

THE OHIO STATE UNIVERSITY

GAME DAY/FIGHT SONG & BAND CHANT



Team Name _____

Division _____

Judge No. _____

Band Chant - (20)		Points	Score	Comments
Game Day Visual Appeal- Level changes, ripples, creative movements within group levels	5			
Material relevant to Game Day environment- Was crowd engaged to participate? Clean/Crowd effective skills	5			
Motion Technique/Crowd Leading Tools- Motion placement, sharpness, synchronization & musicality. Proper use of sign, poms, megaphones &/or flags	5			
Execution- Technique, stability, synchronization & spacing	5			
Fight Song - (20)		Points	Score	
Game Day Visual Appeal- Level changes, ripples, creative movements within group levels	5			
Effectiveness of Incorporation- Skills relevant to Game Day environment. Clean/Crowd effective skills	5			
Motion Technique/Crowd Leading Tools- Motion sharpness, placement, synchronization & musicality. Proper use of signs, poms, megaphones &/or flags	5			
Execution of Skills relevant to game day environment- Technique, stability, synchronization & spacing	5			
Overall Impression- (10)		Points	Score	
Energy, transitions between game day components & ability to engage crowd	10			
Total	50			

THE OHIO STATE UNIVERSITY

GAME DAY/CROWD LEADING



Team Name _____

Division _____

Judge No. _____

Situational Sideline - (20)		Points	Score	Comments
Game Day Situatation-Proper use of material & skills relevant to game day environment. Proper response to game day situation cue	5			
Crowd Effectiveness-Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response	5			
Motion Technique/Crowd Leading Tools- Technique, sharpness & placement. Proper use of signs, poms, megaphones &/or flags	5			
Execution of Skills relevant to game day environment- Clean/Crowd Effective skills. Technique, stablity, synchronization & spacing	5			
Crowd Leading Cheer - (20)		Points	Score	
Game Day Situatation-Proper use of material & skills relevant to game day environment.	5			
Crowd Effectiveness-Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response	5			
Motion Technique/Crowd Leading Tools- Technique, sharpness & placement. Proper use of signs, poms, megaphones &/or flags	5			
Execution of Skills relevant to game day environment- Clean/Crowd Effective skills. Technique, stablity, synchronization & spacing	5			
Overall Impression- (10)		Points	Score	
Energy, transitions between game day components & ability to engage crowd	10			
Total	50			