GAME DAY

CROWD LEADING JUDGING SHEET



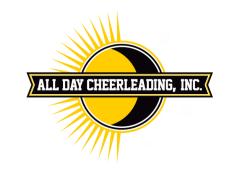
TEAM NAME

DIVISION JUDGE NO.

CROWD LEADING (35)	POINTS	SCORE
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	
Motion Technique Sharpness, placement, & synchronization of motions	5	
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
Leadership to Engage & Connect with the Crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
TOTAL POSSIBLE	40	

GAME DAY

BAND CHANT JUDGING SHEET



TEAM NAME

DIVISION JUDGE NO.

BAND CHANT (25)	POINTS	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 & flags Sharpness & synchronization	5	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
Leadership to Engage & Connect with the Crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
TOTAL POSSIBLE	30	

GAME DAY

FIGHT SONG JUDGING SHEET



TEAM NAME

DIVISION JUDGE NO.

FIGHT SONG (25)	POINTS	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 & flags Sharpness & synchronization	5	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
Leadership to Engage & Connect with the Crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
TOTAL POSSIBLE	30	