



Game Day - Band Chant

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT & CROWD ENGAGEMENT	10	
EXECUTION OF MOTIONS MOTION TECHNIQUE, SHARPNESS, PLACEMENT, SYNCHRONIZATION	10	
CROWD APPEAL/EFFECTIVENESS ENERGY, LEADERSHIP, & CONNECTION TO THE CROWD - ENCOURAGES CROWD PARTICIPATION	10	
VISUAL APPEAL CREATIVE MOVEMENTS WITHIN GROUPS, LEVEL CHANGES, & RIPPLES	10	
OVERALL IMPRESSION	10	
TOTAL	50	

COMMENTS:



Game Day - Crowd Leading

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT & CROWD ENGAGEMENT	10	
EXECUTION OF MOTIONS MOTION TECHNIQUE, SHARPNESS, PLACEMENT, SYNCHRONIZATION	10	
USE OF PROPS/CROWD LEADING TOOLS SIGNS, FLAGS, MEGAPHONES, & POM USED TO ENCOURAGE CROWD RESPONSE AND PARTICIPATION	10	
EXECUTION OF SKILLS TECHNIQUE OF JUMPS, STUNTS, & TUMBLING USED TO LEAD THE CROWD SYNCHRONIZATION, FORM, AND STABILITY OF SKILLS USED IN CHEER	10	
CROWD APPEAL ENERGY, LEADERSHIP, & CONNECTION TO THE CROWD - ENCOURAGES CROWD PARTICIPATION THROUGH VOICE, PACE, AND FLOW OF CHEER	10	
TOTAL	50	

COMMENTS:



Game Day - Fight Song

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT & CROWD ENGAGEMENT	10	
EXECUTION OF MOTIONS MOTION TECHNIQUE, SHARPNESS, PLACEMENT, SYNCHRONIZATION	10	
SKILL INCORPORATION TECHNIQUE, STABILITY, AND PRACTICALITY OF SKILLS USED TO LEAD THE CROWD	10	
CROWD/VISUAL APPEAL ENERGY, LEADERSHIP, & CONNECTION TO THE CROWD USE OF LEVELS, RIPPLES, AND OTHER VISUAL MOVEMENTS	10	
OVERALL IMPRESSION	10	
TOTAL	50	

COMMENTS: