



GAME DAY ~ CROWD LEADING ~

TEAM: _____ **DIVISION:** _____

JUDGE NUMBER: _____ **DATE:** _____

CATEGORY	MAX	Score	Comments	
Situational Sideline (20)				
Game Day Situation Proper use of material and skills relevant to game day environment	5			
Crowd Effectiveness Voice, pace, flow maximum crowd coverage Ability to elicit crowd response	5			
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
Execution of Stunts / Tumbling Relevant to Game Day Environment Clean & Crowd Effective Stunts / Tumbling Technique, stability, synchronization and spacing	5			
Crowd Leading Cheer (20)				
Game Day Material Proper use of material and skills relevant to game day environment	5			
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5			
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
Execution of Stunts / Tumbling Relevant to Game Day Environment Clean & Crowd Effective Stunts / Tumbling Technique, stability, synchronization and spacing	5			
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 ~ FIGHT SONG & BAND CHANT ~

TEAM: _____ **DIVISION:** _____

JUDGE NUMBER: _____ **DATE:** _____

CATEGORY	MAX	Score	Comments	
Band Chant (20)				
Game Day Visual Appeal Crowd Coverage, formations, synchronization and spacing	5			
Material relevant to Game Day environment Was Crowd Encouraged to Participate?	5			
Motion Technique Technique, sharpness, and placement Proper use of signs, poms, megaphones and/or flags	5			
Crowd Leading Tools Proper use of signs, poms, megaphones and flags	5			
Fight Song (20)				
Game Day Visual Appeal Crowd Coverage, formations, synchronization and spacing	5			
Effectiveness of Incorporation (Stunts / Tumbling) Skills relevant to Game Day Environment Clean / Crowd Effective Skills	5			
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5			
Execution of Skills relevant to game day environment Technique, stability, synchronization and spacing	5			
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 _____