

Maine Game Day Competition

Crowd Leading Score Sheet

Team Name: _____

Division: _____

Judge Name: _____

Situational Sidelines (20) <i>(2nd required element in routine)</i>	Points	Score	Comments
Game Situation <i>Proper use of material and skills relevant to game play – offense / defense.</i>	5		
Crowd Effectiveness <i>Voice, pace, flow, maximum crowd coverage and ability to have crowd respond to cues</i>	5		
Motion Technique & Crowd Leading Tools <i>Sharp motions in the correct placement. Correct use of signs, poms, megaphones and/or flags to lead crowd</i>	5		
Execution of Stunts / Tumbling Relevant to Game <i>Clean effective Stunts / Tumbling. Focus is on technique, stability of stunts, synchronization and spacing.</i>	5		
Crowd Leading Cheer (20) <i>(3rd required element in routine)</i>	Points	Score	Comments
Game Material <i>Proper use of material and skills relevant to game environment</i>	5		
Crowd Effectiveness <i>Voice, pace, flow, maximum crowd coverage and ability to have crowd respond to cues</i>	5		
Motion Technique & Crowd Leading Tools <i>Sharp motions in the correct placement. Correct use of signs, poms, megaphones and/or flags to lead crowd</i>	5		
Execution of Stunts / Tumbling Relevant to Game Day Environment <i>Clean effective Stunts / Tumbling. Focus is on technique, stability of stunts, synchronization and spacing.</i>	5		
Overall Impression (10)	Points	Score	Comments
Team leadership to engage and connect with the crowd <i>Genuine school spirit and energy. Transitions between Game Day components are minimal & clean.</i>	10		
Total	Possible	50	