

2019 FINAL Competition:

CROWD LEADING

Team:

Division: Judge #: MAX TEAM VALUE SCORE **COMMENTS:** GAME DAY SITUATION 5 Proper response to game day situational cue GAME DAY MATERIAL 10 Proper use of material and skills relevant to game day environment **CROWD EFFECTIVENESS** 5 Voice, pace, flow, maximum crowd coverage **CROWD LEADING TOOLS** 5 Proper use of signs, poms, megaphones, and flags MOTION TECHNIQUE 5 Technique, sharpness, and placement CROWD APPEAL 5 Energy, Leadership, visual appeal, and connection to the crowd **EXECUTION OF SKILLS** 10 Technique, stability, synchronization, and spacing **OVERALL IMPRESSION** 5 TOTAL 50 Possible Points