



# **2024 WVSSAC GAME DAY INVITATIONAL Overview**

October 5th, 2024  
Cabell Midland High School

## **QUALIFYING ROUND**

In the Qualifying Round, each team will showcase its best crowd-leading material in Band Chant, Crowd Leading, and Fight Song routines that will be performed individually and scored separately during a single trip to the competition floor.

Each routine has a one-minute time limit. 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 parts of the routine.

## **FINAL ROUND**

Teams advancing to the Final Round will be determined by Qualifying Round scores, which do not carry over. Each team competing in the Final Round will showcase its best leadership skills and sideline crowd-leading material in a three-minute Game Day presentation that will include the elements from the qualifying round and a definitive response to an announcer-led situational cue describing a game day offense or defense situation.

## **BAND CHANT**

- Emphasis on crowd effectiveness, appeal, technique and practicality- No stunts or tumbling permitted
- 1 minute time limit- recorded marching band music

## **CROWD LEADING**

- Time begins with buzzer sound following the Band Chant. Performance should have an emphasis on crowd involvement.
- 1 minute time limit- No music allowed.

## **FIGHT SONG**

- In addition to Fight Song motions and movement, up to three consecutive eight counts should be incorporated with stunts, jumps and/or tumbling. IF Repeated, must be exactly as initially performed.
- 1 minute time limit- recorded marching band music

# **INVITATIONAL CONFERENCES:**

A	Maximum of 30 Participants
AA	Maximum of 30 Participants
AAA	Maximum of 30 Participants
AAAA	Maximum of 30 Participants

- Invitational Information
- Venue Information
- Score Sheets
- Order of Performance
- Required Forms
- Spectator Information



Stay informed and updated by referencing the WVSSAC website: [www.WVSSAC.org](http://www.WVSSAC.org)

*The WVSSAC reserves the right to combine or add divisions based on final registration. Mascot and Flag Runners cannot be involved in the execution of cheer skills. All participants on the floor count toward the total number..*

# **WVSSAC SPIRIT POLICY**

## **SAFETY RULES**

WVSSAC rules require all spirit activities to be in accordance with the safety standards prescribed by the NFHS Spirit Safety Rules, which may be purchased in electronic or print form at [www.nfhs.org](http://www.nfhs.org).

## **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 (A back tuck is the most elite tumbling skill allowed)

## **PARTICIPANT INFO**

- Mascots and flag runners are welcomed but cannot be involved in the execution of technical 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 the final round-athletes that take the floor must execute the complete final round performance.

\*A **calendar week** is defined as 12:01 am on Sunday through midnight on Saturday. A **school week** is defined as beginning at 12:01 am on the first day of instruction in a calendar week and ending at the close of instruction on the last instructional day of the calendar week, excluding holidays. Playoff exceptions.



# **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!



### **MONDAY, JULY 29TH**

Go to [www.wvssac.org](http://www.wvssac.org) for the link to register your team to participate. Get GAME DAY ready by supporting your school teams on the sidelines!

### **THURSDAY, AUGUST 29TH**

REGISTRATION CLOSES

**\*\*There is a \$50 "Late Registration fee" for any team that registers past this date \*\***

### **WEDNESDAY, SEPTEMBER 4TH**

PAYMENT is due for all teams registered for the event.

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

640 Shiloh Rd.

Building 2, Suite 200

Plano, TX, 75074

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

### **THURSDAY, SEPTEMBER 5TH**

The Order of Performance will be posted on the WVSSAC website.

**\*\*NO teams will be added once the Performance Order is posted\*\***

### **SATURDAY, OCTOBER 5th**

2024 WVSSAC Game Day

Cabell Midland High School

2300 US-60, Ona, WV 25545



# ***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 can 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.



# 2024 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.

<u>TEAM DIVISIONS*:</u>	<u>TEAM FEE:</u>
A Maximum of 30 participants, 2 coaches	\$125
AA Maximum of 30 participants, 2 coaches	\$125
AAA Maximum of 30 participants, 2 coaches	\$125
AAAA Maximum of 30 participants, 2 coaches	\$125

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

\*\*A minimum of 10 teams must be registered in a classification for that division to be a stand-alone division or they potentially will be combined with another 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 at 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 school coach's responsibility that each team member, coaches, parents, and other persons affiliated with the school conduct themselves appropriately.
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 regarding grooming, traditional and appropriate attire, conservative make-up, and uniformity.

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.



# 2024 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 if 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](http://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.



# 2024 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 liberties 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 liberties 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.



# 2024 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 category. 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 after 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.





# 2024 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 later. 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 later. If the competition officials allow a routine to be performed later, 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 must follow the WVSSAC Concussion Policy regarding its treatment and must be removed immediately from the competition.

## IV. INTERPRETATIONS AND RULINGS

### A. RULES & PROCEDURES

Any questions about the competition rules or procedures will be handled exclusively by the team's school coach and 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.



# 2024 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
<b>Participant Allowance</b> (Section I, A)	Exceed maximum participants	Disqualification from contest
<b>Music Licensing</b> (Section I, E)	Failure to meet licensing requirement	Disqualification from contest
<b>NFHS Spirit Rules and WVSSAC Safety Rules</b>	Utilization of skill or stunt not permitted by rules	5 points per rule violation
<b>Time Limit*</b> *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
<b>Time Limit</b> (Section II, C)	Excessive celebration or organized entrance or exit	1 point
<b>Performance Floor</b> (Section I, D)	Any team member stepping with both feet outside the designated performance area	.5 Half of one point
<b>Procedure or General Rule Violation</b> *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

2024 Qualifying Round:

# BAND CHANT



Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

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

2024 Qualifying Round:

# CROWD LEADING



Team:

Division:

Judge #:

MAX  
VALUE      TEAM  
SCORE

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

2024 Qualifying Round:

# FIGHT SONG



Team:

Division:

Judge #:

MAX  
VALUE      TEAM  
SCORE

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

## Crowd Leading | Qualifying Round

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Crowd Leading Time	1:03		
Safety Violation(s):			
Other Violation(s):			
<b>Crowd Leading Total</b>			

## Fight Song | Qualifying Round

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



2024 Final Round:

# BAND CHANT & FIGHT SONG

Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

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



2024 Final Round:

# CROWD LEADING

Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

	MAX VALUE	TEAM SCORE	<b>COMMENTS:</b>
<b>GAME DAY SITUATION</b> <i>Proper response to game day situational cue; leadership effectiveness</i>	<b>5</b>		
<b>GAME DAY MATERIAL</b> <i>Proper use of material relevant to game day environment</i>	<b>10</b>		
<b>CROWD EFFECTIVENESS AND APPEAL</b> <i>Voice, pace, flow, energy, leadership of and connection to crowd; crowd coverage and spacing</i>	<b>10</b>		
<b>MOTION TECHNIQUE</b> <i>Technique, sharpness, placement, and synchronization</i>	<b>10</b>		
<b>PROPER USE OF SKILLS</b> <i>Choice and timing of stunts, jumps, and/or tumbling to lead the crowd</i>	<b>5</b>		
<b>EXECUTION OF SKILLS</b> <i>Technique, stability of stunts, jumps, and/or tumbling to lead the crowd; synchronization and spacing</i>	<b>5</b>		
<b>CROWD LEADING TOOLS</b> <i>Proper use of signs, poms, megaphones, and flags</i>	<b>5</b>		
<b>TOTAL</b> <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
		OFFENSE	DEFENSE	
Game Day Final Round Time	3:05			
Game Day Final Round 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**

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