



SCORE ★ SHEET

GAME DAY FIGHT SONG

EXECUTION OF MOTION & DANCE <i>Execution, sharpness, placement, timing, spacing</i>	5	
EXECUTION OF SKILLS <i>Execution and Stability of the skills incorporated</i>	5	
SKILL INCORPORATION <i>Choice of skills incorporated to lead the crowd.</i>	5	
PERFORMANCE & SHOWMANSHIP <i>Energy, Excitement and Genuine Enthusiasm to Engage, Entertain and Elicit a crowd response</i>	5	
CROWD EFFECTIVENESS <i>Crowd oriented material and incorporations that encourage crowd engagement and crowd response including Voice, Pace and Flow with the use of practical material</i>	10	
VISUAL APPEAL/OVERALL IMPRESSION <i>Level Changes, incorporation of props and other techniques that engage and appeal to the crowd.</i>	10	
TOTAL POSSIBLE	40	

CRITIQUE



SCORE ★ SHEET

GAME DAY CROWDLEADING

GAME DAY SITUATIONAL RESPONSE <i>Proper response to the offensive or defensive sideline cue</i>	5	
PERFORMANCE & SHOWMANSHIP <i>Energy, Excitement and Genuine Enthusiasm to Engage, Entertain and Elicit a crowd response</i>	5	
CROWD LEADING TOOLS <i>Proper use of Signs, Poms, Flags, Megaphones or other tools used to engage, entertain and elicit crowd response and participation</i>	10	
EXECUTION OF 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 with the utilization of Voice, Pace and Flow</i>	10	
VISUAL APPEAL/ OVERALL IMPRESSION <i>Level Changes, incorporation of props and other techniques that engage and appeal to the crowd.</i>	10	
TOTAL POSSIBLE	70	

CRITIQUE

