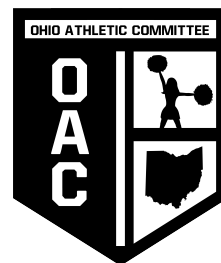


SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

CHEER SECTION 40 POINTS	MAX POINTS	SCORE	COMMENTS
Execution- Proper Technique and Synchronization of Motions	10		
Proper Use of Poms, Megaphones, Signs and/or Flags	10		
Flow, Spacing, Use of Floor	5		
Creativity/Difficulty with Skill Practicality	5		
Cheer Overall Impression: Voice/Crowd Effectiveness	10		
TOTAL POINTS	40		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-TUMBLE/NON-BUILDING

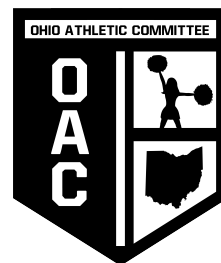
Score sheets derived from OHSCCA Best in the State

DANCE SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
Execution and Motion Placement	5		
Composition, Creativity, and Skill Utilization	5		
Synchronization and Timing	5		
TOTAL POINTS	15		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

JUMP SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Proper Technique, Form, Height	10		
Jump Connections, Combinations and Variety	10		
Synchronization/Timing	10		

TOTAL POINTS	30		



SCHOOL: _____

DIVISION: _____

JUDGE # _____



OAC 2026- NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

OVERALL ROUTINE 15 POINTS	MAX POINTS	SCORE	COMMENTS
Overall Routine Execution: Motions/Jumps/ Tumbling Skills	5		
WOW Factor, Energy, Voices, Choreography	5		
Routine Composition: Cleanliness of Formations, Transitions	2.5		
Clean Overall Impression	2.5		
TOTAL POINTS	15		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-BUILDING

Score sheets derived from OHSCCA Best in the State

CHEER SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Motion Execution, Sharpness (snap), Cleanliness, Synchronization	5		
Motion Placement: Proper Motion Placement, Levels, Wrists, etc.	5		
Jumps and Tumbling Skill Practicality and Variety	5		
Proper Use/Execution of Poms, Megaphones, Signs and/or Flags	5		
Voice, Crowd Effectiveness, Volume, Natural Flow	2.5		
Flow, Spacing, Use of Floor	2.5		
Cheer Overall Impression: WOW Factor, Creativity	5		
TOTAL POINTS	30		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-BUILDING

Score sheets derived from OHSCCA Best in the State

JUMP SECTION 12.5 POINTS	MAX POINTS	SCORE	COMMENTS
RUBRIC: Jump Quantity with Connections, Combinations and Variety	5		
Proper Technique, Form, Height	5		
Synchronization/Timing	2.5		
DANCE SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
Composition, Creativity, Formations, Choreography, Enthusiasm, WOW Factor	5		
Execution and Sharpness of Motions	5		
Motion Placement, Synchronization/Technique	5		
TOTAL POINTS	27.5		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-BUILDING

Score sheets derived from OHSCCA Best in the State

TUMBLING SECTION 27.5 POINTS	MAX POINTS	SCORE	COMMENTS
STANDING TUMBLING	BASE SCORE		
Difficulty of Skills	5		
Perfection of Skills, Proper Technique	5		
Synchronization/Timing	2.5		
RUNNING TUMBLING	BASE SCORE		
Difficulty of Skills	5		
Perfection of Skills, Proper Technique	5		
Synchronization/Timing	2.5		
OTHER			
Overall Use of Tumbling Skills	2.5		
TOTAL POINTS	27.5		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- NON-BUILDING

Score sheets derived from OHSCCA Best in the State

OVERALL ROUTINE 15 POINTS	MAX POINTS	SCORE	COMMENTS
Overall Routine Execution: Motions, Jumps, Tumbling Skills	5		
WOW Factor, Energy, Voices, Choreography	5		
Routine Composition: Cleanliness of Formations, Transitions	2.5		
Collegiate, Clean Overall Impression	2.5		
TOTAL POINTS	15		

SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- BUILDING

Score sheets derived from OHSCCA Best in the State

CROWD LEADING 10 POINTS	MAX POINTS	SCORE	COMMENTS
Motion Execution/Placement Sharpness, Cleanliness, Synchronization	5		
Proper use of Props, Poms, Megaphones, Signs, and/or Flags	5		
ROUTINE COMPOSITION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Incorporation of Skill, Practicality	5		
Variety of Skill, Creativity	5		
OVERALL IMPRESSION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Overall Crowd Effectiveness: Flow, Voices	5		
Overall Cleanliness, WOW Factor	5		
TOTAL POINTS	30		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- BUILDING

Score sheets derived from OHSCCA Best in the State

TUMBLING SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
TUMBLING	RUBRIC SCORES BASED ON 25% OF ATHLETES PERFORMING SKILLS in Standing Tumbling and/or Running Tumbling		
Difficulty of Skills <i>Standing and/or Running Tumbling</i>	5		
Perfection of Skills: Proper Technique, Synchronization	5		
Overall Use of Tumbling Skills	5		

JUMP SECTION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Proper Technique, Form, Height, Synchronization	5		
Connections, Variety <i>Based on jumps performed - no rubric</i>	5		

TOTAL POINTS	25		



SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2026- BUILDING

Score sheets derived from OHSCCA Best in the State

BUILDING SECTION 45 POINTS	MAX POINTS	SCORE	COMMENTS
PYRAMIDS			
Difficulty of Pyramids	10		
Proper Technique/Execution	5		
STUNTS			
Difficulty of Stunts	10		
Proper Technique/Execution	5		
CHEER SKILLS			
Incorporation of Skills in Cheer	10		
Proper Technique, Execution, Synchronization	5		
TOTAL POINTS	45		



SCHOOL: _____

DIVISION: _____

JUDGE # _____



OAC 2026- GAME DAY

Score sheets derived from OHSCCA Best in the State

BAND CHANT 20 POINTS	MAX POINTS	SCORE	COMMENTS
GAME DAY MATERIAL: Appropriate choreography with authentic motions and skills used during a game situation	5		
PROPS: Proper use of signs, poms, megas, etc. Sharpness, Placement, Timing	5		
MOTIONS: Variety of Motions, Sharpness, Placement, Clean Execution	5		
CROWD EFFECTIVENESS: Execution of Material including Motions and Props Authentic Crowd Involvement- Fun!	5		
FIGHT SONG 20 POINTS	MAX POINTS	SCORE	COMMENTS
GAME DAY MATERIAL: Appropriate choreography with authentic motions and skills used during a game situation	5		
MOTIONS: With and without Props, Variety, Sharpness, Placement, Sharpness/ Placement of Signs, Poms, Megs.	5		
CROWD EFFECTIVENESS: Execution of Material including Motions and Props Authentic Crowd Involvement- Fun!	5		
SKILL Incorporation of Skill Placement, Visual Fundamentals of the Skills performed	5		
OVERALL IMPRESSION 10 POINTS	MAX POINTS		
Connection with the Crowd, Positive and Genuine Energy. "WOW factor", Creativity, Synch	10		
TOTAL POINTS	50		

OAC 2026 Game Day- Fight Song/Band Chant

*Use of Signs, Poms, Megaphones, and Flags are not required. Teams may use them to help with crowd engagement.
Recommended to use props if it's authentic and crowd oriented.*

SCHOOL: _____

DIVISION: _____

JUDGE # _____



OAC 2026- GAME DAY

Score sheets derived from OHSCCA Best in the State

CHANT 20 POINTS	MAX POINTS	SCORE	COMMENTS
GAME DAY MATERIAL: Appropriate Words and Motions to entice/invite the crowd to engage	5		
MOTIONS: With and without Props, Variety, Sharpness, Placement, Sharpness/ Placement of Signs, Poms, Megs	5		
CROWD EFFECTIVENESS: Execution of Material, Authentic, Creative, Voice, Energy	5		
SKILL: Incorporation of Skill Placement, Visual Fundamentals of the skill performed	5		
CHEER 20 POINTS	MAX POINTS	SCORE	COMMENTS
GAME DAY MATERIAL: Appropriate Words and Motions to entice/invite the crowd to engage	5		
MOTIONS: With and without Props, Variety, Sharpness, Placement, Sharpness/ Placement of Signs, Poms, Megs and/or Flags	5		
CROWD EFFECTIVENESS: Execution of Material, Authentic, Creative, Voice, Energy	5		
SKILL: Incorporation of Skill Placement, Visual Fundamentals of the skill performed	5		
OVERALL IMPRESSION 10 POINTS	MAX POINTS		
Connection with the Crowd, Positive and Genuine Energy. "WOW factor", Creative, Synch	10		
TOTAL POINTS	50		

