



School & Rec. Game Day Ranges

Cheer & Chant Ranges

Spacing & Formations (9.0-10.0)

Spacing, formations, positioned to cover crowd

Placement (9.0-10.0)

Proper control, correct placement of movements

Strength of Motions (9.0-10.0)

Sharpness

Voice & Pace (9.0-10.0)

Loud and natural voices, good inflection, moderate pace

Crowd Leading Skills (9.0-10.0)

Skills add to the squad's ability to lead the crowd

Use of Props (9.0-10.0)

Signs, poms, flags, megaphones used to encourage crowd response

Synchronization (4.0-5.0)

Uniformity of movement throughout routine

Crowd Effective (4.0-5.0)

Material Easy to follow, encourages crowd participation

Overall Impression (4.0-5.0)

Audience appropriateness, execution

Crowd Appeal (4.0-5.0)

Facial expression, eye contact, energy

Fight Song & Dance Ranges

Material (9.0-10.0)

Crowd oriented movements, fit to music

Spacing & Formations (9.0-10.0)

Spacing, formations, positioned to cover crowd

Visual Effects (9.0-10.0)

Level Changes, ripples, creative movements

Placement (9.0-10.0)

Proper control, correct placement of movements

Strength of Motions (9.0-10.0)

Sharpness

Synchronization (9.0-10.0)

Uniformity of movement throughout routine

Overall Impression (9.0-10.0)

Audience appropriateness, execution

Crowd Appeal (9.0-10.0)

Facial expression, eye contact, energy