



OFFICIAL

JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG PRELIMS

JUDGE 1

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

JUDGE 2

	MAXIMUM VALUE	TOTAL SCORE
MOTIONS <i>Correct placement of motions, sharpness, proper control</i>	10	
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10	
SKILL INCORPORATION <i>Technique and practicality of added skills to lead the crowd</i>	10	

JUDGE 3

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

TOTAL POSSIBLE	80	
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CRITIQUE
