

# Safety Violation & Time Sheet



Team:

Division:

## TIME

*3 points for 1-5 seconds over, 5 points for 6-10 seconds over, 7 points for 11+ seconds over*

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Qualifying : Band Chant	1:00		
Qualifying : Crowd Leading	1:00		
Qualifying : 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**

--

2022 Qualifying Round:

# BAND CHANT



Team:

Division:

Judge #:

	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>CROWD EFFECTIVENESS</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>			

2022 Qualifying Round:

# CROWD LEADING



Team:

Division:

Judge #:

MAX  
VALUE      TEAM  
SCORE

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

2022 Qualifying Round:

# FIGHT SONG



Team:

Division:

Judge #:

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



2022 FINAL Competition:

# CROWD LEADING

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
<b>GAME DAY SITUATION</b> <i>Technique, leadership, and proper response to game day situational cue</i>	<b>5</b>		
<b>GAME DAY MATERIAL</b> <i>Proper use of material and skills relevant to game day environment</i>	<b>10</b>		
<b>CROWD EFFECTIVENESS</b> <i>Voice, pace, flow, and leadership of crowd; crowd coverage</i>	<b>5</b>		
<b>CROWD LEADING TOOLS</b> <i>Proper use of signs, poms, megaphones, and flags</i>	<b>5</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	<b>5</b>		
<b>CROWD APPEAL</b> <i>Energy, visual appeal, and connection to the crowd</i>	<b>5</b>		
<b>EXECUTION OF SKILLS</b> <i>Technique, stability, synchronization and spacing</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b>	<b>5</b>		
<b>TOTAL</b> <i>50 Possible Points</i>			



2022 FINAL Competition:

# FIGHT SONG & BAND CHANT

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
<b>GAME DAY MATERIAL</b> <i>Proper use of material and skills relevant to game day environment</i>	<b>10</b>		
<b>CROWD EFFECTIVENESS</b> <i>Energy and connection to and leadership of the crowd</i>	<b>5</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, creative movements within groups and levels</i>	<b>5</b>		
<b>EXECUTION OF BAND CHANT</b> <i>Motion placement and sharpness, and synchronization, maximum crowd coverage</i>	<b>10</b>		
<b>EXECUTION OF FIGHT SONG</b> <i>Motion placement and sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b>	<b>10</b>		
<b>TOTAL</b> <i>50 Possible Points</i>			