OFFICIAL

JUDGE _____



SCORE * SHEET

GAME DAY - PERFORMANCE ROUTINE

		MAXIMUM VALUE	TEAM SCORE
COMMENTS	CHOREOGRAPHY Elements included in choreography (group work, level, visuals, etc.) for an entertaining game day appropriate performance	10	
	SYNCHRONIZATION Consistent unison and timing by team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions	10	
	EXECUTION OF MOVEMENT & TECHNIQUE Proper control, placement, and completion of motions and skills. Quality of strength of motions and skills	10	
	OVERALL IMPRESSION Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction, and entertainment value	10	
	TOTAL	40	

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SCORE * SHEET

GAME DAY - FIGHT SONG/SPIRIT RAISING PERFORMANCE

	•	MAXIMUM VALUE	TEAM SCORÉ
SOUS THEIR	GAME DAY MATERIAL Appropriate use of material and skills relevant to game day	10	
	SYNCHRONIZATION Consistent unison and timing by team. Uniformity of team movement within choreography and skills. Consistent and eve positioning of dancers throughout all formations and transition		
	EXECUTION OF MOVEMENT & TECHNIQUE Proper control, placement, and completion of motions and skills. Quality of strength of motions and skills	5	
	OVERALL IMPRESSION Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction, and entertainment value	10	
	TOTAL	30	
SPIRIT RAISING PERFORMANCE COMMENTS	GAME DAY MATERIAL Appropriate use of material and skills relevant to game day	10	
	SYNCHRONIZATION Consistent unison and timing by team. Uniformity of team movement within choreography and skills. Consistent and eve positioning of dancers throughout all formations and transition		
	EXECUTION OF MOVEMENT & TECHNIQUE Proper control, placement, and completion of motions and skills. Quality of strength of motions and skills	5	
	OVERALL IMPRESSION Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction, and entertainment value	10	
	TOTAL	30	