

# GAME DAY / CROWD LEADING



Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge \_\_\_\_\_

Crowd Leading	Points	Score	Comments
<b>Game Day Situation</b> <i>Proper response to game day situational cue, entering the competition area effectively</i>	5		
<b>Game Day Material</b> <i>Proper use of material and skills relevant to game day environment</i>	10		
<b>Crowd Effectiveness</b> <i>Voice, pace, flow, maximum crowd coverage</i>	5		
<b>Crowd Leading Tools</b> <i>Proper use of signs, pom, megaphones and flags</i>	5		
<b>Motion Technique</b> <i>Technique, sharpness and placement</i>	5		
<b>Crowd Appeal</b> <i>Energy, leadership, visual appeal and connection to the crowd</i>	5		
<b>Execution of Skills</b> <i>Technique, stability, synchronization and spacing</i>	10		
<b>Overall Impression</b>	5		
<b>Total</b>	<b>Possible</b> <b>50</b>		

# GAME DAY / DANCE



Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge \_\_\_\_\_

Game Day Routine	Points	Score	Comments
<i>Game Day Material</i> <i>Proper use of material and skills relevant to game day environment</i>	<b>10</b>		
<i>Execution of Dance</i> <i>Motion placement, sharpness, synchronization and maximum crowd coverage</i>	<b>10</b>		
<i>Execution of Stunts, Tumbling (Must adhere to limitations)</i> <i>Motion placement, sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage</i>	<b>10</b>		
<i>Crowd Appeal</i> <i>Energy, leadership and connection to the crowd</i>	<b>5</b>		
<i>Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>	<b>5</b>		
<i>Overall Impression</i>	<b>10</b>		
<b>Total</b>	<b>Possible</b>	<b>50</b>	