

Team:
 Division:
 Event:

Team Number:
 Day:
 Panel:

Situational Sideline
Timeout Cheer



CROWDLEADING – HS GAME DAY

SITUATIONAL SIDELINE (20)			
Game Day Situation 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 Stunts / Tumbling Relevant to Game Day Environment Clean & crowd effective Stunts / Tumbling Technique, stability, synchronization and spacing	0 - 5		
			/20

CROWD LEADING CHEER (20)			
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 Stunts / Tumbling Relevant to Game Day Environment Clean & crowd effective Stunts / Tumbling Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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Team:
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Band Chant
Fight Song



FIGHT SONG/BAND CHANT HS GAME DAY

BAND CHANT			
Game Day Visual Appeal Crowd coverage, formations, synchronization and spacing	0 - 5		
Material Relevant to Game Day Environment Was crowd encouraged to participate?	0 - 5		
Motion Technique Technique, sharpness and placement	0 - 5		
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags	0 - 5		
			/20

FIGHT SONG			
Game Day Visual Appeal Crowd coverage, formations, synchronization and spacing	0 - 5		
Effectiveness of Incorporation (Stunts / Tumbling) Stunts / tumbling relevant to Game Day environment Clean & crowd effective Stunts / Tumbling	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 Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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