GAME DAY BAND DANCE RUBRIC

Effective Band Dance should represent a team in front of their "Home Crowd" in a natural game day setting.

LOW	0-1	0-1	0-1	0-1	0-1
	BAND DANCE VISUAL APPEAL	**EFFECTIVENESS OF INCORPORTATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**BAND DANCE EXECUTION**
	Ineffective use of transitions	Incorporations of choreography & skills are lacking	Poor motion placement	Props are distracting	Multiple mistakes
	No apparent level changes/ripples	No spirit raising antics	Poor motion technique	Props are lacking synchronization & rhythm flow	Lacks clean transitions & formation spacing errors
	Lack of creativity	Incorporations do not allow for average crowd engagement	Motions lack fluidity & synchronization	Props lack sharpness & cleanliness	Skills unsafe & distracting
	Minimal use of floor		Motions lack cleanliness & sharpness	Props are not easy to read	Skills have technique & spacing errors
	Tempo is slow & drags visual appeal	**COED Teams**- Minimal involvement of all team members	No motion style or consistency throughout	Difficulty obtaining & discarding props	
		All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Props do not prepare crowd to yell	
		Coed is defined as 3 or more males			
AVG	**2—3**	**2—3**	**2—3**	**2—3**	**2—3**
	BAND DANCE VISUAL APPEAL	**EFFECTIVENESS OF INCORPORTATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**BAND DANCE EXECUTION**
	Standard visual transitions	Incorporations of choreography & skills are average for GD setting	Motion placement is average	Props lead the crowd with average confidence	Some mistakes present
	Average use of levels & riipples	Average incorporations of skills allowed (Kicks, Jumps)	Motion technique is average	Props have average synchronization with flowing rhythm	Moderately clean transitions & formation spacing errors
	Average use of creative movements	Incorporations allows for average crowd engagement	Motions fluidity & synchronization is average	Props have average sharpness and cleanliness	Average execution of skills
	Average use of floor		Motion cleanliness & sharpness is average	Props are somewhat readable & elicit average crowd response	Skills have some technique & spacing errors
	Tempo has average dynamics & visual appeal	**COED Teams** - Average involvement of all team members	Average motion style & consistency throughout	Props are obtained & discarded with average transitions	
		All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Incorporations executed elicits average crowd to respond	
		Coed is defined as 3 or more males			
HIGH	**4—5**	**4—5**	**4—5**	**4—5**	**4—5**
	BAND DANCE VISUAL APPEAL	**EFFECTIVENESS OF INCORPORTATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**BAND DANCE EXECUTION**
	Dynamic visual transitions	Incorporations of choreography & skills are creatively captivating	Excellent motion placement	Props lead crowd with confidence	Minimal mistakes present
	Clear, visual levels & ripples	Excellent Incorporation of skills allowed (Kicks, Jumps)	Motion technique is strong	Props have excellent synchronization with flowing rhythm	Clean transitions throughout & minimal formation spacing errors
	Excellent use of creative movement	Incorporations are dynamic & allows for crowd engagement	Motion fluidity & synchronization is superb	Props are exceptionally sharp and clean	Clean, safe & solid skills performed throughout
	Maximized use of full floor		Motions are clean, sharp and dynamic	Props are easy to read & promote crowd response	Skills have minimal technique & spacing errors
	Tempo is dynamic & leads to exciting visual appeal	**COED Teams** -Excellent involvement of all team members	Consistent motion style throughout	Props are obtained and discarded with fluid & seamless transitions	
		All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Dynamic Incorporations executed elicits excited crowd response	
		Coed is defined as 3 or more males			*FINAL -Updated July 2021*

GAME DAY FIGHT SONG RUBRIC

Effective Fight Song should represent a team in front of their "home crowd" in a natural game day setting.

LOW	0-1	0-1	0-1	0-1	0-1
	FIGHT SONG VISUAL APPEAL	**EFFECTIVENESS OF INCORPORATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**FIGHT SONG EXECUTION**
	Ineffective use of transitions	Incorporations of choreography & skills are lacking	Poor motion placement	Props are distracting	Multiple mistakes
	No apparent level changes/ripples	No spirit raising antics	Poor motion technique	Props are lacking synchronization & rhythm flow	Lacks clean transitions & formation spacing errors
	Lack of creativity	Incorporations do not allow for average crowd engagement	Motions lack fluidity & synchronization	Props lack sharpness and cleanliness	Skills unsafe & distracting
	Minimal use of floor	No skill incorporated	Motions lack cleanliness & sharpness	Props are not easy to read	Skills have technique & spacing errors
	Tempo is slow and drags visual appeal		No motion style or consistency throughout	Difficulty obtaining & discarding props	
		COED Teams- Lacks involvement of all team members		Props do not prepare crowd to yell	
		Coed is defined as 3 or more males			

