



2017 FINAL Competition:

CROWD LEADING

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
CROWD EFFECTIVENESS <i>Voice, pace, flow, and proper response to Game Day situation</i>	10		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and motion technique</i>	5		
ABILITY TO LEAD CROWD <i>Energy and crowd leading techniques</i>	5		
PROPER USE OF SKILLS <i>Choice of skills to lead the crowd</i>	5		
PERFORMANCE <i>Showmanship and connection to the crowd</i>	10		
GAME DAY MATERIAL <i>Proper use of material relevant to game day situations</i>	5		
OVERALL IMPRESSION <i>Audience appropriateness, execution, and visual appeal</i>	10		
TOTAL <i>50 Possible Points</i>			