

Team:
 Division:
 Event:

Team Number:
 Day:
 Panel:

Collegiate Sideline

SIDELINE COLLEGIATE GAME DAY



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

Total / 30	
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Team:
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Collegiate Fight Song

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			
				/10

COMMENTS:

Total / 30	
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Team:
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Collegiate Timeout

TIMEOUT COLLEGIATE GAME DAY



TIMEOUT					
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 crowd interaction	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:

Total / 40	
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