

2025 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>			