

2022 Qualifying Round:

# FIGHT SONG



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 LEADING TOOLS</b> <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	<b>10</b>		
<b>CROWD EFFECTIVENESS</b> <i>Energy and connection to and leadership of the crowd; crowd coverage</i>	<b>10</b>		
<b>VISUAL APPEAL</b> <i>Level changes, ripples, creative movements within groups, spacing</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>SKILL INCORPORATION</b> <i>Technique, form, stability, choice, and timing of added skills (stunts, jumps and/or tumbling) to lead crowd</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b> <i>Leadership and overall presentation</i>	<b>10</b>		
<b>TOTAL</b> <i>80 Possible Points</i>			