



Game Day Invitational OVERVIEW

GAME DAY CHAMPIONSHIP INFO:

September 9, 2023 — **Winfield High School**

This document is a general OVERVIEW. **Complete** rules and regulations should be referenced at: www.wvssac.org

SAFETY RULES:

WVSSAC rules require performances be in accordance with safety standards prescribed by the NFHS Spirit Rules, which may be purchased in electronic or print form at www.nfhs.org.

SCHOOL DIVISIONS:

- A** Maximum of 30 participants
- AA** Maximum of 30 participants
- AAA** Maximum of 30 participants

+WVSSAC reserves the right to combine or add divisions based on final registration.

*Mascots and flag runners are welcomed but cannot be involved in the execution of technical cheer skills. All participants on the floor count toward the total. **To maximize participation opportunities, athletes used in each of the qualifying round performances may vary by routine, but no substitutions are allowed in final round—athletes that take the floor must execute the complete final round performance.

GAME DAY FORMAT—QUALIFYING ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Band Chant, Fight Song and Crowd Leading. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline

CROWD LEADING

- 1 minute time limit. No music allowed.
- Time will **begin** with buzzer sound, then team takes floor. A chant or sideline can be used as transition to the floor. Performance should have an emphasis on crowd involvement. Performance should be completed before time limit.

SKILL RESTRICTIONS

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No inversions
- No twisting release dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time. Back tuck is the most elite tumbling skill allowed.

FIGHT SONG

- 1 minute time limit—recorded marching band music
- Up to three **CONSECUTIVE** eight counts can be incorporated with stunts, tumbling and/or jumps. **IF** repeated, must be exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading

BAND CHANT

- 1 minute time limit—recorded marching band music
- Traditional sideline uniforms required
- Emphasis on crowd appeal and practicality
- No stunts or tumbling permitted



Game Day Invitational OVERVIEW

GAME DAY FINAL ROUND FORMAT

Finalists will be determined by qualifying round scores, which do not carry over into the final round.

Each FINALIST will showcase its best leadership skills and sideline crowd-leading material in a Game Day presentation that will include an announcer-led situational cue describing a game day element.

The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all elements.

Stay informed and updated referencing the

WVSSAC website: www.WVSSAC.org

- Invitational Info
- Venue information
- Score Sheets
- Order of Performance
- Required Forms

FINAL ROUND PERFORMANCE

- 3 minute time limit. Teams will set up and take the floor. Time will begin with the first beat of Band Chant music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the qualifying round plus a situational element.
- Final round performances will follow this order: Band Chant, (situational element) Crowd Leading, Fight Song.
- Following completion of the Band Chant, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with an offense or defense crowd-leading response, which will transition the squad into the Crowd Leading section of the final round performance.
- Following completion of the Crowd Leading section, teams will complete the Fight Song routine.
- Each section should have a designated beginning and end with spirited crowd interaction between each.
- The same rules from the qualifying round apply to each section of the final round.
- Traditional sideline uniforms are required.



2023 GAME DAY INVITATIONAL RULES

I. SCHOOL REPRESENTATION

A. GAME DAY FORMAT

The total number of participants for a school team is determined by counting all spirit-leading participants including cheerleaders, mascots, and flag corps members. Mascots and flag corps members cannot be involved in the execution of technical cheer skills such as stunts and tumbling. The use of a live band and/or drum line to supplement the Game Day environment is not permitted. No twirlers permitted.

Schools are responsible for registering their squad in the appropriate division based on classification.

Each school team will be allowed to enter one (1) school team division. The following divisions have been identified in which schools must participate in their appropriate division.

TEAM DIVISIONS*:

A	Maximum of 30 participants, 2 coaches
AA	Maximum of 30 participants, 2 coaches
AAA	Maximum of 30 participants, 2 coaches

TEAM FEE:

\$125
\$125
\$125

*WVSSAC reserves the right to alter divisions based on the total number of registered teams per classification.

**Additional participants, alternates, or coaches over the max number allowed by classification must pay the admission fee and purchase a ticket for admittance.

