



NFINITY SCHOLASTIC SCORING

GAME DAY

Scholastic & Rec Scoring Documents

These are the Official Documents of the ACC for Scholastic & Rec competitions. If you have any questions, please feel free to contact Steve Solberg at: steve@nfinity.com.

GAME DAY SCORESHEET

CROWD LEADING



| | |
|-------------------|--|
| JUDGE #: | |
| TEAM NAME: | |
| DIVISION: | |

CROWD LEADING CHANT JUDGE

| SITUATIONAL SIDELINE (20 POINTS AVAILABLE) | POINTS | SCORE |
|---|--------|-------|
| GAME DAY SITUATION PROPER USE OF MATERIALS & SKILLS RELEVANT TO GAME DAY ENVIRONMENT | 5 | |
| CROWD EFFECTIVENESS VOICE, PACE, FLOW, MAXIMUM CROWD COVERAGE, ABILITY TO ELICIT CROWD RESPONSE | 5 | |
| MOTION TECHNIQUE & CROWD LEADING TOOLS TECHNIQUE, SHARPNESS & PLACEMENT, PROPER USE OF SIGNS, POMS, MEGAPHONES & FLAGS | 5 | |
| STUNTS/TUMBLING EXECUTION IN A GAME DAY ENVIRONMENT CLEAN & CROWD EFFECTIVE STUNTS/TUMBLING TECHNIQUE, STABILITY, SYNCHRONIZATION & SPACING | 5 | |

NOTES:

| CROWD LEADING CHEER (20 POINTS AVAILABLE) | POINTS | SCORE |
|--|--------|-------|
| GAME DAY SITUATION PROPER USE OF MATERIALS & SKILLS RELEVANT TO GAME DAY ENVIRONMENT | 5 | |
| CROWD EFFECTIVENESS VOICE, PACE, FLOW, MAXIMUM CROWD COVERAGE, ABILITY TO ELICIT CROWD RESPONSE | 5 | |
| MOTION TECHNIQUE & CROWD LEADING TOOLS TECHNIQUE, SHARPNESS & PLACEMENT, PROPER USE OF SIGNS, POMS, MEGAPHONES & FLAGS | 5 | |
| EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT CLEAN & CROWD EFFECTIVE STUNTS/TUMBLING TECHNIQUE, STABILITY, SYNCHRONIZATION & SPACING | 5 | |

NOTES:

| OVERALL IMPRESSION (10 POINTS AVAILABLE) | POINTS | SCORE |
|--|--------|-------|
| OVERALL FACTORS LEADERSHIP TO ENGAGE & CONNECT WITH THE CROWD, GENUINE SCHOOL SPIRIT AND ENERGY, TRANSITIONS BETWEEN GAME DAY COMPONENTS (MINIMAL & CLEAN) | 10 | |

NOTES:

| TOTAL | POINTS | SCORE |
|---------------------|--------|-------|
| TOTAL SCORE: | 50 | |

GAME DAY SCORESHEET

FIGHT SONG & BAND CHANT



| | |
|-------------------|--|
| JUDGE #: | |
| TEAM NAME: | |
| DIVISION: | |

FIGHT SONG & BAND CHANT JUDGE

| BAND CHANT (20 POINTS AVAILABLE) | POINTS | SCORE |
|--|--------|-------|
| GAME DAY VISUAL APPEAL CROWD COVERAGE, FORMATIONS, SYNCHRONIZATIONS & SPACING | 5 | |
| MATERIAL RELEVANT TO GAME DAY ENVIRONMENT ENCOURAGING THE CROWD TO PARTICIPATE | 5 | |
| MOTION TECHNIQUE TECHNIQUE, SHARPNESS & PLACEMENT | 5 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES & FLAGS | 5 | |
| <i>NOTES:</i> | | |
| FIGHT SONG (20 POINTS AVAILABLE) | POINTS | SCORE |
| GAME DAY VISUAL APPEAL CROWD COVERAGE, FORMATIONS, SYNCHRONIZATIONS & SPACING | 5 | |
| EFFECTIVENESS OF INCORPORATION (STUNTS/TUMBLING) STUNTS/TUMBLING RELEVANT TO GAME DAY ENVIRONMENT; CLEAN & CROWD EFFECTIVE STUNTS/TUMBLING | 5 | |
| MOTION TECHNIQUE & CROWD LEADING TOOLS CROWD COVERAGE, FORMATIONS, SYNCHRONIZATIONS & SPACING | 5 | |
| EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT TECHNIQUE, STABILITY, SYNCHRONIZATION & SPACING | 5 | |
| <i>NOTES:</i> | | |
| OVERALL IMPRESSION (10 POINTS AVAILABLE) | POINTS | SCORE |
| OVERALL FACTORS LEADERSHIP TO ENGAGE & CONNECT WITH THE CROWD, GENUINE SCHOOL SPIRIT AND ENERGY, TRANSITIONS BETWEEN GAME DAY COMPONENTS (MINIMAL & CLEAN) | 10 | |
| <i>NOTES:</i> | | |
| TOTAL | POINTS | SCORE |
| TOTAL SCORE: | 50 | |