

TEAM NAME _____

DIVISION _____

ON TEAM _____

Routine Structure/Choreography

Game Day Material

MAXIMUM
VALUE SCORE

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement.

20

Visuals/Formations/Transitions

- Variety of movement and visual effects that compliment the music.
- Visual and effective formations and transitions.

20

Comments:

Execution

Motion/Skill Execution

MAXIMUM
VALUE SCORE

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills (i.e. turns, leaps, jumps, etc.).

20

Synchronization/Spacing

- Timing of movement throughout the routine.
- Spacing of team members in relation to each other.

20

Showmanship

Crowd Appeal

MAXIMUM
VALUE SCORE

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

10

Overall

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

10

TOTAL SCORE (100)