

Event:  
Team:  
Division:

Day:  
Panel:



# CROWD LEADING GAME DAY

Time Out Cheer
Situational Sideline

## CROWD LEADING 25 POINTS

Crowd Effective Material - Voice, Pace, and Flow		10
Proper Use of Signs, Poms, or Megaphones & Motion Technique		10
Ability & Energy to Lead the Crowd		5

## SKILL INCORPORATIONS 25 POINTS

Proper Use of Skills to Lead the Crowd		10
Difficulty of Practical Skills		5
Execution - Proper Technique, Synchronization, & Spacing		10

## OVERALL CROWD LEADING 10 POINTS

Ability to Adapt & Utilize Proper Game Day Material		5
Cheer Impression		5

## COMMENTS

**TOTAL 60 POINTS**

	60
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# MUSICAL GAME DAY

Fight Song

Band Chant

## SKILL INCORPORATIONS 25 POINTS

Proper Use of Skills to Lead the Crowd		10
Execution - Proper Technique, Synchronization, & Spacing		10
Difficulty of Practical Skills		5

## MOTIONS/DANCE TECHNIQUE 10 POINTS

Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography, & Visual Appeal		10
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## OVERALL 5 POINTS

Routine Creativity, Flow & Use of Formations/Transitions		5
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## COMMENTS

**TOTAL 40 POINTS**

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