

GAME DAY / CROWD LEADING



Team Name _____

Division _____

Judge No. _____

Crowd Leading (35)		Points	Score	Comments
<i>Game Day Relevance of Situational Sideline</i> <i>Proper response to the sideline cue</i>		5		
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>		5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>		5		
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10		
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>		10		
Overall Impression (5)		Points	Score	Comments
<i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>		5		
Total	Possible	40		

GAME DAY / BAND CHANT



Team Name _____

Division _____

Judge No. _____

Band Chant (25)	Points	Score	Comments
<i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5		
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>	5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5		
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5		
<i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5		
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5		
Total	Possible	30	

GAME DAY / FIGHT SONG



Team Name _____

Division _____

Judge No. _____

Fight Song (25)	Points	Score	Comments
<i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5		
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>	5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5		
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5		
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>	5		
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5		
Total	Possible	30	