

## GAME DAY BAND CHANT SCORE SHEET

| Category                           | Description                                                                                                                                                                              | Points | Score |
|------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|-------|
| PERFORMANCE & SHOWMANSHIP          | Overall enthusiasm, confidence, and ability to captivate the crowd through engaging performance quality.                                                                                 | 5      |       |
| FORMATIONS & SPACING               | Effective use of formations, spacing, and transitions to maximize visual impact and crowd visibility relevant to game day                                                                | 5      |       |
| CROWDLEADING TOOLS                 | Effective incorporation and execution of signs, poms, megaphones, flags, or other crowd-leading tools to enhance visual appeal and audience engagement.                                  | 5      |       |
| EXECUTION OF MOTIONS & DANCE       | Strong motion and dance technique demonstrated through precision, sharpness, synchronization, placement, and overall control.                                                            | 10     |       |
| CROWD EFFECTIVENESS                | Ability to encourage audience participation through crowd-oriented material, vocal projection, pacing, and overall interaction with the crowd.                                           | 10     |       |
| VISUAL APPEAL / OVERALL IMPRESSION | Creative and visually engaging performance utilizing formations, level changes, transitions, musicality, and overall presentation quality. and other techniques that appeal to the crowd | 10     |       |
| TOTAL POSSIBLE                     |                                                                                                                                                                                          | 45     |       |

## GAME DAY CROWD LEADING SCORE SHEET

| Category                           | Description                                                                                                                                             | Points | Score |
|------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------|-------|
| GAME DAY SITUATIONAL RESPONSE      | Appropriate and effective response to game day situations with relevant crowd involvement and sideline execution.                                       | 5      |       |
| PERFORMANCE & SHOWMANSHIP          | Performance quality, enthusiasm, confidence, and ability to engage and energize the crowd throughout the routine.                                       | 5      |       |
| CROWDLEADING TOOLS                 | Effective incorporation and execution of signs, poms, megaphones, flags, or other crowd-leading tools to enhance visual appeal and audience engagement. | 10     |       |
| EXECUTION OF MOTIONS               | Proper motion technique with emphasis on sharpness, strength, synchronization, timing, and control.                                                     | 10     |       |
| EXECUTION OF SKILLS                | Clean, controlled, and crowd-effective skills performed with proper technique, stability, timing, and synchronization.                                  | 10     |       |
| CROWD EFFECTIVENESS                | Ability to encourage audience participation through crowd-oriented material, vocal projection, pacing, and overall interaction with the crowd.          | 10     |       |
| VISUAL APPEAL / OVERALL IMPRESSION | Creative and visually engaging performance utilizing formations, level changes, transitions, musicality, and overall presentation quality.              | 10     |       |
| TOTAL POSSIBLE                     |                                                                                                                                                         | 60     |       |

## GAME DAY FIGHT SONG SCORE SHEET

| Category                           | Description                                                                                                                                             | Points | Score |
|------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------|-------|
| PERFORMANCE & SHOWMANSHIP          | Performance quality, enthusiasm, confidence, and ability to engage and energize the crowd throughout the routine.                                       | 5      |       |
| EXECUTION OF MOTIONS & DANCE       | Strong motion and dance technique demonstrated through precision, sharpness, synchronization, placement, and overall control.                           | 5      |       |
| CROWDLEADING TOOLS                 | Effective incorporation and execution of signs, poms, megaphones, flags, or other crowd-leading tools to enhance visual appeal and audience engagement. | 5      |       |
| EXECUTION OF SKILLS                | Clean, controlled, and crowd-effective skills performed with proper technique, stability, timing, and synchronization.                                  | 10     |       |
| CROWD EFFECTIVENESS                | Ability to encourage audience participation through crowd-oriented material, vocal projection, pacing, and overall interaction with the crowd.          | 10     |       |
| VISUAL APPEAL / OVERALL IMPRESSION | Creative and visually engaging performance utilizing formations, level changes, transitions, musicality, and overall presentation quality.              | 10     |       |
| TOTAL POSSIBLE                     |                                                                                                                                                         | 45     |       |