



IOWA CHEERLEADING STATE CHAMPIONSHIPS

GAME TIME SPIRIT – CROWD EFFECTIVENESS & 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
	Pace of the routine is awkward, lacking rhythm; does not invite crowd involvement; stunting/tumbling not used	Pace is slow/not smooth; limited opportunity for crowd involvement; stunting/tumbling lack organization	Not easy for the crowd to participate; pace is ineffective and choppy – too slow/fast; cheer is difficult to follow and hard for crowd to respond; stunting/tumbling added but seem awkward; material is not effective for timeout; yell backs/call outs not utilized for crowd to repeat	Crowd can respond minimally; pace is average/not exceptional and somewhat smooth; cheer is somewhat easy to follow, could use more direction; material works for timeout; stunting/tumbling included but could use more direction; yell backs/call outs are few, too quick, or too quiet	Crowd can respond appropriately; pace is smooth, works well, and effective, creates energy; material fits the timeouts situation; stunting/tumbling add to overall creativity of the routine; yell backs/ call outs are enough and easy for crowd to follow		
						CROWD EFFECTIVENESS TOTAL SCORE x 3 =	

SHOWMANSHIP AND VISUAL APPEAL (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 facials or eye contact with the crowd, lacking spirit; no involvement with the crowd	Lacking facials and spirited expression; little eye contact and appeal to the crowd; uses some of the floor space to promote response; weak involvement of crowd on entrance; skills have little variety	Some facials and expressions; good eye contact and appeal; uses floor space to lead the crowd; average involvement of crowd on entrance; skills are lacking in variety	Majority of team has facial expression; majority of team has crowd appeal and eye contact; effective use of the floor but could still use even more. somewhat enthusiastic involvement of crowd on entrance; skills are somewhat innovative and creative, but could still use more	Full team has natural smiles and facial expression; Full team uses a strong crowd appeal and eye contact, FUN TO WATCH; effective use of the floor; enthusiastic and encouraging on entrance; skills are innovative and creative throughout the routine		
						SHOWMANSHIP AND VISUAL APPEAL TOTAL SCORE x 3 =	

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

* Showmanship includes genuine enthusiasm and energy shown and maintained throughout the routine, confidence, natural facial expressions and smiles, strong athletic impression. Effective use of the floor.