



CHEER AMERICA CHAMPIONSHIPS
REC GAME DAY
2026-2027



CROWD LEADING	MAX SCORE	ACTUAL SCORE
GAME DAY SITUATION - Proper response to game day situational cue; leadership effectiveness	5	
GAME DAY MATERIAL - Proper use of material relevant to game day environment	5	
CROWD EFFECTIVENESS AND APPEAL - Voice, pace, flow, energy, leadership of and connection to crowd; crowd coverage and spacing	10	
MOTION TECHNIQUE - Technique, sharpness, placement, and synchronization	10	
PROPER USE OF SKILLS - Choice and timing of stunts, jumps, and/or tumbling to lead the crowd	5	
EXECUTION OF SKILLS - Technique, stability of stunts, jumps, and/or tumbling to lead the crowd; synchronization and spacing	5	
CROWD LEADING TOOLS - Proper use of signs, poms, megaphones, and flags	5	
TOTAL (Crowd Leading)	50	

BAND CHANT	MAX SCORE	ACTUAL SCORE
VISUAL APPEAL - Level changes, ripples, and spacing	5	
CROWD EFFECTIVENESS - Energy, connection to and leadership of the crowd, crowd coverage and spacing	5	
CROWD LEADING TOOLS - Proper use of signs, poms, megaphones, and/or flags	5	
MOTION TECHNIQUE - Technique, placement, sharpness, and synchronization	5	
FIGHT SONG	MAX SCORE	ACTUAL SCORE
GAME DAY MATERIAL - Proper use of material relevant to game day environment	5	
CROWD EFFECTIVENESS - Energy, connection to and leadership of the crowd, crowd coverage and spacing	5	
CROWD LEADING TOOLS - Proper use of motions, signs, poms, megaphones, and/or flags	5	
MOTION TECHNIQUE - Technique, placement and sharpness	5	
EXECUTION OF INCORPORATED SKILLS - Technique, form, and stability of stunts, jumps and/or tumbling to lead the crowd	5	
SYNCHRONIZATION - Uniformity of movement throughout routine	5	
TOTAL	50	

TOTAL POSSIBLE SCORE	100	
-----------------------------	------------	--