

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name

Apollo

Division

Game Day

Judge No. 1

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL <i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>	10	8.6	Keep working to find more power behind motions
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	match up feet on runs
EXECUTION OF MOVEMENT <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.7	
SPIRIT RAISING			
CROWD EFFECTIVENESS <i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>	10	8.7	On swifter tempo motions be sure to keep these tight & STICK them so they don't rebound
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	Impacted by
EXECUTION OF MOVEMENT <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.7	
PERFORMANCE ROUTINE			
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.7	Choreo starts off a little slow w/ only modest dancing
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	Match up body placement
EXECUTION OF MOVEMENT & TECHNIQUE <i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>	10	8.7	in flat back turning transition
OVERALL EFFECT			
<i>Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.</i>	10	8.8	
100 POINTS TOTAL			

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name Apollo
Division Game Day

Judge No. 2

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	8.9	squeeze top L arm to head
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>			
SYNCHRONIZATION	10	8.9	show stop 1 count earlier to allow crowd to join in sooner
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT	10	8.8	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10	8.7	consider AAs vocal w/ chorus to really draw crowd in w/ fun song
<i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>			
SYNCHRONIZATION	10	8.7	
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT	10	8.7	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY	10	8.8	do dancers start up or down?
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>			
SYNCHRONIZATION	10	8.7	start sooner when music does!
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.7	consider quicker tempo beats to dance on
<i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.</i>	10	8.8	work on more effective use of mascot in FS + SR!
100 POINTS TOTAL			

UNIVERSAL DANCE ASSOCIATION SCHOOL G



Team Name Apollo
Division Game Day

Judge No. 3

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.	10	9.1	Do not overextend motions - keep slightly to front.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.1	Watch head placement. Some front some side @ times.
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.0	Do not allow motions to rebound back in. Find moment of pause.
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	9.0	Show signs prior to saying so crowd can yell w/ you.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Twist back front ↓ Vs wide.
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.8	Again find stopping point. Do not allow to roll from one to the next
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.3	Eagle blocks you all a bit. Consider more intricate
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.7	lower body work to increase visual interest.
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.5	Feels a bit safe. Do not clean the groove out of movement
OVERALL EFFECT			
Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.	10	9.2	Very engaged & energetic!
100 POINTS TOTAL			

**UNIVERSAL DANCE ASSOCIATION
SCHOOL GAME DAY SCORE SHEET**



Team Name _____
Division _____

**Apollo
Game Day** _____

Judge No. 4

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL <i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>	10	8.8	*Love the energy as to take the floor
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	*make sure we really hit motions Sharp - don't just place them
EXECUTION OF MOVEMENT <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.8	- nice energy infect
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS <i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>	10	8.4	- nice facials - clean/easy to follow - just really work for
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	the fight / strength of
EXECUTION OF MOVEMENT <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.4	Motions to go to next level
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.9	OK - mascot! ☺ - make sure as we drop low we all match same level
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	- obvious you love this section
EXECUTION OF MOVEMENT & TECHNIQUE <i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>	10	8.9	- much more strength to motions in this section.
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>Ability to connect with the audience through projection, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit throughout the entire performance including transitions.</i>	10	8.8	Overall - nice job! So much talent - work the motion technique + execution to take to next level.
100 POINTS TOTAL			



A VARSITY SPIRIT BRAND

RULES VIOLATIONS



TEAM NAME _____

**Apollo
Game Day**

DIVISION _____

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____ <u>1</u> _____	x (1.0)
SAFETY RULES	_____	x (1.5)
RULE INFRACTION	CATEGORY	WARNING
<u>Flags are not allowed in game</u>	<u>game day</u>	<input type="checkbox"/>
<u>day routines</u>	<u>4.C</u>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION: _____		
RULES DEDUCTION		<u>1.0</u>