

2020 Preliminary Competition:

FIGHT SONG



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD EFFECTIVENESS <i>Energy and connection to and leadership of the crowd; crowd coverage</i>	10		
VISUAL APPEAL <i>Level changes, ripples, creative movements within groups, spacing</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
SKILL INCORPORATION <i>Technique, form, stability, choice, and timing of added skills (stunts, jumps and/or tumbling) to lead crowd</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>80 Possible Points</i>			