

OFFICIAL

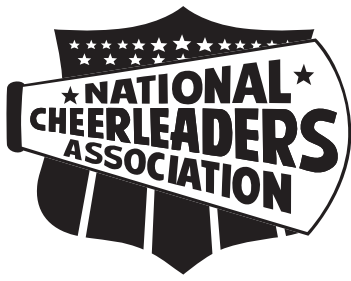
JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG

| | 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



OFFICIAL

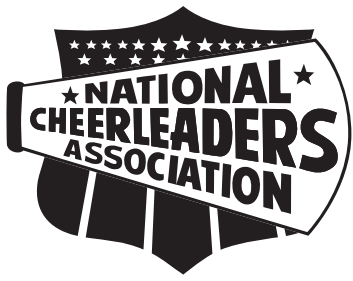
JUDGE

SCORE ★ SHEET

GAME DAY CROWD LEADING FINALS

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| GAME DAY SITUATIONAL RESPONSE <i>Proper response to the offensive or defensive sideline cue</i> | 5 | |
| EXECUTION OF SITUATIONAL RESPONSE <i>Spacing, crowd coverage, use of props and execution of motions and skills</i> | 5 | |
| 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 | |

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SCORE ★ SHEET

GAME DAY BAND CHANT

| | 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