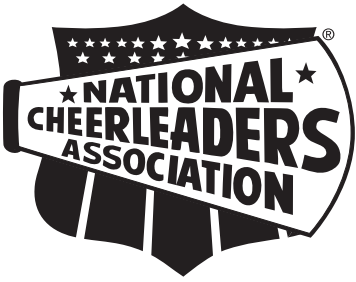


JUDGE \_\_\_\_\_



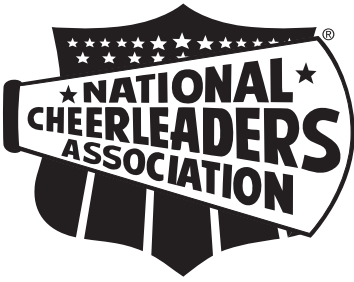
# NCA FIGHT SONG GAME TIME

## SCORE SHEET

Comments		Maximum Value	Team Score
<b>MATERIAL</b>	<b>MATERIAL</b> <i>Crowd oriented movements, Fit to music</i>	<b>20</b>	
	<b>SPACING AND FORMATIONS</b> <i>Spacing, Formations, Positioned to cover crowd</i>	<b>10</b>	
	<b>VISUAL EFFECTS</b> <i>Level changes, Ripples, Creative movements within groups and levels</i>	<b>10</b>	
<b>MOTIONS</b>	<b>PLACEMENT</b> <i>Proper control, Correct placement of movements</i>	<b>10</b>	
	<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	<b>10</b>	
	<b>STRENGTH OF MOTIONS</b> <i>sharpness</i>	<b>10</b>	
<b>OVERALL</b>	<b>OVERALL IMPRESSION</b> <i>Audience appropriateness, Execution</i>	<b>20</b>	
	<b>CROWD APPEAL</b> <i>Facial expression, Eye contact, Energy</i>	<b>10</b>	
<b>Total</b>			



JUDGE \_\_\_\_\_

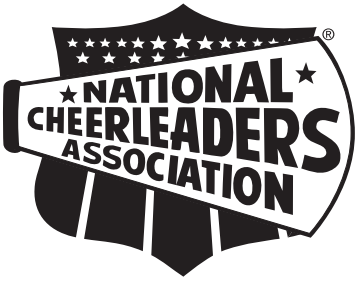


# NCA TIME OUT CHEER GAME TIME

## SCORE SHEET

Comments		Maximum Value	Team Score
CROWD COMMUNICATION	<b>CROWD EFFECTIVE MATERIAL</b> <i>Easy to Follow, Encourages crowd participation</i>	10	
	<b>SPACING AND FORMATIONS</b> <i>Spacing, Formations, Positioned to cover crowd</i>	10	
	<b>VOICE AND PACE</b> <i>Loud and natural voices, Good inflection, Moderate controlled pace</i>	10	
	<b>CROWD LEADING SKILLS</b> <i>Skills add to the squad's ability to lead the crowd</i>	10	
	<b>USE OF PROPS</b> (SIGNS/POMS/FLAGS/MEGAPHONES) <i>Used to encourage crowd response</i>	10	
MOTIONS	<b>PLACEMENT</b> <i>Proper control, Correct placement of movements</i>	10	
	<b>SYNCHRONIZATION</b> <i>Motions synchronized with words or cadence</i>	10	
	<b>STRENGTH OF MOTIONS</b> <i>sharpness</i>	10	
OVERALL	<b>OVERALL IMPRESSION</b> <i>Audience appropriateness, Execution</i>	10	
	<b>CROWD APPEAL</b> <i>Facial expression, Eye contact, Energy</i>	10	
<b>Total</b>			

JUDGE \_\_\_\_\_



# NCA TIME OUT DANCE GAME TIME

## SCORE SHEET

Comments		Maximum Value	Team Score
MATERIAL	<b>CREATIVITY &amp; MUSICALITY</b> <i>Use of movements to complement the music</i>	10	
	<b>TRANSITIONS AND FORMATIONS</b> <i>Creative and quick ways to move formations Inventive and various formations</i>	10	
MOTIONS/MOVEMENT	<b>PLACEMENT</b> <i>Proper control, Correct placement of movements</i>	10	
	<b>SYNCHRONIZATION</b> <i>Uniformity of movement throughout routine</i>	10	
	<b>STRENGTH OF MOTIONS</b> <i>sharpness</i>	10	
GENERAL EFFECT	<b>VISUAL EFFECTS</b> <i>Level changes, Ripples, Footwork, Creative Movements within groups and levels</i>	10	
	<b>SPACING</b> <i>The ability to position correctly</i>	10	
OVERALL	<b>OVERALL IMPRESSION</b> <i>Audience appropriateness, Execution</i>	20	
	<b>CROWD APPEAL</b> <i>Facial expression, Eye contact, Energy</i>	10	
<b>Total</b>			

