Cheer Teams Crowd Highlights

(Game Day only teams are not required to submit the Crowd Tape)

CROWD HIGHLIGHTS (due Friday, January 4, 2023)

Highlights of these tapes will be shown at the National Championship

This portion of your video entry will be due by **5:00pm January 4, 2023.** The time limit is **one minute & thirty seconds**. You may edit this portion of your entry. Here are some tips on getting the best angles and score:

- Film the team so you can see them interacting with the crowd. Side angles are also good. Make sure you can see both the cheerleaders and the crowd.
- Show your team using a variety of material (signs, flags or traditional chants or band cheers) to get the crowd motivated.
- All film clips must be from the 2022-2023 school year and should not include images from summer camp or previous year's activities. **The entire crowd tape must be video footage- no still shots/pictures will be counted in scoring.** Violation of this rule will be subject to one point deduction per occurrence.
- Judging for the crowd segment is based upon the methods and materials being presented by the cheerleaders. You should avoid doing basket tosses and/or elite stunts that are not being used to effectively "lead the crowd". **Please label each example.**
- In addition to evaluating appropriate and effective crowd leading skills, the traditional role of cheerleaders encouraging the crowd's support of the team will also be considered. The level of actual crowd response will not be the primary criteria for awarding points; rather the methods and materials being presented by the cheerleaders will be judged.
- See the following sample score sheet for further assistance in compiling your team's entry.
- Music Guidelines for Crowd Highlights
  - Only music captured incidentally (i.e., in the background of the video) will be permitted
  - No music can be edited into the video
  - All music captured from half-times, games, etc. highlighted in the video will need to follow the music guidelines

CROWD HIGHLIGHT JUDGING SHEET

Community and Campus Involvement / Spirit Raising Techniques   **5 Points_____**

These are examples of squad "spirit raising" by various demonstrations of activities within their campus and local community. These examples **are not** within game day arena/stadium situations and should include any event that the team participates in that is a non-sporting event, such as parades, pep rallies, alumni performances, pre and post-game events, community service performances, school fundraising events, campus tours or any other "involvement" your team has on campus. **This section should be approximately 30 seconds long and include a minimum of four (4) different examples.**

Crowd Effective Material   **5 Points_____**

During game and other campus/community examples, are the cheer/chant words easy to follow and is the squad positioned for maximum crowd coverage? Does the material used encourage positive crowd participation? Are signs used and are they easy to read and follow? Are the flags, poms or megaphones effectively used to enhance the material? **This section should be approximately 30 seconds long and include a minimum of three (3) different examples.**

Effective use of Skills to lead crowd   **5 Points_____**

During game and other campus/community examples, are the team's skills done quickly, are they solid, do they "hit" at the right time? Do they add to the squad's ability to effectively lead the crowd? **This section should be approximately 30 seconds long and include a minimum of three (3) different examples.**

The crowd highlights segment counts for 15% of your total score at the National Championship.

Crowd tapes must be received by **5:00pm January 4, 2023**.

Videos must be uploaded in MP4 or MOV files. Please label the file being uploaded with your College / University name. Video Upload Link will be available later.

NEW: For your video to be used in the show please send a 2nd copy with no graphics and text and add the word CLEAN to the file name. This version will be used in competition venues, and for the television shows.