



OFFICIAL

JUDGE

SCORE ★ SHEET

GAME DAY CROWD LEADING PRELIMS

JUDGE 1

	MAXIMUM VALUE	TOTAL SCORE
SPACING AND FORMATIONS <i>Spacing, practical sideline formations, positioned to cover crowd</i>	10	
MOTIONS <i>Correct placement of motions, sharpness, proper control</i>	10	
SYNCHRONIZATION <i>Motions synchronized with words or cadence</i>	10	

JUDGE 2

	MAXIMUM VALUE	TOTAL SCORE
VOICE AND PACE <i>Loud and natural voice, good inflection, moderate controlled pace</i>	10	
CROWD LEADING SKILLS <i>Skills add to the squad's ability to lead the crowd</i>	10	
USE OF PROPS <i>Signs, Poms, Flags, Megaphones used to encourage crowd response</i>	10	
EXECUTION OF SKILLS <i>Proper technique in stunts, jumps, and or tumbling</i>	10	

JUDGE 3

	MAXIMUM VALUE	TOTAL SCORE
CROWD EFFECTIVE MATERIAL <i>Easy to follow, encourages crowd participation</i>	10	
CROWD APPEAL <i>Facial expression, eye contact, energy</i>	10	
OVERALL IMPRESSION <i>Audience appropriateness, execution</i>	10	

TOTAL POSSIBLE	100	
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CRITIQUE