Logo

Description automatically generated

***GAME DAY SCORE SHEET***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **MAX. PTS** | **TEAM SCORE** | **COMMENTS** |
| **FIGHT SONG** | **GAME DAY EFFECTIVENESS**  APPROPRIATE USE OF MATERIAL THAT ELICITS AUDIENCE CONNECTION, CROWD INTERGRACTION, AND ENTERTAINMENT VALUE. | 10 |  |
|  | **SYNCHRONIZATION**  TEAM TIMING, UNIFORMITY, SPACING | 10 |  |
|  | **EXECUTION OF MOVEMENT & TECHNIQUE**  PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT | 10 |  |
| **SPIRIT RAISING** | **GAME DAY EFFECTIVENESS**  APPROPRIATE USE OF MATERIAL THAT ELICITS AUDIENCE CONNECTION, CROWD INTERGRACTION, AND ENTERTAINMENT VALUE. | 10 |  |
|  | **SYNCHRONIZATION**  TEAM TIMING, UNIFORMITY, SPACING | 10 |  |
|  | **EXECUTION OF MOVEMENT & TECHNIQUE**  PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT | 10 |  |
| **PERFORMANCE** | **GAME DAY EFFECTIVENESS**  APPROPRIATE USE OF MATERIAL THAT ELICITS AUDIENCE CONNECTION, CROWD INTERGRACTION, AND ENTERTAINMENT VALUE. | 10 |  |
|  | **SYNCHRONIZATION**  TEAM TIMING, UNIFORMITY, SPACING | 10 |  |
|  | **EXECUTION OF MOVEMENT & TECHNIQUE**  PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT | 10 |  |
|  | **OVERALL PERFORMANCE IMPRESSION**  **PROJECTION, EXPRESSION, AUDIENCE APPEAL** | 10 |  |
|  |  | **TOTAL** |  |  |