Impression	High energy transitions into fight song		1	
6	Natural, excited faces & smiles		1	
	Use of floor (relative to team size)		1	
	Minimal downtime		1	
	Ease of movement		1	
	Absence of mistakes		1	
O۱	verall Impression Score		10	
	<b>TOTAL SCORE</b>		20	