2019 Preliminary Competition:

BAND CHANT



Team:

Division:	MAX VALUE	TEAM SCORE	Judge #:
GAME DAY MATERIAL Proper use of material relevant to game day environment, crowd coverage	10		COMMENTS:
CROWD APPEAL Energy and connection to the crowd	10		
VISUAL APPEAL Level changes, ripples, creative movements within groups	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION Uniformity of movement throughout routine	10		
OVERALL IMPRESSION Leadership and overall presentation	10		
TOTAL 60 Possible Point			

2019 Preliminary Competition:

FIGHT SONG



Team:

Division:	MAX VALUE	TEAM SCORE	Judge #:
GAME DAY MATERIAL Proper use of material relevant to game day environment, crowd coverage	10		COMMENTS:
CROWD LEADING TOOLS Proper use of motions, signs, poms, megaphones, and / or flags	10		
CROWD APPEAL Energy and connection to the crowd	10		
VISUAL APPEAL Level changes, ripples, creative movements within groups, spacing	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION Uniformity of movement throughout routine	10		
SKILL INCORPORATION <i>Technique, form, stability, choice and timing of skills to lead crowd</i>	10		
OVERALL IMPRESSION Leadership and overall presentation	10		
TOTAL 80 Possible Points			

2019 Preliminary Competition: **CROWD LEADING**



Team:

Division:	MAX VALUE	TEAM SCORE	Judge #:
GAME DAY MATERIAL Proper use of material relevant to game day environment	10		COMMENTS:
CROWD EFFECTIVENESS Voice, pace, flow, spacing for maximum crowd coverage	10		
CROWD LEADING TOOLS Proper use of motions, signs, poms, megaphones, and/or flags	10		
CROWD APPEAL Energy and connection to the crowd	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION Uniformity of movement throughout routine	10		
PROPER USE OF SKILLS Choice and timing of skills to lead the crowd	10		
EXECUTION OF SKILLS <i>Technique, stability</i>	10		
OVERALL IMPRESSION Leadership and overall presentation	10		
TOTAL 90 Possible Points			