

2023-24 WSCJA

Game Day Band Chant Fight Song

Training Packet

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Link to test: <https://forms.gle/3Co43yGMc3xbMaJd6>

Summary of 2023-24 Game Day Band Chant Fight Song Changes

Major Changes (may affect scoring):

- Difficulty references removed to emphasize effectiveness only.
- Transitions element removed from Fight Song Visual Appeal.
- One new element added to final section to encourage high levels of participation throughout routines.
- Level change and ripple elements change for Visual Appeal.

Minor Changes (not likely to affect scoring):

- Name of score sheet and rubric changed.
- All "high range" language has been removed from score sheets.
- Elements added to score sheet and/or rubric for alignment between the two documents.
- Slight change in language to emphasize an actual crowd response is not evaluated.
- Some section titles changed to clarify elements scored within those sections.
- Some terms changed for consistency across all score sheets and rubrics.
- Removal of element duplicates.
- Removal of all "RD"s on subjective elements on rubric.
- Notes and definitions section new to rubric for clarifying statements.
- Common interpretations used by judges added.

WSCJA/WSCCA SCORESHEET

GAME DAY BAND CHANT FIGHT SONG

EVENT:		JUDGE #:	
TEAM NAME:		DIVISION:	
BAND CHANT (25)		Points	Score
VISUAL APPEAL Level Changes, Ripples, Visual Transitions, Creativity of Movements, Use of Floor, Tempo		5	
EFFECTIVENESS OF INCORPORATIONS Effectiveness of Choreography & Skills Allowed (kicks/jumps)		5	
MOTION TECHNIQUE Technique, Synchronization, Sharpness, Motion Placement, Style Consistency		5	
PROPS Proper Use of Signs, Poms, Megaphones and/or Flags		5	
EXECUTION Cleanliness of Skills, Minimal Mistakes, Technique, Stability, Spacing Transitions & Formations		5	
FIGHT SONG (25)		Points	Score
VISUAL APPEAL Level Changes, Ripples, Creativity of Movements, Use of Floor, Tempo		5	
EFFECTIVENESS OF INCORPORATIONS Effectiveness of Choreography & Skills Allowed		5	
MOTION TECHNIQUE Technique, Synchronization, Sharpness, Motion Placement, Style Consistency		5	
PROPS Proper Use of Signs, Poms, Megaphones and/or Flags		5	
EXECUTION Cleanliness of Skills, Minimal Mistakes, Technique, Stability, Spacing Transitions & Formations		5	
ROUTINE COMPOSITION AND SHOWMANSHIP (10)		Points	Score
Excitement, Energy, Creativity of Choreography, Transitions, Flow, Genuine School Spirit, Participation		10	
TOTAL POSSIBLE		60	0.0

This score sheet is used in Game Day routines for the Band Chant and Fight Song components (portion that is performed to music). If there is a music error, judges will use their best judgment to discern which elements of the performance are scored here.

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

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.)	

WSCJA Interpretations 2023-24

Game Day Band Chant Fight Song Scoring

This interpretation document will include language from the score sheet and rubric. Judges are to always look directly to the rubric for descriptions of elements in score ranges. The section and subsection titles, point values, and elements in quotes are copied from the score sheet. The elements judges should be looking for have been brought in from the rubric.

It is assumed that since there is no header stating what is required to enter into a range, that judges will place teams in the range that best describes their performance. If a team demonstrates elements in several different ranges within one subsection, the judges will use their best judgment to place the team in the most applicable and appropriate range by roughly averaging the elements, giving each element a similar weight to the others listed. This method of scoring applies to the entire Band Chant Fight Song score sheet.

Game Day Headers - There is a statement at the top of the Game Day Band Chant Fight Song rubric: "Effective band chant and fight song should represent a team in front of their "Home Crowd" in a natural game day setting." For the entire Game Day division, in all sections on score sheets and rubrics, judges will use this mindset to evaluate appropriate Game Day content. Judges will imagine the team's potential for effectiveness as if that team was performing at a home game. Judges will not evaluate the actual crowd response. *Effectiveness* and *execution* are the two main areas of assessment for this score sheet.

Band Chant (25) is defined as what should be the first component of the routine, performed to music. If there is an error preventing the playing of music or if a team performs the elements out of order, judges will use their best judgment to evaluate what they determine to be the Band Chant.

