2024 Qualifying Round:

FIGHT SONG

Team:

Division:

Judge #:



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