

# GAME DAY / CROWD LEADING



Team Name \_\_\_\_\_

Division \_\_\_\_\_ Judge No. \_\_\_\_\_

Situational Sideline (20)	Points	Score	Comments
<b>Game Day Situation</b> <i>Proper use of material and skills relevant to game day environment</i> <i>Proper response to game day situational cue</i>	5		
<b>Crowd Effectiveness</b> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>	5		
<b>Motion Technique / Crowd Leading Tools</b> <i>Technique, sharpness and placement</i> <i>Proper use of signs, poms, megaphones and/or flags</i>	5		
<b>Execution of Skills relevant to game day environment</b> <i>Clean / Crowd Effective Skills</i> <i>Technique, stability, synchronization and spacing</i>	5		
Crowd Leading Cheer (20)	Points	Score	
<b>Game Day Material</b> <i>Proper use of material and skills relevant to game day environment</i>	5		
<b>Crowd Effectiveness</b> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>	5		
<b>Motion Technique / Crowd Leading Tools</b> <i>Technique, sharpness and placement</i> <i>Proper use of signs, poms, megaphones and/or flags</i>	5		
<b>Execution of Skills relevant to game day environment</b> <i>Clean / Crowd Effective Skills</i> <i>Technique, stability, synchronization and spacing</i>	5		
Overall Impression (10)	Points	Score	
<i>Leadership to engage and connect with the crowd</i> <i>Present a positive image of genuine school spirit and energy</i> <i>Transitions between game day components (Minimal &amp; Clean)</i>	10		
<b>Total</b>	<b>Possible</b>	<b>50</b>	



# GAME DAY / FIGHT SONG & BAND CHANT

Team Name \_\_\_\_\_

Division \_\_\_\_\_ Judge No. \_\_\_\_\_

Band Chant (20)		Points	Score	Comments
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>		5		
<i>Material relevant to Game Day environment</i> <i>Was Crowd Encouraged to Participate?</i> <i>Clean / Crowd Effective Skills</i>		5		
<i>Motion Technique / Crowd Leading Tools</i> <i>Motion Placement, sharpness, synchronization and musicality</i> <i>Proper use of signs, poms, megaphones and/or flags</i>		5		
<i>Execution</i> <i>Technique, stability, synchronization and spacing</i>		5		
Fight Song (20)		Points	Score	
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>		5		
<i>Effectiveness of Incorporation</i> <i>Skills relevant to Game Day Environment</i> <i>Clean / Crowd Effective Skills</i>		5		
<i>Motion Technique / Crowd Leading Tools</i> <i>Motion Placement, sharpness, synchronization and musicality</i> <i>Proper use of signs, poms, megaphones and/or flags</i>		5		
<i>Execution of Skills relevant to game day environment</i> <i>Technique, stability, synchronization and spacing</i>		5		
Overall Impression (10)		Points	Score	
<i>Leadership to engage and connect with the crowd</i> <i>Present a positive image of genuine school spirit and energy</i> <i>Transitions between game day components (Minimal &amp; Clean)</i>		10		
<b>Total</b>	<b>Possible</b>	<b>50</b>		