

# ICCA GAME DAY DIVISION

## 2024-2025 CHEER SEASON:

5 Game Day Divisions:

- Small Junior High – up to 14 on the floor
- Large Junior High – up to 24 on the floor
- Junior Varsity – up to 24 on the floor
- Small Team Varsity – up to 14 on the floor
- Large Team Varsity – up to 24 on the floor

Schools may choose to enter the Game Day only or can enter Game Day and Routine Divisions.

## TIME LIMIT: 1 minute 15 seconds

Time will start with the announcer introducing the team:

Please Welcome \_\_\_\_\_ Junior High to the floor or \_\_\_\_\_ JH, you may take the floor.

There will be no prior placing of props on the mat. They must be taken to the floor when the team is announced.

The time will end with the last word of the cheer.

## DEDUCTIONS: The IHSA deduction sheet will be used for all divisions.

Even though the performance is on a mat, the skills performed in the Game Day Division must follow the restrictions for performance on a gym floor. Therefore, no twisting tumbling or basket tosses are allowed.

## SCORING:

A new score sheet has been developed to help both coaches and officials with scoring.

Officials will be instructed to score according to a three level rubric.

Above Average	8.1-10
Average	6.1-8
Below Average	4-6

## SCORING CATEGORIES:

### COMMUNICATION 10 Points

Officials will be looking for:

- Wording is easily understood with clear articulation
- Crowd is encouraged to respond throughout the cheer
- Controlled pace – crowd could easily yell along
- Strong voices and good volume with good inflection in the voice

### ROUTINE DESIGN 10 Points

Officials will be looking for:

- Good use of the performance space
- Crowd engagement throughout the cheer
- Contains visual variety
- Good flow to routine – minimal down time between entrance and start of cheer
- Use of all athletes throughout the performance
- Easy for crowd to follow and participate

**CHEER PROP INCORPORATION** 10 Points

Officials will be looking for:

Proper use of signs

Megaphones – when used - encourage crowd response

Flags or banners waved/raised on words to encourage crowd to yell

Effective use of poms

Attention: Scoring is not enhanced by the number of props used but rather by how they elicit a crowd response.

**JUMP INCORPORATION** 10 Points

Officials will be looking for:

Timing of the jump corresponds to a time in the cheer for a crowd response

Good technique and execution

Score is not enhanced by the number of jumps performed but how they are placed in the flow of the cheer.

All things equal, a jump with higher degree of difficulty could score higher than a jump of lower difficulty.

The more team members doing the jump would raise the score depending on the technique and execution of the jump.

**TUMBLING INCORPORATION** 10 Points

Officials will be looking for:

Timing of the tumbling skill corresponds to a section in the cheer for a crowd response.

Good technique and execution

Score is not enhanced by the number of tumbling skills but how they are placed in the flow of the cheer.

All things equal, a tumbling skill with a higher degree of difficulty could score higher than a tumbling skill of lower difficulty. But a team with a well executed lower level of difficulty tumbling skill could score higher than the more difficult tumbling because of the execution.

The more team members doing the tumbling skill would raise the score depending on the technique and execution of the tumbling skill.

**STUNTS/PYRAMID INCORPORATION** 10 Points

Officials will be looking for:

Use of stunts and/or pyramid. Both are not required.

Timing in building of the stunt and/or pyramid corresponds to a desired crowd response

Good technique used in building and dismounting of the skill

**PERFORMANCE/SHOWMANSHIP** 10 Points

Officials will be looking for:

Natural smiles and facial expressions

Performance is energetic, enthusiastic and encouraging crowd response

Strength in leadership ability

Genuine spirit and good eye contact

**OVERALL SYNCHRONIZATION** 10 Points

Officials will be looking for:

- Timing of all elements of the cheer
- Synchronized jumps, tumbling, stunts and/or pyramids
- Synchronization of motions with words

**VISUAL APPEAL** 10 Points

Officials will be looking for:

- Clear formations with correct spacing
- Good visual synchronization
- Appropriate use of motions
- Proper control and placement of movements
- Sharpness and strength of motions
- Skills done with proper technique

**OVERALL IMPRESSION** 10 Points

Officials will be looking for:

- Audience appropriateness
- Crowd appeal, crowd response
- Originality
- Overall Effectiveness of elements in the cheer
- Crowd involvement is continual throughout the cheer

## GAME DAY SCORE SHEET

COMPETITION CATEGORY		TEAM SCORE
<p><b>COMMUNICATION</b> Easy to understand, Encourages crowd response, Good pace, Strong voices with good volume</p>	<b>10</b>	
<p><b>ROUTINE DESIGN</b> Good crowd involvement, Good use of floor, variety of elements</p>	<b>10</b>	
<p><b>CHEER PROP INCORPORATION</b> Crowd response is achieved through proper use of signs, poms, megaphones, banner or flags</p>	<b>10</b> •	
<p><b>JUMPS INCORPORATION</b> Timing corresponds to a section in the cheer for a crowd response, performed with good technique and execution</p>	<b>10</b>	
<p><b>TUMBLING INCORPORATION</b> Timing corresponds to a section in the cheer for a crowd response, performed with good technique and execution</p>	<b>10</b>	
<p><b>STUNTS/PYRAMIDS INCORPORATION</b> Performed to create a desired crowd response, performed with good technique and execution</p>	<b>10</b>	
<p><b>PERFORMANCE/SHOWMANSHIP</b> Energetic, encouraging, good facials, shows leadership and spirit</p>	<b>10</b>	
<p><b>OVERALL SYNCHRONIZATION</b> Timing of elements performed and connection of words to elements</p>	<b>10</b>	
<p><b>VISUAL APPEAL</b> Formations and spacing, sharpness and strength in motions, elements visually strong</p>	<b>10</b>	
<p><b>OVERALL IMPRESSION</b> Crowd appeal, originality, effectiveness and appropriate for game timeout</p>	<b>10</b>	
<p><b>TOTAL POINTS</b></p>	<b>100</b>	

