

GAME DAY

CROWD LEADING JUDGING SHEET



TEAM NAME _____

DIVISION _____

JUDGE NO. _____

CROWD LEADING (35)	POINTS	SCORE
<i>Game Day Relevance of Situational Sideline</i> Proper response to the sideline cue	5	
<i>Motion Technique</i> Sharpness, placement, & synchronization of motions	5	
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
<i>Crowd Effectiveness</i> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5	
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
<i>Leadership to Engage & Connect with the Crowd</i> 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
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment	5	
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions	5	
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
<i>Leadership to Engage & Connect with the Crowd</i> 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
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment	5	
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions	5	
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	
OVERALL IMPRESSION (5)	POINTS	SCORE
<i>Leadership to Engage & Connect with the Crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
TOTAL POSSIBLE	30	