



School Name
Division

GAME DAY

Qualifer State
POINTS SCORE COMMENTS

CHANT MATERIAL			
Crowdleading <i>* crowd effective material, formations, and voice and pace</i>	15		
CHANT MOTIONS			
Placement <i>* Proper control and placement of movements</i>	5		
Synchronization <i>* Uniformity of movement throughout routine</i>	5		
Execution <i>* Sharpness, strength of motions</i>	5		
Level changes/Ripples (Roll Offs) <i>* Various visual effects</i> <i>* Creative movement within groups and levels</i>	5		
FIGHT SONG MATERIAL			
Traditional Material <i>* Crowd oriented movements</i>	15		
Crowd Coverage <i>* Correct spacing, maximum crowd coverage</i>			
FIGHT SONG MOTIONS			
Placement <i>* Proper control and placement of movements</i>	5		
Synchronization <i>* Uniformity of movement throughout routine</i>	5		
Execution <i>* Sharpness, strength of motions</i>	5		
Level changes/Ripples (Roll Offs) <i>* Various visual effects</i> <i>* Creative movement within groups and levels</i>	5		
CROWD LEADING SKILLS			
<i>* Skills add to the squad's ability to lead the crowd</i>	10		
VISUAL EFFECTS			
<i>* use of props: poms, signs, megaphones, etc</i>	5		

EXECUTION OF INCORPORATIONS	10	
<i>* skills done quickly, with proper technique and timing</i>		
OVERALL IMPRESSION	5	
Audience appropriateness, energy, crowd appeal		

Judges Name

Total Score