



# GAME DAY

**TEAM:**

**DIVISION:**

<b>Judges initials:</b>	<b>Judging Criteria</b>	{1 2 3} Poor	{4 5} Fair	{6 7 8} Good	{9 10} Excellent
<b>Category</b>		<b>Max Pts.</b>	<b>Score</b>	<b>Comments</b>	

<b>Band Dance or Halftime routine</b>		<b>(30)</b>	
<b>Visual Appeal</b> Level changes, ripples, creative movements	<b>10</b>		
<b>Dance Technique</b> , sharpness, placement, Timing, Spacing Overall choreography	<b>10</b>		
<b>Jumps Proper technique</b> , form, height, synchronization, types, combos, variety	<b>10</b>		

<b>Spirit Raising Category (cheer)</b>		<b>(30)</b>	
<b>Game Day Material</b> Proper use of material and skills relevant to game day environment, Proper use of signs, pom, megaphones and flags	<b>10</b>		
<b>Crowd Effectiveness</b> Voice, flow, maximum crowd coverage. Ability to elicit crowd response, Enthusiasm	<b>10</b>		
<b>Execution of Skills</b> , Sharpness, and placement. Proper use of signs, poms, megaphones, flags, synchronization and technique.	<b>10</b>		

<b>Fight Song</b>		<b>(30)</b>	
<b>Visual Appeal</b> Level changes, ripples, creative movements	<b>10</b>		
<b>Dance Technique</b> , sharpness, placement, timing, execution. Overall choreography	<b>10</b>		
<b>Jumps/kicks proper technique</b> form, height, synchronization, combos, variety.	<b>10</b>		

<b>Overall Impression</b>		<b>(10)</b>	
Creativity, flow, use of formations, transitions. Difficulty of skills, crowd effectiveness, overall appeal.	<b>10</b>		
<b>Total Possible</b>	<b>100</b>		