

2024 Qualifying Round:

BAND CHANT



Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE

| | 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 | | |
| CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and / or flags</i> | 10 | | |
| MOTION TECHNIQUE <i>Technique, sharpness, and placement</i> | 10 | | |
| VISUAL APPEAL <i>Level changes, ripples, and spacing</i> | 5 | | |
| SYNCHRONIZATION <i>Uniformity of movement throughout routine</i> | 5 | | |
| TOTAL <i>50 Possible Points</i> | | | |

2024 Qualifying Round:

CROWD LEADING

Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE



| | MAX VALUE | TEAM SCORE | COMMENTS: |
|---|-----------|------------|-----------|
| GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i> | 10 | | |
| CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage and spacing</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 | | |
| PROPER USE OF SKILLS <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i> | 10 | | |
| EXECUTION OF SKILLS <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd</i> | 10 | | |
| SYNCHRONIZATION <i>Uniformity of movement throughout routine</i> | 10 | | |
| OVERALL IMPRESSION <i>Leadership and overall presentation</i> | 10 | | |
| TOTAL <i>90 Possible Points</i> | | | |

2024 Qualifying Round:

FIGHT SONG



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>Energy and connection to and leadership of the crowd; crowd coverage and spacing</i> | 10 | | |
| CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i> | 10 | | |
| MOTION TECHNIQUE <i>Technique, sharpness, and placement</i> | 10 | | |
| PROPER USE OF SKILLS <i>Choice and timing of stunts, jumps and/or tumbling to lead the crowd</i> | 10 | | |
| EXECUTION OF SKILLS <i>Technique, form, and stability of stunts, jumps and/or tumbling to lead the crowd</i> | 10 | | |
| VISUAL APPEAL <i>Level changes, ripples, and spacing</i> | 5 | | |
| SYNCHRONIZATION <i>Uniformity of movement throughout routine</i> | 5 | | |
| TOTAL <i>70 Possible Points</i> | | | |

Time & Safety



Team:

Division:

Band Chant | Qualifying Round

| | MAXIMUM TIME | RECORDED TIME | DEDUCTION |
|-------------------------|-----------------|------------------|-----------|
| Band Chant Time | 1:03 | | |
| Safety Violation(s): | | | |
| Other Violation(s): | | | |
| Band Chant Total | | | |

Crowd Leading | Qualifying Round

| | MAXIMUM TIME | RECORDED TIME | DEDUCTION |
|----------------------|-----------------|------------------|-----------|
| Crowd Leading Time | 1:03 | | |
| Safety Violation(s): | | | |
| Other Violation(s): | | | |
| Crowd Leading | | | |

Fight Song | Qualifying Round

| | MAXIMUM TIME | RECORDED TIME | DEDUCTION |
|-------------------------|-----------------|------------------|-----------|
| Fight Song Time | 1:03 | | |
| Safety Violation(s): | | | |
| Other Violation(s): | | | |
| Fight Song Total | | | |



2024 Final Round:

BAND CHANT & FIGHT SONG

Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE

| BAND CHANT | | | COMMENTS: |
|---|----------|--|------------------|
| 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 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> | | | |



2024 Final Round:

CROWD LEADING

Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE

| | | | COMMENTS: |
|--|-----------|--|------------------|
| GAME DAY SITUATION <i>Proper response to game day situational cue; leadership effectiveness</i> | 5 | | |
| 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> | | | |

Time & Safety



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 |
|----------------------------------|-----------------|------------------|-----------|
| Game Day State Championship Time | 3:05 | | |
| | | OFFENSE | DEFENSE |
| Game Day State Championship Cue | | | |

SAFETY VIOLATION

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

| DESCRIPTION OF SAFETY VIOLATION(S) | DEDUCTION |
|------------------------------------|-----------|
| | |
| | |
| | |

OTHER VIOLATION

There will be a 3 point deduction for each contest guideline violation

| DESCRIPTION OF VIOLATION(S) | DEDUCTION |
|-----------------------------|-----------|
| | |
| | |
| | |
| | |
| TOTAL DEDUCTIONS | |