

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Routine Structure/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Proper use of material relevant to game day environment.	10	
Creativity/Variety		
- Use of variety of movements to compliment the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels.	15	
Crowdleading Tools		
- Effective use of voice, props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	10	
Formations/Transitions		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	10	

TOTAL SCORE (45)

Comments:

ROUTINE STRUCTURE/CHOREOGRAPHY

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Execution

Motion Placement

- Proper control and placement of motions.

10

Sharpness / Strength of Motion

- Sharpness, strength of motion, uniformity of movement and motions synchronized with words or cadence.

10

Synchronization/Spacing

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

10

TOTAL SCORE (30)

Comments:

EXECUTION

JUDGE: _____

TEAM NAME

DIVISION

ON SQUAD

Crowd Appeal

- 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.

15

TOTAL SCORE (25)

Comments:

CROWD APPEAL / OVERALL IMPRESSION

JUDGE: _____

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Crowdleading/Choreography

Game Day Material	MAXIMUM VALUE	SCORE
- Proper and practical use of material. Relevant to game day environment.	10	
Game Situation Response		
- Proper and most effective response to game situation.	5	
Crowd Communication Skills		
- Clear set-up, use of crowd encouragement, and ability to cue the crowd.	5	
Crowdleading Tools		
- Effective use of signs, poms, megaphones and/or flags.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	10	
Formations		
- Crowd coverage. Creative, visual and effective formations, and ways to move from one formation to another.	10	

TOTAL SCORE (50)

Comments :

CROWDLEADING /CHOREOGRAPHY

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Execution

Motion Strength Placement

- Proper control and placement of motions, sharpness, strength of motions, uniformity of movement and motions synchronized with words or cadence.

10

Voice and Pace

- Loud, natural voices with appropriate inflection and easy to follow, moderate, controlled pace.

5

Skills Execution

- Technique, form, stability, synchronization, and spacing (i.e. stunts/tumbling/jumps).

10

Comments :

TOTAL SCORE

(25)

EXECUTION

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Crowd Appeal

- 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.

15

TOTAL SCORE (25)

Comments :

CROWD APPEAL & OVERALL IMPRESSION

TEAM NAME _____

DIVISION _____

ON SQUAD _____

<i>Routine Structure/Choreography</i>		
Game Day Material	MAXIMUM VALUE	SCORE
- Proper use of material relevant to game day environment.	10	
Incorporation of Skills		
- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. stunts/tumbling/jumps).	5	
Variety		
- Effective use of voice. Use of various movements.	10	
Formations/Transitions		
- Crowd coverage. Creative, visual and effective formations and ways to move from one formation to another.	10	

TOTAL SCORE (35)

Comments :

ROUTINE STRUCTURE/CHOREOGRAPHY

JUDGE: _____

TEAM NAME

DIVISION

ON SQUAD

Execution		
Motion Placement		
- Proper control and placement of motions.	10	
Motion Strength		
- Sharpness, strength of motion.	10	
Synchronization/Spacing		
- Timing of movement throughout routine. Spacing of squad members in relation to each other.	10	
Skills Execution		
- Technique, form, stability, synchronization, and spacing (i.e. stunts/tumbling/jumps).	10	

TOTAL SCORE (40)

Comments :

EXECUTION

TEAM NAME _____

DIVISION _____

ON SQUAD _____

Crowd Appeal

- 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.

15

TOTAL SCORE (25)

Comments :

CROWD APPEAL/OVERALL IMPRESSION