AVG	2—3	2—3	2—3	2—3	2—3
	FIGHT SONG VISUAL APPEAL	**EFFECTIVENESS OF INCORPORATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**FIGHT SONG EXECUTION**
	Standard visual transitions	Incorporations of choreography & skills are average for GD setting	Motion placement is average	Props lead the crowd with average confidence	Some mistakes present
	Average use of levels & ripples	Incorporations allows for average crowd engagement	Motion technique is average	Props have average synchronization with flowing rhythm	Moderately clean transitions & formation spacing errors
	Average use of creative movements	Average Incorporations of skills allowed (stunts, kicks, jumps)	Motions fluidity & synchronization is average	Props have average sharpness and cleanliness	Average execution of skills
	Average use of floor	**Examples of skills below (does not need to meet ratio)**	Motion cleanliness & sharpness is average	Props are somewhat readable & elicit average crowd response	Skills have some technique & spacing errors
	Average visual appeal	Thigh stands, shoulder sits, preps or extensions	Average motion style and consistency throughout	Props are obtained and discarded with average transitions	
				Incorporations executed allows crowd to respond	
		COED Teams - Average involvement of team members			
		Coed is defined as 3 or more males			

HIGH	4—5	4—5	4—5	4—5	4—5
	FIGHT SONG VISUAL APPEAL	**EFFECTIVENESS OF INCORPORATIONS**	**MOTION TECHNIQUE**	**CROWDLEADING TOOLS**	**FIGHT SONG EXECUTION**
	Dynamic visual transitions	Incorporations of choreography & skills are creatively captivating	Excellent motion placement	Props lead crowd with confidence	Minimal mistakes present
	Clear and visual levels & ripples	Incorporations are dynamic & allows for crowd engagement	Motion technique is strong	Props Have excellent synchronization with flowing rhythm	Clean transitions throughout & minimal formation spacing errors
	Excellent use of creative movement	High level of skills allowed (Stunts, tumbling, kicks, jumps)	Motion fluidity & synchronization is superb	Props are exceptionally sharp and clean	Clean, safe & solid skills performed throughout
	Maximized use of full floor	**Examples of skills below (does not need to meet ratio)**	Motions are clean, sharp and dynamic	Props are easy to read & promote crowd response	Skills have minimal technique & spacing errors
	Exciting visual appeal	Shoulder stands, extended single leg stunts, full up to prep	Consistent motion style throughout	Props are obtained & discarded with fluid & seamless transitions	
		Full up extended, full arounds at any level **(RD)**		Dynamic Incorporations executed allows for excited crowd response	
		Handsprings & Tucks **(RD)**			
		COED Teams - All team members are incorporated			
		Coed is defined as 3 or more males			*FINAL - Updated July 2021*

GAME DAY CROWD LEADING RUBRIC

	SITUATIONAL CUE (0-1)	SITUATIONAL CROWD EFFECTIVENESS (0-1)	SITUATIONAL EXECUTION OF INCORPORATIONS (0-1)	CHEER SKILL INCORPORATIONS (0-1)	CHEER EXECUTION OF SKILL INCORPORATIONS (0-1)	CHEER MOTION TECHNIQUE/ CROWD LEADING TOOLS (0-1)	CHEER CROWD EFFECTIVENESS (0-1)
LOW	Ineffective response to situational cue	Low energy	Poor motion placement	Skills used do not lead crowd	Cheer did not demonstrate clean and/or solid foundation	Poor motion placement	Low energy
		Voices are not load and clear	Lacks synchronization and sharpness	Skills used have major errors	Skills unsafe & distracting	Lacks Sharpness & synchronization	Voices are not load and clear
		Volume inconsistencies throughout	Props Distract from crowd leading	No skills were used to lead the crowd	Skills have technique & spacing errors	Props are obtained & discarded with difficulty	Volume inconsistencies throughout
		Lacks consistent pace and flow	Skills unsafe & distracting	Low skill difficulty is incorporated		Props distract from crowd leading	Lacks consistent pace and flow
		Lacks crowd coverage/minimal use of floor	Skills have technique & spacing errors	Motions only		Props do not prepare crowd to yell	Lacks crowd coverage
		Props do not lead crowd				Low variety of props	Props distract from leading
				COED Teams - no coed skills			
				Coed is defined as 3 or more males			

