

OFFICIAL

JUDGE

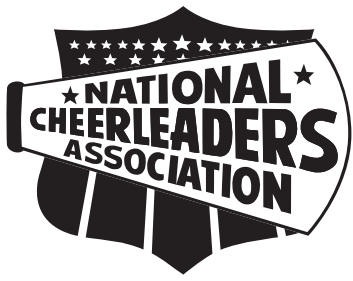
SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 1

| | MAXIMUM VALUE | TOTAL SCORE |
|---|---------------|-------------|
| MATERIAL <i>Crowd oriented movements, fit to music</i> | 10 | |
| SPACING AND FORMATIONS <i>Spacing, formations, positioned to cover crowd</i> | 10 | |
| VISUAL EFFECTS <i>Level changes, ripples, creative movements within groups and levels</i> | 10 | |

CRITIQUE

SAMPLE



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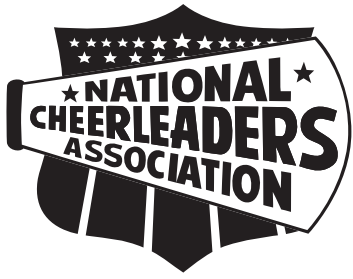
JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 2

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| PLACEMENT <i>Proper control, correct placement of movements</i> | 10 | |
| SYNCHRONIZATION <i>Uniformity of movement throughout routine</i> | 10 | |
| STRENGTH OF MOTIONS <i>Sharpness</i> | 10 | |

CRITIQUE



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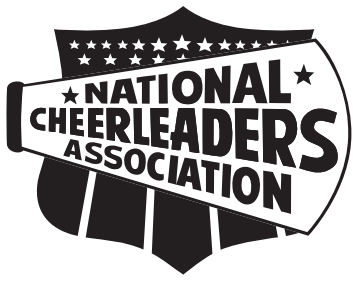
JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 3

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| OVERALL IMPRESSION <i>Audience appropriateness, execution</i> | 10 | |
| CROWD APPEAL <i>Facial expression, eye contact, energy</i> | 10 | |

CRITIQUE



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JUDGE

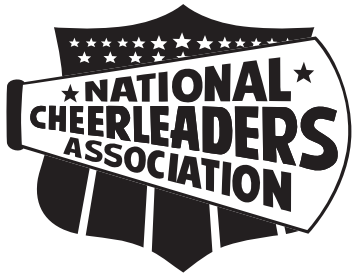
SCORE ★ SHEET

GAME DAY CHEER - JUDGE 1

| | MAXIMUM VALUE | TOTAL SCORE |
|---|---------------|-------------|
| SPACING AND FORMATIONS <i>Spacing, formations, positioned to cover crowd</i> | 10 | |
| PLACEMENT <i>Proper control, correct placement of movements</i> | 10 | |
| STRENGTH OF MOTIONS <i>Sharpness</i> | 10 | |

CRITIQUE

SAMPLE



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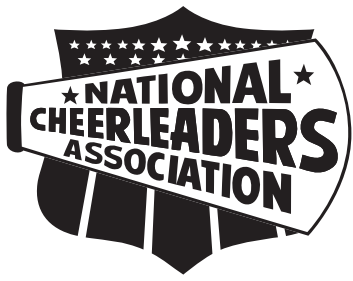
JUDGE

SCORE ★ SHEET

GAME DAY CHEER - JUDGE 2

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| VOICE AND PACE <i>Loud and natural voices, good inflection, moderate controlled pace</i> | 10 | |
| CROWD LEADING SKILLS <i>Skills add to the squad's ability to lead the crowd</i> | 10 | |
| USE OF PROPS <i>Signs, Poms, Flags, Megaphones used to encourage crowd response</i> | 10 | |
| SYNCHRONIZATION <i>Motions synchronized with words or cadence</i> | 10 | |

CRITIQUE



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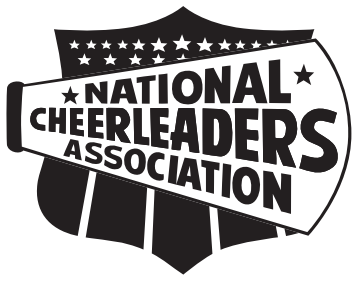
JUDGE

SCORE ★ SHEET

GAME DAY CHEER - JUDGE 3

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| CROWD EFFECTIVE MATERIAL <i>Easy to follow, encourages crowd participation</i> | 10 | |
| OVERALL IMPRESSION <i>Audience appropriateness, execution</i> | 10 | |
| CROWD APPEAL <i>Facial expression, eye contact, energy</i> | 10 | |

CRITIQUE



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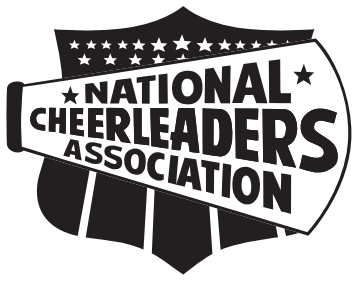
JUDGE

SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 1

| | MAXIMUM VALUE | TOTAL SCORE |
|--|---------------|-------------|
| CROWD EFFECTIVE MATERIAL <i>Easy to follow, encourages crowd participation</i> | 10 | |
| TRANSITIONS AND FORMATIONS <i>Creative and quick ways to move formations, inventive and various formations</i> | 10 | |
| SPACING <i>The ability to position correctly</i> | 10 | |

CRITIQUE



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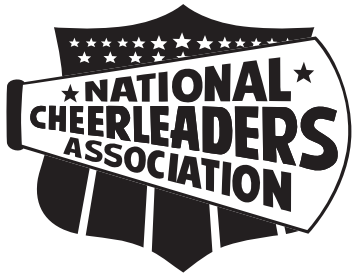
JUDGE

SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 2

| | MAXIMUM VALUE | TOTAL SCORE |
|---|---------------|-------------|
| PLACEMENT <i>Proper control, correct placement of movements</i> | 10 | |
| SYNCHRONIZATION <i>Motions synchronized with words or cadence</i> | 10 | |
| STRENGTH OF MOTIONS <i>Sharpness</i> | 10 | |

CRITIQUE



OFFICIAL

JUDGE

SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 3

| | MAXIMUM VALUE | TOTAL SCORE |
|---|---------------|-------------|
| VISUAL EFFECTS <i>Level changes, ripples, footwork, creative movements within groups and levels</i> | 10 | |
| OVERALL IMPRESSION <i>Audience appropriateness, execution</i> | 10 | |
| CROWD APPEAL <i>Facial expression, eye contact, energy</i> | 10 | |

CRITIQUE