

2020 Preliminary Competition:

# CROWD LEADING



Team:

Division:

Judge #:

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