



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

PRELIMINARY ROUND AND FINAL ROUND
DANCE
POM

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT,	10	
CROWD APPEAL ENERGY, LEADERSHIP, AND CONNECTION TO CROWD	10	
EXECUTION OF SKILLS OVERALL COMPLETION AND EXECUTION OF ALL SKILLS PERFORMED	10	
PROPER USE OF PROPS AND SKILLS PROPER USAGE FOR EFFECTIVENESS OF ROUTINE	10	
OVERALL TECHNIQUE OVERALL TECHNIQUE USED IN SKILLS BY THE ENTIRE TEAM	10	
VISUAL APPEAL CREATIVEMOVEMENT THROUGHOUT ROUTINE	10	
SYNCHRONIZATION UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE	10	
MOTION TECHNIQUE TECHNIQUE, PLACEMENT, AND STRENGTH/POWER IN MOVEMENTS	10	
MUSIC SELECTION MUSIC APPROPRIATE FOR A TIMEOUT, HALFTIME, OR QUARTER BREAK TO ENGAGE CROWD	10	
OVERALL IMPRESSION	10	
TOTAL POINTS	100	

COMMENTS: