

# 2022-23 The Allstar Cheerleading Championships Divisions

## GAME DAY

Divisions	Defined	Criteria
SCHOOL CHEER Middle School Junior Varsity Varsity COLLEGE All Girl Coed	Game Day and side line cheer material performed to engage the crowd and demonstrate spirit and enthusiasm. Based on execution Not Difficulty, should be crowd engaging. Time Limit 3:00 Criteria: Crowdleading Cheer OR Sideline Chant, Fight Song, and Band Dance OR Cheer.	<b>Crowdleading Cheer:</b> Crowdleading with skills and props incorporated to lead a crowd during a game. Poms, signs, megaphones, and flags are encouraged. <b>AND/OR</b> <b>Sideline Chant:</b> Game day sideline material to engage crowd with short/sharp words that are easy to follow. Poms, signs, megaphones and flags can be incorporated  <b>Band Dance/Cheer:</b> Band dance with recorded version of a band. Dance and movements should encourage fan involvement. May or may not incorporate cheer or words. Poms signs, megaphones and flags can be incorporated.
<b>Scoring</b> <b>Crowdleading Cheer:</b> Game Day Material <i>Proper use of material for crowd engagement and participation</i> 9.0 -10 Points <i>Clear/crisp words, easy to follow with projection to lead crowd/yell back</i> Effective Use of Crowd <i>Strong/sharp crowd leading skills</i> Leading Technique/Skills <i>Clear/crisp words, easy to follow with projection to lead crowd/yell back</i> 9.0 -10 Points <i>Sharp visual motions to lead crowd for participation</i> <i>Effective use of skills to engage and lead crowd</i> Visual and Effective <i>Effective use of props and placement to enhance crowd leading and</i> Use of Props <i>to engage the crowd</i> 9.0 -10 Points <b>Fight Song:</b> Execution <i>Motion technique, synchronization. Crowd coverage, engagement and participation</i> 9.0 -10 Points <i>Game day energy and projection</i> Visual Incorporation <i>Use of motions and movements to visually enhance material. Level changes,</i> 9.0 -10 Points <i>ripples and creative movement Visual use of props and skills to project depth, height</i> Effective Use of Skills <i>Effective use of skills to engage and enhance crowd participation/engagement</i> 9.0 -10 Points <i>Technique and execution of elements</i> <b>Band Dance / Cheer:</b> Execution <i>Motion technique, synchronization</i> 9.0 -10 Points <i>Crowd coverage, engagement and participation. Game day energy and projection</i> Visual Incorporation <i>Use of motions and movements to visually enhance material</i> 9.0 -10 Points <i>Level changes, ripples and creative movement</i> Skill Incorporation <i>Visual use of props and skills to project depth, height</i> Effectiveness <i>Effective selection of crowd leading skills to enhance crowd</i> 9.0 -10 Points <i>participation and engagement</i> Overall <i>Technique and execution of elements</i> 9.0 -10 Points <i>Performance of Routine, Overall execution of elements</i> <i>Choreography/flow of movement and sections, creativity</i> <i>Seamless formations and spacing</i>		<b>Overall:</b> Overall execution of elements, perfection of routine. Creative choreography with seamless formations, fluid movements and spacing.  <b>College Rules:</b> USA Cheer Rules (AACCA)

