

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

DIVISION \_\_\_\_\_

# ON TEAM \_\_\_\_\_

<b>FIGHT SONG</b>	MAXIMUM VALUE	SCORE
<b>GAME DAY MATERIAL</b> - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	<b>20</b>	
<b>VISUALS/FORMATIONS/TRANSITIONS</b> - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	<b>20</b>	
<b>MOTION/SKILL EXECUTION</b> - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	<b>20</b>	
<b>SYNCHRONIZATION/SPACING</b> - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	<b>20</b>	

<b>BAND CHANT</b>	MAXIMUM VALUE	SCORE
<b>GAME DAY MATERIAL</b> - Routine skills relevant to the game day environment. - Encourages crowd interaction and involvement.	<b>20</b>	
<b>VISUALS/FORMATIONS/TRANSITIONS</b> - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	<b>20</b>	
<b>MOTION/SKILL EXECUTION</b> - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	<b>20</b>	
<b>SYNCHRONIZATION/SPACING</b> - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	<b>20</b>	

<b>PERFORMANCE ROUTINE</b>	MAXIMUM VALUE	SCORE
<b>GAME DAY MATERIAL</b> - Routine skills relevant to the game day environment.	<b>20</b>	
<b>VISUALS/FORMATIONS/TRANSITIONS</b> - Variety of movement and visual effects that compliment the music. - Visual and effective formations and transitions.	<b>20</b>	
<b>MOTION/SKILL EXECUTION</b> - Proper control, placement and sharpness of motions. - Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.)	<b>20</b>	
<b>SYNCHRONIZATION/SPACING</b> - Timing of movement throughout the routine. - Spacing of team members in relation to each other.	<b>20</b>	

<b>SHOWMANSHIP</b>	MAXIMUM VALUE	SCORE
<b>CROWD APPEAL</b> - Energy, showmanship, facial expression, eye contact and overall connection to the crowd.	<b>30</b>	
<b>OVERALL</b> - Judge's impression of the entire performance encompassing all scoresheet categories. This includes audience appropriateness.	<b>30</b>	

*Comments:*

**TOTAL SCORE (300)**

JUDGE \_\_\_\_\_