

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: _____

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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	

Comments:

TOTAL SCORE (40)

EXECUTION

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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