



GAME DAY ~ CROWD LEADING ~

TEAM: _____

JUDGE NUMBER: _____ **DATE:** _____

CATEGORY	MAX	Score	Comments	
Crowd Leading (40)				
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5			
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags Sharpness & synchronization	5			
Motion Technique Sharpness, placement, & synchronization of motions	10			
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10			
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10			
Overall Impression (10)				
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 ~ BAND CHANT & FIGHT SONG~

TEAM: _____

JUDGE NUMBER: _____

DATE: _____

Band Chant (20)	MAX	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5		
Motion Technique Precision, sharpness, placement, & synchronization of motions	5		
Crowd Leading Tools Proper use of signs, poms, megaphones and flags Sharpness & synchronization	5		
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5		
Fight Song (20)	MAX	Score	
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5		
Motion Technique Precision, sharpness, placement, & synchronization of motions	5		
Crowd Leading Tools Proper use of signs, poms, megaphones and flags Sharpness & synchronization	5		
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5		
Overall (10)	MAX	Score	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5		
Overall Impression Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between game day components (Minimal & Clean)	5		

Staff use only:

Tabulator #1 _____

Tabulator #2 _____