

2020 Preliminary Competition:

CROWD LEADING



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		COMMENTS:
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>	10		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD APPEAL <i>Energy, visual appeal, and connection to the crowd</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
PROPER USE OF SKILLS <i>Choice and timing of skills to lead the crowd</i>	10		
EXECUTION OF SKILLS <i>Technique, stability of stunts, jumps and/or tumbling</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>90 Possible Points</i>			