



NFINITY SCHOLASTIC SCORING

GAME DAY

Scholastic & Rec Scoring Documents

These are the Official Documents of the ACC for Scholastic & Rec competitions. If you have any questions, please feel free to contact Steve Solberg at: steve@nfinity.com.



GAME DAY SCORESHEET

CROWD LEADING

| | |
|------------|--|
| JUDGE #: | |
| TEAM NAME: | |
| DIVISION: | |

CROWD LEADING CHANT JUDGE

| CROWD LEADING (35 POINTS AVAILABLE) | | POINTS | SCORE |
|--|--|--------|-------|
| GAME DAY RELEVANCE OF SITUATIONAL SIDELINE PROPER RESPONSE TO THE SIDELINE CUE | | 5 | |
| MOTION TECHNIQUE SHARPNESS, PLACEMENT, & SYNCHRONIZATION OF MOTIONS | | 5 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES, AND FLAGS SHARPNESS & SYNCHRONIZATION | | 5 | |
| CROWD EFFECTIVENESS VOICE, PACE FLOW, MAXIMUM CROWD COVERAGE ABILITY TO ELICIT CROWD RESPONSE | | 10 | |
| EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED CLEAN & CROWD EFFECTIVE SKILLS RELEVANT TO GAME DAY ENVIRONMENT TECHNIQUE, STABILITY, SYNCHRONIZATION & SPACING | | 10 | |
| NOTES: | | | |
| OVERALL IMPRESSION (5 POINTS AVAILABLE) | | POINTS | SCORE |
| OVERALL FACTORS LEADERSHIP TO ENGAGE & CONNECT WITH THE CROWD GENUINE SCHOOL SPIRIT & ENERGY; CROWD FOCUSED TRANSITIONS BETWEEN GAME DAY COMPONENTS (MINIMAL AND CLEAN) | | 5 | |
| NOTES: | | | |
| TOTAL | | POINTS | SCORE |
| TOTAL SCORE: | | 40 | |

GAME DAY SCORESHEET

BAND CHANT



| | | |
|-------------------|--|---------------|
| JUDGE #: | | NOTES: |
| TEAM NAME: | | NOTES: |
| DIVISION: | | |

BAND CHANT JUDGE

| BAND CHANT (25 POINTS AVAILABLE) | POINTS | SCORE |
|---|--------|-------|
| GAME DAY MATERIAL AND CROWD EFFECTIVENESS ABILITY TO ENGAGE THE CROWD PRACTICAL AND RELEVANT TO THE GAMEDAY ENVIRONMENT | 5 | |
| MOTION TECHNIQUE PRECISION, SHARPNESS, PLACEMENT & SYNCHRONIZATION OF MOTIONS | 5 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES, & FLAGS SHARPNESS & SYNCHRONIZATION | 5 | |
| FORMATION AND SPACING CROWD COVERAGE AND PRECISE SPACING EXECUTION OF FORMATION & TRANSITIONS | 5 | |
| VISUAL APPEAL CREATIVE MOVEMENTS AND MUSICALITY USE OF LEVEL CHANGES, RIPPLES, & OTHER TECHNIQUES | 5 | |
| NOTES: | | |
| | | |
| OVERALL IMPRESSION (5 POINTS AVAILABLE) | POINTS | SCORE |
| OVERALL FACTORS LEADERSHIP TO ENGAGE & CONNECT WITH THE CROWD GENUINE SCHOOL SPIRIT & ENERGY; CROWD FOCUSED TRANSITIONS BETWEEN GAME DAY COMPONENTS (MINIMAL AND CLEAN) | 5 | |
| NOTES: | | |
| | | |
| TOTAL | POINTS | SCORE |
| TOTAL SCORE: | 30 | |



GAME DAY SCORESHEET

FIGHT SONG

| | |
|-------------------|---------------|
| JUDGE #: | <i>NOTES:</i> |
| TEAM NAME: | <i>NOTES:</i> |
| DIVISION: | |

FIGHT SONG JUDGE

| FIGHT SONG (25 POINTS AVAILABLE) | | POINTS | SCORE |
|--|--|--------|-------|
| GAME DAY MATERIAL & CROWD EFFECTIVENESS ABILITY TO ENGAGE THE CROWD PRACTICAL & RELEVANT TO THE GAME DAY ENVIRONMENT | | 5 | |
| MOTION TECHNIQUE PRECISION, SHARPNESS, PLACEMENT, & SYNCHRONIZATION OF MOTIONS | | 5 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES & FLAGS SHARPNESS & SYNCHRONIZATION | | 5 | |
| FORMATION & SPACING CROWD COVERAGE & PRECISE SPACING EXECUTION OF FORMATION & TRANSITIONS | | 5 | |
| EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED CLEAN & CROWD EFFECTIVE SKILLS RELEVANT TO GAME DAY ENVIRONMENT TECHNIQUE, STABILITY, SYNCHRONIZATION & SPACING | | 5 | |
| NOTES: | | | |
| OVERALL IMPRESSION (5 POINTS AVAILABLE) | | POINTS | SCORE |
| OVERALL FACTORS LEADERSHIP TO ENGAGE & CONNECT WITH THE CROWD GENUINE SCHOOL SPIRIT & ENERGY; CROWD FOCUSED TRANSITIONS BETWEEN GAME DAY COMPONENTS (MINIMAL AND CLEAN) | | 5 | |
| NOTES: | | | |
| TOTAL | | POINTS | SCORE |
| TOTAL SCORE: | | 30 | |