OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

CROWD LEADING
CHEER

TEAM NAME: JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) A 2A 3A 4A 5A 6A

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT	10	
CROWD EFFECTIVENESS VOICE, PACE, FLOW, MAXIMUM CROWED COVERAGE	10	
CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES AND FLAGS	10	
ABILITY TO LEAD CROWD ENERGY AND CROWD LEADING TECHNIQUES	10	
PROPER USE OF SKILLS USE OF SKILLS USED TO LEAD THE CROWD	10	
MOTION TECHNIQUE TECHNIQUE, SHARPNESS AND PLACEMENT	10	
SYNCHRONIZATION UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE	10	
EXECUTION OF SKILLS TECHNIQUE, STABILITY, SYNCHRONIZATION AND SPACING	10	
CROWD APPEAL ENERGY, LEADERSHIP, VISUAL APPEAL AND CONNECTION TO THE CROWD	10	
OVERALL IMPRESSION	10	
TOTAL POINTS	100	

COMMENTS: