

Event:
Team:
Division:

Team Number:
Day:
Panel:

Time Out Cheer
Situational Sideline



CROWDLEADING - HS GAME DAY

SITUATIONAL SIDE LINE

Game Day Situation Proper use of material and skills relevant to game day environment Proper response to game day situational cue	0 - 5			
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5			
Motion Technique / Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5			
Execution of Skills relevant to game day environment Clean / Crowd Effective Skills Technique, stability, synchronization and spacing	0 - 5			/20

CROWD LEADING CHEER

Game Day Material Proper use of material and skills relevant to game day environment	0 - 5			
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5			
Motion Technique / Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5			
Execution of Skills relevant to game day environment Clean / Crowd Effective Skills Technique, stability, synchronization and spacing	0 - 5			/20

OVERALL IMPRESSION

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)	0 - 10			/10
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COMMENTS:

TOTAL / 50	
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Event:
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Band Chant

Fight Song



CHEER CANADA

FIGHT SONG/BAND CHANT - HS GAME DAY

BAND CHANT

Game Day Visual Appeal Level changes, ripples, creative movements within group and levels	0 - 5			
Material relevant to Game Day environment Was Crowd Encouraged to Participate? Clean / Crowd Effective Skills	0 - 5			
Motion Technique / Crowd Leading Tools Motion Placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	0 - 5			
Execution Technique, stability, synchronization and spacing	0 - 5			/20

FIGHT SONG

Game Day Visual Appeal Level changes, ripples, creative movements within group and levels	0 - 5			
Effectiveness of Incorporation Skills relevant to Game Day Environment Clean / Crowd Effective Skills	0 - 5			
Motion Technique / Crowd Leading Tools Motion Placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	0 - 5			
Execution of Skills relevant to game day environment Technique, stability, synchronization and spacing	0 - 5			/20

OVERALL IMPRESSION

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)	0 - 10			/10
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COMMENTS:

TOTAL / 50	
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