

Event:  
Team:  
Division:

Team Number:  
Day:  
Panel:

Collegiate Sideline
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# SIDELINE COLLEGIATE GAME DAY



CROWD LEADING SIDELINE					
<b>Game Day Material</b> Proper use of material Proper response to Game Day situational cue Skills relevant to Game Day environment	0 - 10				
<b>Execution of Skills</b> Technique, stability, synchronization and spacing	0 - 10				
<b>Crowd Effectiveness &amp; Technique</b> Voice, pace, flow, crowd coverage, technique, sharpness & placement	0 - 5				
<b>Crowd Leading Tools</b> Proper use of signs, poms, megaphones and/or flags	0 - 5				
					/30

OVERALL IMPRESSION					
<b>Energy and Connection to the Crowd</b> (Sideline, Timeout and Fight Song will be averaged together)	0 - 10				
				Average with other Overall Impression	
					/10

**COMMENTS:**

<b>Total / 30</b>	
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Event:  
 Team:  
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Collegiate Fight Song
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# FIGHT SONG COLLEGIATE GAME DAY



FIGHT SONG				
Game Day Material Proper use of material Skills relevant to Game Day environment	0 - 10			
Execution of Skills Technique, stability, synchronization and spacing	0 - 10			
Motion Technique Motion placement, sharpness and synchronization	0 - 5			
Visual Appeal Crowd coverage and creative movements	0 - 5			
				/30

OVERALL IMPRESSION				
Energy and Connection to the Crowd (Sideline, Timeout and Fight Song will be averaged together)	0 - 10			
			Average with other Overall Impression	
				/10

**COMMENTS:**

<b>Total / 30</b>	
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Event:  
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Collegiate Timeout
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# TIMEOUT COLLEGIATE GAME DAY



<b>TIMEOUT</b>					
Game Day Material Proper use of material Skills relevant to Game Day environment	0 - 10				
Execution of Skills Technique, stability, synchronization and spacing	0 - 10				
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags	0 - 5				
Visual Appeal Crowd coverage and creative movements	0 - 5				/30

<b>OVERALL IMPRESSION</b>					
Energy and Connection to the Crowd (Sideline, Timeout and Fight Song will be averaged together)	0 - 10				Average with other Overall Impression /10

**COMMENTS:**

<b>Total / 40</b>	
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