

# GAME DAY SCORE SHEET



Team Name: Barbourville

Judge No. 1

Division: Game Day

Category \_\_\_\_\_

| FIGHT SONG  | POINTS | SCORE | COMMENTS                                     |
|---|--------|-------|--|
| <b>GAME DAY MATERIAL</b>  |        |       |  |
| Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.   | 10     | 8.0   | Good energy from start!                      |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 8.0   | Sp. in 3 front dancers.                      |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  | 10     | 7.9   | Add even more power hitting every motion!    |
| <b>SPIRIT RAISING</b>   |        |       |  |
| <b>CROWD EFFECTIVENESS</b>  |        |       |  |
| Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.  | 10     | 8.0   | Good use of level changes.                   |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 8.0   | Stay consistent in precision                 |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  | 10     | 7.9   | 2 energy you give in every movement.         |
| <b>PERFORMANCE ROUTINE</b>  |        |       |  |
| <b>CHOREOGRAPHY</b>   |        |       |  |
| Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.   | 10     | 7.9   | Avoid taking energy breaks in performance    |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 7.9   | but by 2 more clarity in                     |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.  | 10     | 7.8   | execution of the head stand before starting. |
| <b>OVERALL EFFECT</b>   |        |       |  |
| 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   |  |
| <b>100 TOTAL POINTS</b>   |        | 79.6  |  |

# GAME DAY SCORE SHEET



Team Name: Barbourville

Judge No. 2

Division: Game Day

Category \_\_\_\_\_

| FIGHT SONG  | POINTS | SCORE | COMMENTS   |
|---|--------|-------|--|
| <b>GAME DAY MATERIAL</b>  |        |       |  |
| Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.   | 10     | 7.8   | Good Clean start like the letters!                       |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 7.5   |  |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  | 10     | 7.5   | Try not to sing  |
| <b>SPIRIT RAISING</b>   |        |       |  |
| <b>CROWD EFFECTIVENESS</b>  |        |       |  |
| Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.  | 10     | 7.8   | Try to bring more power                                  |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 7.5   |  |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  | 10     | 7.6   | Try not to let your "T" drop                             |
| <b>PERFORMANCE ROUTINE</b>  |        |       |  |
| <b>CHOREOGRAPHY</b>   |        |       |  |
| Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.   | 10     | 7.6   | Good PR, just tweak the things that are mental mistakes  |
| <b>SYNCHRONIZATION</b>  |        |       |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 7.4   | A few timing mistakes                                    |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |       |  |
| Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.  | 10     | 7.5   | Make sure you focus on skills you can perform your best. |
| <b>OVERALL EFFECT</b>   |        |       |  |
| 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     | 7.6   | Great Ending!  |
| <b>100 TOTAL POINTS</b>   |        | 76    |  |

# GAME DAY SCORE SHEET



Team Name: Barbourville

Judge No. 4

Division: Game Day

Category \_\_\_\_\_

| FIGHT SONG  | POINTS | SCORE  | COMMENTS   |
|---|--------|--------|--|
| <b>GAME DAY MATERIAL</b>  | 10     | 7.9    | Think about every dancer, adding voice to make stronger  |
| Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.   |        |        |  |
| <b>SYNCHRONIZATION</b>  | 10     | 8.0    | Watch group turn - leg enpassé                           |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  |        |        |  |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  | 10     | 8.0    | Good control of arm motions                              |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  |        |        |  |
| <b>SPIRIT RAISING</b>   | 10     | 7.8    | Nice visuals across floor                                |
| <b>CROWD EFFECTIVENESS</b>  |        |        |  |
| Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.  | 10     | 7.8    | Watch arm levels when poms are in front of face          |
| <b>SYNCHRONIZATION</b>  |        |        |  |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  | 10     | 8.0    | Good pom technique                                       |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  |        |        |  |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  | 10     | 8.0    |  |
| <b>PERFORMANCE ROUTINE</b>  |        |        |  |
| <b>CHOREOGRAPHY</b>   | 10     | 8.0    |  |
| Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.   |        |        |  |
| <b>SYNCHRONIZATION</b>  | 10     | 7.8    | Watch arms when partner work in opposition               |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  |        |        |  |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  | 10     | 7.8    | Watch control of arm placement and landing tech elements |
| Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.  |        |        |  |
| <b>OVERALL EFFECT</b>   | 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. |        |        |  |
| <b>100 TOTAL POINTS</b>   |        | 79.1 ✓ |  |

# GAME DAY SCORE SHEET



Team Name: Barbourville

Judge No. 3

Division: Game Day

Category \_\_\_\_\_

| FIGHT SONG  | POINTS | SCORE | COMMENTS  |
|---|--------|-------|---|
| <b>GAME DAY MATERIAL</b>  | 10     | 8     | Dont cut V's short - hit full range -                 |
| Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.   |        |       |   |
| <b>SYNCHRONIZATION</b>  | 10     | 7.7   | Keep shoulders down -                                 |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  |        |       |   |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  | 10     | 7.7   | Keep energy on faces entire time                      |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  |        |       |   |
| <b>SPIRIT RAISING</b>   | POINTS | SCORE | COMMENTS  |
| <b>CROWD EFFECTIVENESS</b>  | 10     | 7.8   | Keep core tight in pivots so                          |
| Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.  |        |       |   |
| <b>SYNCHRONIZATION</b>  | 10     | 7.9   | turn stops like a motion                              |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  |        |       |   |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  | 10     | 7.7   |   |
| Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.  |        |       |   |
| <b>PERFORMANCE ROUTINE</b>  | POINTS | SCORE | COMMENTS  |
| <b>CHOREOGRAPHY</b>   | 10     | 7.9   | Nice headspring                                       |
| Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.   |        |       |   |
| <b>SYNCHRONIZATION</b>  | 10     | 7.6   | Need more energy in face + movement in this section - |
| Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.  |        |       |   |
| <b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>  | 10     | 7.5   | Really attack - utilize clips                         |
| Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.  |        |       |   |
| <b>OVERALL EFFECT</b>   | 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     | 7.6   | for more dynamic in movement                          |
| <b>100 TOTAL POINTS</b>   |        |       |   |



# RULES VIOLATIONS

TEAM NAME Barbourville

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>                 |