



# NMAA SANCTIONED SPIRIT COMPETITION GAME DAY PERFORMANCE SCORE SHEET CROWD LEADING

SCHOOL \_\_\_\_\_

| DIVISION:<br>ALL-GIRL    A-2A   3A   4A   5A<br>CO-ED        A-4A   5A                                     |  |  |  |  | MAX<br>SCORE | TEAM<br>SCORE | COMMENTS |
|--|--|--|--|--|--------------|---------------|----------|
| <b>Game Day Situation</b><br><i>Technique, leadership, and proper response to game day situational cue</i> |  |  |  |  | 5            |               |          |
| <b>Game Day Material</b><br><i>Proper use of material and skills relevant to game day environment</i>      |  |  |  |  | 10           |               |          |
| <b>Crowd Effectiveness</b><br><i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>            |  |  |  |  | 5            |               |          |
| <b>Crowd Leading Tools</b><br><i>Proper use of signs, poms, megaphones, and flags</i>                      |  |  |  |  | 5            |               |          |
| <b>Motion Technique</b><br><i>Technique, sharpness and placement</i>                                       |  |  |  |  | 5            |               |          |
| <b>Crowd Appeal</b><br><i>Energy, visual appeal, and connection to the crowd</i>                           |  |  |  |  | 5            |               |          |
| <b>Execution of Skills</b><br><i>Technique, stability, synchronization, and spacing</i>                    |  |  |  |  | 10           |               |          |
| <b>Overall Impression</b>  |  |  |  |  | 5            |               |          |
| TOTAL  |  |  |  |  | 50           |               |          |

JUDGE'S SIGNATURE AND JUDGE'S NUMBER: \_\_\_\_\_