

## OSAA/OCCA Crowd Leading Rubric

<b>MATERIAL PERFORMANCE</b>
<b>GAME DAY MATERIAL</b>
Proper use of sideline material relevant to game day environment.
<b>CHOREOGRAPHY</b>
Use of various movements, levels and visual effects.
<b>CROWD LEADING TOOLS</b>
Proper use of signs, poms, megaphones and flags.
<b>CROWD EFFECTIVENESS</b>
Voice, pace, flow, maximum crowd cover. Ability to elicit crowd response.
<b>FORMATIONS/TRANSITIONS</b>
Strong crowd coverage, spacing and formations.
<b>VOICE</b>
Strong voice levels, energy and effective cheer voices
<b>PERFORMANCE/SHOWMANSHIP</b>
Energy, facial expressions, eye contact and connection with the crowd.

<b>SKILLS</b>
<b>STUNTING</b>
Proper use of stunts, synchronization, strong technique and execution.
<b>TUMBLING (tumbling division only)</b>
Proper use of tumbling, synchronization, strong technique and execution.
<b>JUMPS/HIGH KICKS</b>
Strong technique, placement, height and synchronization.
<b>MOTION TECHNIQUE</b>
Strong technique, placement, sharpness and synchronization.
<b>OVERALL IMPRESSION</b>
Leadership to engage and connect with the crowd. Audience appropriate material. Presents a positive image of genuine school spirit and energy.