B. SCHOOL REPRESENTATION AND TEAM PARTICIPATION

The school team will consist of students that meet the eligibility requirements according to the WVSSAC Rules and Regulations Handbook.

1. One team per school will be allowed to enter the WVSSAC Game Day Invitational.
2. All participants must be eligible students of the school in which they represent and must be listed on the cheer eligibility form.
3. The individual students representing a school team may vary in the qualifying round categories provided each performance does not exceed the maximum number of participants.
4. For teams advancing to the finals, participants that enter the floor must remain the entire length of the final's performance. Substituting individuals on and off the floor for the different sections of the final round is not permitted.
5. It is the responsibility of the school coach that each team member, coaches, parents, and other persons affiliated with the school conduct themselves in the appropriate manner.
6. School teams must refrain from taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
7. **All individuals must adhere to the rules and regulations of the hosting facility.**

C. UNIFORM AND EQUIPMENT GUIDELINES

1. Traditional game day uniform is required.
2. All National Federation of State High Schools (NFHS) and WVSSAC uniform rules apply.
3. School teams must display an overall appearance conducive to serving as public representatives and ambassadors of their school in regard to grooming, traditional and appropriate attire, conservative make-up, and uniformity.
4. The use of signs, poms, flags, and megaphones are allowed and encouraged for performances. The use of additional props is not permitted. Flags with poles may not be used in stunts.



2023 GAME DAY INVITATIONAL RULES

D. COMPETITION PERFORMANCE AREA

1. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips).
2. The WVSSAC Game Day Invitational will comply with the NFHS competition surface rule.
3. Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area.

E. MUSIC

1. Schools must use recorded marching band music for the Fight Song and Band Chant categories.
2. All use of music must be compliant with U.S. Copyright Laws.
3. *Neither the WVSSAC nor Varsity Spirit is responsible for obtaining any necessary permission or licensing of the recorded music used by a school team during the WVSSAC Game Day Invitational.*
4. Fight Song /Band Music
 - a. If a high school marching band records their school's **original** fight song, they will need to get the school's permission to use the song and recording
 - b. If a team legally acquires a recording of a band playing a popular recording from an authorized provider (iTunes, Amazon, etc.), the song can be used as long as no edits are made to the music (other than for timing purposes).
 - c. A team cannot use a recording of their band playing a popular song (a cover) or other music without the proper permission or the band becoming a preferred provider.
See Varsity.com/music for more information about preferred providers.

F. HEALTH AND SAFETY REGULATIONS

1. WVSSAC rules require cheer and spirit performances shall be in accordance with safety standards prescribed by the National Federation High School Spirit Rules and WVSSAC Cheer/Spirit Safety rules.
2. The WVSSAC requires annual education and training for all spirit head coaches on concussions and sudden cardiac arrest.
3. School participants must comply with all WVSSAC rules, regulations and policies.
4. Any student participating in a WVSSAC member school cheerleading program, suspected of having a concussion must comply with the concussion guidelines set forth by the WVSSAC.

II. PERFORMANCE CRITERIA

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations and performance, motions, and overall routine. Game Day practicality is heavily emphasized. Performances should be prepared as they would be for sideline crowd-leading at a school sporting event.

A. GAME DAY ROUTINES

The competition will consist of three categories. There should be no "organized" entrances when taking the floor for any of the performances. **Teams cannot build stunts or execute skills off the performance floor prior to the beginning of the routine—all skills must be executed DURING the routine and on the mat.**

1 - Band Chant:

- One-minute time LIMIT
- Marching band music or drum cadence performance that encourages crowd interaction
- **QUALIFYING ROUND:** Teams will be announced then take the competition floor. Timing will begin with the first beat of music or any organized movement. To clearly mark the end of the Band Chant, music should end, then teams should show spirit. Teams are discouraged from adding any words or organized movement following the end of the Band Chant music.
- No stunts or tumbling are permitted in this section. Jumps and kicks are allowed.



