

# GAME DAY SCORE SHEET



Team Name: Frederick Douglass

Judge No. 1

Division: Game Day

Category \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>	10	7.8	More energy & Connection w/ the crowd.
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
<b>SYNCHRONIZATION</b>	10	7.9	Unity levels of plies through whole team.
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	7.9	Keep arms straighter in placement through Kippier.
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	8.0	Better crowd lead in this part.
<b>CROWD EFFECTIVENESS</b>			
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	More clarity & unif. in form.
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	Keep straighter posture through movement.
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
<b>PERFORMANCE ROUTINE</b>	10	8.1	Visuals lost through synch & sp issues.
<b>CHOREOGRAPHY</b>			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
<b>SYNCHRONIZATION</b>	10	7.8	Head spring timing. More clarity & unif. in arm movement.
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	7.9	
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
<b>OVERALL EFFECT</b>	10	8.1	
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>		79.2 ✓	

# GAME DAY SCORE SHEET



Team Name: Frederick Douglass

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	8.0	Music sounds muffled
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.0	Be sure to all look up @ same time
<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	7.8	Slow Down ? Commit ; strong arms
<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 incorporating some signs to engage crowd
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.6	
<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	7.8	Really punch through motions
<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	8.0	Good choreo, try to nail it down
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.8	lots of timing issues
<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	
<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	7.8	Overall solid routine
<b>100 TOTAL POINTS</b>		78.4	Tweak the mistakes & it will do well Good luck!

# GAME DAY SCORE SHEET



Team Name: Frederick Douglass

Judge No. 3

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	Be sure every motion hits full range +
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.9	Stops
<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	Clarify low diagonal angles-
<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	8.2	Get low in bend + swing
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.8	Some sync issues - Clarify body + arm angles in over
<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	head roll
<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	8.2	Great Attack
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8	Utilize plies through entire routine, not just in second.
<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	8	this will create more dynamic levels in choreo
<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	8.1	
<b>100 TOTAL POINTS</b>		80	✓

# GAME DAY SCORE SHEET



Team Name: Frederick Douglass

Judge No. 4

Division: Game Day

Category \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>	10	8.0	Nice job leading crowd
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
<b>SYNCHRONIZATION</b>	10	7.9	Clarity feet when dancers jump out in second
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	8.1	Good pom placement
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	8.1	Good!
<b>CROWD EFFECTIVENESS</b>			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.7	Watch arm levels in Ts and low Vs ↓
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.0	
<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	Good use of accents
<b>PERFORMANCE ROUTINE</b>			
<b>CHOREOGRAPHY</b>	10	7.7	Different arm levels and placement
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
<b>SYNCHRONIZATION</b>	10	7.7	Consider cleaning arm levels and body angles for greater impact
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	
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>		79.2	



# RULES VIOLATIONS

TEAM NAME Frederick Douglass

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>