

NEW JERSEY CHEERLEADING AND DANCE STATE CHAMPIONSHIP SCORESHEET
GAME DAY FIGHT SONG

TEAM _____ DIVISION _____ JUDGE _____

SCORE JUDGING CRITERIA

Game Day Material	10 POINTS		Proper use of material and skills relevant to game day environment	Comments:
			10.0-8.0 Constantly; 7.9-5.0 Sometimes; 4.9-1 Seldom; 0 Not Demonstrated	
Execution of Fight Song	10 POINTS		Motion placement, sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage	
			10.0-8.0 Constantly; 7.9-5.0 Sometimes; 4.9-1 Seldom; 0 Not Demonstrated	
Visual Effect	5 POINTS		Level changes, ripples, creative movements within group and levels	
			5.0-4.0 Constantly; 3.9-2.5 Sometimes; 2.4-1 Seldom; 0 Not Demonstrated	

SCORE JUDGING CRITERIA

Motion Technique	5 POINTS		Technique, sharpness and placement	Comments:
			5.0-4.0 Constantly; 3.9-2.5 Sometimes; 2.4-1 Seldom; 0 Not Demonstrated	
Crowd Appeal	5 POINTS		Energy, leadership, visual appeal and connection to the crowd	
			5.0-4.0 Constantly; 3.9-2.5 Sometimes; 2.4-1 Seldom; 0 Not Demonstrated	
Synchronization	5 POINTS		Uniformity of movement throughout routine	
			5.0-4.0 Constantly; 3.9-2.5 Sometimes; 2.4-1 Seldom; 0 Not Demonstrated	
Spacing and Formations	5 POINTS		Spacing and formations, positioned to cover the crowd	
			5.0-4.0 Constantly; 3.9-2.5 Sometimes; 2.4-1 Seldom; 0 Not Demonstrated	

SCORE

Overall Impression	5 POINTS		Judges Discretion - routine impression including energy level and showmanship This is not category specific, but encompasses the impression of the entire routine.
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TOTAL	50 POINTS	
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