2023 GAME DAY INVITATIONAL RULES

2 - Crowd Leading:

- One-minute time LIMIT
- Sideline leadership that engages crowd response
- **QUALIFYING ROUND: Within 10 seconds of the completion of the Band Chant** and while the team is spiriting on the floor, a buzzer will sound signifying the beginning of the Crowd Leading section. Crowd Leading timing begins when the buzzer sounds, and the team should then execute its Crowd Leading performance.
- There will **not** be a buzzer to signify the end of this section.
- Skill restrictions:
 - No basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses). Coed and “quick” tosses are permitted.
 - No inversions
 - No twisting dismounts from stunts
 - Single leg extended stunts are limited to liberties and liberty hitches
 - No running tumbling
 - Standing tumbling is limited to one tumbling skill at a time. A back tuck is the most elite standing tumbling skill allowed.

3 - Fight Song:

- One-minute time LIMIT
- Traditional school fight song performed to recorded marching band music
- **QUALIFYING ROUND: Within 10 seconds of the completion of the Crowd Leading Section** and while the team is spiriting on the floor, the coach or team representative will be responsible for starting the Fight Song music. Timing for Fight Song will begin with the first beat of music or organized movement.
- Added or “Incorporated” skills (stunts, jumps and/or tumbling) are a component of the fight song score sheet. Up to three **CONSECUTIVE** eight-counts may be incorporated with stunts, tumbling and/or jumps. The three 8 counts of added skills (incorporation) can occur at any point in the routine. Because many fight songs repeat, the incorporated skills can also be repeated but **IF** repeated (does not have to be), the incorporation must repeat **exactly as initially performed**. To properly count any incorporation, start counting the 8-counts with the “dips” of the added skill(s)—the dip to jump, dip to tumble, dip of top person to load stunt, etc.). **REGARDLESS OF WHEN THE MUSIC ENDS**, counting of incorporated skills will continue until the **routine** is complete or the skills are completed and back on the ground.
- Skill restrictions:
 - No basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses)
 - No inversions
 - No twisting dismounts from stunts
 - Single-leg extended stunts are limited to liberties and liberty hitches
 - No running tumbling
 - Standing tumbling is limited to one skill at a time. A back tuck is the most elite standing tumbling skill allowed

QUALIFYING ROUNDS - Each performance will consist of one of each of the three identified categories above. Each element will have a time limit of one (1) minute. The three qualifying round performances (Band Chant, Crowd Leading, and Fight Song) of each team will be completed in single trip to the performance floor. Each Game Day element would still follow the same guidelines and would be timed and scored as individual performances.



2023 GAME DAY INVITATIONAL RULES

FINAL ROUND – Teams with the highest cumulative scores from the qualifying round categories will advance to the final round. The final performance round will be preceded by a designated warm-up session.

Each FINALS performance will have an overall maximum performance time limit of three (3) minutes and will be performed in the following order:

1. Band Chant
2. Situational Response (see description below)
3. Crowd Leading
4. Fight Song

The entire performance will be executed in a continuous order. To continue the feel of a Game Day environment, **spirited crowd-leading interaction between each section is encouraged.**

SITUATIONAL RESPONSE: Each team will respond to audio cues by a game announcer, as heard at football and basketball games. To imitate the Game Day environment, audio cues will include an announcer-lead situational cue to which the team will show a definitive OFFENSE or DEFENSE response. A general response would not meet the criteria.

B. SCORES AND RANKINGS

1. In the qualifying round, each team will be scored by multiple judges in each of the three categories. The cumulative scores from the three categories will determine which teams advance to finals.
2. The official FINAL results and team placements will be determined by the cumulative scores from the FINALS round only. Qualifying round scores will not carry over to determine final team standings. However, if a tie occurs in the final round, the cumulative qualifying round scores will be utilized to break any ties.
3. A Time and Deduction sheet will be given to the coach following each performance.
4. Scores and rankings will be available only to coaches as follows:
 - Qualifying round - score sheets will be made available to all teams following the qualifying round.
 - Final round scores and rankings will be posted on the WVSSAC website following the conclusion of the competition.
5. The judges will score teams using the criteria listed on the WVSSAC Game Day Invitational score sheets.
6. **All scores and judges' decisions are considered final. There is no process for protest.**

C. TIME LIMITATIONS

1. Acknowledging the potential variance in sound system and timing devices, judges will not issue a deduction until their stopwatches show a time of three (3) seconds over the time limit.
2. It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.
3. Introductions and exits:
 - a. All team breaks, rituals, and traditions need to take place backstage before a team is in the "on deck" or next to performing position.
 - b. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures i.e. teams must refrain from chest bumps, hugs, and handshakes.
 - c. All teams should refrain from any type of excessive celebration following the team's performance.
 - d. There should not be any organized exits or other activities after the official end of the routine.



