

CONNECTICUT GAME DAY COMPETITION

Philosophy: The focus of Fall Game Day is on the fundamentals of cheerleading. All material should be suitable for a Fall game or Fall pep rally. Routine emphasis is on the execution and honoring of team traditions and crowd involvement. Emphasis is not on difficulty of skills. The use of signs, poms, flags and/or megaphones is encouraged.

Routine Guidelines:

- 2 minutes for the crowd leading which includes a time-out cheer and one sideline (teams should prepare one offense and one defense) - No music permitted
- 1 minute for halftime performance - Utilization of music/drummer/band cadence/fight song is optional.
- Time will begin after the first organized team motion.
- Teams will respond to audio cues by a game announcer/DJ, as heard at football and basketball games. In order to imitate a Game Day environment, audio cues will be given based on the following order: (1) Time-out cheer/sideline; (2) Situational sideline (offense/defense); (3) Halftime performance (each will be limited to 1 minute maximum).

Skill Restrictions:

- No basket, sponge, elevator or similar type tosses permitted
- No inversions
- No twisting dismounts
- Single leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited to standing back handsprings and standing back tucks

Judging:

- 3 panel judges will score the whole score sheet
- 1 safety judge must be present

GAME DAY CROWD LEADING (time-out & sideline)RUBRIC (September, 2017)

Point Value		Low	Average	High
5		0-2	2-4	4-5
10		0-4	4-8	8-10
CROWD LEADING (25)	Crowd Effectiveness: Voice, pace, flow 10	<ul style="list-style-type: none"> • Pacing is ineffective • Voices are too soft and/or lack enthusiasm • Callouts not utilized for crowd to repeat • Transitions in/out of cheer are abrupt and/or do not flow well • Cheer is difficult to follow and/or the crowd does not know when to respond 	<ul style="list-style-type: none"> • Pacing is inconsistent • Voices have average volume and enthusiasm • Callouts are few, too quick or too quiet • Transitions in/out of cheer have average continuity and flow • Cheer may be easy to follow at times and crowd may understand when to respond at times 	<ul style="list-style-type: none"> • Pacing is effective • Voices are loud and enthusiastic • Callouts are effective • Transitions in/out of cheer are seamless and flow well • Cheer is easy to follow and the crowd understands what they are to say and when
	Crowd Leading Tools/Props: Tools/Props includes (not limited to): motions, signs, poms, megaphones and/or flags 10	<ul style="list-style-type: none"> • Props are rarely used and/or do not lead the crowd • Props distract from leading the crowd • Less effective use of motions • Poor technique and synchronization of cheer motions with props • Little sharpness with motions 	<ul style="list-style-type: none"> • Props are used effectively at times to lead the crowd • Props adequately lead the crowd without distraction • Somewhat effective use of motions • Average technique and synchronization of cheer motions and/or motions with props • Average sharpness with motions 	<ul style="list-style-type: none"> • Props are used very effectively to make a significant impact on crowd leading • Props significantly enhance leading the crowd without distraction • Extremely effective use of motions • Excellent technique and synchronization of cheer motions AND motions with props • Excellent sharpness with motions
	Ability to Lead Crowd: Energy and crowd leading techniques 5	<ul style="list-style-type: none"> • Little to no enthusiasm • Minimal incorporation of skills 	<ul style="list-style-type: none"> • Some visual elements • Good incorporation of skills • Enthusiasm throughout routine 	<ul style="list-style-type: none"> • Excellent visual elements • Excellent incorporation of skills • Exceptional enthusiasm
SKILLS INCORP (25)	Proper use of skills to lead crowd 10	<ul style="list-style-type: none"> • Transitions are dull and/or distracting • Transition of skills (if any) are difficult to follow and/or are distracting 	<ul style="list-style-type: none"> • Transitions are average • Transitions of skills adequately direct the crowd at times 	<ul style="list-style-type: none"> • Transitions keep crowd engaged • Transitions of skills direct the crowd and are seamless
	Performance – proper technique, synchronization & spacing 10	<ul style="list-style-type: none"> • Little to no visual elements • Minimal incorporation of skills • Poor technique 	<ul style="list-style-type: none"> • Performance demonstrates some good use of floor, alignment, and symmetry • Minor problems in spacing • Some variety of visual elements 	<ul style="list-style-type: none"> • Clear, visually effective use of skills • Minimal/No spacing errors • Large variety of skills with excellent incorporation
	Variety of skills 5	<ul style="list-style-type: none"> • Minimal (little to no variety) of skills and effectiveness 	<ul style="list-style-type: none"> • Average mix (variety) of technical elements and effectiveness 	<ul style="list-style-type: none"> • Balanced mix of technical elements and effectiveness • Excellent Incorp. of skills
OVERALL (10)	Ability to adapt & utilize proper game day material 5	Inappropriate or irrelevant crowd leading material	Average crowd leading material	Effective and appropriate crowd leading material
	Cheer impression 5	<ul style="list-style-type: none"> • Little to no enthusiasm • Minimal incorporation of skills 	<ul style="list-style-type: none"> • Some visual elements • Good incorporation of skills • Enthusiasm throughout routine 	<ul style="list-style-type: none"> • Excellent visual elements • Excellent incorporation of skills • Exceptional enthusiasm

