

GAME DAY SCORE SHEET



Team Name: Owensboro

Judge No. 1

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	7.5	Good dynamic projection.
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	7.3	More unit in arm levels.
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.4	Stronger arm placements.
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPIRIT RAISING	10	7.4	Pom pictures have to hit.
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7.3	Stronger avoid swinging through motions.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.3	Show full extensions in kicks & jumps.
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 the energy high til the end!
PERFORMANCE ROUTINE			
CHOREOGRAPHY	10	7.3	Unit in opening movement.
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	7.2	Work on matching accents!
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.2	Work on matching accents!
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
OVERALL EFFECT	10	7.6	
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		73.6	

GAME DAY SCORE SHEET



Team Name: Owensboro

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	7.4	Check spacing before start, good voice projection
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.3	Really pay attention to your opposite on the floor
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	Always finish a motion
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	Cute signs
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.4	make sure you hop at same time
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	7.2	Toe touches were off
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	Fun routine. Focus on cleaning & perfecting it
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.2	Dance was all over the place with arm placements
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	Headspins need uniformity. Would like to see stronger motions
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	7.3	Good Routine
100 TOTAL POINTS		73.2	Work on Perfecting It

GAME DAY SCORE SHEET



Team Name: Owensboro

Judge No. 3

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	7.2	Watch timing of ripple so flow is smooth + effective
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	7.1	Keep shoulders down
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7	
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPirit RAISING	10	7.3	Clarify leg placement on opening ripple
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	7	Cute signs to engage crowd
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7	Really get low in bend + swing - make sure toe touch
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	7.2	hits climax at top of count -
PERFORMANCE ROUTINE			
CHOREOGRAPHY	10	7	Work on landing headsprings higher - get hips up in air -
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	7.1	use hands to push off floor - Good energy in
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.1	faces - let that energy translate to movement
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
OVERALL EFFECT	10	7.1	
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.			
100 TOTAL POINTS		71.0	

GAME DAY SCORE SHEET



Team Name: Owensboro

Judge No. 4

Division: Game Day

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	7.1	
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
SYNCHRONIZATION	10	7.3	Nice ripples and high kicks
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.0	Watch arms in high vs - music was quick impacting levels
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	7.3	Nice work leading crowd
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.			
SYNCHRONIZATION	10	7.1	Good sync of kicks Watch landing of toe touches
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.0	Watch arms in low vs and high vs - too wide
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	7.3	
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	7.0	Consider clarifying arm levels throughout
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	7.0	Think about arm placement Complete arm motions
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	7.1	
100 TOTAL POINTS		71.2	



RULES VIOLATIONS

TEAM NAME Owensboro

DIVISION Game Day

PERFORMANCE ERROR	_____	x(.5)
GENERAL RULES	_____	x(1.0)
SAFETY RULES	_____	x(1.5)
RULE INFRACTION	CATEGORY	WARNING
<u>Game Day Routines should not</u>	_____	<input checked="" type="checkbox"/>
<u>have voiceovers in Fight Song</u>	_____	<input type="checkbox"/>
<u>or Spirit Raising sections (unclear</u>	_____	<input type="checkbox"/>
<u>during performance)</u>	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		<u>0</u>
RULES DEDUCTION		<u>0</u>