## COLLEGIATE LINE PRE-GAME ROUTINE

Place

Checked = very good Circled = unsatisfactory	Weak 0-10	Low		Fai 12		High 13		Low 1	-		vg .5	Goo 16		-	Good 17	Exc 18		Sup. 19		SCORE		
routine content <b>20</b>	VARIETY / DIFFICULTY / CREATIVITY FLOW OF MOVEMENTS ENTERTAINMENT VALUE FULL COLLEGIATE LINE INVOLVEMENT IN ROUTINE																					
full line teamwork <b>20</b>	VARIETY / DIFFICULTY / CREATIVITY Partner Segments Group Segments Full Line Segments ENTERTAINMENT VALUE												TEAM MEMBER RESPONSIBILITES Unison Alignment/Spacing Rhythm / Timing Definition in Equipment Definition in Movement / Bodywork									
production (choregraphy) <b>20</b>	CHANGING OF FLOOR PATTERNS ABILITY TO ENAGAGE AUDIENCE CONTINUITY OF ROUTINE CREATIVITY OF ROUTINE TRANSITIONS ARTISTIC EXPLANATION OF MUSIC												MUSICAL INTERPRETATION Change of Pace Audience Appeal Dynamic Effects									
TECHNIQUE & QUALITY OF PERFORMANCE <b>20</b>	MOVEMENT / BODYWORK Uniformity in Style Uniformity of Body, Arms, Legs Extension / Posture Poise & Grace Perfection / Control Performance Effectiveness																					
APPEARANCE SHOWMANSHIP PRESENTATION <b>20</b>	COSTUME & ACCESSORIES Collegiate costumes PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR												PERFORMANCE EMOTION PRO EXPRESSION EYE CONTACT CONFIDENCE / ATTITUDE PROFESSIONALISM									
	ops/2 Hand Fall		0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4				:	SCORE				
TIME	Out of Step Break Off Pattern Unison	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2					LESS ALTIES TOTAL				
1:30-3:00	UNDERTIME (.1 per second) OVERTIME (.1 per second) NOT SCHOOL UNIFORM (2.0) NOT BAND MUSIC (2.0 GYMNASTICS (disqualification) TOTAL PROPS (disqualification)										ond)						SCORE					

for personal comments