

# GAME DAY

## CROWD LEADING JUDGING SHEET



TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

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

# GAME DAY



## BAND CHANT JUDGING SHEET

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

BAND CHANT (25)	POINTS	SCORE
<b><i>Game Day Material &amp; Crowd Effectiveness</i></b> Ability to engage the crowd Practical & relevant to the Game Day environment	5	
<b><i>Motion Technique</i></b> Precision, sharpness, placement, & synchronization of motions	5	
<b><i>Crowd Leading Tools</i></b> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
<b><i>Formations &amp; Spacing</i></b> Crowd coverage & precise spacing Execution of formations & transitions	5	
<b><i>Visual Appeal</i></b> Creative movements and musicality Use of level changes, ripples, & other techniques	5	
OVERALL IMPRESSION (5)	POINTS	SCORE
<b><i>Leadership to Engage &amp; Connect with the Crowd</i></b> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
<b>TOTAL POSSIBLE</b>	<b>30</b>	

# GAME DAY



## FIGHT SONG JUDGING SHEET

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

FIGHT SONG (25)	POINTS	SCORE
<b><i>Game Day Material &amp; Crowd Effectiveness</i></b> Ability to engage the crowd Practical & relevant to the Game Day environment	5	
<b><i>Motion Technique</i></b> Precision, sharpness, placement, & synchronization of motions	5	
<b><i>Crowd Leading Tools</i></b> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	
<b><i>Formations &amp; Spacing</i></b> Crowd coverage & precise spacing Execution of formations & transitions	5	
<b><i>Effectiveness &amp; Execution of Skills Incorporated</i></b> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	
OVERALL IMPRESSION (5)	POINTS	SCORE
<b><i>Leadership to Engage &amp; Connect with the Crowd</i></b> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	
<b>TOTAL POSSIBLE</b>	<b>30</b>	