

Game Day

Band Chant & Fight Song



Team:

Division:

Certified Squad Size:

MAX TEAM
VALUE SCORE

BAND CHANT			COMMENTS:
VISUAL APPEAL <i>Level changes, ripples, and spacing</i>	5		
CROWD EFFECTIVENESS <i>Energy, connection to and leadership of the crowd, crowd coverage and spacing</i>	5		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and / or flags</i>	5		
MOTION TECHNIQUE <i>Technique, placement, sharpness, and synchronization</i>	5		
FIGHT SONG			
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	5		
CROWD EFFECTIVENESS <i>Energy, connection to and leadership of the crowd, crowd coverage and spacing</i>	5		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and / or flags</i>	5		
MOTION TECHNIQUE <i>Technique, placement and sharpness</i>	5		
EXECUTION OF INCORPORATED SKILLS <i>Technique, form, and stability of stunts, jumps and / or tumbling to lead the crowd</i>	5		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	5		
TOTAL <i>50 Possible Points</i>			

Game Day Crowd Leading



Team:

Division:

Certified Squad Size:

MAX TEAM
VALUE SCORE

GAME DAY SITUATION <i>Proper response to game day situational cue; leadership effectiveness</i>	5		COMMENTS:
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		
CROWD EFFECTIVENESS AND APPEAL <i>Voice, pace, flow, energy, leadership of and connection to crowd; crowd coverage and spacing</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, placement, and synchronization</i>	10		
PROPER USE OF SKILLS <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i>	5		
EXECUTION OF SKILLS <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd; synchronization and spacing</i>	5		
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, and flags</i>	5		
TOTAL <i>50 Possible Points</i>			