GAME DAY HALF-TIME PERFORMANCE RUBRIC (September 2017)

Point Value		Low	Average	High
5		0-2	2-4	4-5
10		0-4	4-8	8-10
Skill Incorporation (25)	Proper Use of Skills: Choice of skills to lead the crowd; Skills may include stunts, tumbling, and/or jumps 10	<ul style="list-style-type: none"> • Transitions are dull and/or distracting • Transition of skills (if any) are difficult to follow and/or are distracting • Minimal (little to no variety) of skills and effectiveness 	<ul style="list-style-type: none"> • Transitions are average • Transitions of skills adequately direct the crowd at times • Average mix (variety) of technical elements and effectiveness 	<ul style="list-style-type: none"> • Transitions keep crowd engaged • Transitions of skills direct the crowd and are seamless • Balanced mix of technical elements and effectiveness • Excellent Incorp. of skills
	Performance: Proper technique, sync & spacing 10	<ul style="list-style-type: none"> • Little to no visual elements • Minimal incorporation of skills • Poor technique 	<ul style="list-style-type: none"> • Performance demonstrates some good use of floor, alignment, and symmetry • Minor problems in spacing • Some variety of visual elements • Average technique 	<ul style="list-style-type: none"> • Clear, visually effective use of skills • Minimal/No spacing errors • Large variety of skills with excellent incorporation • Excellent technique
	Variety of skills 5	<ul style="list-style-type: none"> • Minimal (little to no variety) of skills and effectiveness 	<ul style="list-style-type: none"> • Average mix (variety) of technical elements and effectiveness 	<ul style="list-style-type: none"> • Balanced mix of technical elements and effectiveness • Excellent Incorp. of skills
Motion & Dance (10)	Motion and Dance Technique: Technique, sharpness, placement, timing and synchronization 10	<ul style="list-style-type: none"> • Little to no formation changes, transitions, and/or level changes • Little to no variety of motion • Below average technique – many with bent wrists and/or poor placement • Below average timing & synchronization 	<ul style="list-style-type: none"> • Minimal formation changes, transitions, and/or level changes • Some variety of motion • Average technique- some bent wrists and/or placement off • Average timing & synchronization 	<ul style="list-style-type: none"> • Multiple formation changes, transitions, and/or level changes • Excellent variety of motion • Excellent technique – proper placement, sharp precision • Excellent timing & synchronization
OVERALL (5)	Overall Impression: Audience appropriateness, execution, creativity 5	<ul style="list-style-type: none"> • Poorly executed skills that take away from the ability to participate • Ineffective ability to perform a comprehensive and positive memorable experience • Little to no innovative, visual, or unique ideas or incorporations 	<ul style="list-style-type: none"> • Average execution of skills that adequately enhance and/or lead the crowd without distraction • Inconsistent ability to perform a comprehensive and positive memorable experience • Average/Standard innovative, visual, or unique ideas or incorporations 	<ul style="list-style-type: none"> • Solid, cleanly executed skills that add to or enhance and do not take away from the ability to participate • Effective ability to perform a comprehensive and positive memorable experience • Exceptional innovative, visual, or unique ideas or incorporations

CONNECTICUT GAME DAY COMPETITION SCORESHEET

TEAM: _____ DIVISION: _____

NAME OF JUDGE: _____ DATE: _____

SIDELINE/TIME-OUT				
Crowd Leading – 25 points	Max	Score	Comments	
Crowd Effectiveness – Voice, pace, flow	10			
Proper Use of Signs, Poms, & Megaphones & Motion Technique	10			
Ability & Energy to lead the Crowd	5			
Skills Incorporation – 25 points				
Proper use of Skills to Lead Crowd	10			
Performance – proper technique, synchronization & spacing	10			
Variety of skills	5			
Overall – 10 points				
Ability to adapt & utilize proper game day material	5			
Cheer impression	5			
Total (Possible 60 points)				
HALFTIME PERFORMANCE				
Skills Incorporation	Max	Score	Comments	
Proper Use of Skills to Lead Crowd	10			
Performance:	10			
Proper technique, sync & spacing				
Variety of skills	5			
Motions/Dance Technique – 10 pts				
Technique, sharpness, placement, timing and synchronization	10			
Overall – 5 points				
Audience appropriateness, execution, creativity	5			
Total (Possible 40 points)				

Staff use only: Tabulator #1 _____ Tabulator #2 _____