

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### Crowdleading/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material. Relevant to game day environment.	10	
Game Situation Response		
- Proper and most effective response to game situation.	5	
Crowd Communication Skills		
- Clear set-up, use of crowd encouragement, and ability to cue the crowd.	5	
Crowdleading Tools		
- Effective use of signs, poms, megaphones and/or flags.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	10	
Formations		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	10	

Comments :

**TOTAL SCORE (50)**

**GROWDLEADING /CHOREOGRAPHY**



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*Execution*

**Motion Strength Placement**

- Proper control and placement of motions, sharpness, strength of motions, uniformity of movement and motions synchronized with words or cadence.

**10**

**Voice and Pace**

- Loud, natural voices with appropriate inflection and easy to follow, moderate, controlled pace.

**5**

**Skills Execution**

- Technique, form, stability, synchronization, and spacing (i.e. stunts/tumbling/jumps).

**10**

*Comments :*

**TOTAL SCORE**

**(25)**

**EXECUTION**



JUDGE: \_\_\_\_\_

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# ON SQUAD \_\_\_\_\_

#### Crowd Appeal

- Energy, showmanship, facial expression,  
eye contact and overall connection to the crowd.

**10**

#### Overall Impression

- Judge's impression of entire performance  
encompassing all scoresheet categories. This  
includes audience appropriateness.

**15**

**TOTAL SCORE (25)**

#### Comments :

**CROWD APPEAL & OVERALL IMPRESSION**