

OFFICIAL

JUDGE

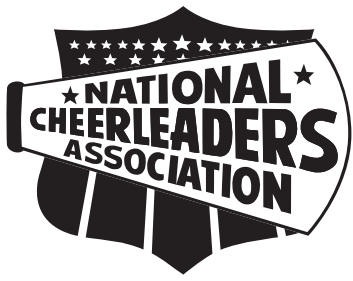
SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 1

	MAXIMUM VALUE	TOTAL SCORE
MATERIAL <i>Crowd oriented movements, fit to music</i>	10	
SPACING AND FORMATIONS <i>Spacing, formations, positioned to cover crowd</i>	10	
VISUAL EFFECTS <i>Level changes, ripples, creative movements within groups and levels</i>	10	

CRITIQUE

SAMPLE



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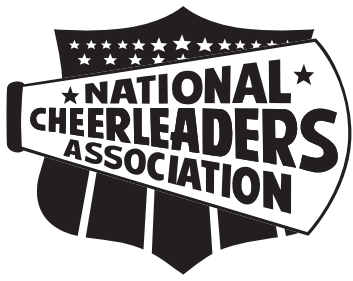
JUDGE

SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 2

	MAXIMUM VALUE	TOTAL SCORE
PLACEMENT <i>Proper control, correct placement of movements</i>	10	
SYNCHRONIZATION <i>Uniformity of movement throughout routine</i>	10	
STRENGTH OF MOTIONS <i>Sharpness</i>	10	

CRITIQUE



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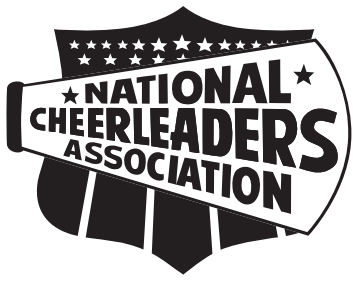
SCORE ★ SHEET

GAME DAY FIGHT SONG - JUDGE 3

	MAXIMUM VALUE	TOTAL SCORE
OVERALL IMPRESSION <i>Audience appropriateness, execution</i>	10	
CROWD APPEAL <i>Facial expression, eye contact, energy</i>	10	

CRITIQUE

SAMPLE



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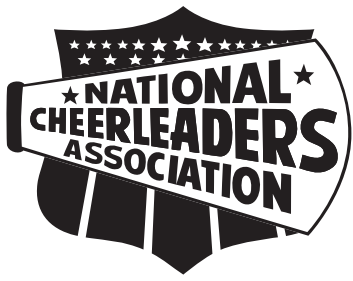
JUDGE

SCORE ★ SHEET

GAME DAY CHEER - JUDGE 1

	MAXIMUM VALUE	TOTAL SCORE
SPACING AND FORMATIONS <i>Spacing, formations, positioned to cover crowd</i>	10	
PLACEMENT <i>Proper control, correct placement of movements</i>	10	
STRENGTH OF MOTIONS <i>Sharpness</i>	10	

CRITIQUE



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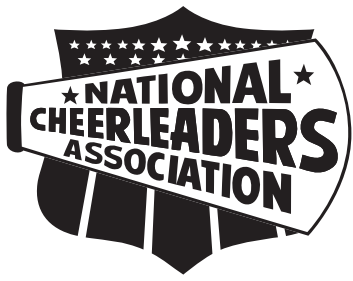
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SCORE ★ SHEET

GAME DAY CHEER - JUDGE 2

	MAXIMUM VALUE	TOTAL SCORE
VOICE AND PACE <i>Loud and natural voices, good inflection, moderate controlled pace</i>	10	
CROWD LEADING SKILLS <i>Skills add to the squad's ability to lead the crowd</i>	10	
USE OF PROPS <i>Signs, Poms, Flags, Megaphones used to encourage crowd response</i>	10	
SYNCHRONIZATION <i>Motions synchronized with words or cadence</i>	10	

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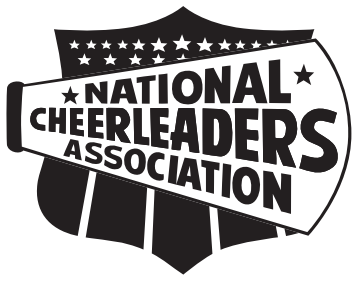
SCORE ★ SHEET

GAME DAY CHEER - JUDGE 3

	MAXIMUM VALUE	TOTAL SCORE
CROWD EFFECTIVE MATERIAL <i>Easy to follow, encourages crowd participation</i>	10	
OVERALL IMPRESSION <i>Audience appropriateness, execution</i>	10	
CROWD APPEAL <i>Facial expression, eye contact, energy</i>	10	

CRITIQUE

SAMPLE



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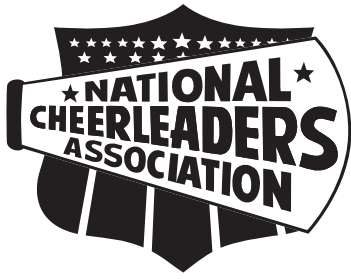
JUDGE

SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 1

	MAXIMUM VALUE	TOTAL SCORE
CROWD EFFECTIVE MATERIAL <i>Easy to follow, encourages crowd participation</i>	10	
TRANSITIONS AND FORMATIONS <i>Creative and quick ways to move formations, inventive and various formations</i>	10	
SPACING <i>The ability to position correctly</i>	10	

CRITIQUE



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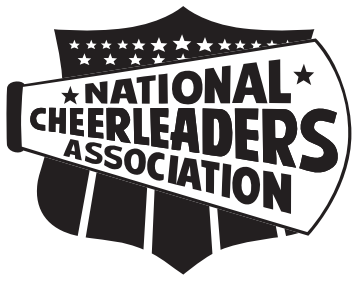
JUDGE

SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 2

	MAXIMUM VALUE	TOTAL SCORE
PLACEMENT <i>Proper control, correct placement of movements</i>	10	
SYNCHRONIZATION <i>Motions synchronized with words or cadence</i>	10	
STRENGTH OF MOTIONS <i>Sharpness</i>	10	

CRITIQUE



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SCORE ★ SHEET

GAME DAY BAND CHANT - JUDGE 3

	MAXIMUM VALUE	TOTAL SCORE
VISUAL EFFECTS <i>Level changes, ripples, footwork, creative movements within groups and levels</i>	10	
OVERALL IMPRESSION <i>Audience appropriateness, execution</i>	10	
CROWD APPEAL <i>Facial expression, eye contact, energy</i>	10	

CRITIQUE