



Judge's Initials _____

IOWA CHEERLEADING STATE CHAMPIONSHIPS

GAME TIME SPIRIT – CROWD EFFECT & SHOWMANSHIP SCORE SHEET

SCHOOL: _____ CLASS _____ Total Athletes _____

CROWD EFFECTIVENESS (5 POINTS X 3)

DIFFICULTY	2.5-3.0	3.0-3.5	3.5-4.0	4.0-4.5	4.5-5.0	NOTES & NUMBER OF SKILLS	SCORE
	No formation movement or level changes	Limited formation changes with no variety	Spacing awkward; little variety in formations; few level changes	Average routine flow; some level changes	Clean formations; good spacing and level changes		
						CROWD EFFECTIVENESS TOTAL SCORE x 3 =	

SHOWMANSHIP AND VISUAL APPEAL (5 POINTS X 4)

DIFFICULTY	2.5-3.0	3.0-3.5	3.5-4.0	4.0-4.5	4.5-5.0	NOTES & NUMBER OF SKILLS	SCORE
	No transitions	One or two transitions with no variety	Awkward, slow, choppy transitions; little variety in transitions	Some variety in transitions	Smooth transitions; good routine flow		
						SHOWMANSHIP AND VISUAL APPEAL TOTAL SCORE x 4 =	

* Crowd Effectiveness addresses the opportunities for crowd response, including the visual creativity paired with difficulty, pace, and energy. Allowable stunting and tumbling skills can be used to enhance the creativity of the Time Out portion of the routine.

* Showmanship includes genuine spirit and energy that should be maintained throughout the routine. Additional elements of showmanship are confidence, poise, natural facial expressions and smiles, and a strong athletic impression.