OAC 2026 Game Day- Crowd Leading

*Use of Signs, Poms, Megaphones, and Flags are not required. Teams may use them to help with crowd engagement.
Recommended to use props if it's authentic and crowd oriented.*



OHSCCA

GAME DAY DIVISION EXPLANATION

GAME DAY ROUTINES: **THIS IS SPECIFICALLY TO SHOWCASE YOUR GAME DAY SPIRIT AND CROWD LEADING SKILLS. THERE ARE NO RUBRICS FOR GAME DAY ROUTINES.**

Teams may add up to 1 (one) mascot in their Game Day Routine. The mascot must enter the floor with the team and should be used to raise crowd energy and participation. The mascot is not allowed to be involved in any stunts/technical skills and /or tumbling and should position themselves away from skills being performed. The mascot will not count towards the total number of participants allowed.

NEW: Teams must enter the competition floor with all props, they will not be permitted to set up prior to competition. Run on will not be timed. Routine may not exceed three (3) minutes.

SUGGESTIONS FOR GAME DAY ROUTINES:

- REMEMBER: Simple can be effective for working the crowd for gameday.
- OHSCCA is looking to see an authentic performance based on your traditional game day routines.
- OHSCCA is looking to see **natural traditional spiriting** instead of choreographed spiriting. For example: choreographed chest pumps, drop to splits, etc.

GENERAL RULES AND REGULATIONS:

1. The Game Day Championship displays what traditional cheerleading is all about – leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations / performance, motion/dance, and overall routine.
2. The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song. Performance may not exceed three (3) minutes.
3. The incorporation of stunts, jumps and tumbling are only allowed during Fight Song, Sideline, and Cheer. To receive points in this category be sure to incorporate a skill in each element.
4. All team breaks, rituals and traditions need to take place prior to entering the mat.
5. The use of signs, poms, megas and flags are not required. Teams may use them to help with crowd engagement. Recommended to use props if it is authentic and crowd oriented.
6. Stunts are not allowed as a transition before or between sections. This would include the team's entry to the floor.
7. Fight Song incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. If the fight song repeats, the incorporation will only be allowed both times if it is repeated the same both times. Counting will begin with the first initiation of a skill and continue until either the incorporation is complete or the end of the third 8-count.
8. The Band Chant should have an emphasis on crowd appeal and practicality – No stunting or tumbling is permitted, however jumps and kicks are allowed.
9. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Stunts are not allowed during the team's entry to the floor or any time prior to starting the performance. Example: stunts, running of the flags, chest bumps, hugs, handshakes, etc.



10. There should not be any organized exits or other activities after the official ending of the routine.
11. In between elements, teams must always return to the performance surface.
 1. Teams may kick, jump, or tumble between elements (there are four elements: Band Chant / Sideline / Cheer / Fight Song)
 2. *However, we do not recommend tumbling before the Band Chant because if the coach starts the music as someone is tumbling, it could count as tumbling during the Band Chant which is not allowed.*
12. Following completion of the Band Chant, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with an offensive or defensive crowd-leading response.
13. Each section will be combined for the final score.
14. Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel.
15. Traditional game day uniform is required.

GAME DAY SKILL(S) RESTRICTION:

- No tosses (basket, sponge, or elevator) are allowed.
- No inversions are allowed.
- No twisting released dismounts are allowed.
- No running tumbling is allowed. This includes any CONNECTED STANDING TUMBLING SKILLS.
 - Standing tumbling is allowed but cannot be connected. A single tumbling skill can only be connected to a single jump. The only standing tumbling skills that are allowed include back handspring, back tuck, forward roll, front walkover, cartwheel, jump to back handspring, and jump tuck.
 - Standing tumbling is limited to one tumbling skill and a back tuck is the most elite tumbling skill allowed. Examples: Standing full is not allowed. Rippled single back handsprings would be allowed. Jump tumble (single skill) would be allowed.
- Single leg stunts are limited to liberties and liberty hitches.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. (Ex: running of the flags, chest bumps, intricate handshakes) Stunts are not allowed during the team's entry to the floor or any time prior to starting the performance.
- In between elements, teams must always return to the performance surface.
- During the Band Chant, only kicks and jumps are permitted.