

CROWD LEADING



Team:

Division:

Judge #:

MAX
VALUE TEAM
SCORE

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd</i>	10		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and/or flags</i>	10		
CROWD APPEAL <i>Energy, visual appeal, and connection to the crowd</i>	10		
FORMATION & SPACING <i>Effective use of formation and proper spacing for crowd coverage</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
PROPER USE OF SKILLS <i>Incorporation and timing of skills to lead the crowd</i>	10		
EXECUTION OF SKILLS <i>Technique of skills</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>100 Possible Points</i>			