

2020 Preliminary Competition:

BAND CHANT



Team:

Division:

Judge #:

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

2020 Preliminary Competition:

CROWD LEADING



Team:

Division:

Judge #:

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

2020 Preliminary Competition:

FIGHT SONG



Team:

Division:

Judge #:

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