MSAA GAME DAY COMPETITION

Philosophy:

The focus of Game Day is on the fundamentals of cheerleading. All material should be suitable for a game or pep rally. Routine emphasis is on the execution and honoring of team traditions and crowd involvement. Emphasis is not on difficulty of skills. The use of signs, poms, flags and/or megaphones is encouraged.

Routine Guidelines:

- 2 minutes for the crowd leading which includes a time-out cheer and one sideline (teams should prepare one offense and one defense) - No music permitted
- 1 minute for halftime performance - Utilization of music/drummer/band cadence/fight song is required
- Time will begin after the first audio cue is given.
- Teams will respond to audio cues by a game announcer/DJ, as heard at football and basketball games. In order to imitate a Game Day environment, audio cues will be given at random based on the following order: (1) Time-out cheer/sideline; (2) **Situational** sideline (offense/defense); (3) Halftime performance.

Skill Restrictions:

- No basket, sponge, elevator or similar type tosses permitted
- No inversions
- No twisting dismounts
- Single leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited to standing back handsprings and standing back tucks

MSAA GAME DAY RUBRIC (September 2017)

Point Value	Low	Average	High
5	0-2	2-4	4-5
10	0-4	4-8	8-10
Crowd Effectiveness: Voice, pace, flow	• Pacing is ineffective • Voices are too soft and/or lack enthusiasm • Callouts not utilized for crowd to repeat • Transitions in/out of cheer are abrupt and/or do not flow well • Cheer is difficult to follow and/or the crowd does not know when to respond	• Pacing is inconsistent • Voices have average volume and enthusiasm • Callouts are few, too quick or too quiet • Transitions in/out of cheer have average continuity and flow • Cheer may be easy to follow at times and crowd may understand when to respond at times	• Pacing is effective • Voices are loud and enthusiastic • Callouts are effective • Transitions in/out of cheer are seamless and flow well • Cheer is easy to follow and the crowd understands what they are to say and when
Crowd Leading Tools/Props: Tools/Props includes (not limited to): motions, signs, poms, megaphones and/or flags	• Props are rarely used and/or do not lead the crowd • Props distract from leading the crowd • Less effective use of motions • Poor technique and synchronization of cheer motions with props • Little sharpness with motions	• Props are used effectively at times to lead the crowd • Props adequately lead the crow without distraction • Somewhat effective use of motions • Average technique and synchronization of cheer motions and/or motions with props • Average sharpness with motions	• Props are used very effectively to make a significant impact on crowd leading • Props significantly enhance leading the crowd without distraction • Extremely effective use of motions • Excellent technique and synchronization of cheer motions AND motions with props • Excellent sharpness with motions
Ability to Lead Crowd: Energy and crowd leading techniques	A team's effectiveness in provoking a positive response from the crowd through their performance and encourage participation.		

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10	0-4	4-8	8-10
Proper Use of Skills: Choice of skills to lead the crowd; Skills may include stunts, tumbling, and/or jumps	• Transitions are dull and/or distracting • Transition of skills (if any) are difficult to follow and/or are distracting • Minimal skills and effectiveness	• Transitions are average • Transitions of skills adequately direct the crowd at times • Average mix of technical elements and effectiveness	• Transitions keep crowd engaged • Transitions of skills direct the crowd and are seamless • Balanced mix of technical elements and effectiveness
Performance: Showmanship and connection to crowd	A team's effectiveness in demonstrating genuine enthusiasm and confidence, and ability to capture the crowd.		
Ability to Adapt & Utilize Proper Game Day Material: Proper use of material relevant to game day situations	A team's effectiveness in demonstrating an understanding of the game through the use of appropriate cheers/chants/props.		
Motion and Dance Technique: Technique, sharpness, placement, timing and synchronization	• Little to no formation changes, transitions, and/or level changes • Little to no variety of motion • Below average technique – many with bent wrists and/or poor placement • Below average timing & synchronization	• Minimal formation changes, transitions, and/or level changes • Some variety of motion • Average technique- some bent wrists and/or placement off • Average timing & synchronization	• Multiple formation changes, transitions, and/or level changes • Excellent variety of motion • Excellent technique – proper placement, sharp precision • Excellent timing & synchronization
Overall Impression: Audience appropriateness, execution, creativity	• Poorly executed skills that take away from the ability to participate • Ineffective ability to perform a comprehensive and positive memorable experience • Little to no innovative, visual, or unique ideas or incorporations	• Average execution of skills that adequately enhance and/or lead the crowd without distraction • Inconsistent ability to perform a comprehensive and positive memorable experience • Average/Standard innovative, visual, or unique ideas or incorporations	• Solid, cleanly executed skills that add to or enhance and do not take away from the ability to participate • Effective ability to perform a comprehensive and positive memorable experience • Exceptional innovative, visual, or unique ideas or incorporations