

In-Game Cheer



Team Name _____

Judge # _____

PLAYER INTRODUCTION (10 points)		Points	Score
Crowd Leading - <i>connection to crowd, energy, visual</i>		5	
Effectiveness of Skills - <i>spacing, stability, synchronization, technique</i>		5	
Possible		10	

PREGAME (10 points)		Points	Score
Crowd Leading / Effectiveness - <i>connection to crowd, energy, visual, pace</i>		Possible 10	

SIDELINE (40 points)		Points	Score
Crowd Leading - <i>connection to crowd, energy, visual, proper use of megaphones, poms, signs</i>		10	
Effectiveness - <i>pace, spacing, voice</i>		10	
Motion Technique - <i>placement, sharpness, synchronization</i>		10	
Variety - <i>creative movements, level changes, ripples</i>		5	
Overall Impression		5	
Possible		40	

CHEER (40 points)		Points	Score
Crowd Leading - <i>creativity, energy, maximum coverage, use of megaphones, poms, signs</i>		5	
Execution of Skills - <i>motion technique, spacing, synchronization, transitions</i>		10	
Jumps		5	
Stunts/Pyramids: Execution - <i>proper technique</i>		10	
Difficulty - <i>level of skill</i>		5	
Tumbling		5	
Possible		40	

TOTAL	Possible	100	
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Combined Totals	
Deductions	
FINAL SCORE	

DEDUCTIONS ARE PER OCCURRENCE as defined by UCA - a Varsity Spirit Brand

Individual Athlete	Points	Penalty
Minor Fall	-1	
Major Fall	-2	

Comments:

Stunts/Pyramids	Points	Penalty
Bobble	-1	
Minor Fall	-2	
Major Fall	-3	

Comments:

	Points	Penalty
Unsportsmanlike Behavior - <i>failure to maintain professional conduct by coaches/athletes</i>	-3	

Comments:

Exceeding Time Limit - <i>halftime cheer cannot exceed 90 seconds</i>	-3	
General Safety Violation - <i>performing a skill in an illegal manor, however the skill itself is not illegal</i>	-2	
Specific Safety Violation - <i>performing an illegal skill as defined by the NFHS Spirit Rules</i>	-5	

Comments:

TOTAL DEDUCTION