



# HS Game Day Championship

## Crowd Leading Scoresheet

TEAM NAME  
CLASSIFICATION:

Judge# \_\_\_\_\_

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
<b>GAME DAY SITUATION</b> PROPER RESPONSE TO GAME DAY PROMT	5	
<b>GAME DAY MATERIAL</b> PROPER USE OF MATERIAL AND SKILLS RELEVANT TO GAME DAY ENVIRONMENT	10	
<b>CROWD EFFECTIVENESS</b> VOICE, PACE, FLOW AND MAXIMUM CROWD COVERAGE	5	
<b>CROWD LEADING TOOLS</b> PROPER USE OF SIGNS, POMS, MEGAPHONES, AND FLAGS	5	
<b>MOTION TECHNIQUE</b> TECHNIQUE, SHARPNESS, AND PLACEMENT	5	
<b>CROWD APPEAL</b> ENERGY, LEADERSHIP, VISUAL APPEAL, AND CONNECTION TO THE CROWD	5	
<b>EXECUTION OF SKILLS</b> TECHNIQUE, STABILITY, SYNCHRONIZATION AND SPACING	10	
<b>OVERALL IMPRESSION</b>	5	
<b>TOTAL POINTS</b>	50	

COMMENTS: