

OFFICIAL

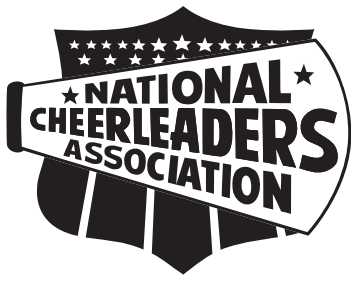
JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG FINALS

	MAXIMUM VALUE	TOTAL SCORE
EXECUTION OF FIGHT SONG <i>Motion Technique, Synchronization, Formations and Spacing</i>	10	
SKILL INCORPORATION <i>Technique and practicality of skills added to lead the crowd</i>	10	
CROWD EFFECTIVENESS <i>Crowd oriented material and incorporations that encourage crowd engagement</i>	10	
VISUAL APPEAL <i>Level changes, ripples, and other techniques that appeal to the crowd</i>	10	
TOTAL POSSIBLE	40	

CRITIQUE



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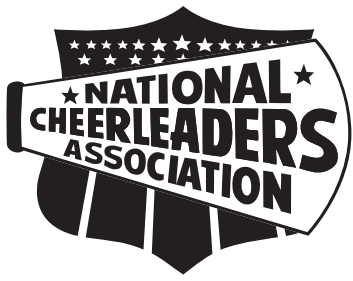
JUDGE

SCORE ★ SHEET

GAME DAY CROWD LEADING FINALS

	MAXIMUM VALUE	TOTAL SCORE
GAME DAY SITUATIONAL <i>Proper response to offensive or defensive situational cue</i>	10	
USE OF PROPS <i>Signs, Poms, Flags, Megaphones used to encourage crowd response</i>	10	
EXECUTION OF CHEER MOTIONS <i>Correct placement of motions, sharpness, proper control</i>	10	
EXECUTION OF SKILLS <i>Technique, practicality, and execution of skills (jumps, tumbling, and/or stunts) added to lead the crowd</i>	10	
GAME DAY MATERIAL <i>Proper use of cheer, props, and skills in a sideline environment, leads the crowd to participate</i>	10	
CROWD EFFECTIVENESS <i>Encourages crowd engagement</i>	10	
OVERALL IMPRESSION	10	
TOTAL POSSIBLE	70	

CRITIQUE



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SCORE ★ SHEET

GAME DAY BAND CHANT FINALS

	MAXIMUM VALUE	TOTAL SCORE
GAME DAY MATERIAL <i>Crowd oriented movements and incorporations fit to music that are sideline practical</i>	10	
EXECUTION OF BAND CHANT <i>Motion Technique, Synchronization, Formations and Spacing</i>	10	
CROWD EFFECTIVENESS <i>Encourages crowd engagement</i>	10	
VISUAL APPEAL <i>Level changes, ripples, and other techniques that appeal to the crowd</i>	10	
TOTAL POSSIBLE	40	

CRITIQUE