

TEAM NAME _____

DIVISION _____

ON TEAM _____

Routine Structure/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material relevant to game day environment.	5	
Crowd Communication Skills		
- Use of crowd encouragement, and ability to cue the crowd.	10	
Visuals/Variety		
- Use of variety of movements to compliment the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels.	5	
Crowdleaving Tools		
- Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	5	
Formations/Transitions		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	5	

Comments:

TOTAL SCORE (50)

ROUTINE STRUCTURE/CHOREOGRAPHY

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Execution

Motion Strength/Placement	MAXIMUM VALUE	SCORE
- Sharpness, strength of motion. Proper control and placement of motions.	5	
Synchronization		
- Timing of movement throughout routine.	5	
Spacing		
- Spacing of squad members in relation to each other.	5	

Comments:

TOTAL SCORE (30)

EXECUTION

JUDGE: _____

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Showmanship

Crowd Appeal

MAXIMUM
VALUE

SCORE

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

5

Overall Impression

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

5

TOTAL SCORE (20)

Comments:

SHOWMANSHIP