



# GAME DAY ~ CROWD LEADING ~

**TEAM:** \_\_\_\_\_ **DIVISION:** \_\_\_\_\_

**JUDGE NUMBER:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

CATEGORY	MAX	Score	Comments	
<b>Situational Sideline (20)</b>				
<b>Game Day Situation</b> Proper use of material and skills relevant to game day environment	5			
<b>Crowd Effectiveness</b> Voice, pace, flow maximum crowd coverage Ability to elicit crowd response	5			
<b>Motion Technique &amp; Crowd Leading Tools</b> Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
<b>Execution of Stunts / Tumbling Relevant to Game Day Environment</b> Clean & Crowd Effective Stunts / Tumbling Technique, stability, synchronization and spacing	5			
<b>Crowd Leading Cheer (20)</b>				
<b>Game Day Material</b> Proper use of material and skills relevant to game day environment	5			
<b>Crowd Effectiveness</b> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5			
<b>Motion Technique &amp; Crowd Leading Tools</b> Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
<b>Execution of Stunts / Tumbling Relevant to Game Day Environment</b> Clean & Crowd Effective Stunts / Tumbling Technique, stability, synchronization and spacing	5			
<b>Overall Impression (10)</b>				
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10			

Staff use only:                      Tabulator #1 \_\_\_\_\_                      Tabulator #2 \_\_\_\_\_



# GAME DAY ~ FIGHT SONG & BAND CHANT ~

**TEAM:** \_\_\_\_\_ **DIVISION:** \_\_\_\_\_

**JUDGE NUMBER:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

CATEGORY	MAX	Score	Comments	
<b>Band Chant (20)</b>				
<b>Game Day Visual Appeal</b> Crowd Coverage, formations, synchronization and spacing	5			
<b>Material relevant to Game Day environment</b> Was Crowd Encouraged to Participate?	5			
<b>Motion Technique</b> Technique, sharpness, and placement Proper use of signs, poms, megaphones and/or flags	5			
<b>Crowd Leading Tools</b> Proper use of signs, poms, megaphones and flags	5			
<b>Fight Song (20)</b>				
<b>Game Day Visual Appeal</b> Crowd Coverage, formations, synchronization and spacing	5			
<b>Effectiveness of Incorporation (Stunts / Tumbling)</b> Skills relevant to Game Day Environment Clean / Crowd Effective Skills	5			
<b>Motion Technique &amp; Crowd Leading Tools</b> Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
<b>Execution of Skills relevant to game day environment</b> Technique, stability, synchronization and spacing	5			
<b>Overall Impression (10)</b>				
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10			

Staff use only:                      Tabulator #1 \_\_\_\_\_                      Tabulator #2 \_\_\_\_\_