

OASSA MS/JUNIOR HIGH CHEER AND DANCE COMPETITION

CHEER: **Gameday BUILDING**

Judge # _____



CHANT AND CHEER	Max Points	Score	Comments
Motion Placement/Strength of Motions/ Sharpness	10		
Game Day Appeal (variety, visuals, creative movements within groups and levels)	10		
Crowd Effectiveness (voice, pace, flow, floor coverage, ability to engage the crowd)	10		

BAND DANCE/ FIGHT SONG	Max Points	Score	Comments
Execution of Dance (synchronization, timing, spacing)	10		
Game Day Appeal (variety, visuals, creative movements within groups and levels)	10		
Crowd Effectiveness (voice, pace, flow, ability to engage the crowd)	10		

OVERALL IMPRESSION	Max Points	Score	Comments
Effective use of Signs, Poms, Flags, Megs, and Props to Lead the Crowd	10		
Formations and Transitions (consistent with sideline cheer)	10		
Overall presentation (smiles, confidence, showmanship, enthusiasm and genuine school spirit)	10		
Overall Effect (tumbling and building included)	10		

TOTAL SCORE _____/100