	SITUATIONAL CUE (2-3)	SITUATIONAL CROWD EFFECTIVENESS (2-3)	SITUATIONAL EXECUTION OF INCORPORATIONS (2-3)	CHEER SKILL INCORPORATIONS (2-3)	CHEER EXECUTION OF SKILL INCORPORATIONS (2-3)	CHEER MOTION TECHNIQUE/ CROWD LEADING TOOLS (2-3)	CHEER CROWD EFFECTIVENESS (2-3)
AVG	Slow response to situational cue	Average energy	Average motion placement	Some skills used effectively lead crowd	Cheer demonstrates some clean foundational elements, however lacked consistency throughout	Average motion placement	Average energy
		Voices have average enthusiasm and volume	Average synchronization	Skills used have some Errors	Average execution of skills	Average level of sharpness & synchronization	Voices have average enthusiasm and volume
		Some volume inconsistencies throughout	Some props are sharp and clean	Average skill difficulty is incorporated	Skills have some technique & spacing errors	Props are obtained & discarded with some difficulty	Some volume inconsistencies throughout
		Average consistent pace and flow	Average execution of skills	***Example of skills below:***		Some props distract from crowd leading	Average consistent pace and flow
		Average crowd coverage/average use of Floor	Skills have some technique & spacing errors	Crowd leading thigh stands and shoulder sits		Props elicit average crowd response	Average crowd coverage
		Some props are not crowd effective		Preps, extensions or 1/2 up to prep		Average variety of props used	Some props are not crowd effective
				1/2 up to extended **(RD)**		Some props are sharp and clean & prop angles have some errors	
						Flags are used with average synchronization	
				COED Teams- must perform at least		Flags use is average throughout	
				1 average coed skill (Refer to Stunt Rubric)			
				Coed is defined as 3 or more males			

	SITUATIONAL CUE (4-5)	SITUATIONAL CROWD EFFECTIVENESS (4-5)	SITUATIONAL EXECUTION OF INCORPORATIONS (4-5)	CHEER SKILL INCORPORATIONS (4-5)	CHEER EXECUTION OF SKILL INCORPORATIONS (4-5)	CHEER MOTION TECHNIQUE/ CROWD LEADING TOOLS (4-5)	CHEER CROWD EFFECTIVENESS (4-5)
HIGH	Effective & timely response to situational cue	High energy!	Exceptionally sharp prop & motion placement	Skills used effectively lead crowd	Cheer demonstrates clean, solid foundation	Dynamic motion placement	High energy!
		Voices command the crowds attention	High execution of synchronization	Skills used have minimal errors	Clean, safe & solid skills performed throughout	Exceptional Sharpness & high execution of synchronization	Voices command the crowds attention
		Volume remains consistent throughout cheer	Props are sharp and clean	High skill difficulty is incorporated	Skills have minimal technique & spacing errors	Props are obtained & discarded with ease	Volume remains consistent throughout cheer
		Dynamic pace and flow	Clean, safe & solid skills performed throughout	***Example of skills below:***		Props create dynamic crowd leading	Dynamic pace and flow
		Maximum crowd coverage/floor to elicit crowd response **(RD)**	Skills have minimal technique & spacing errors	Crowd leading shoulder stands		Props are used effectively for crowd response	Maximum crowd coverage elicits crowd response **(RD)**
		Props effectively lead crowd **(RD)**		Extended single leg stunts		High variety of props	
				Full up to prep		Props are sharp and clean, prop angles have minimal errors	
				Full up extended or full arounds at any level **(RD)**		Flags are used with excellent synchronization	
				Handspring or tucks **(RD)**		Flags are sharp and crisp with dynamic use throughout	
				COED Teams- must perform at least			
				1 high range coed skill (Refer to Stunt Rubric)			
				Coed is defined as 3 or more males			*FINAL - Updated July 2021*

GAME DAY OVERALL IMPRESSION RUBRIC

LOW	0-1	0-4
	CROWD LEADING OVERALL IMPRESSION	**BAND DANCE/FIGHT SONG OVERALL IMPRESSION**
	Presentation lacked excitement throughout	Presentation lacked excitement throughout
	Did not demonstrate clean and/or solid foundation	Did not demonstrate clean and/or solid foundation
	Lacks creative choreography & use of props	Lacks creative choreography & use of props
	Lacks energy	
AVERAGE	**2-3**	**5-7**
	CROWD LEADING OVERALL IMPRESSION	**BAND DANCE/FIGHT SONG OVERALL IMPRESSION**
	Presentation had mediocre excitement throughout	Presentation had mediocre excitement throughout
	Demonstrates some clean foundational elements	Demonstrates some clean foundational elements
	Average creative choreography with average use of props	Average creative choreography with average use of props
	Average energy	
HIGH	**4-5**	**8-10**
	CROWD LEADING OVERALL IMPRESSION	**BAND DANCE/FIGHT SONG OVERALL IMPRESSION**
	Presentation creates excitement throughout	Presentation creates excitement throughout
	Demonstrates clean, solid foundational elements	Demonstrates clean, solid foundational elements
	Demonstrates seamless flow through transitions	Demonstrates seamless flow through transitions
	Positive image of genuine school spirit	Positive image of genuine school spirit
	Creative dynamic choreography with multiple uses of props **(RD)**	Creative dynamic choreography with multiple uses of props **(RD)**
	High energy throughout! **(RD)**	
		FINAL - DECEMBER 2020