

2025 Qualifying Round: Game Day Spirit Showcase--Dance

# FIGHT SONG



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
<b>GAME DAY MATERIAL</b> <i>Proper use of material and skills relevant to the game day environment</i>	<b>10</b>		<b>COMMENTS:</b>
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>	<b>10</b>		
<b>SPACING</b> <i>Maximum crowd coverage, spacing and formations</i>	<b>10</b>		
<b>EXECUTION OF MOVEMENT AND TECHNIQUE</b> <i>Proper control, technique, strength, placement and completion of motions and/or skills.</i>	<b>10</b>		
<b>OVERALL IMPRESSION</b> <i>Energy, leadership, and connection to the crowd</i>	<b>10</b>		
<b>TOTAL</b> <i>50 Possible Points</i>			

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# BAND DANCE



Team:

Division:

Judge #:

	MAX VALUE	TEAM SCORE	
<b>GAME DAY MATERIAL</b> <i>Proper use of material and skills relevant to the game day environment</i>	10		<b>COMMENTS:</b>
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10		
<b>SPACING</b> <i>Maximum crowd coverage, spacing and formations</i>	10		
<b>EXECUTION OF MOVEMENT AND TECHNIQUE</b> <i>Proper control, technique, strength, placement and completion of motions and/or skills.</i>	10		
<b>OVERALL IMPRESSION</b> <i>Energy, leadership, and connection to the crowd</i>	10		
<b>TOTAL</b> <i>50 Possible Points</i>			

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# PERFORMANCE ROUTINE



Team:

Division:

Judge #:

MAX  
VALUE TEAM SCORE

	MAX VALUE	TEAM SCORE	COMMENTS:
<b>VISUAL INCORPORATIONS</b> <i>Elements included in choreography (such as group work, levels, and visuals) used to enhance movement for an entertaining, Game Day appropriate performance.</i>	10		
<b>SPACING</b> <i>Adequate, effective use, and execution of floor and spacing; variety of formations</i>	10		
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10		
<b>EXECUTION OF MOVEMENT AND TECHNIQUE</b> <i>Proper control, technique, strength, placement and completion of motions and / or skills.</i>	10		
<b>OVERALL IMPRESSION</b> <i>Energy, leadership and the ability to connect with the crowd to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value.</i>	10		
<b>TOTAL</b> <i>50 Possible Points</i>			



2025 FINAL Competition: DANCE

# GAME DAY ROUTINE

Team:

Division:

Judge #:

MAX TEAM  
VALUE SCORE

FIGHT SONG			COMMENTS:
GAME DAY MATERIAL	10		
EXECUTION	10		
BAND DANCE			
GAME DAY MATERIAL	10		
EXECUTION	10		
PERFORMANCE ROUTINE			
VISUAL INCORPORATION	10		
EXECUTION	10		
SPACING	10		
<i>Maximum crowd coverage, spacing and formations</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>			
OVERALL IMPRESSION	20		
TOTAL			
<i>100 Possible Points</i>			

# Safety Violation & Time Sheet



Team:

Division:

## TIME

3 points for 1-5 seconds over, 5 points for 6-10 seconds over, 7 points for 11+ seconds over

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Qualifying Round : Fight Song	1:00		
Qualifying Round : Band Dance	1:00		
Qualifying Round : Performance	1:00		
Finals: Game Day Routine	3:00		

## SAFETY VIOLATION

Note: There will be a 5 point deduction for each safety violation.

DESCRIPTION OF SAFETY VIOLATION	DEDUCTION

## OTHER VIOLATION

There will be a 3 point violation for each procedure or guideline violation.

DESCRIPTION OF VIOLATION	DEDUCTION
<b>TOTAL DEDUCTIONS</b>	