

NEW JERSEY CHEERLEADING AND DANCE STATE CHAMPIONSHIP SCORESHEET  
GAME DAY CHEER / CHANT

TEAM \_\_\_\_\_ DIVISION \_\_\_\_\_ JUDGE \_\_\_\_\_

**SCORE**

**JUDGING CRITERIA**

Game Day Material	10 POINTS		Crowd oriented words, movements and skills must be relevant to game day environment.
Relevance to Game Day Environment	5 POINTS		Demonstrating school pride, sportsmanship, with a genuine reflection of sideline cheerleading at an athletic event.
Crowd Leading Props	5 POINTS		Appropriate use of signs, pom, megaphones and/or flags to encourage crowd response
Execution of Skills	5 POINTS		Technique, stability, synchronization and spacing of skills.
Athletic Ability	5 POINTS		Demonstrating a proficiency of strength, flexibility, endurance, and stability in the elements performed.
Crowd Effectiveness	5 POINTS		Energy, leadership, visual appeal and connection to the crowd; Voice, pace, flow, maximum crowd coverage; easy to follow.
Motion Technique	5 Points		Technique, sharpness and placement.
Spacing and Formations	5 POINTS		Spacing and formations, positioned to cover the crowd.

Overall Impression	5 POINTS		Judges Discretion - routine impression including energy level and showmanship; This is not category specific, but encompasses the impression of the entire routine.
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<b>TOTAL</b>	<b>50 POINTS</b>	
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**COMMENTS:**