ICCA GAME DAY DIVISION

2026-2027 CHEER SEASON:

Game Day Divisions:

Small Junior High – up to 14 on the floor
Large Junior High – 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 can be performed. Penalty for performing these will be a 1 point deduction cited as an ICCA terms and conditions.

SCORING:

The score sheet has been updated to 6 categories. The qualifying score for junior high is 75% which is 45 out of 60 points. The qualifying score for varsity is 82% which is 49.2 out of 60 points.

Routines will be scored according to a four level guide:

Exceptional	9.0 - 10.0
Above Average	8.0 - 9.0
Average	7.0 - 8.0
Below Average	6.0 - 7.0

SCORING CATEGORIES:

PROJECTION / SHOWMANSHIP 10 Points

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
Natural smiles and facial expressions
Performance is energetic, enthusiastic and encouraging crowd response
Strength in leadership ability
Genuine spirit and good eye contact

ROUTINE COMPOSITION 10 Points

Good use of the performance space
Keep crowd engaged during the whole routine
Contains visual variety
Good flow to routine
Minimal down time between entrance, start of routine, and elements
Use of all athletes throughout the performance
Clear formations with correct spacing
Easy for crowd to follow and participate
Effective and appropriate for a game timeout

CHEER PROP INCORPORATION 10 Points

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
Props used add to visual appeal of routine
Attention: Scoring is not enhanced by the number of props used but rather by how they elicit a crowd response.

SKILLS INCORPORATION 10 Points

Skills performed enhance crowd engagement and appeal
Timing of the skills (jump, tumbling, stunt) correspond to a time in the cheer for a crowd response
Good technique and execution
Score is not enhanced by the number of skills performed but how they are placed in the flow of the cheer.
All things equal, a skill with higher degree of difficulty could score higher than a skill of lower difficulty. (if used effectively with crowd)
The more team members involved in a skill would raise the score depending on the technique and execution of the skill.

OVERALL SYNCHRONIZATION 10 Points

Timing of all elements of the cheer
Synchronized skills
Synchronization of motions with words

MOTIONS 10 Points

Good visual synchronization
Appropriate use of motions
Proper control and placement of movements
Sharpness and strength of motions
Skills done with proper technique
Uniformity of placement of motions between athletes

GAME DAY SCORE SHEET

COMPETITION CATEGORY		TEAM SCORE	COMMENTS
PROJECTION/SHOWMANSHIP Easy to understand; encourages crowd response; strong voices; natural energy; leadership; expressive facials	**10**		
ROUTINE COMPOSITION Good use of floor; variety of elements; good pace; clean transitions; formations and spacing; use of all athletes; effective and appropriate for a game timeout; minimal down time between entrance, start of cheer and elements	**10**		
CHEER PROP INCORPORATION Crowd response is achieved through proper use of signs, poms, megaphone, banner or flags throughout the routine; props used add to visual appeal of routine	**10**		
SKILLS INCORPORATION Skills that provide visual appeal while leading the crowd such as jumps, tumbling or stunt; skills executed with proper technique	**10**		
OVERALL SYNCHRONIZATION Timing of elements performed and connection of words to elements	**10**		
MOTIONS Technique, execution, precision, uniformity, visual effects; uniformity of placement of motions between athletes	**10**		
TOTAL POINTS	**60**		

INFORMATION FOR SCORING GAME DAY ROUTINES

EXCEPTIONAL	**9 - 10**
ABOVE AVERAGE	**8 - 9**
AVERAGE	**7 - 8**
BELOW AVERAGE	**6 - 7**

PROJECTION/SHOWMANSHIP

9 - 10 Exceptional - Excellent pace for crowd call backs; strong voices throughout routine; excellent spirit, facials and enthusiasm; shows outstanding leadership ability

8 - 9 Above Average - Controlled pace for crowd call backs; strong voices for the majority of routine; good spirit and facial expressions; good energy; shows leadership ability

7 - 8 Average - Pace for crowd call backs vary; voices waver during skills; some spirit and facial expressions, energy varies throughout routine; shows developing leadership ability

6 - 7 Below Average - Hard to follow crowd call backs; hard to understand words; weak voice levels; lack of facial expressions; minimal enthusiasm; lacks leadership ability

ROUTINE COMPOSITION

9 - 10 Exceptional - Excellent use of floor using all athletes; excellent visual and flow to routine; excellent crowd engagement throughout routine; precise spacing throughout routine; no down time between elements from when the team takes the floor

8 - 9 Above Average - Good use of floor using all athletes; good visuals and flow to routine; spacing issues on a few formations; strong crowd engagement throughout routine; minimal down time between elements from when the team takes the floor

7 - 8 Average - Most athletes are involved throughout the routine; visuals lack enhancement to the flow of routine; spacing issues on several formations; crowd engagement is good throughout routine; some down time between elements from when the team takes the floor

6 - 7 Below Average - Too many athletes not being used throughout; flow is choppy, lacking visual variety; spacing issues on most of the formations; minimal crowd involvement; too much down time between elements from when the team takes the floor

CHEER PROP INCORPORATION

9 - 10 Exceptional - Excellent use of props to provide connection to the crowd throughout the entire routine; all props add to the visual appeal of the routine

8 - 9 Above Average - Effective use of props to enhance the performance and encourage crowd involvement; a majority of the props add to the visual appeal of the routine

7 - 8 Average - Good use of props to enhance the performance and encourage crowd involvement; some of the props add to the visual appeal of the routine

6 - 7 Below Average - Props do not encourage crowd; props do not add to visual appeal of the routine

SKILLS INCORPORATION

9 - 10 Exceptional - Most skills performed enhance crowd engagement and appeal; excellent technique and execution of the skills by most of the athletes

8 - 9 Above Average - A majority of the skills performed enhance crowd engagement and appeal; above average technique and execution of the skills by a majority of the athletes

7 - 8 Average - Less than a majority of the skills performed enhance crowd engagement and appeal; good technique and execution of the skills by a majority of the athletes

6 - 7 Below Average – Few skills performed enhance crowd engagement and appeal; poor technique and execution of the skills by less than a majority of the athletes

OVERALL SYNCHRONIZATION

9 - 10 Exceptional - Excellent timing for most skills

8 - 9 Above Average – Excellent timing for the majority of the skills

7 - 8 Average – Good timing for the majority of the skills .

6 - 7 Below Average – Good timing for less than the majority of the skills

MOTIONS

9 - 10 Exceptional - Excellent motion technique; strong uniformity of motion placement; exceptional visuals and strong synchronization of motions throughout the routine

8 - 9 Above Average – Noteworthy motion technique; good uniformity of motion placement; noticeable visuals used throughout most of the routine

7 - 8 Average – Good motion technique; some motion placement is not uniform; lacking visual appeal

6 -7 Below Average – Poor motion technique and execution; loose, weak, and poor motion placement during routine; lack of visual elements; only basic motions used