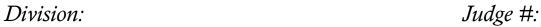
FIGHT SONG

Team:



MAX TEAM VALUE SCORE

	VALUE	
GAME DAY MATERIAL Proper use of material and skills relevant to the game day environment	10	COMMENTS:
SYNCHRONIZATION 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.	10	
SPACING Maximum crowd coverage, spacing and formations	10	
EXECUTION OF MOVEMENT AND TECHNIQUE Proper control, technique, strength, placement and completion of motions and/or skills.	10	
OVERALL IMPRESSION Energy, leadership, and connection to the crowd	10	
TOTAL 50 Possible Points		

BAND DANCE

Team:

Division: Judge #:



VALUE SCORE COMMENTS: GAME DAY MATERIAL 10 Proper use of material and skills relevant to the game day environment **SYNCHRONIZATION** 10 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. **SPACING** 10 Maximum crowd coverage, spacing and formations **EXECUTION OF MOVEMENT** AND TECHNIQUE 10 Proper control, technique, strength, placement and completion of motions and/or skills. **OVERALL IMPRESSION** 10 Energy, leadership, and connection to the crowd **TOTAL** 50 Possible Points

MAX

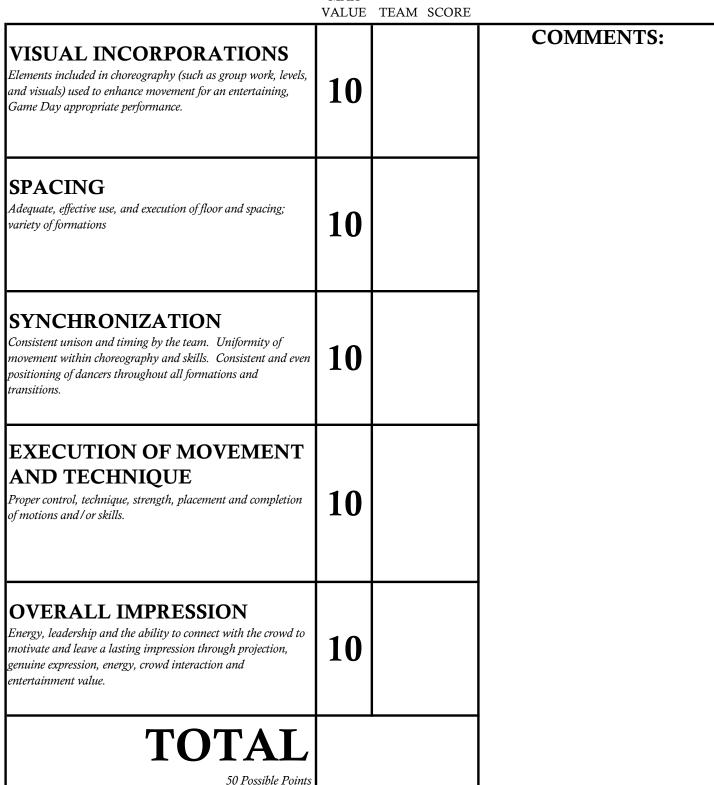
TEAM

PERFORMANCE ROUTINE

Team:



MAX



Safety Violation & Time Sheet

Team:
Division:



TIME

	MAXIMUM TIME	RECORDED TIME	DEDUCTION
Qualifying Round: Fight Song	1:00		
Quality ing ito una + 1 ight bong	1.00		
Qualifying Round: Band Dance	1:00		
Qualifying Round : Performance	1:00		
Finals: Game Day Routine	3:00		
SAFETY VIOLATION	1.1.1		
Note: There will be a 5 point deduction for each safety vi	olation.		
DESCRIPTION OF SAFETY VIOLATION			
OTHER VIOLATION	uideline violation		
There will be a 3 point violation for each procedure or gu	itaciiic violation.		
There will be a 3 point violation for each procedure or guide Description of Viola			DEDUCTION
			DEDUCTION
			DEDUCTION

TOTAL DEDUCTIONS



2024 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 Maximum crowd coverage, spacing and formations	10	
SYNCHRONIZATION 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.	10	
OVERALL IMPRESSION	20	
TOTAL 100 Possible Points		