



2019 FINAL Competition:

# CROWD LEADING

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	<b>COMMENTS:</b>
<b>GAME DAY SITUATION</b> <i>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, maximum 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, Leadership, 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>			



2019 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 APPEAL</b> <i>Energy, Leadership, and connection to 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>			