

BAND DANCE GUIDELINES - DRAFT	
GAME DAY MATERIAL & CROWD EFFECTIVENESS	
1 - 2	
• Incorporated choreography does not emphasize crowd participation. • Content is impractical or ineffective for sideline settings.	
3 - 4	
• Incorporated choreography inconsistently emphasizes crowd participation. • Content is impractical or ineffective for sideline settings.	
5	
• Incorporated choreography consistently emphasizes crowd engagement and participation. • Content is appropriate for the sideline.	
EXECUTION OF MOTIONS	
1 - 2	
• Motions are unclear, incomplete, or frequently incorrect by most athletes. • Timing is off; Team struggles to stay in sync.	
3 - 4	
• Motions are somewhat accurate but inconsistent by some athletes. • Occasional timing issues or hesitations.	
5	
• Motions are sharp, precise, and consistently correct. • Strong timing and synchronization throughout.	
EXECUTION OF CROWD LEADING TOOLS	
1 - 2	
• Poor timing and execution of props. • Props lack sharpness and cleanliness.	
3 - 4	
• Standard execution of props. • Props have average sharpness and cleanliness.	
5	
• Strong execution of props. • Props are exceptionally sharp and clean.	

FORMATIONS & SPACING	
1 - 2	
• Minimal crowd coverage relative to the number of athletes on the mat. • Transitions are ineffective and disrupt routine flow and visual appeal. • Minor spacing issues are present throughout the routine.	
• Adequate crowd coverage relative to the number of athletes on the mat. • Transitions are basic, resulting in moderate flow and visual appeal. • Some spacing inconsistencies are present.	
5	
• Strong crowd coverage relative to the number of athletes on the mat. • Transitions are intentional and enhance routine flow and visual appeal. • Spacing is clean with little to no issues.	
VISUAL APPEAL & ROUTINE COMPOSITION	
1 - 2	
• Lacking overall quality and structure of routine. • Technique and performance have many issues. • Multiple timing errors distract from the performance.	
3 - 4	
• Average overall quality and structure of the routine. • Technique and performance are basic. • Timing errors occasionally distract from the performance.	
5	
• Strong overall quality and structure of the routine. • Technique and performance is strong. • Timing is precise, with few to no distractions.	
SHOWMANSHIP & OVERALL IMPRESSION	
1 - 2	
• Performance lacks excitement and consistent energy. • Engagement is limited, with inconsistent participation and weak connection to the audience. • Use of verbal and visual cues and crowd interaction is minimal or ineffective.	
3 - 4	
• Performance demonstrates moderate excitement and energy. • Most participants are engaged, with a developing connection to the audience. • Verbal and visual cues and crowd interaction are present but inconsistent.	
5	
• Performance is highly engaging and consistently energetic. • All participants contribute to a strong connection with the audience. • Verbal and visual cues, as well as crowd interaction, are clear, confident, and sustained throughout.	

CHANT & CROWD LEADING GUIDELINES - **DRAFT**

GAME DAY RELEVANCE OF SITUATIONAL CUE

0

- No Response/No Chant Performed.

1

- Incorrect Response.

5

- Correct Response.

EXECUTION OF MOTIONS

1 - 2

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- Motions are sharp, precise, and consistently correct.
- Strong timing and synchronization throughout.

EXECUTION OF VOICE

1 - 2

- Low vocal level with unclear, hard to understand words.
- Some team members are contributing.

3 - 4

- Standard vocal level with some clear, understandable.
- Inconsistent voice throughout.
- Most team members contribute.

5

- Strong vocal level with clear, understandable words.
- Consistent voice throughout.
- All team members contribute.

EXECUTION OF CROWD LEADING TOOLS

1 - 2

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EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED	
1 - 2	
• Multiple mistakes are present. • Skills appear unsafe and distracting, with significant technique and spacing errors. • Most athletes demonstrate poor technique and stability.	
3 - 4	
• Some mistakes are present. • Skills are performed with average execution, including some technique and spacing errors. • Some athletes demonstrate inconsistencies in technique and stability.	
5	
• Minimal mistakes. • Skills are clean, safe, and consistently well-executed, with minimal technique errors. • Athletes demonstrate strong technique and precise placement.	

SHOWMANSHIP & OVERALL IMPRESSION

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**Legal props are crowdleading tools. Examples of props are not limited to signs, flags, poms, etc.*

FIGHT SONG GUIDELINES - DRAFT	
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