



Judge's Initials _____

IOWA CHEERLEADING STATE CHAMPIONSHIPS

GAME TIME SPIRIT - CROWD EFFECTIVENESS & SHOWMANSHIP SCORE SHEET

SCHOOL: _____ CLASS: _____ Total Athletes: _____

CROWD EFFECTIVENESS

| EXECUTION | | | | | |
|--|--|---|---|--|-------|
| 1.0-1.9 | 2.0-2.9 | 3.0-3.9 | 4.0-4.4 | 4.5-5.0 | SCORE |
| Limited: Routine lacks clear pace and structure for crowd engagement. Cheers are difficult to follow or not repeated. Little to no attempt to involve the crowd. Motions, timing, and voices do not support participation. | Below average: Pace is inconsistent or too slow/fast for crowd involvement. Some attempt to lead the crowd, but clarity and repetition are limited. Cheers are somewhat difficult to follow. Timing and organization are inconsistent. | Average: Routine is generally easy for the crowd to follow. Pace supports participation most of the time. Cheers are clear with some repetition. Motions and timing help guide the crowd. Overall effective with minor inconsistencies. | Above average: Routine is easy to follow and encourages crowd participation. Pace is controlled and appropriate. Cheers are clear, repeated, and well-timed. Motions and voices effectively lead the crowd. Strong overall crowd involvement. | Excellent: Routine consistently engages the crowd. Pace is well-controlled and enhances participation. Cheers are clear, repeated, and easy to respond to. Motions, timing, and voices fully support crowd involvement. Performance creates strong energy and a game day atmosphere. | |

COMMENTS:

CROWD EFFECTIVENESS
TOTAL SCORE X 3.0 =

SHOWMANSHIP AND VISUAL APPEAL

| EXECUTION | | | | | |
|---|---|--|--|---|-------|
| 1.0-1.9 | 2.0-2.9 | 3.0-3.9 | 4.0-4.4 | 4.5-5.0 | SCORE |
| Limited: Low energy and lack of engagement throughout the routine. Voices are difficult to hear or understand. Limited projection and confidence. Performance appears hesitant or inconsistent. Pace may feel slow or disconnected from the routine. | Below Average: Inconsistent energy and performance quality. Voices are audible at times but lack clarity or strength. Projection is developing but not maintained. Pace may slow during more difficult sections. Performance is somewhat engaging but lacks consistency. | Average: Consistent energy from most team members. Voices are generally clear and audible, with minor drop-offs during skills. Projection is evident and performance is engaging. Pace is appropriate with minimal slowdowns. Overall fun to watch. | Above Average: Strong/ Confident Performance: High energy and confident performance throughout most of the routine. Voices are clear, strong, and mostly consistent. Projection is maintained and engages the crowd. Pace supports the routine with little to no drop in momentum. Performance quality enhances overall impression. | Excellent: Strong, consistent energy and performance from the entire team. Voices are clear, strong, and easy to understand throughout. Projection is confident and fully engages the audience. Pace is controlled and consistent with no noticeable drop in energy. Performance is polished, engaging, and crowd-ready. | |

COMMENTS:

SHOWMANSHIP & VISUAL APPEAL
TOTAL SCORE X 4.0 =

TOTAL SCORE

*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 the routine. **NO RUNNING TUMBLING is allowed in this division.**

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