



2019 FINAL Competition:

CROWD LEADING

Team:

Division:

Judge #:

| | MAX VALUE | TEAM SCORE | COMMENTS: |
|---|--------------|---------------|------------------|
| GAME DAY SITUATION <i>Proper response to game day situational cue</i> | 5 | | |
| GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i> | 10 | | |
| CROWD EFFECTIVENESS <i>Voice, pace, flow, maximum crowd coverage</i> | 5 | | |
| CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and flags</i> | 5 | | |
| MOTION TECHNIQUE <i>Technique, sharpness, and placement</i> | 5 | | |
| CROWD APPEAL <i>Energy, Leadership, visual appeal, and connection to the crowd</i> | 5 | | |
| EXECUTION OF SKILLS <i>Technique, stability, synchronization, and spacing</i> | 10 | | |
| OVERALL IMPRESSION | 5 | | |
| TOTAL <i>50 Possible Points</i> | | | |