



OUR STUDENTS, OUR TEAMS . . . OUR FUTURE.

School Name
Division

GAME DAY CHANT

SITUATION

Offense Defense Timeout

Qualifer

State

Points Score Comments

Crowdleading			
Crowd effective material * Easy to Follow * <i>Encourages Participation</i> * <i>Skills that add to the squad's ability to lead the crowd</i>	20		
Formations * <i>Correct Spacing</i> * <i>Positioned for maximum crowd coverage</i>	10		
Voice and Pace * <i>Loud and natural voices with good inflection</i> * <i>Moderate controlled pace</i>	10		
Motions			
Placement * <i>Proper Control and placement of movements</i>	10		
Synchronization * <i>Motions synchronized with words or cadence</i>	10		
Execution * <i>Sharpness</i> * <i>Strength of motions</i>	10		
Visual Effect			
Use of signs, poms, and/or megaphones	10		
Overall Impression			
Audience Appropriateness, energy, crowd appeal	10		
Ability to adapt, proper use of game material * <i>do they call the right chant to match the situation</i>	10		

Judges Name

Total Score
