

GAME DAY / CROWD LEADING

TEAM NAME: _____

DIVISION: _____

SITUATIONAL SIDELINE (20)	POINTS SCORE		COMMENTS
GAME DAY SITUATION Proper use of material and skills relevant to game day environment Proper response to game day situational cue	5		
CROWD EFFECTIVENESS Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5		
MOTION TECHNIQUE / CROWD LEADING TOOLS Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5		
EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT Clean / Crowd Effective Skills Technique, stability, synchronization and spacing	5		

CROWD LEADING CHEER (20)	POINTS SCORE		COMMENTS
GAME DAY MATERIAL Proper use of materials and skills relevant to game day environment	5		
CROWD EFFECTIVENESS Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5		
MOTION TECHNIQUE / CROWD LEADING TOOLS Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	5		
EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT Clean / Crowd effective skills Technique, stability, synchronization and spacing	5		

OVERALL IMPRESSION (10)	POINTS SCORE		COMMENTS
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10		

TOTAL	50	
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GAME DAY / BAND CHANT & FIGHT SONG

TEAM NAME: _____

DIVISION: _____

BAND CHANT (20)	POINTS	SCORE	COMMENTS
GAME DAY VISUAL APPEAL Level changes, ripples, creative movements within group and levels	5		
MATERIAL RELEVANT TO GAME DAY ENVIRONMENT Was crowd encouraged to participate? Clean / Crowd Effective Skills	5		
MOTION TECHNIQUE / CROWD LEADING TOOLS Motion Placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	5		
EXECUTION Technique, stability, synchronization and spacing	5		

FIGHT SONG (20)	POINTS	SCORE	COMMENTS
GAME DAY VISUAL APPEAL Level changes, ripples, creative movements within group and levels	5		
EFFECTIVENESS OF INCORPORATION Skills relevant to Game Day Environment Clean / Crowd Effective Skills	5		
MOTION TECHNIQUE / CROWD LEADING TOOLS Motion Placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	5		
EXECUTION OF SKILLS RELEVANT TO GAME DAY ENVIRONMENT Technique, stability, synchronization and spacing	5		

OVERALL IMPRESSION (10)	POINTS	SCORE	COMMENTS
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10		

TOTAL	50	
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