

COLORADO HIGH SCHOOL ACTIVITIES ASSOCIATION GAME DAY CHEER CROWD LEADING JUDGING FORM FOR STATE COMPETITION

School

Classification

Situational Sideline	20 Points	25	
Game Day Situation Proper use of material and stunts relevant to game day environment	/5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	/5		
Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	/5		
Execution of Skills Relevant to Game Day Environment Clean/crowd effective skills Technique, stability, synchronization and spacing	/5		
Overall Impression	5 Points		
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	/5		
Crowd Leading Cheer	20 Points	25	
Game Day Material Proper use of material and stunts relevant to game day environment	/5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	/5		
Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	/5		
Execution of Stunts Relevant to Game Day Environment Clean/crowd effective stunts Technique, stability, synchronization and spacing	/5		
Overall Impression	5 Points		
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	/5		
Total:		50	

Reviewed July 21, 2026



CHSAA SAMPLE

Judge