## **INFORMATION FOR SCORING GAME DAY ROUTINES**

<b>ABOVE AVERAGE</b>	<b>8.1-10</b>
<b>AVERAGE</b>	<b>6.1-8</b>
<b>BELOW AVERAGE</b>	<b>4-6</b>

### **COMMUNICATION**

8.1-10	Above Average – Controlled pace for crowd to yell Strong voices throughout
6.1-8	Average – Voices waver during tumbling, stunting, jumps, etc Pace for crowd yells varies
4-6	Below Average – Hard to understand words Voices not strong Hard to follow crowd yells

### **ROUTINE DESIGN**

8.1-10	Above Average – Good use of floor using all athletes Excellent crowd engagement throughout cheer Good visuals & flow to routine
6.1-8	Average – Crowd engagement is good throughout cheer Visuals lack enhancement to flow of routine Most athletes are involved throughout the routine
4-6	Below Average – Minimal crowd involvement Flow is choppy, lacking visual variety Too many athletes not being used throughout

### **CHEER PROP INCORPORATION**

8.1-10	Above Average – Props enhance the performance & encourage crowd involvement original & effective Good choice for props to be included in the routine
6.1-8	Average – Props are useful in crowd response Athletes using the props correctly
4-6	Below Average – Props do not add to the performance Props do not encourage crowd involvement

### **JUMP INCORPORATION**

8.1-10	Above Average – Excellent placement of jumps in routine Excellent technique and execution performed by a high number of athletes jumping with higher difficulty of jumps
6.1-8	Average – Good placement of jumps in routine Use of good technique and execution by a majority of athletes jumping with average difficulty of jumps.
4-6	Below Average – Poor placement of jumps in routine Poor use of technique and execution by a majority of athletes jumping with low difficulty of jumps.

## **TUMBLING INCORPORATION**

- 8.1-10 Above Average – Excellent placement of tumbling skills in routine  
Excellent technique and execution performed by a high number of athletes tumbling with skills of high difficulty
- 6.1-8 Average – Good placement of tumbling skills in routine  
Good technique and execution performed by a large group of athletes tumbling with skills of average difficulty
- 4-6 Below Average – Poor placement of tumbling skills in routine  
Poor technique and execution performed by only a few athletes using low difficulty skills

## **STUNT(S)/PYRAMID INCORPORATION (both are not required)**

- 8.1-10 Above Average – Excellent placement of stunt(s)/pyramid in routine  
Excellent technique and execution of stunt(s)/pyramid  
Routine is enhanced by the use of selected skills
- 6.1-8 Average – Good placement of stunt(s)/pyramid in routine  
Good technique and execution of stunt(s)/pyramid  
Use of the skill(s) had good timing with the flow of the routine
- 4-6 Below Average – Poor placement of stunt(s)/pyramid in routine  
Poor technique and execution of stunt(s)/pyramid  
Skill(s) did not work with the timing of the routine

## **PERFORMANCE/SHOWMANSHIP**

- 8.1-10 Above Average – Excellent spirit, smiles, enthusiasm  
Show excellent leadership ability  
Highly energetic
- 6.1-8 Average – Good spirit, smiles, enthusiasm  
Energy varies throughout routine  
Shows good leadership ability
- 4-6 Below Average – Poor spirit, lack of smiles, minimal enthusiasm  
Low energy level  
Lacks leadership ability

## **OVERALL SYNCHRONIZATION**

- 8.1-10 Above Average – Excellent timing of skills  
Jumps, tumbling and stunts/pyramid are well performed enhancing the flow of the routine
- 6.1-8 Average – General good timing of skills  
Jumps, tumbling and stunts/pyramid have some performance parts that are not synchronized
- 3-5 Below Average – Poor timing of skills  
Synchronization is lacking in the majority of skills performed

## **VISUAL APPEAL**

- 8.1-10      Above Average – Excellent formations and spacing  
                  Excellent motion technique – strong and sharp  
                  Good visuals used throughout
- 6.1-8        Average – Generally good formations and spacing  
                  Motions have average strength and sharpness  
                  Visuals not always strong
- 4-6          Below Average – Poor formations and spacing  
                  Poor motion technique and execution – lack strength and sharpness, poor placement  
                  of motions

## **OVERALL IMPRESSION**

- 8.1-10      Above Average – Routine has excellent crowd appeal and response  
                  Highly original, with effective elements used
- 6.1-8        Average – Routine has good crowd appeal and response  
                  Good choice of elements used in the cheer
- 4-6          Below Average – Poor crowd appeal and response  
                  Lacks originality, poor choice for elements used in the cheer