

# GAME DAY SCORE SHEET



Team Name: duPont Manual

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	9.0	Love the energy
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Good unity through this part.
<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	8.9	Keep the shoulders down through kicks
<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	8.8	Signs seem to be moving & transitioning a lot that takes attention away from full team pics.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Love the strength keep control in posture.
<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	8.9	
<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	8.9	More unit in over placement in transitions.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Good execution of ripple.
<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	8.9	More amplitude in chest pop.
<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	9.0	
<b>100 TOTAL POINTS</b>		88.8	✓

# GAME DAY SCORE SHEET



Team Name: duPont Manual

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	8.6	Really Pop Out on Opening Would like to see more in "Red" WK
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.6	Keep Arms together
<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	8.6	Make sure we all hit with the same intensity
<b>SPIRIT RAISING</b>	POINTS	SCORE	COMMENTS
<b>CROWD EFFECTIVENESS</b>			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.8	Try to Project to the Corner of Crowd Great Job
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	Clean, sharp
<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	8.8	
<b>PERFORMANCE ROUTINE</b>	POINTS	SCORE	COMMENTS
<b>CHOREOGRAPHY</b>			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	9	Love the Choreo.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.6	make sure everyone "rallies" at the same speed.
<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	8.8	Stay strong till last count. same speed
<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	8.6	Overall: Strong Routine Focus on crowd - Keeping momentum!
<b>100 TOTAL POINTS</b>		87.4	Great Job!

# GAME DAY SCORE SHEET



Team Name: duPont Manual

Judge No. 3

Division: Game Day

Category \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>	10	9	Good job including entire gym
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
<b>SYNCHRONIZATION</b>	10	9	Great height in toe touches
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	9	
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>			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.8	Make every motion strong + hit like
<b>SYNCHRONIZATION</b>	10	8.6	its your favorite - hit full range of
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	8.7	single goal post in ripple
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>			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	9	Great attack
<b>SYNCHRONIZATION</b>	10	8.8	Nice low plies!
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	8.9	Clever ripple adding to musicality
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.			
100 TOTAL POINTS		88.7 ✓	

# GAME DAY SCORE SHEET



Team Name: duPont Manual

Judge No. 4

Division: Game Day

Category \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>	10	8.8	Good crowd interaction
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.			
<b>SYNCHRONIZATION</b>	10	8.8	Nice timing
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	8.8	
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	8.8	Nice!
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.			
<b>SYNCHRONIZATION</b>	10	8.5	Watch timing of arms as you ripple down in front of
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	8.7	Good arm placement
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	8.8	Nice incorp of towels
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
<b>SYNCHRONIZATION</b>	10	8.5	Spread fingers in first formation - different on left
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	8.8	Nice timing of group skill (front hand spring)
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	8.8	
<b>100 TOTAL POINTS</b>		87.3	



# RULES VIOLATIONS

TEAM NAME duPont Manual

DIVISION Game Day

PERFORMANCE ERROR	_____	x(.5)
GENERAL RULES	<u>1</u>	x(1.0)
SAFETY RULES	_____	x(1.5)
RULE INFRACTION	CATEGORY	WARNING
<u>No formal entrances involving</u>	_____	<input type="checkbox"/>
<u>technical skills are allowed.</u>	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:	<u>1.0</u>	
RULES DEDUCTION	<u>1.0</u>	