SPIRIT





College Dance Game Day Scoresheet All-In-One Performance

| Team Name:                     | Division:    |       | on: # On Team          |
|--------------------------------|--------------|-------|------------------------|
| Fight Song                     | Max<br>Value | Score | Comments:              |
| Game Day Material              | 20           |       |                        |
| Visuals/Formations/Transitions | 20           |       |                        |
| Motion/Skill Execution         | 20           |       |                        |
| Synchronization/Spacing        | 20           |       |                        |
| Band Chant                     | Max<br>Value | Score |                        |
| Game Day Material              | 20           |       |                        |
| Visuals/Formations/Transitions | 20           |       |                        |
| Motion/Skill Execution         | 20           |       |                        |
| Synchronization/Spacing        | 20           |       |                        |
| Performance Routine            | Max<br>Value | Score |                        |
| Game Day Material              | 20           |       |                        |
| Visuals/Formations/Transitions | 20           |       |                        |
| Motion/Skill Execution         | 20           |       |                        |
| Synchronization/Spacing        | 20           |       |                        |
| Showmanship                    | Max<br>Value | Score |                        |
| Crowd Appeal                   | 30           |       |                        |
| Overall Impression             | 30           |       | All-In-One Performance |
| TOTAL SCORE                    | 300          |       |                        |

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All 3 Game Day routines will be performed for this division and in the following order: Fight Song, Band Chant and Performance Routine. Each routine will be judged on the below criteria.

### CHOREOGRAPHY (120 points possible for all 3 routines)

### GAME DAY MATERIAL (20 points possible per routine)

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

### VISUALS/FORMATIONS/TRANSITIONS (20 points possible per routine)

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

### EXECUTION (120 points possible for all 3 routines)

### **MOTION/SKILL EXECUTION (20 points possible per routine)**

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills

### SYNCHRONIZATION/SPACING (20 points possible per routine)

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

# SHOWMANSHIP (60 points possible for all 3 routines)

### CROWD APPEAL (30 points possible)

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

### **OVERALL IMPRESSION (30 points possible)**

Judge's impression of the entire performance encompassing all scoresheet categories. This may include elements such as: Appearance and Appropriateness.

# TOTAL POINTS POSSIBLE (300 points for all 3 routines)

## POINT SCALES

20 Point Scale:

Superior18-20Above Average15-17Average12-14Below Average0-11

30 Point Scale:

| Superior      | 28-30 |
|---------------|-------|
| Above Average | 25-27 |
| Average       | 22-24 |
| Below Average | 0-21  |

