2020 Preliminary Competition:

CROWD LEADING

Team:

Division: *Judge #:*

	MAX VALUE	TEAM SCORE
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	**10**	
CROWD EFFECTIVENESS *Voice, pace, flow, and leadership of crowd; crowd coverage*	**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**	
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 of stunts, jumps and/or tumbling*	**10**	
OVERALL IMPRESSION *Leadership and overall presentation*	**10**	
TOTAL *90 Possible Points*		

COMMENTS: