

GAME DAY BAND CHANT SCORING RUBRIC

Category	Description	Score Range	Scoring Guidelines	Comments:
Performance and Showmanship	Overall enthusiasm, confidence, and ability to captivate the crowd through engaging performance quality.	0-5	• 5: Outstanding energy and confidence throughout; highly engaging and captivating performance; strong crowd connection. • 4: Strong energy and confidence; engaging performance with minor lapses. • 3: Average performance quality; adequate enthusiasm but inconsistent engagement. • 2: Limited energy or confidence; difficulty maintaining audience interest. • 0–1: Low energy, lack of confidence, or unengaging performance.	
Formations & Spacing	Evaluates effective use of formations, spacing, transitions, and visual impact relevant to game day performance.	0-5	• 5: Excellent spacing, dynamic formations, and seamless transitions that maximize visibility and visual appeal. • 4: Strong formations and spacing with minor inconsistencies. • 3: Adequate formations and spacing; some unevenness or missed opportunities. • 2: Limited variety in formations; noticeable spacing or transition issues. • 0–1: Poor spacing, unclear formations, or disruptive transitions.	
Crowd Leading Tools	Evaluates effective incorporation and execution of signs, poms, megaphones, flags, or other crowd-leading tools	0-5	• 5: Tools are utilized effectively and creatively to enhance visual appeal and crowd engagement. • 4: Good use of tools with minor inconsistencies in execution or integration. • 3: Tools are incorporated appropriately but lack impact or consistency. • 2: Limited use or effectiveness of crowd-leading tools. • 0–1: Tools are ineffective, distracting, or not incorporated.	

Execution of Motions & Dance	Evaluates motion technique, dance execution, precision, sharpness, synchronization, placement, and control.	0-10	● 9–10: Strong, sharp, and precise motions and dance technique; excellent synchronization, placement, and control. ● 7–8: Mostly clean and controlled execution with minor inconsistencies. ● 5–6: Average technique; noticeable inconsistencies in sharpness, placement, or timing. ● 3–4: Weak or unclear motions; frequent errors in technique or synchronization. ● 0–2: Poor technique; lacks control, precision, and proper execution.	
Crowd Effectiveness	Evaluates ability to encourage audience participation through crowd-oriented material, vocal projection, pacing, and interaction	0-10	● 9–10: Exceptional crowd engagement; strong vocal projection, pacing, and audience interaction throughout. ● 7–8: Effective crowd involvement with minor lapses in projection or engagement. ● 5–6: Moderate crowd response; inconsistent interaction or pacing. ● 3–4: Limited audience engagement; weak projection or crowd connection. ● 0–2: Minimal or ineffective crowd interaction.	
Visual Appeal/ Overall Impression	Evaluates creativity, formations, level changes, transitions, musicality, presentation quality, and overall visual effectiveness.	0-10	● 9–10: Highly creative and visually engaging; dynamic formations, transitions, and presentation create strong audience appeal. ● 7–8: Strong visual presentation with good variety and creativity. ● 5–6: Average visual appeal; some creative elements present but lacks impact. ● 3–4: Limited creativity or visual interest; predictable presentation. ● 0–2: Poor visual appeal; lacks creativity or audience impact.	
Total Possible		45		

GAME DAY CROWD LEADING SCORING RUBRIC

Category	Description	Score Range	Scoring Guidelines	Comments:
Game Day Situational Response	Appropriate and effective response to game day situation with relevant crowd involvement and sideline execution.	0-5	• 5: Excellent awareness and response to game situation; material is timely, appropriate, and highly effective in engaging the crowd. • 4: Strong situational response with minor lapses in timing or effectiveness. • 3: Adequate response to game situation; some missed opportunities for crowd involvement. • 2: Lacks awareness or effectiveness; inconsistent response to game situation (long pause before call back). • 0–1: Incorrect situational response; material is ineffective, mistimed, or disconnected from a game day environment.	
Performance and Showmanship	Overall enthusiasm, confidence, and ability to captivate the crowd through engaging performance quality.	0-5	• 5: Outstanding energy and confidence throughout; highly engaging and captivating performance; strong crowd connection. • 4: Strong energy and confidence; engaging performance with minor lapses. • 3: Average performance quality; adequate enthusiasm but inconsistent engagement. • 2: Limited energy or confidence; difficulty maintaining audience interest. • 0–1: Low energy, lack of confidence, or unengaging performance.	
Crowd Leading Tools	Evaluates effective incorporation and execution of signs, poms, megaphones, flags, or other	0-10	• 9-10: Tools are utilized creatively and effectively throughout; significantly enhance crowd engagement and visual appeal. • 7-8: Good use of tools with minor inconsistencies in execution or integration.	

	crowd-leading tools		• 5-6: Tools are incorporated appropriately but lack impact or consistency. • 3-4: Limited use or effectiveness or inconsistent use of crowd-leading tools. • 0-2: Tools are ineffective, distracting, poorly executed, or not incorporated.	
Execution of Motions	Evaluates motion technique, emphasizing sharpness, strength, synchronization, timing, placement, and control.	0-10	• 9–10: Strong, sharp, and precise motions; excellent synchronization, placement, and control. • 7–8: Mostly clean motions with minor inconsistencies in timing or technique. • 5–6: Average motion technique; noticeable inconsistencies in sharpness, strength, or placement. • 3–4: Weak or unclear motions; frequent timing or synchronization errors. • 0–2: Poor motion technique; lacks control, strength, precision, and proper form.	
Execution of Skills	Evaluates clean, controlled, and crowd-effective skills performed with proper technique, stability, timing, and synchronization.	0-10	• 9–10: Skills are executed exceptionally well with strong technique, stability, timing, and synchronization; highly crowd effective. • 7–8: Mostly clean and controlled skills with minor execution errors. • 5–6: Average skill execution; several noticeable technique, timing, or stability issues. • 3–4: Frequent errors; inconsistent technique, control, or synchronization. • 0–2: Poor execution; multiple major mistakes, incomplete skills, or safety concerns.	***See difficulty rubric***
Crowd Effectiveness	Evaluates ability to encourage audience participation through crowd-oriented material, vocal	0-10	• 9–10: Exceptional ability to interact with crowd; strong vocal projection, pacing, and ability to interact with the crowd throughout.	

	projection, pacing, leadership, and overall interaction with the crowd.		• 7–8: Effective ability to interact with the crowd with minor lapses in projection or engagement. • 5–6: Moderate ability to interact with the crowd; inconsistent interaction or pacing. • 3–4: Limited ability to interact with the crowd; weak projection or crowd connection. • 0–2: Minimal or ineffective ability to interact with crowd.	
Visual Appeal/ Overall Impression	Evaluates creativity, formations, level changes, transitions, musicality, presentation quality, and overall visual effectiveness.	0-10	• 9–10: Highly creative and visually engaging; dynamic formations, transitions, and presentation to maximize crowd appeal. • 7–8: Strong visual presentation with good variety, creativity and audience appeal. • 5–6: Average visual appeal; some creative elements present but lacks consistency or impact. • 3–4: Limited creativity or visual interest; predictable presentation with minimal impact. • 0–2: Poor visual appeal; lacks creativity, variety, and overall audience impact.	
Total Possible		60		

GAME DAY FIGHT SONG SCORING RUBRIC

Category	Description	Score Range	Scoring Guidelines	Comments:
Performance and Showmanship	Overall enthusiasm, confidence, and ability to captivate the crowd through engaging performance quality.	0-5	• 5: Outstanding energy and confidence throughout; highly engaging and captivating performance; strong crowd connection. • 4: Strong energy and confidence; engaging performance with minor lapses. • 3: Average performance quality; adequate enthusiasm but inconsistent engagement. • 2: Limited energy or confidence; difficulty maintaining audience interest. • 0–1: Low energy, lack of confidence, or unengaging performance.	
Execution of Motions & Dance	Evaluates motion technique, dance execution, precision, sharpness, synchronization, placement, and control.	0-5	• 9–10: Strong, sharp, and precise motions and dance technique; excellent synchronization, placement, and control. • 7–8: Mostly clean and controlled execution with minor inconsistencies. • 5–6: Average technique; noticeable inconsistencies in sharpness, placement, or timing. • 3–4: Weak or unclear motions; frequent errors in technique or synchronization. • 0–2: Poor technique; lacks control, precision, and proper execution.	
Crowd Leading Tools	Evaluates effective incorporation and execution of signs, poms, megaphones, flags, or other crowd-leading tools	0-5	• 5: Tools are utilized effectively and creatively to enhance visual appeal and crowd engagement. • 4: Good use of tools with minor inconsistencies in execution or integration. • 3: Tools are incorporated appropriately but lack impact or consistency. • 2: Limited use or effectiveness of crowd-leading tools. • 0–1: Tools are ineffective, distracting, or not incorporated.	

Execution of Skills	Evaluates clean, controlled, and crowd-effective skills performed with proper technique, stability, timing, and synchronization.	0-10	● 9–10: Skills are executed exceptionally well with strong technique, stability, timing, and synchronization; highly crowd effective. ● 7–8: Mostly clean and controlled skills with minor execution errors. ● 5–6: Average skill execution; several noticeable technique, timing, or stability issues. ● 3–4: Frequent errors; inconsistent technique, control, or synchronization. ● 0–2: Poor execution; multiple major mistakes, incomplete skills, or safety concerns.	***See difficulty rubric***
Crowd Effectiveness	Evaluates ability to encourage audience participation through crowd-oriented material, vocal projection, pacing, and interaction	0-10	● 9–10: Exceptional ability to interact with crowd; strong vocal projection, pacing, and ability to interact with the crowd throughout. ● 7–8: Effective ability to interact with the crowd with minor lapses in projection or engagement. ● 5–6: Moderate ability to interact with the crowd; inconsistent interaction or pacing. ● 3–4: Limited ability to interact with the crowd; weak projection or crowd connection. ● 0–2: Minimal or ineffective ability to interact with crowd.	
Visual Appeal/ Overall Impression	Evaluates creativity, formations, level changes, transitions, musicality, presentation quality, and overall visual effectiveness.	0-10	● 9–10: Highly creative and visually engaging; dynamic formations, transitions, and presentation create strong audience appeal. ● 7–8: Strong visual presentation with good variety and creativity. ● 5–6: Average visual appeal; some creative elements present but lacks impact. ● 3–4: Limited creativity or visual interest; predictable presentation. ● 0–2: Poor visual appeal; lacks creativity or audience impact.	
Total Possible		45		