

2020 Preliminary Competition:



# BAND CHANT

Team:

Division:

Judge #:

MAX  
VALUE      TEAM  
SCORE

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

2020 Preliminary Competition:



# CROWD LEADING

Team:

Division:

Judge #:

MAX  
VALUE      TEAM  
SCORE

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

2020 Preliminary Competition:



# FIGHT SONG

Team:

Division:

Judge #:

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