

GAME DAY SCORE SHEET



Team Name: Apollo

Judge No. 1

Division: Game Day

Category

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.	10	7.9	Good connection & projection.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.8	Check sp in the beginning.
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.8	Press shoulder down on pass & turns!
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.9	Good crowd engagement
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.8	Make sure the clarity & mix in lines always
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.9	Be more precise hitting low vs ^{strong}
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.2	Great attack through this part.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.9	More clarity in arm swings.
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.9	I line ripple. Love that you bring strong energy
OVERALL EFFECT			
Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.	10	8.0	In the end.
100 TOTAL POINTS		79.1	

GAME DAY SCORE SHEET



Team Name: Apollo

Judge No. 2

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.	10	7.8	Great Spirit coming out Good Crowd Appeal
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.9	Watch lines
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.8	Stay Tight throughout
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.0	Great Energy Work on hitting the corners
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.9	
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.8	Big Motions!
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.0	Nice Opening
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.7	Great Visual w/ Jump
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.6	
OVERALL EFFECT			
Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.	10	7.8	Overall a solid routine w/ alot of potential. Great Job!
100 TOTAL POINTS		78.3	

GAME DAY SCORE SHEET



Team Name: Apollo

Judge No. 3

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	8.2	Watch hips - some too narrow
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	8.0	
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.9	Strong vocals
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10	7.8	Nice strength
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.			
SYNCHRONIZATION	10	7.9	Choreo lacks energy ^{at times} Adding more and
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.7	Counts/complex motion sequences will help remedy this
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY	10	8.1	Love this attack
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	8.2	Great ripple adding to musicality
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.1	Some spacing issues throughout
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.	10	8.2	
100 TOTAL POINTS		80.1 ✓	

GAME DAY SCORE SHEET



Team Name: Apollo

Judge No. 4

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	8.4	Good crowd interaction
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	8.2	Watch low Vs
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.4	Nice strong pom motions in opposition
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPIRIT RAISING	10	8.4	Visual
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.3	Nice job in spacing and timing
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.5	
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.0	Creative movement Nice visuals
PERFORMANCE ROUTINE			
CHOREOGRAPHY	10	8.1	Watch tic toc arms when ripple back (bent over)
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	8.3	Dancer lift added to difficulty Watch arm movement when overhead
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.3	
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
OVERALL EFFECT	10	8.0	
Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.			
100 TOTAL POINTS		82.2	



RULES VIOLATIONS

TEAM NAME Apollo

DIVISION Game Day

PERFORMANCE ERROR	_____	x(.5)
GENERAL RULES	_____	x(1.0)
SAFETY RULES	_____	x(1.5)
RULE INFRACTION	CATEGORY	WARNING
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		<u>0</u>
RULES DEDUCTION		<u>0</u>