

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

# ON SQUAD \_\_\_\_\_

### ***Routine Structure/Choreography***

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

**TOTAL SCORE (45)**

### ***Comments:***

### ***ROUTINE STRUCTURE/CHOREOGRAPHY***

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### Execution

#### Motion Placement

- Proper control and placement of motions.

%

#### Sharpness / Strength of Motion

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

%

#### Synchronization/Spacing

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

%

**TOTAL SCORE (30)**

### Comments:

**EXECUTION**

JUDGE: \_\_\_\_\_

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#### **Crowd Appeal**

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



#### **Overall Impression**

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



**TOTAL SCORE (25)**

#### **Comments:**

**CROWD APPEAL / OVERALL IMPRESSION**