



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## GAME DAY DIVISION MASTER SCORESHEET

**BAND CHANTS**

	MAXIMUM VALUE	
<b>EXECUTION OF BAND CHANT</b> Motion technique, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>VISUAL</b> Level changes, ripples, effective incorporation of props, creative movements	<b>10</b>	

**CROWD LEADING**

	MAXIMUM VALUE	
<b>GAME DAY MATERIAL</b> Proper use of cheer/chant, crowd leading techniques	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>EFFECTIVE USE OF GAME DAY PROPS</b>	<b>10</b>	

**FIGHT SONG**

	MAXIMUM VALUE	
<b>EXECUTION OF FIGHT SONG</b> Motion technique, synchronization, crowd coverage, entertainment value, relevant to crowd participation and game day excitement	<b>10</b>	
<b>SKILL INCORPORATION</b> Choice of effective crowd leading skills, technique and stability	<b>10</b>	
<b>VISUAL</b> Level changes, ripples, effective incorporation of props, creative movements	<b>10</b>	

	MAXIMUM VALUE	
<b>OVERALL IMPRESSION</b> Overall execution, creativity, practicality, effectiveness, coordination between spirit group and overall appeal	<b>10</b>	