

TEAM NAME _____

DIVISION _____

ON TEAM _____

<i>Routine Structure/Choreography</i>		
Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material, and props, if applicable, relevant to game day environment.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps).	10	
Visuals/Variety		
- Use of variety of movements to compliment the music, visual effects, (level changes, ripples/roll-offs) and creative movement within groups.	10	
Formations/Transitions		
- Crowd coverage. Creative, visual and effective formations and ways to move from one formation to another.	10	

Comments:

TOTAL SCORE (40)

ROUTINE STRUCTURE/CHOREOGRAPHY

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Execution

Motion Strength/Placement

- Sharpness, strength of motion. Proper control and placement of motions.

10

Synchronization

- Timing of movement throughout routine.

10

Spacing

- Spacing of squad members in relation to each other.

10

Skills Execution

- Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps).

10

Comments:

TOTAL SCORE (40)

EXECUTION

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Showmanship

Crowd Appeal

- Voice, 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.

10

TOTAL SCORE (20)

Comments:

SHOWMANSHIP