

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON TEAM \_\_\_\_\_

### Crowdleading/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material relevant to game day environment.	10	
Crowd Communication Skills		
- Accurate situation response, clear set-up, use of crowd encouragement, and ability to cue the crowd.	10	
Crowdleading Tools		
- Effective use of props (signs, megaphones, poms, and/or flags) and encouragement to lead the crowd.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	10	
Formations/Transitions		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	10	

Comments:

**TOTAL SCORE (50)**

**CROWDLEADING /CHOREOGRAPHY**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON TEAM \_\_\_\_\_

### Execution

#### Motion Strength/Placement

- Sharpness, strength of motion. Proper control and placement of motions. Uniformity of movement and motions synchronized with words or cadence.

**10**

#### Voice and Pace

- Loud, natural voices with appropriate inflection and easy to follow. Moderate, controlled pace.

**10**

#### Skills Execution

- Technique, form, stability, timing, precision, uniformity (i.e. stunts/tumbling/jumps).

**10**

Comments:

**TOTAL SCORE (30)**

**EXECUTION**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON TEAM \_\_\_\_\_

### Showmanship

#### Crowd Appeal

- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

**10**

#### Overall Impression

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

**10**

**TOTAL SCORE (20)**

Comments:

**SHOWMANSHIP**