



2020 FINAL Competition:

FIGHT SONG & BAND CHANT

Team:

Division:

Judge #:

MAX
VALUE TEAM
SCORE

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i>	10		COMMENTS: <div style="font-size: 4em; opacity: 0.3; transform: rotate(-30deg); position: absolute; top: 50%; left: 50%; pointer-events: none;">SAMPLE</div>
CROWD APPEAL <i>Energy and connection to and leadership of the crowd</i>	5		
VISUAL APPEAL <i>Level changes, ripples, creative movements within groups and levels</i>	5		
EXECUTION OF BAND CHANT <i>Motion placement and sharpness, and synchronization, maximum crowd coverage</i>	10		
EXECUTION OF FIGHT SONG <i>Motion placement and sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage</i>	10		
OVERALL IMPRESSION	10		
<div style="text-align: center;"> TOTAL <i>50 Possible Points</i> </div>			



2020 FINAL Competition:

CROWD LEADING

Team:

Division:

Judge #:

MAX
VALUE TEAM
SCORE

		MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY SITUATION <i>Proper response to game day situational cue</i>	5			<p>COMMENTS:</p> <p style="font-size: 48px; opacity: 0.3; transform: rotate(-30deg);">SAMPLE</p>
GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i>	10			
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>	5			
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and flags</i>	5			
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	5			
CROWD APPEAL <i>Energy, L, visual appeal, and connection to the crowd</i>	5			
EXECUTION OF SKILLS <i>Technique, stability, synchronization, and spacing</i>	10			
OVERALL IMPRESSION	5			
TOTAL <i>50 Possible Points</i>				