



GAME TIME

TIMEOUT DANCE

COMPETITIONS

TIMEOUT MATERIAL

<input type="checkbox"/> <u>Creativity & Musicality</u> Use of original movements to compliment the music	
	20
<input type="checkbox"/> <u>Variety</u> Use of various movements	
	10
<input type="checkbox"/> <u>Transitions</u> Creative and quick ways to move from one formation to another	
	10

MOTIONS

<input type="checkbox"/> <u>Placement</u> Proper control and correct placement of movements	
	10
<input type="checkbox"/> <u>Synchronization</u> Uniformity of movement throughout routine	
	10
<input type="checkbox"/> <u>Execution</u> Sharpness, Strength of Motions	
	10

VISUAL EFFECT

<input type="checkbox"/> <u>Level Changes / Ripples (Roll-Offs)</u> Various visual effects, Creative movement within groups and levels	
	10
<input type="checkbox"/> <u>Formations & Spacing</u> The ability of participants to position themselves correctly, Inventive and various formations	
	10

OVERALL IMPRESSION

<input type="checkbox"/> Audience appropriateness, energy, crowd appeal	
	10



JUDGE'S NAME _____

JUDGE'S SIGNATURE _____

TOTAL



GAME TIME

FIGHT SONG

COMPETITIONS

FIGHT SONG MATERIAL

<input type="checkbox"/> <u>Traditional Material</u> Crowd Oriented Movements, Fit to Music or Band	
	20
<input type="checkbox"/> <u>Crowd Coverage</u> Correct Spacing, Positioned for maximum crowd coverage	
	10
<input type="checkbox"/> <u>Presentation</u> Facial Expression and Eye Contact	
	10

MOTIONS

<input type="checkbox"/> <u>Placement</u> Proper control and correct placement of movements	
	10
<input type="checkbox"/> <u>Synchronization</u> Uniformity of movement throughout routine	
	10
<input type="checkbox"/> <u>Execution</u> Sharpness, Strength of Motions	
	10

INCORPORATIONS

<input type="checkbox"/> <u>Level Changes/Ripples (Roll-offs)</u> Various visual effects, Creative movement within groups and levels	
	10
<input type="checkbox"/> <u>Crowd Leading Skills</u> Skills add to the squad's ability to lead the crowd	
	5
<input type="checkbox"/> <u>Execution of Incorporations</u> Skills done quickly, with proper technique, and hit at correct time	
	5

OVERALL IMPRESSION

<input type="checkbox"/> Audience appropriateness, energy, crowd appeal	
	10

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TOTAL



GAME TIME

SIDELINE CHEERLEADING

COMPETITIONS

CROWDLEADING

<input type="checkbox"/>	<u>Crowd Effective Material</u> 9Ugmhc Zc`ck ž`9bVłi fU[YgVłck X`dUfh]VjdUh]cb`	
		20
<input type="checkbox"/>	<u>Formations`</u> 7cffYVłh`gdUW]b[ž`Dcg]h]cbYX`Zcf`a Ul]a i a `Vłck X`Vłj YfU[Y`	
		10
<input type="checkbox"/>	<u>Voice and Pace</u> @ci X`UbX`bUhi fU`j c]Wg`k]h` [ccX`]bZYVł]cb` AcXYfUhy`Vłbhf`c`YX`dUW`	
		10

MOTIONS

<input type="checkbox"/>	<u>Placement</u> DfcdYf`Vłbhf`c` UbX`VłffYVłh`d`UW`a Ybh`cZ`a cj Ya Ybhg`	
		10
<input type="checkbox"/>	<u>Synchronization</u> A ch]cbg]gnbVłfcb]nYX`k]h`k cfXg`cf`WXYbW`	
		10
<input type="checkbox"/>	<u>Execution</u> G`UfdbYggž`G`hfYb[h`cZ`A ch]cbg`	
		10

VISUAL EFFECT

<input type="checkbox"/>	<u>Use of Signs, Poms or Megaphones</u> I`gYX`hc`YbVłi fU[Y`Vłck X`fYgdcbgY`	
		10
<input type="checkbox"/>	<u>Crowdleading Skills</u> G`j`g`UXX`hc`h`Y`gei`UXg`UV`]`]h`mhc``YUX`h`Y`Vłck`X`	
		5
<input type="checkbox"/>	<u>Execution of Incorporations</u> G`j`g`XcbY`ei`jW`nž`k`]h`d`fcdYf`h`YVłb]ei`Y`UbX`h`h`U`h`VłffYVłh`h]a`Y`	
		5

OVERALL IMPRESSION

<input type="checkbox"/>	5i X]YbW`Uddfcd]UhYbYggž`YbYf[nž`Vłck X`UddYU`	
		10



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TOTAL