



2019 FINAL Competition:

CROWD LEADING

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY SITUATION <i>Technique, leadership, and proper response to game day situational cue</i>	5		
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, 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>			



2019 FINAL Competition:

FIGHT SONG & BAND CHANT

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material and skills relevant to game day environment</i>	10		
CROWD EFFECTIVENESS <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		
TOTAL <i>50 Possible Points</i>			