



COUGAR CHEERLEADING CHALLENGE GAME DAY SCORE SHEETS

Team Name: _____ Judge Number: _____

BAND CHANT	Points	Score
Game Day Visual Appeal <i>Levels, ripples, creative movement within groups and levels</i>	5	
Material Relevant to Game Day Environment <i>Was crowd encouraged to participate Clean Crowd Effective skills</i>	5	
Motion Technique/Crowd Leading Tools <i>Motion Placement, sharpness, synchronization Proper use of signs, poms, megaphones, and/or flags</i>	5	
Execution of Skills <i>Technique, Stability, Synchronization, and Spacing</i>	5	
Judge's Overall Impression of Presentation of Material	10	
Total Points	30	



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Sideline	Points	Score
Game Day Material <i>Proper use of material, Proper response to game day situational cue, Skills are relevant to the game day environment</i>	5	
Crowd Effectiveness and Technique <i>Voice, Pace, Flow, Crowd coverage, Ability to Elicit Crowd Response</i>	5	
Motion Technique/Crowd Leading Tools <i>Motion Placement, sharpness synchronization Proper use of signs, poms, megaphones, and/or flags</i>	5	
Execution of Skills <i>Technique, Stability, Synchronization, and Spacing</i>	5	
Judge's Overall Impression of Presentation of Material	10	
TOTAL POINTS	30	



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CROWD LEADING SECTION	Points	Score
Game Day Material <i>Proper use of material, Proper response to game day situational cue, Skills are relevant to the game day environment</i>	5	
Crowd Effectiveness and Technique <i>Voice, Pace, Flow, Crowd coverage, Ability to Elicit Crowd Response</i>	5	
Motion Technique/Crowd Leading Tools <i>Motion Placement, sharpness synchronization Proper use of signs, poms, megaphones, and/or flags</i>	5	
Execution of Skills <i>Technique, Stability, Synchronization, and Spacing</i>	5	
Judge's Overall Impression of Presentation of Material	10	
TOTAL POINTS	30	

FOR TABULATORS USE ONLY	Points	Score
BAND CHANT	30	
SIDELINE	30	
CROWDLEADING	30	
TOTAL GAME DAY PERFORMANCE SCORE	90	