2019 Preliminary Competition:

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, spacing for maximum crowd coverage*	**10**		
CROWD LEADING TOOLS *Proper use of motions, signs, poms, megaphones, and/or flags*	**10**		
CROWD APPEAL *Energy and connection to the crowd*	**10**		
MOTION TECHNIQUE *Technique, sharpness, and placement*	**10**		
SYNCHRONIZATION *Uniformity of movement throughout routine*	**10**		
PROPER USE OF SKILLS *Choice and timing of skills to lead the crowd*	**10**		
EXECUTION OF SKILLS *Technique, stability*	**10**		
OVERALL IMPRESSION *Leadership and overall presentation*	**10**		
TOTAL *90 Possible Points*			