2023 GAME DAY INVITATIONAL RULES

III. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected will be directed to **STOP** the routine.
2. If directed to stop a routine, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

C. INJURY

1. All participants must follow the WVSSAC safety regulations identified in this document. The only people that may stop the routine for injury are: a) competition officials, or b) the school coach from the team performing.
2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.
3. The injured participant that wishes to perform may not return to the competition floor unless the competition officials receive clearance from the on-site medical personnel and the school head coach of the competing team.
4. Any injured participant suspected of a concussion is required to follow the WVSSAC Concussion Policy regarding the treatment of concussions and must be removed immediately from the competition.

IV. INTERPRETATIONS AND RULINGS

A. RULES & PROCEDURES

Any questions concerning the rules or procedures of the competition will be handled exclusively by the school coach of the team and will be directed to the Competition Director. Such questions should be asked prior to the team's competition performance.

The WVSSAC Game Day Invitational Rules Committee will consist of a designated Competition Director, Head Judge, and WVSSAC staff. The school team and school coach must abide by all decisions made by the judges and Rules Committee. Any interpretation of the WVSSAC Game Day Invitational rules and regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee.

B. AWARDS

Team awards will be given to both the champion and runner up in each division.



2023 GAME DAY INVITATIONAL RULES

C. JUDGING PANELS

Judges will be provided by Varsity Spirit, and they will be responsible for scoring each school performance according to the Game Day competition score sheets.

1. Head Judge - The Head Judge is responsible for overseeing the entire Judging Panel that consists of Panel Judges, Point Deduction Judge, and Safety Judge. The Head Judge will also fill out his/her own score sheet for each performance.
2. Panel Judge - Panel Judges are responsible for scoring each team's performance based on the Game Day score sheets. Each Panel Judge will fill out a score sheet for each performance.
3. Safety Judge - The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
4. Judging Coordinator/Quality Judge
5. **ALL JUDGES' DECISIONS ARE FINAL. THERE IS NO PROCESS FOR PROTEST.**

D. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of the WVSSAC Game Day Invitational rules and regulations defined in this document will be subject to disqualification from the competition and will automatically forfeit any award.

E. DEDUCTIONS

Deduction points will be subtracted from the final score. The following is a **sample** of potential rule infractions and point deductions. Teams should refer to the Time and Deduction Sheet for each performance on any deductions given.

Area	Specific Examples	Deduction Points
Participant Allowance (Section I, A)	Exceed maximum participants	Disqualification from contest
Music Licensing (Section I, E)	Failure to meet licensing requirement	Disqualification from contest
NFHS Spirit Rules and WVSSAC Safety Rules	Utilization of skill or stunt not permitted by rules	5 points per rule violation
Time Limit* *3 second window to allow for variance (Section II, C)	Each violation	3 points for 1-5 seconds over limit 5 points for 6-10 seconds over limit 7 points for 11 seconds or more over limit
Time Limit (Section II, C)	Excessive celebration or organized entrance or exit	1 point
Performance Floor (Section I, D)	Any team member stepping with both feet outside the designated performance area	.5 Half of one point
Procedure or General Rule Violation *Not a safety violation* (Section II)	Team exceeds 8-count allowances in fight song Team adds stunts or tumbling in Band Chant	3 points per rule violation



WVSSAC Game Day Invitational

Important Dates

NOW

Educate yourself and your team on the GAME DAY format and get excited about the Game Day Invitational opportunity!

