



School: _____

Division: _____

GAME DAY

Situation: **OFFENSE** **DEFENSE** **TIMEOUT CHANT**

Qualifiers State

Points Score

CROWDLEADING		
Crowd Effective Material- Easy to Follow, Encourages crowd participation	10	
Formations Correct spacing, Positioned for maximum crowd coverage	10	
Voice and Pace Loud and Natural voices with good inflection, Moderate Controlled pace	10	
MOTIONS		
Placement Proper control and correct placement of movements	10	
Synchronization Motions synchronized with words or cadence	10	
Execution Sharpness, Strength of motions	10	
VISUAL EFFECT		
Use of Signs, Poms, or Megaphones	10	
Crowdleading Skills Skills that add to the squads ability to lead the crowd	10	
OVERALL IMPRESSION		
Audience appropriateness, energy , crowd appeal	10	
Ability to adapt and use proper game material	10	
TOTAL		

Judge's Name _____

Judge's Signature _____