

2025 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>5</b>		
<b>CROWD EFFECTIVENESS</b> <i>Energy and connection to and leadership of the 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>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	<b>10</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, and spacing</i>	<b>10</b>		
<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	<b>5</b>		
<b>TOTAL</b> <i>50 Possible Points</i>			

2025 Qualifying Round:

# CROWD LEADING

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>Voice, pace, flow, and leadership of crowd; crowd coverage and spacing</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>PROPER USE OF SKILLS</b> <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i>	<b>10</b>		
<b>EXECUTION OF SKILLS</b> <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd</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>90 Possible Points</i>			

2025 Qualifying Round:

# FIGHT SONG

Team:

Division:

Judge #:



	MAX VALUE	TEAM SCORE	COMMENTS:
<b>GAME DAY MATERIAL</b> <i>Proper use of material relevant to game day environment</i>	10		
<b>CROWD EFFECTIVENESS</b> <i>Energy and connection to and leadership of the crowd; crowd coverage and spacing</i>	10		
<b>CROWD LEADING TOOLS</b> <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	10		
<b>PROPER USE OF SKILLS</b> <i>Choice and timing of stunts, jumps and/or tumbling to lead the crowd</i>	10		
<b>EXECUTION OF SKILLS</b> <i>Technique, form, and stability of stunts, jumps and/or tumbling to lead the crowd</i>	10		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, and spacing</i>	5		
<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	5		
<b>TOTAL</b> <i>70 Possible Points</i>			



2025 Final Round:

# BAND CHANT & FIGHT SONG

Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

BAND CHANT			COMMENTS:
VISUAL APPEAL <i>Level changes, ripples, and spacing</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 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>			



2025 Final Round:

# CROWD LEADING

Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

			COMMENTS:
<b>GAME DAY SITUATION</b> <i>Proper response to game day situational cue; leadership effectiveness</i>	<b>5</b>		
<b>GAME DAY MATERIAL</b> <i>Proper use of material relevant to game day environment</i>	<b>10</b>		
<b>CROWD EFFECTIVENESS AND APPEAL</b> <i>Voice, pace, flow, energy, leadership of and connection to crowd; crowd coverage and spacing</i>	<b>10</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, placement, and synchronization</i>	<b>10</b>		
<b>PROPER USE OF SKILLS</b> <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i>	<b>5</b>		
<b>EXECUTION OF SKILLS</b> <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd; synchronization and spacing</i>	<b>5</b>		
<b>CROWD LEADING TOOLS</b> <i>Proper use of signs, poms, megaphones, and flags</i>	<b>5</b>		
<b>TOTAL</b> <i>50 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			

# Time & Safety

Team:

Division:



## TIME

	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
<b>TOTAL DEDUCTIONS</b>	