

# BAND CHANT



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
<b>GAME DAY MATERIAL</b> <i>Proper use of material relevant to game day environment</i>	<b>10</b>		<b>COMMENTS:</b>
<b>CROWD EFFECTIVENESS</b> <i>Energy and connection to and leadership of the crowd</i>	<b>10</b>		
<b>CROWD LEADING TOOLS</b> <i>Proper use of signs, poms, megaphones, and or flags</i>	<b>10</b>		
<b>CROWD APPEAL</b> <i>Energy, visual appeal and connection to the crowd</i>	<b>10</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, creative movements within groups</i>	<b>10</b>		
<b>FORMATIONS/ TRANSITIONS</b> <i>Crowd coverage. Creative, visual and effective formations and ways to move from one formation to another</i>	<b>10</b>		
<b>SPACING</b> <i>Spacing of squad members in relation to each other</i>	<b>10</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, and placement</i>	<b>10</b>		
<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b> <i>Leadership and overall presentation</i>	<b>10</b>		
<b>TOTAL</b> <i>100 Possible Points</i>			