



ICCA STATE CHAMPIONSHIP RUBRIC

TIME OUT DIVISION

CROWD EFFECTIVENESS x 4	
2.5-3.0	<ul style="list-style-type: none"> -Few skills used to lead the crowd -Team is not heard or understood -Pace of presentation and skills are ineffective and choppy: too slow/fast -Potential for crowd response is poor -Skills do not draw attention of crowd
3.0-3.5	<ul style="list-style-type: none"> -Majority of the team used a few skills to lead the crowd -Less than majority of the team is heard and understood, voices fade and hard to understand -Pace of presentation and skills for the timeout situation are inconsistent -Potential for crowd response is below average -Skills draw little attention from the crowd
3.5-4.0	<ul style="list-style-type: none"> -Full team used a few skills to lead the crowd -Majority of team is generally heard and understood, voices fade -Pace of presentation and skills are appropriate at times for a time out situation -Potential for crowd response is average -Skills draw some attention from crowd
4.0-4.5	<ul style="list-style-type: none"> -Majority of team uses multiple skills to lead the crowd -Majority of team is easily heard and understood -Pace of presentation and skills are generally appropriate for a time out situation -Potential for crowd response is good -Skills generally draw attention of crowd
4.5-5.0	<ul style="list-style-type: none"> -Full team uses multiple skills to lead the crowd -Full team is easily heard and understood -Pace of presentation and skills are appropriate for a time out situation -Potential for crowd response is excellent -Skills draw attention of crowd