

**NEW YORK STATE CHEERLEADING  
GAME DAY/ CROWD LEADING SCORE SHEET**



TEAM NAME: \_\_\_\_\_

DIVISION: \_\_\_\_\_ JUDGE 1 & 2 \_\_\_\_\_

<b>SITUATIONAL SIDELINE (20)</b>	<b>POINTS</b>	<b>SCORE</b>
<b>Game Day Situation</b> <i>Proper use of material and skills relative to a Game Day environment</i>	<b>5</b>	
<b>Crowd Effectiveness</b> <i>Voice, Pace, Flow, Maximum Crowd Coverage</i> <i>Ability to elicit a crowd response</i>	<b>5</b>	
<b>Motion Technique &amp; Crowd Leading Tools</b> <i>Technique, Sharpness and placement of motions</i> <i>Proper use of signs, poms, megaphones and flags</i>	<b>5</b>	
<b>Execution of Stunt/Tumbling relevant to a Game Day environment</b> <i>Clean and crowd effective stunts/tumbling</i> <i>Technique, stability, synchronization and spacing</i>	<b>5</b>	
<b>CROWD LEADING (20)</b>	<b>POINTS</b>	<b>SCORE</b>
<b>Game Day Material</b> <i>Proper use of material and skills relative to a Game Day environment</i>	<b>5</b>	
<b>Crowd Effectiveness</b> <i>Voice, Pace, Flow, Maximum Crowd Coverage</i> <i>Ability to elicit a crowd response</i>	<b>5</b>	
<b>Motion Technique &amp; Crowd Leading Tools</b> <i>Technique, Sharpness and placement of motions</i> <i>Proper use of signs, poms, megaphones and flags</i>	<b>5</b>	
<b>Execution of Stunt/Tumbling relevant to a Game Day environment</b> <i>Clean and crowd effective stunts/tumbling</i> <i>Technique, stability, synchronization and spacing</i>	<b>5</b>	
<b>OVERALL IMPRESSION (10)</b>		
<i>Leadership to engage and connect with the crowd</i> <i>Genuine School Spirit and Energy</i> <i>Transitions between Game Day Components (minimal and clean)</i>	<b>10</b>	
<b>TOTAL POSSIBLE POINTS</b>	<b>50</b>	