- (Band Chant) Visual Appeal (5) - will be defined as "Level Changes, Ripples, Visual Transitions, Creativity of Movements, Use of Floor, Tempo." According to the rubric, the judges are looking for how *effectively to enhance the band chant's visual appeal* the following elements are used (think macro):
 - Level of use of level changes and/or ripples
 - Level of use of the floor (NOTE: maximum use of full floor defined as having the team touch all 9 panels at least once during the component being scored)
 - Level of use of tempo to drive a dynamic visual appeal
 - Level of creativity of movement
 - Level of effectiveness and visual impact of transitions
- (Band Chant) Effectiveness of Incorporations (5) - will be defined as "Effectiveness of Choreography & Skills Allowed (kicks/jumps)." According to the rubric, the judges are looking for how *effectively within choreography and skills* the following elements are used to potentially captivate and engage a home crowd (think micro):
 - Level of effectiveness and creativity of choreography and skills
 - Level of incorporation of permissible skills (kicks and/or jumps)
 - Level of dynamic use of choreography and skills toward crowd engagement

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- (Band Chant) Motion Technique (5) - will be defined as “Technique, Synchronization, Sharpness, Motion Placement, Style Consistency.” According to the rubric, the judges are looking for the level of **execution in relation to the use of motions only** of the following elements:
 - Level of technique
 - Level of fluidity and synchronization
 - Level of cleanliness and sharpness
 - Level of placement
 - Level of consistency of style throughout (i.e. high V’s)
- (Band Chant) Props (5) - will be demonstrated by the “Proper Use of Signs, Poms, Megaphones and/or Flags.” According to the rubric, the judges are looking for the level of **effectiveness and execution in relation to the use of props** of the following elements:
 - Level of use to lead the crowd with confidence and without distraction
 - Level of synchronization and rhythm flow
 - Level of sharpness and cleanliness (a WSCJA prerequisite is knowledge of proper technique):
 - Example - Flags needs to sharp and clean such as hitting at the top
 - Example - Megaphones needs to be utilized to amplify a voice
 - Level of crowd’s ability to read and potential to respond (NOTE: actual response not evaluated)
 - Level of fluidity and seamlessness in transitions of obtaining and discarding props
 - Level of potential for crowd response due to prop use/effectiveness
- (Band Chant) Execution (5) - will be demonstrated through “Cleanliness of Skills, Minimal Mistakes, Technique, Stability, Spacing, Transitions & Formations.” According to the rubric, the judges are looking for the level of **execution** of these elements throughout the Band Chant:
 - Level of mistakes made
 - Level of cleanliness of transitions and spacing errors
 - Level of cleanliness and safety of skills
 - Level of technique and spacing errors of skills
 - (Motion and Prop execution evaluated elsewhere)

Fight Song (25) is defined as what should be the last element of the routine, performed to music. If there is an error preventing the playing of music or if a team performs the elements out of order, judges will use their best judgment to evaluate what they determine to be the Fight Song.

- (Fight Song) Visual Appeal (5) - will be defined as “Level Changes, Ripples, Creativity of Movements, Use of Floor, Tempo.” According to the rubric, the judges are looking for how **effectively to enhance the fight song’s visual appeal** the following elements are used (think macro):
 - Level of use of level changes and/or ripples
 - Level of use of the floor (NOTE: maximum use of full floor defined as having the team touch all 9 panels at least once during the component being scored)

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- Level of use of tempo to drive a dynamic visual appeal
- Level of creativity of movement
- (Fight Song) Effectiveness of Incorporations (5) - will be defined as “Effectiveness of Choreography & Skills Allowed.” According to the rubric, the judges are looking for *effectiveness* of choreography and skills to potentially captivate and engage a home crowd (props evaluated elsewhere):
 - Level of effectiveness and creativity of choreography and skills
 - Level of incorporation of permissible skills (stunts, kicks, and/or jumps)
 - Level of dynamic use of incorporations toward crowd engagement
- (Fight Song) Motion Technique (5) - See identical Band Dance training.
- (Fight Song) Crowd Leading Tools (5) - See identical Band Dance training.
- (Fight Song) Execution (5) - See identical Band Dance training.

(Band Chant/Fight Song) Routine Composition and Showmanship (10) will be defined as: “ Excitement, Energy, Creativity of Choreography, Transitions & Flow, Genuine School Spirit, Participation” for the band chant AND fight song. According to the rubric, the judges are looking for the level of presentation of the following elements:

- Level of excitement throughout
- Level of energy
- Level of creative use of choreography
- Level of seamlessness and fluidity of transitions into and out of Band Chant and Fight Song
- Level of genuineness of school spirit
- Level of consistency of participation of team members (NOTE: this includes but is not limited to - minimizing the hiding of unused “nuggets”, performing skills and choreography simultaneously)