

**Event:**  
**Team:**  
**Division:**

**Team Number:**  
**Day:**  
**Panel:**

Time Out Cheer
Situational Sideline



# CROWDLEADING - GAME DAY

## CROWD LEADING

Crowd Effective Material - Voice, Pace, and Flow	0 - 10.0			
Proper Use of Signs, Poms, or Megaphones & Motion Technique	0 - 10.0			
Ability & Energy to Lead the Crowd	0 - 5.0			/25

## SKILL INCORPORATION

Proper Use of Skills to Lead the Crowd	0 - 10.0			
Execution - Proper Technique, Synchronization, & Spacing	0 - 5.0			
Difficulty of Practical Skills	0 - 10.0			/25

## OVERALL CROWD LEADING

Ability to Adapt & Utilize Proper Game Day Material	0 - 5.0			
Cheer Impression	0 - 5.0			/10

**COMMENTS:**

TOTAL / 60	
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**Event:**  
**Team:**  
**Division:**

**Team Number:**  
**Day:**  
**Panel:**

Fight Song
Band Chant



# CROWDLEADING - GAME DAY

## SKILL INCORPORATION

Proper Use of Skills to Lead the Crowd	0 - 10.0			
Execution - Proper Technique, Synchronization, & Spacing	0 - 5.0			
Difficulty of Practical Skills	0 - 10.0			/25

## MOTION/DANCE TECHNIQUE

Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography, & Visual Appeal	0 - 10.0			
				/10

## OVERALL

Routine Creativity, Flow & Use of Formations/Transitions	0 - 5.0			
				/5

**COMMENTS:**

TOTAL / 40	
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