GAME DAY / FIGHT SONG & BAND CHANT

SCHOOL:	
DIVISION:	JUDGE #:

BAND CHANT (20)	MAX PTS	SCORE	COMMENTS
BAND CHANT MATERIAL:			
Proper for Game Day	5		
Performance/Clean			
SHARPNESS:			
Proper use of signs, poms, megs, flags	5		
CROWD EFFECTIVENESS:			
Visual Levels, Ripples, Fan Coverage	5		
MOTION TECHNIQUE: Sharpness, Placement, Motions with use of props	5		

FIGHT SONG (20)	MAX PTS	SCORE	COMMENTS
FIGHT SONG MATERIAL:			
Proper for Game Day, proper use	5		
of signs, poms, megaphones			
INCORP of Skill			
Properly placed in the routine/	5		
proper execution of skill			
CROWD EFFECTIVENSS:			
Visual Levels, Ripples, Fan	5		
Coverage			
MOTION TECHNIQUE:			
Sharpness, Placement, Motions	5		
with use of props			

OVERALL	MAX
IMPRESSION (10)	POINTS
Connection with the Crowd ositive and Genuine Energy. OW factor", creativity, synch	10

	50 POINTS	
TOTAL POINTS		