

GAME DAY BAND CHANT FIGHT SONG RUBRIC

Effective band chant and fight song should be representative of a team in front of their "Home Crowd" in a natural game day setting.

| Visual Appeal | | | |
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| LOW 0-1 | AVG 2-3 | HIGH 4-5 | Notes and Definitions |
| No level changes or ripples | Use of levels or ripples | Use of level changes and ripples | *Visual Appeal elements are the same for the Band Chant and Fight Song, unless otherwise noted. *Maximum use of full floor defined as having the team touch all 9 panels at least once during the component being scored. |
| Minimal use of floor | Average use of floor | Maximized use of full floor | |
| Tempo is slow and drags visual appeal | Tempo has average dynamics and visual appeal | Tempo is dynamic and leads to exciting visual appeal | |
| Lack of creativity | Average use of creative movements | Excellent use of creative movement | |
| BAND CHANT ONLY: Ineffective use of transitions | BAND CHANT ONLY: Standard visual transitions | BAND CHANT ONLY: Dynamic visual transitions | |
| Effectiveness of Incorporations | | | |
| LOW 0-1 | AVG 2-3 | HIGH 4-5 | Notes and Definitions |
| Incorporations of choreography and skills are lacking | Incorporation of choreography and skills are average for game day setting | Incorporations of choreography and skills are creatively captivating | *Effectiveness of Incorporations elements are the same for the Band Chant and Fight Song. *Band Chant Skills Allowed: jumps and kicks. *Fight Song Skills Allowed: stunts, tumbling, jumps, kicks. |
| No spirit raising antics | Average incorporations of skills allowed | Excellent Incorporation of skills allowed | |
| Incorporations do not allow for average crowd engagement | Incorporations allow for average crowd engagement | Incorporations are dynamic and allows for crowd engagement | |
| Motion Technique | | | |
| LOW 0-1 | AVG 2-3 | HIGH 4-5 | Notes and Definitions |
| Poor motion technique | Motions technique is average | Motion technique is strong | *Motion Technique elements are the same for the Band Chant and Fight Song. |
| Motions lack fluidity and synchronization | Motions fluidity and synchronization is average | Motion fluidity and synchronization is superb | |
| Motions lack cleanliness and sharpness | Motion cleanliness and sharpness is average | Motions are clean, sharp and dynamic | |
| Poor motion placement | Motion placement is average | Precise motion placement | |
| No motion style or consistency throughout | Average motion style and consistency throughout | Consistent motion style throughout | |
| Props | | | |
| LOW 0-1 | AVG 2-3 | HIGH 4-5 | Notes and Definitions |
| Props are distracting | Props lead the crowd with average confidence | Props lead crowd with confidence | *Props elements are the same for the Band Chant and Fight Song. *Potential crowd response (not an actual crowd response) is what is considered. |
| Props are lacking synchronization, rhythm and flow | Props have average synchronization with flowing rhythm | Props have excellent synchronization with flowing rhythm | |
| Props lack sharpness and cleanliness | Props have average sharpness and cleanliness | Props are exceptionally sharp and clean | |
| Props are not easy to read | Props are somewhat readable and elicit average crowd response | Props are easy to read and promote crowd response | |
| Difficulty obtaining and discarding props | Props are obtained and discarded with average transitions | Props are obtained and discarded with fluid & seamless transitions | |
| Props do not prepare crowd to yell | Incorporations executed elicits average crowd response | Dynamic Incorporations executed elicits excited crowd response | |
| Execution | | | |
| LOW 0-1 | AVG 2-3 | HIGH 4-5 | Notes and Definitions |
| Multiple mistakes | Some mistakes present | Minimal mistakes present | *Execution elements are the same for the Band Chant and Fight Song. |
| Lacks clean transitions and formation spacing errors | Moderately clean transitions and formation spacing errors | Clean transitions throughout and minimal formation spacing errors | |
| Skills unsafe and distracting | Average execution of skills | Clean, safe and solid skills performed throughout | |
| Skills have technique and spacing errors | Skills have some technique and spacing errors | Skills have minimal technique and spacing errors | |
| Routine Composition & Showmanship | | | |
| LOW 0-4 | AVG 5-7 | HIGH 8-10 | Notes and Definitions |
| Presentation lacked excitement throughout | Presentation had mediocre excitement throughout | Presentation creates excitement throughout | *Band Chant and Fight Song scored TOGETHER. *Game Day Components will be defined as: Band Dance, Situational, Cheer, Fight Song. **"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine. |
| Lacks energy | Average Energy | High Energy throughout! | |
| Lacks creative choreography | Average creative choreography | Creative dynamic choreography | |
| Demonstrates poor flow through transitions between Game Day components | Demonstrates average flow through transitions between Game Day components | Demonstrates seamless flow through transitions between Game Day components | |
| Poor demonstration of genuine school spirit | Average image of genuine school spirit | Positive image of genuine school spirit | |
| Involving some participants inconsistently throughout (i.e. minimum skill ratios, many "nuggets", skills OR choreo, etc.) | Involving most participants inconsistently throughout (i.e. minimum skill ratios, some "nuggets", skills and choreo sometimes, etc.) | Involving most participants consistently throughout (i.e. maxing skill ratios, minimizing "nuggets", skills and choreo simultaneously, etc.) | |