



OFFICIAL SCORE ★ SHEET

GAME DAY

Team		Judge			
		Maximum Score	Team Score		
CROWD COMMUNICATION	Crowd Effective Material <i>Easy to Follow, Encourages crowd participation</i>	10.0			
	Spacing and Formations <i>Spacing, Formations Positioned to Cover Crowd</i>	10.0			
	Voice and Pace <i>Loud and natural voices, Good inflection, Moderate controlled pace</i>	10.0			
	Crowd Leading Skill <i>Skills add to the squads ability to lead the crowd</i>	10.0			
	Use of Props (Signs, Poms, Flags, Megaphones) <i>Used to encourage crowd response</i>	10.0			
MOTIONS	Placement <i>Proper control, Correct placement of movements</i>	10.0			
	Synchronization <i>Motions synchronized with words or cadence</i>	10.0			
	Strength of Motions <i>Sharpness</i>	10.0			
OVERALL	Overall Impression <i>Audience appropriateness, Execution</i>	10.0			
	Crowd Appeal <i>Facial expression, Eye contact, Energy</i>	10.0			
Total					