NACA

2020 PRELIMINARY COMPETITION

FIGHT SONG

Team: _____

Division: _____

Judge #: _____

	Max Value	Team Score	Comments
Game Day Material ***Proper use of material relevant to game day environment***	**10**		
Crowd Leading Tools ***Proper use of motions, signs, poms, megaphones, and/or flags***	**10**		
Crowd Effectiveness ***Energy and connection to and leadership of the crowd; crowd coverage***	**10**		
Visual Appeal ***Level changes, ripples, creative movements within groups, spacing***	**10**		
Motion Technique ***Technique, sharpness, and placement***	**10**		
Synchronization ***Uniformity of movement throughout routine***	**10**		
Skill Incorporation ***Technique, form, stability, choice, and timing of added skills (stunts, jumps, and/or tumbling) to lead crowd***	**10**		
Overall Impression ***Leadership and overall presentation***	**10**		
Total ***80 Possible Points***			

2020 PRELIMINARY COMPETITION

BAND CHANT

Team: _____

Division: _____

Judge #: _____

	Max Value	Team Score	Comments
Game Day Material ***Proper use of material relevant to game day environment***	**10**		
Crowd Effectiveness ***Energy and connection to and leadership of the crowd; crowd coverage***	**10**		
Visual Appeal ***Level changes, ripples, creative movements within groups, spacing***	**10**		
Motion Technique ***Technique, sharpness, and placement***	**10**		
Synchronization ***Uniformity of movement throughout routine***	**10**		
Overall Impression ***Leadership and overall presentation***	**10**		
Total ***60 Possible Points***			

2020 PRELIMINARY COMPETITION

CROWD LEADING

Team: _____

Division: _____

Judge #: _____

	Max Value	Team Score	Comments
Game Day Material ***Proper use of material relevant to game day environment***	**10**		
Crowd Leading Tools ***Proper use of motions, signs, poms, megaphones, and/or flags***	**10**		
Crowd Effectiveness ***Voice, pace, flow, and leadership of crowd; crowd coverage***	**10**		
Crowd Appeal ***Energy, visual appeal, and connection to the crowd***	**10**		
Motion Technique ***Technique, sharpness, and placement***	**10**		
Synchronization ***Uniformity of movement throughout routine***	**10**		
Proper Use Of Skills ***Choice and timing of skills to lead the crowd***	**10**		
Execution Of Skills ***Technique, stability of stunts, jumps and/or tumbling***	**10**		
Overall Impression ***Leadership and overall presentation***	**10**		
Total ***90 Possible Points***			

NACA

2020 FINAL COMPETITION

FIGHT SONG & BAND CHANT

Team: _____

Division: _____

Judge #: _____

	Max Value	Team Score	Comments
Game Day Material ***Proper use of material and skills relevant to game day environment***	**10**		
Crowd Effectiveness ***Energy and connection to and leadership of the crowd***	**5**		
Visual Appeal ***Level changes, ripples, creative movements within groups and levels***	**5**		
Execution of Band Chant ***Motion placement and sharpness, synchronization, maximum crowd coverage***	**10**		
Execution of Fight Song ***Motion placement and sharpness, skill technique incorporation, stability, synchronization, maximum crowd coverage***	**10**		
Overall Impression	**10**		
Total ***50 Possible Points***			

2020 FINAL COMPETITION

CROWD LEADING

Team: _____

Division: _____

Judge #: _____

	Max Value	Team Score	Comments
Game Day Material ***Proper use of material relevant to game day environment***	**10**		
Crowd Leading Tools ***Proper use of motions, signs, poms, megaphones, and/or flags***	**5**		
Crowd Effectiveness ***Voice, pace, flow, and leadership of crowd; crowd coverage***	**5**		
Crowd Appeal ***Energy, visual appeal, and connection to the crowd***	**10**		
Motion Technique ***Technique, sharpness, and placement***	**5**		
Execution Of Skills ***Technique, stability, synchronization, spacing***	**10**		
Overall Impression	**5**		
Total ***50 Possible Points***			

NACA

Safety Violation & Time Sheet

Team: _____

Division: _____

TIME:

Note: There will be a 5-point deduction for each 10 seconds overage.

	Maximum Time	Recorded Time	Deduction
Preliminary: Band Chant	**1:00**		
Preliminary: Fight Song	**1:00**		
Preliminary: Crowd-Leading	**1:00**		

Final: Game Day Routine	**3:00**		

SAFETY VIOLATION:

Note: There will be a 5-point deduction for each safety violation.

Description of Safety Violation	Deduction
TOTAL DEDUCTIONS	