2026 Qualifying Round:

BAND CHANT

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	**10**		**COMMENTS:**
CROWD EFFECTIVENESS *Energy and connection to and leadership of the crowd; crowd coverage*	**10**		
CROWD LEADING TOOLS *Proper use of motions, Rally Towels, Signs, Poms, Megaphones, and/or Flags*	**10**		
MOTION TECHNIQUE *Technique, sharpness, and placement*	**10**		
VISUAL APPEAL *Level changes, ripples, and spacing*	**5**		
SYNCHRONIZATION *Uniformity of movement throughout routine*	**5**		
TOTAL *50 Possible Points*			

2026 Qualifying Round:

CROWD LEADING

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	COMMENTS:
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	**10**		
CROWD EFFECTIVENESS *Voice, pace, flow, and leadership of crowd; crowd coverage and spacing*	**10**		
CROWD LEADING TOOLS *Proper use of motions, Rally Towels, Signs, Poms, Megaphones, and/or Flags*	**10**		
CROWD APPEAL *Energy, visual appeal, and connection to the crowd*	**10**		
MOTION TECHNIQUE *Technique, sharpness, and placement*	**10**		
PROPER USE OF SKILLS *Choice and timing of stunts, jumps, and/or tumbling to lead the crowd*	**10**		
EXECUTION OF SKILLS *Technique, stability of stunts, jumps, and/or tumbling to lead the crowd*	**10**		
SYNCHRONIZATION *Uniformity of movement throughout routine*	**10**		
OVERALL IMPRESSION *Leadership and overall presentation*	**10**		
TOTAL *90 Possible Points*			

2026 Qualifying Round:

FIGHT SONG

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	**10**		**COMMENTS:**
CROWD EFFECTIVENESS *Energy and connection to and leadership of the crowd; crowd coverage and spacing*	**10**		
CROWD LEADING TOOLS *Proper use of motions, Rally Towels, Signs, Poms, Megaphones, and/or Flags*	**10**		
MOTION TECHNIQUE *Technique, sharpness, and placement*	**10**		
PROPER USE OF SKILLS *Choice and timing of stunts, jumps and/or tumbling to lead the crowd*	**10**		
EXECUTION OF SKILLS *Technique, form, and stability of stunts, jumps and/or tumbling to lead the crowd*	**10**		
VISUAL APPEAL *Level changes, ripples, and spacing*	**5**		
SYNCHRONIZATION *Uniformity of movement throughout routine*	**5**		
TOTAL *70 Possible Points*			

Time & Safety

Team:
Division:

Band Chant | Qualifying Round

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Band Chant Time	1:03		
Safety Violation(s):			
Other Violation(s):			
		Band Chant Total	

Crowd Leading | Qualifying Round

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Crowd Leading Time	1:03		
Safety Violation(s):			
Other Violation(s):			
		Crowd Leading	

Fight Song | Qualifying Round

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Fight Song Time	1:03		
Safety Violation(s):			
Other Violation(s):			
		Fight Song Total	

3 Points	1:04-1:08
5 Points	1:09-1:13
7 Points	1:14+

*3 second window considered above

2026 State Championship Round:

BAND CHANT & FIGHT SONG

Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE
BAND CHANT		
GAME DAY MATERIAL *Proper use of material - relevant to game day environment*	5	
CROWD EFFECTIVENESS *Energy, connection to and leadership of the crowd, crowd coverage and spacing*	5	
CROWD LEADING TOOLS *Proper use of signs, poms, megaphones, Rally Towels and/or flags*	5	
MOTION TECHNIQUE *Technique, placement, sharpness, and synchronization*	5	
FIGHT SONG		
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	5	
CROWD EFFECTIVENESS *Energy, connection to and leadership of the crowd, crowd coverage and spacing*	5	
CROWD LEADING TOOLS *Proper use of signs, poms, megaphones, Rally Towels and/or flags*	5	
MOTION TECHNIQUE *Technique, placement and sharpness*	5	
EXECUTION OF INCORPORATED SKILLS *Technique, form, and stability of stunts, jumps and/or tumbling to lead the crowd*	5	
SYNCHRONIZATION *Uniformity of movement throughout routine*	5	
TOTAL *50 Possible Points*		

COMMENTS:

2026 State Championship Round:

CROWD LEADING

Team:

Division: Judge #:

	MAX VALUE	TEAM SCORE	
GAME DAY SITUATION *Proper response to game day situational cue; leadership effectiveness*	**5**		**COMMENTS:**
GAME DAY MATERIAL *Proper use of material relevant to game day environment*	**10**		
CROWD EFFECTIVENESS AND APPEAL *Voice, pace, flow, energy, leadership of and connection to crowd; crowd coverage and spacing*	**10**		
MOTION TECHNIQUE *Technique, sharpness, placement, and synchronization*	**10**		
PROPER USE OF SKILLS *Choice and timing of stunts, jumps, and/or tumbling to lead the crowd*	**5**		
EXECUTION OF SKILLS *Technique, stability of stunts, jumps, and/or tumbling to lead the crowd; synchronization and spacing*	**5**		
CROWD LEADING TOOLS *Proper use of signs, poms, megaphones, Rally Towels and/or flags*	**5**		
TOTAL *50 Possible Points*			

Time & Safety

Team:

Division:

TIME

3 points for 1-5 seconds over, 5 points for 6-10 seconds over, 7 points for 11+ seconds over

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
State Championship Round	**3:05**		

	OFFENSE	DEFENSE
State Championship Round		

SAFETY VIOLATION

There will be a 3 point deduction for each safety rule violation.

DESCRIPTION OF SAFETY VIOLATION(S)	DEDUCTION

OTHER VIOLATION

There will be a 3 point deduction for each contest guideline violation

DESCRIPTION OF VIOLATION(S)	DEDUCTION

3 Points	**3:06-3:10**
5 Points	**3:11-3:15**
7 Points	**3:16 +**

***5 second window considered above**

TOTAL DEDUCTIONS