All coaches must join the BAND GROUP as event related information will be communicated through the BAND group on-site during the event.

Scan the QR Code to Join!



WEDNESDAY, JULY 12

Go to www.wvssac.org for the link to register your team to participate. Get GAME DAY ready by supporting your school teams on the sidelines!

FRIDAY, AUGUST 11

REGISTRATION CLOSES

TUESDAY, AUGUST 15

PAYMENT is due for all teams registered for the event.

Remit payment to **Varsity Spirit** at the address below (also located on your team invoice)

640 Shiloh Rd.

Building 2, Suite 200

Plano, TX, 75074

****Team fee will be retained for cancellations after this date****

WEDNESDAY, AUGUST 16

2023 WVSSAC Game Day Invitational Order of Performance will be posted on the WVSSAC website.

SATURDAY, SEPTEMBER 9

2023 WVSSAC Game Day Invitational

Winfield High School

11268 Winfield Rd, Winfield, WV 25213



WVSSAC Game Day Invitational

Additional Information

PARTICIPATING TEAM FEES:

- **ALL DIVISIONS:** \$125 per team (up to 30 participants, 2 coaches maximum included in team fee)
- Additional participants, alternates, or coaches traveling WITH the team that are over the max number allowed must pay the admission fee and should be included on the team registration.
- Tickets purchased on site or through the ticketing process would be considered spectator tickets.

ADMISSION:

- Tickets may be purchased in advance or on site the day of the event through GoFan.
- Admission: \$10 per person, \$7 Student (K-12) (Pre-K and below will be admitted free of charge).
- Superintendents, Principals, and Athletic Directors will be admitted for no charge with WVSSAC Admin pass through the designated pass gate.
- Student photographers are allowed to register and obtain a media pass through the WVSSAC.
- A separate TEAM ENTRANCE and EXIT will be utilized for athletes and coaches included on the team registration.

MERCHANDISE:

- Merchandise will be available for purchase on-site the day of the Invitational.

MUSIC:

- All music used at the WVSSAC Game Day Invitational must be recorded music by a marching band
- Coaches will be required to provide proof of permission or proof of licensing at registration.
Documentation may include:
 - * Written permission signed by your administrator granting use of school-owned music
 - * Receipt of legal purchase from approved source or provider
 - * Proof of purchase of compulsory license granting use of music recorded by your marching band.

USA CHEER MEMBERSHIP:

- This requirement DOES NOT apply to State Association events at which Varsity Spirit assists in facilitation.

2023 Qualifying Round:

BAND CHANT



Team:

Division:

Judge #:

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

2023 Qualifying Round:

CROWD LEADING



Team:

Division:

Judge #:

MAX
VALUE

TEAM
SCORE

		COMMENTS:	
GAME DAY MATERIAL <i>Proper use of material relevant to game day environment</i>	10		
CROWD EFFECTIVENESS <i>Voice, pace, flow, and leadership of crowd; crowd coverage and spacing</i>	10		
CROWD LEADING TOOLS <i>Proper use of motions, signs, poms, megaphones, and/or flags</i>	10		
CROWD APPEAL <i>Energy, visual appeal, and connection to the crowd</i>	10		
MOTION TECHNIQUE <i>Technique, sharpness, and placement</i>	10		
PROPER USE OF SKILLS <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i>	10		
EXECUTION OF SKILLS <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd</i>	10		
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10		
OVERALL IMPRESSION <i>Leadership and overall presentation</i>	10		
TOTAL <i>90 Possible Points</i>			

2023 Qualifying Round:

FIGHT SONG



Team:

Division:

Judge #:

MAX
VALUE

TEAM
SCORE

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

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 Total			

Fight Song | Qualifying Round

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



2023 Final Round:

CROWD LEADING

Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE

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



2023 Final Round:

BAND CHANT & FIGHT SONG

Team:

Division:

Judge #:

MAX TEAM
VALUE SCORE

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

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
Game Day State Championship Time	3:05		
		OFFENSE	DEFENSE
Game Day State Championship Cue			

SAFETY VIOLATION

There will be a 5 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
TOTAL DEDUCTIONS	