



Wisconsin Association of Cheer & Pom Coaches, Inc.

Gameday

SITUATIONAL SIDELINE

Judge: _____

Team: _____
 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	
Crowd Effectiveness	Voice		1	
	Pace		1	
	Flow		1	
	Maximum crowd coverage		1	
	Ability to elicit crowd response		1	
	Crowd Effectiveness		5	
Motion Technique	Precise placement		1	
	Precise technique (strong arms/straight wrists)		1	
	Precise synchronization		1	
	Incorporation of body/foot movement		1	
	Motion Technique		4	
Crowd Leading Props	Utilization of props (poms, megaphones, signs, flags, etc)		1	
	Incorporation of ad libs		1	
	Proper use of props/ad libs		1	
	Timing/spacing of props/ad libs		1	
	Crowd Leading Props		4	
Execution of Skills Relevant to Gameday Environment	Precise/sharp movements		1	
	Precise/sharp skills (jumps, kicks, tumbling, stunts)		1	
	Natural, excited faces & smiles		1	
	Energy maintained		1	
	Absence of mistakes		1	
	Execution of Skills Relative to Gameday Environment		5	
Situational Sideline Score			20	



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CROWD LEADING CHEER

Judge: _____

Team: _____
 Division: _____
 Performer: _____ Comp Year: _____

Crowd Leading Cheer				
Driver		Score	Max Score	Judge Comments
Gameday Material	Proper use of material (time-out cheer)		1	
	Crowd-effective skills relevant to gameday environment		1	
	Gameday Material		2	
Crowd Effectiveness	Pace		1	
	Flow		1	
	Voice		1	
	Maximum crowd coverage		1	
	Ability to elicit crowd response		1	
	Crowd Effectiveness		5	
Motion Technique	Precise placement		1	
	Precise technique (strong arms/straight wrists)		1	
	Precise synchronization		1	
	Incorporation of body/foot movement		1	
	Motion Technique		4	
Crowd Leading Props	Utilization of props (poms, megaphones, signs, flags, etc)		1	
	Incorporation of ad libs		1	
	Proper use of props/ad libs		1	
	Timing/spacing of Props/ad libs		1	
	Crowd Leading Props		4	
Execution of Skills Relevant to Gameday Environment	Precise/sharp movements		1	
	Precise/sharp skills (jumps, kicks, tumbling, stunts)		1	
	Natural, excited faces & smiles		1	
	Energy maintained		1	
	Absence of mistakes		1	
	Execution of Skills Relative to Gameday Environment		5	
Crowd Leading Cheer Score			20	



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BAND DANCE

Judge: _____

Team: _____

Division: _____

Performan _____ Comp Year: _____

Band Dance				
	Driver	Score	Max Score	Judge Comments
Visual Appeal	Synchronization		1	
	Spacing		1	
	Incorporation of creative movement (formations, formation changes, level changes, ripples)		1	
	Variety of creative movement		1	
	Execution of creative movement		1	
	Visual Appeal		5	
Crowd Effectiveness	Pace		1	
	Flow		1	
	Voice		1	
	Maximum crowd coverage		1	
	Ability to elicit crowd response		1	
	Crowd Effectiveness		5	
Motion Technique	Uniformity of placement		1	
	Precise technique (strong arms/straight wrists)		1	
	Precise synchronization		1	
	Strong coordination of tempo/rhythm		1	
	Incorporation of body/foot movement		1	
	Motion Technique		5	
Crowd Leading Props	Utilization of props (poms, megaphones, signs, flags, etc)		1	
	Incorporation of ad libs		1	
	Proper use of props/ad libs		1	
	Timing of props/ad libs		1	
	Spacing of props/ad libs		1	
	Crowd Leading Props		5	
Band Dance Score			20	



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Gameday

FIGHT SONG

Judge: _____

Team: _____
 Division: _____
 Performance: _____ Comp _____

Fight Song				
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	
Motion Technique	Uniformity of placement		1	
	Precise technique (strong arms/straight wrists)		1	
	Precise synchronization		1	
	Strong coordination of tempo/rhythm		1	
	Incorporation of body/foot movement		1	
	Motion Technique		5	
Crowd Leading Props	Utilization of props (poms, megaphones, signs, flags, etc)		1	
	Incorporation of ad libs		1	
	Proper use of props/ad libs		1	
	Timing of props/ad libs		1	
	Spacing of props/ad libs		1	
	Crowd Leading Props		5	
Execution of Skills Relevant to Gameday Environment	Clean skills (jumps, kicks, tumbling, stunts)		1	
	Technique		1	
	Stability		1	
	Synchronization & spacing		1	
	Skills enhance routine		1	
	Execution of Skills Relative to Gameday Environment		5	
Fight Song Score			20	



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Gameday

OVERALL IMPRESSION

Judge: _____

Team: _____
 Division: _____
 Performance: _____ Comp Year: _____

Overall Impression - Situational Sideline/ Crowd Leading Cheer

Execution Driver		Execution Score	Max Score	Judge Comments
Overall Impression	Confidence in engaging & connecting with crowd		1	
	Present a genuine school spirit		1	
	Present genuine energy while performing		1	
	High energy transitions into situational sideline		1	
	High energy transitions into crowd leading cheer		1	
	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	
Overall Impression Score			10	

Overall Impression - Band Dance/Fight Song

Execution Driver		Execution Score	Max Score	Judge Comments
Overall Impression	Confidence in engaging & connecting with crowd		1	
	Present a genuine school spirit		1	
	Present genuine energy while performing		1	
	High energy transitions into band dance		1	
	High energy transitions into fight song		1	
	Natural, excited faces & smiles		1	
	Use of floor (relative to team size)		1	
	Minimal downtime		1	
	Ease of movement		1	
	Absence of mistakes		1	
Overall Impression Score			10	
TOTAL SCORE			20	