

GAME DAY SCORE SHEET



Team Name: Great Crossing

Judge No. 4

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	7.4	Great energy from the crowd!
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.5	keep visual clear through transitions.
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	7.4	Stronger hits into placement.
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.2	Would love this part be
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.4	Keep equal sq. through transitions & line travel
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	7.3	Keep strong posture through warms.
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	7.7	Good energy & projection.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.5	Be more precise as you get tired! Stay as one!
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.4	Finish each arm motions!
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	7.7	Focus on Pm execution & keep line high
100 TOTAL POINTS		74.5	energy throughout

GAME DAY SCORE SHEET



Team Name: Great Crossing

Judge No. 2

Division: Game Day

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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	7.3	Good Outfit,
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.3	Try to time your crowd engagement w/ mascot
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	7.3	Sharp motions will reach crowd better
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.4	Use corners to address crowd
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.3	
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	7.3	
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	7.4	Good visuals & entertaining
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.2	Work on sloppy motions
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.3	Timing problems
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	7.2	Overall good routine
100 TOTAL POINTS		73	build on

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Team Name: Great Crossing

Judge No. 3

Division: Game Day

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FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	7.3	Clarify goal post position - some wide
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	7.5	Hit full range of motions - want more strength
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.3	lead w/signs just before saying letter
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	7.6	Nice use of poms to
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.			
SYNCHRONIZATION	10	7.2	add visual - strong vocals to engage crowd
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.3	
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	7.7	Great attack -
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	7.1	Work on timing for improved sync
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.2	+ Clarify pathway from one motion to next
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	7.2	
100 TOTAL POINTS		72.8	

73.4

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GAME DAY SCORE SHEET



Team Name: Great Crossing

Judge No. 4

Division: Game Day

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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	7.5	Good job interacting w/audience
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.2	Clarify feet when arms are in high-V going back + forth
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	7.5	Nice high kicks!
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.5	
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.2	Clarify feet - not the same (some are jumping while others are stepping)
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	7.1	Watch arm levels and placement
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	7.6	Nice! entertaining using mascot
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.5	Watch slide (4 dancers) timing of
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.5	
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	7.3	
100 TOTAL POINTS		73.9	✓



RULES VIOLATIONS

TEAM NAME Great Crossing

DIVISION Game Day

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