

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



TEAM NAME: _____

DIVISION: _____ JUDGE 1 & 2 _____

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

