

2024 Qualifying Round:

CROWD LEADING

Team:

Division:

Judge #:

MAX
VALUE

TEAM
SCORE



COMMENTS:

GAME DAY MATERIAL

Proper use of material relevant to game day environment

10

CROWD EFFECTIVENESS

Voice, pace, flow, and leadership of crowd; crowd coverage and spacing

10

CROWD LEADING TOOLS

Proper use of motions, signs, poms, megaphones, and/or flags

10

CROWD APPEAL

Energy, visual appeal, and connection to the crowd

10

MOTION TECHNIQUE

Technique, sharpness, and placement

10

PROPER USE OF SKILLS

Choice and timing of stunts, jumps, and/or tumbling to lead the crowd

10

EXECUTION OF SKILLS

Technique, stability of stunts, jumps, and/or tumbling to lead the crowd

10

SYNCHRONIZATION

Uniformity of movement throughout routine

10

OVERALL IMPRESSION

Leadership and overall presentation

10

TOTAL

90 Possible Points