

VARSITY SPIRIT

GAME DAY / CROWD LEADING



Team Name _____

Division _____ Judge No. _____

Situational Sideline (20)		Points	Score	Comments
<i>Game Day Situation</i> Proper use of material and skills relevant to game day environment Proper response to game day situational cue		5		
<i>Crowd Effectiveness</i> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response		5		
<i>Motion Technique / Crowd Leading Tools</i> Technique, sharpness and placement Proper use of signs, pom, megaphones and flags		5		
<i>Execution of Skills relevant to game day environment</i> Clean / Crowd Effective Skills Technique, stability, synchronization and spacing		5		
Crowd Leading Cheer (20)		Points	Score	Comments
<i>Game Day Material</i> Proper use of material and skills relevant to game day environment		5		
<i>Crowd Effectiveness</i> Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response		5		
<i>Motion Technique / Crowd Leading Tools</i> Technique, sharpness and placement Proper use of signs, pom, megaphones and flags		5		
<i>Execution of Skills relevant to game day environment</i> Clean / Crowd Effective Skills Technique, stability, synchronization and spacing		5		
Overall Impression (10)		Points	Score	Comments
<i>Leadership to engage and connect with the crowd</i> Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)		10		
Total	Possible	50		

VARSITY SPIRIT

GAME DAY / FIGHT SONG & BAND CHANT



Team Name _____

Division _____

Judge No. _____

Band Chant (20)		Points	Score	Comments
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>		5		
<i>Material relevant to Game Day environment</i> <i>Was Crowd Encouraged to Participate?</i> <i>Clean / Crowd Effective Skills</i>		5		
<i>Motion Technique / Crowd Leading Tools</i> <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
<i>Execution</i> <i>Technique, stability, synchronization and spacing</i>		5		
Fight Song (20)		Points	Score	Comments
<i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>		5		
<i>Effectiveness of Incorporation</i> <i>Skills relevant to Game Day Environment</i> <i>Clean / Crowd Effective Skills</i>		5		
<i>Motion Technique / Crowd Leading Tools</i> <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
<i>Execution of Skills relevant to game day environment</i> <i>Technique, stability, synchronization and spacing</i>		5		
Overall Impression (10)		Points	Score	Comments
<i>Leadership to engage and connect with the crowd</i> <i>Present a positive image of genuine school spirit and energy</i> <i>Transitions between game day components (Minimal & Clean)</i>		10		
Total	Possible	50		