

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, strength & synchronization of motions/movement</i>	5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Timing and execution</i>	5		
<i>Crowd Effectiveness</i> <i>Ability to engage the crowd with practical and relevant material that elicits a response</i> <i>Voice, pace, flow, effective crowd coverage</i>	10		
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Practical and relevant skills used to lead the crowd</i> <i>Technique, stability, synchronization & spacing</i>	10		
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage & connect with the crowd; crowd focused</i> <i>Genuine school spirit & energy; difficulty of practical skills</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
Game Day Material & Crowd Effectiveness <i>Ability to engage the crowd with practical and relevant material that elicits a reponse</i>	5		
Motion Technique <i>Precision, sharpness, placement, strength & synchronization of motions/movement</i>	5		
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Timing and execution</i>	5		
Formations & Spacing <i>Effective crowd coverage</i> <i>Precise spacing and seamless transitions</i>	5		
Visual Appeal & Routine Composition <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; crowd focused</i> <i>Genuine school spirit & energy; difficulty of practical skills</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
Game Day Material & Crowd Effectiveness <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5		
Motion Technique <i>Precision, sharpness, placement, strength & synchronization of motions/movement</i>	5		
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Timing and execution</i>	5		
Formations & Spacing <i>Effective crowd coverage</i> <i>Precise spacing and seamless transitions</i>	5		
Effectiveness & Execution of Skills Incorporated <i>Practical and relevant skills used to lead the crowd</i> <i>Technique, stability, synchronization & spacing</i>	5		
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage & connect with the crowd; crowd focused</i> <i>Genuine school spirit & energy; difficulty of practical skills</i> <i>Transitions between Game Day components (minimal & clean)</i>	5		
Total	Possible	30	