

Event:
Team:
Division:

Team Number:
Day:
Panel:

Situational Sideline

Timeout Cheer



CROWDLEADING – HS GAME DAY

SITUATIONAL SIDELINE			
Game Day Situation Proper use of material and skills relevant to Game Day environment Proper response to Game Day situational cue	0 - 5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5		
Motion Technique / Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Skills Relevant to Game Day Environment Clean / crowd effective skills Technique, stability, synchronization and spacing	0 - 5		
			/20

CROWD LEADING CHEER			
Game Day Material Proper use of material and skills relevant to Game Day environment	0 - 5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5		
Motion Technique / Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Skills Relevant to Game Day Environment Clean / crowd effective skills Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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Event:
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Band Chant
Fight Song



FIGHT SONG/BAND CHANT HS GAME DAY

BAND CHANT			
Game Day Visual Appeal Level changes, ripples, creative movements within a group and levels	0 - 5		
Material Relevant to Game Day Environment Was crowd encouraged to participate? Clean / crowd effective skills	0 - 5		
Motion Technique / Crowd Leading Tools Motion placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution Technique, stability, synchronization and spacing	0 - 5		
			/20

FIGHT SONG			
Game Day Visual Appeal Level changes, ripples, creative movements within a group and levels	0 - 5		
Effectiveness of Incorporation Skills relevant to Game Day environment Clean / crowd effective skills	0 - 5		
Motion Technique / Crowd Leading Tools Motion placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Skills Relevant to Game Day Environment Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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