

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### ***Routine Structure/Choreography***

<b>Game Day Material</b>	<b>MAXIMUM VALUE</b>	<b>SCORE</b>
- Proper use of material relevant to game day environment.	<b>10</b>	
<b>Creativity/Variety</b>		
- Use of variety of movements to compliment the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels.	<b>15</b>	
<b>Crowdleading Tools</b>		
- Effective use of voice, props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	<b>10</b>	
<b>Formations/Transitions</b>		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	<b>10</b>	

**TOTAL SCORE (45)**

### ***Comments:***

### ***ROUTINE STRUCTURE/CHOREOGRAPHY***

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### **Execution**

<b>Motion Placement</b>		
- Proper control and placement of motions.	<b>10</b>	
<b>Sharpness / Strength of Motion</b>		
- Sharpness, strength of motion, uniformity of movement and motions synchronized with words or cadence.	<b>10</b>	
<b>Synchronization/Spacing</b>		
- Timing of movement throughout routine. Spacing of squad members in relation to each other.	<b>10</b>	

**TOTAL SCORE (30)**

### **Comments:**

**EXECUTION**

JUDGE: \_\_\_\_\_

TEAM NAME

DIVISION

# ON SQUAD

### **Crowd Appeal**

- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

**10**

### **Overall Impression**

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

**15**

**TOTAL SCORE (25)**

### **Comments:**

**CROWD APPEAL / OVERALL IMPRESSION**

JUDGE: \_\_\_\_\_

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### **Crowdleading/Choreography**

<b>Game Day Material</b>	<b>MAXIMUM VALUE</b>	<b>SCORE</b>
- Proper and practical use of material. Relevant to game day environment.	<b>10</b>	
<b>Game Situation Response</b>		
- Proper and most effective response to game situation.	<b>5</b>	
<b>Crowd Communication Skills</b>		
- Clear set-up, use of crowd encouragement, and ability to cue the crowd.	<b>5</b>	
<b>Crowdleading Tools</b>		
- Effective use of signs, poms, megaphones and/or flags.	<b>10</b>	
<b>Incorporation of Skills</b>		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	<b>10</b>	
<b>Formations</b>		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	<b>10</b>	

**TOTAL SCORE (50)**

### **Comments :**

**CROWDLEADING /CHOREOGRAPHY**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### Execution

#### Motion Strength Placement

- Proper control and placement of motions, sharpness, strength of motions, uniformity of movement and motions synchronized with words or cadence.

**10**

#### Voice and Pace

- Loud, natural voices with appropriate inflection and easy to follow, moderate, controlled pace.

**5**

#### Skills Execution

- Technique, form, stability, synchronization, and spacing (i.e. stunts/tumbling/jumps).

**10**

**TOTAL SCORE**

**(25)**

### Comments :

**EXECUTION**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

#### **Crowd Appeal**

- Energy, showmanship, facial expression,  
eye contact and overall connection to the crowd.

**10**

#### **Overall Impression**

- Judge's impression of entire performance  
encompassing all scoresheet categories. This  
includes audience appropriateness.

**15**

**TOTAL SCORE (25)**

#### **Comments :**

**CROWD APPEAL & OVERALL IMPRESSION**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

<b><i>Routine Structure/Choreography</i></b>		
<b>Game Day Material</b>	<b>MAXIMUM VALUE</b>	<b>SCORE</b>
- Proper use of material relevant to game day environment.	<b>10</b>	
<b>Incorporation of Skills</b>		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	<b>5</b>	
<b>Variety</b>		
- Effective use of voice. Use of various movements.	<b>10</b>	
<b>Formations/Transitions</b>		
- Crowd coverage. Creative, visual and effective formations and ways to move from one formation to another.	<b>10</b>	

**TOTAL SCORE (35)**

**Comments :**

**ROUTINE STRUCTURE/CHOREOGRAPHY**

TEAM NAME

DIVISION

# ON SQUAD

<b>Execution</b>		
<b>Motion Placement</b>		
- Proper control and placement of motions.	<b>10</b>	
<b>Motion Strength</b>		
- Sharpness, strength of motion.	<b>10</b>	
<b>Synchronization/Spacing</b>		
- Timing of movement throughout routine. Spacing of squad members in relation to each other.	<b>10</b>	
<b>Skills Execution</b>		
- Technique, form, stability, synchronization, and spacing (i.e. stunts/tumbling/jumps).	<b>10</b>	

**TOTAL SCORE (40)**

**Comments :**

**EXECUTION**



TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

#### **Crowd Appeal**

- Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

**10**

#### **Overall Impression**

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

**15**

**TOTAL SCORE (25)**

#### **Comments :**

**CROWD APPEAL/OVERALL IMPRESSION**