

Safety Violation & Time Sheet



Team:

Division:

TIME

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Preliminary : Band Chant	1:00		
Preliminary : Crowd Leading	1:00		
Preliminary : Fight Song	1:00		
Final Round : CUE:	3:00		

SAFETY VIOLATION

Note: There will be a 5 point deduction for each safety violation.

DESCRIPTION OF SAFETY VIOLATION	DEDUCTION

OTHER VIOLATION

DESCRIPTION OF VIOLATION	DEDUCTION

TOTAL DEDUCTIONS

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2021 Qualifying Round:

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 EFFECTIVENESS <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>			

2021 Qualifying Round:

CROWD LEADING



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		COMMENTS:
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>			

2021 Qualifying Round:

FIGHT SONG



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD EFFECTIVENESS <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 (stunts, jumps and/or tumbling) to lead crowd</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>80 Possible Points</i>			



2021 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>			



2021 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>			