

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Crowdleading/Choreography

| Game Situation Response | MAXIMUM VALUE | SCORE |
|---|---------------|-------|
| - Proper and most effective response to game situation | 5 | |
| Game Day Material | | |
| - Proper and practical use of material relevant to game day environment | 10 | |
| Incorporation of Skills | | |
| - Skills enhanced the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps) | 10 | |
| Crowdleading Tools | | |
| - Effective use of signs, poms, megaphones and/or flags | 10 | |
| Formations | | |
| - Crowd coverage, effective staging of squad(s) use of floor | 5 | |

Comments

Execution

| Motion Placement | MAXIMUM VALUE | SCORE |
|---|---------------|-------|
| - Proper control and placement of motions | 10 | |
| Motion Strength | | |
| - Sharpness, strength of motions, uniformity of movement and motions synchronized with words or cadence, spacing of squad members in relation to each other | 10 | |
| Voice and Pace | | |
| - Loud, natural voices with appropriate inflection and easy to follow, moderate, controlled pace | 5 | |
| Skills Execution | | |
| - Technique, form, stability, synchronization, spacing (i.e. stunts/tumbling/jumps) | 10 | |

Crowd Appeal

| - Energy, showmanship, facial expression, eye contact and overall connection to the crowd | 10 | |
|---|-----------|--|
| Overall Impression | | |
| - Audience appropriateness, overall routine. Judge's impression of entire performance encompassing all scoresheet categories. | 15 | |

GAME SITUATION/TIME-OUT CHEER



TOTAL SCORE 100

JUDGE: _____