

GAME DAY / CROWD LEADING



SCHOOL: _____

DIVISION: _____

JUDGE #: _____

| SIDELINE (20) | MAX PTS | SCORE | COMMENTS |
|---|----------------|--------------|-----------------|
| SIDELINE MATERIAL: <i>Proper response to gameday situation</i> | 5 | | |
| INCORP of Skill: <i>Properly placed in the routine/proper execution of skills</i> | 5 | | |
| CROWD EFFECTIVENESS: <i>Props, Voice, Fan Coverage, Energy</i> | 5 | | |
| MOTION TECHNIQUE: <i>Sharpness, Placement, Motions with use of Props</i> | 5 | | |

| CROWD LEADING (20) | MAX PTS | SCORE | COMMENTS |
|---|----------------|--------------|-----------------|
| CHEER MATERIAL: <i>Proper Game Day Material, Proper use of signs, flags, poms, megaphones</i> | 5 | | |
| INCORP of Skill: <i>Properly placed in the routine/proper execution of skills</i> | 5 | | |
| CROWD EFFECTIVENESS: <i>Visual, Voice, Pace, Fan Coverage, Energy</i> | 5 | | |
| MOTION TECHNIQUE: <i>Sharpness, Placement, Motions with use of Props</i> | 5 | | |

| OVERALL IMPRESSION (10) | MAX POINTS | SCORE | COMMENTS |
|---|-------------------|--------------|-----------------|
| <i>Connection with the Crowd Positive and Genuine Energy "WOW factor" Creative, Synch</i> | 10 | | |

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|---------------------|------------------|--|--|
| TOTAL POINTS | 50 POINTS | | |
|---------------------|------------------|--|--|