

2017 Preliminary Competition:

# BAND DANCE



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>	<b>10</b>		
<b>CROWD APPEAL</b> <i>Energy, leadership, and connection to the crowd</i>	<b>10</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, creative movements within groups</i>	<b>10</b>		
<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	<b>10</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b>	<b>10</b>		
<b>TOTAL</b> <i>60 Possible Points</i>			

2017 Preliminary Competition:

# FIGHT SONG



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
<b>GAME DAY MATERIAL</b> <i>Proper use of material and skills relevant to game day environment</i>	<b>10</b>		<b>COMMENTS:</b>
<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	<b>10</b>		
<b>SPACING</b> <i>Maximum Crowd coverage, spacing and formations</i>	<b>10</b>		
<b>CROWD APPEAL</b> <i>Energy, Leadership, and connection to the crowd</i>	<b>10</b>		
<b>EXECUTION OF SKILLS</b> <i>Technique, form, stability, synchronization, and spacing</i>	<b>10</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	<b>10</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, creative movements within groups and levels</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b>	<b>10</b>		
<b>TOTAL</b> <i>80 Possible Points</i>			

2017 Preliminary Competition:

# CROWD LEADING



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 EFFECTIVENESS</b> <i>Voice, pace, flow, maximum crowd coverage</i>	<b>10</b>		
<b>CROWD LEADING TOOLS</b> <i>Proper use of signs, poms, megaphones, and flags</i>	<b>10</b>		
<b>ABILITY TO LEAD CROWD</b> <i>Energy and crowd leading techniques</i>	<b>10</b>		
<b>PROPER USE OF SKILLS</b> <i>Choice of skills to lead 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>EXECUTION OF SKILLS</b> <i>Technique, stability, synchronization, and spacing</i>	<b>10</b>		
<b>CROWD APPEAL</b> <i>Energy, Leadership, visual appeal, and connection to the crowd</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b>	<b>10</b>		
<b>TOTAL</b> <i>100 Possible Points</i>			



2017 FINAL Competition:

# FIGHT SONG & BAND DANCE

Team:

Division:

Judge #:

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



2017 FINAL Competition:

# CROWD LEADING

Team:

Division:

Judge #:

MAX  
VALUE

TEAM  
SCORE

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

# Safety Violation & Time Sheet



Team:

Division:

## TIME

*Note: There will be a 5 point deduction for routines that exceed the maximum time limit*

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Preliminary : Time Out Cheer	1:00		
Preliminary : Fight Song	1:00		
Preliminary : Band Dance	1:00		
Final : Game Day Routine	3:00		

## SAFETY VIOLATION

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

DESCRIPTION OF SAFETY VIOLATION	DEDUCTION

## OTHER VIOLATION

*There will be a 3 point violation for each procedure or guideline violation.*

DESCRIPTION OF VIOLATION	DEDUCTION
<b>TOTAL DEDUCTIONS</b>	