



XCX
XTREME CHEER XPERIENCE

2020-2021
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SCORING RUBRIC

**THE BELOW DIVISIONS WILL
UTILIZE THIS RUBRICS**

SCHOOL

**XCXCHEER.COM
XXBRANDS.COM**

GAME DAY / CROWD LEADING SCORE SHEET

Situational Sideline (20)		Points	Score	Comments
Game Day Situation <i>Proper use of material and skills relevant to game day environment</i>		5		
Crowd Effectiveness <i>Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		5		
Motion Technique / Crowd Leading Tools <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
Execution of Skills relevant to game day environment <i>Clean / Crowd Effective Stunts & Tumbling</i> <i>Technique, stability, synchronization and spacing</i>		5		
Crowd Leading Cheer (20)		Points	Score	Comments
Game Day Material <i>Proper use of material and skills relevant to game day environment</i>		5		
Crowd Effectiveness <i>Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		5		
Motion Technique / Crowd Leading Tools <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
Execution of Skills relevant to game day environment <i>Clean / Crowd Effective Stunts & Tumbling</i> <i>Technique, stability, synchronization and spacing</i>		5		
Overall Impression (10)		Points	Score	Comments
<i>Leadership to engage and connect with the crowd</i> <i>Genuine school spirit and energy</i> <i>Transitions between game day components (Minimal & Clean)</i>		10		
Total	Possible	50		

GAME DAY / FIGHT SONG & BAND CHANT SCORE SHEET

Band Chant (20)	Points	Score	Comments
Game Day Visual Appeal <i>Level changes, ripples, creative movements within group and levels</i>	5		
Material relevant to Game Day environment <i>Was Crowd Encouraged to Participate?</i>	5		
Motion Technique / Crowd Leading Tools <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>	5		
Execution <i>Technique, synchronization and spacing</i>	5		
Fight Song (20)	Points	Score	Comments
Game Day Visual Appeal <i>Level changes, ripples, creative movements within group and levels</i>	5		
Effectiveness of Incorporation <i>Skills relevant to Game Day Environment</i> <i>Clean / Crowd Effective Stunts & Tumbling</i>	5		
Motion Technique / Crowd Leading Tools <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>	5		
Execution of Skills relevant to game day environment <i>Technique, stability, synchronization and spacing</i>	5		
Overall Impression (10)	Points	Score	Comments
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10		
Total	Possible	50	