

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GAI**



**Barbourville  
Game Day**

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. 1

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b> <i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>	10	8.4	on entrance - keep eye contact more w/ audience + not one another
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	Transition from Upstage signs to downstage
<b>EXECUTION OF MOVEMENT</b> <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.2	feet w/bed.
<b>SPIRIT RAISING</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>CROWD EFFECTIVENESS</b> <i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>	10	8.4	Finish motions on "roll" over head in
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	cheerio.
<b>EXECUTION OF MOVEMENT</b> <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.2	Super cute tiger slide!
<b>PERFORMANCE ROUTINE</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>CHOREOGRAPHY</b> <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.2	More energy behind those pony step transitions
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.2	End of one foot placed or panted here
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> <i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>	10	8.3	
<b>OVERALL EFFECT</b> <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	8.5	
<b>100 POINTS TOTAL</b>			

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



**Team Name** Barbourville  
**Division** Game Day

**Judge No.** 2

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b> <i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>	10	8.1	motions can be much more POWERFUL throughout think of ways to be more grounded to pack more punch
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.9	
<b>EXECUTION OF MOVEMENT</b> <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	7.8	
<b>SPIRIT RAISING</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>CROWD EFFECTIVENESS</b> <i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>	10	8.0	consider moving out w/ circle claps to engage entire crowd really need to enhance strength of movements
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.9	
<b>EXECUTION OF MOVEMENT</b> <i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	7.7	
<b>PERFORMANCE ROUTINE</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>CHOREOGRAPHY</b> <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.1	opening hops very weak remember faces! w/ mascot incorporate more intentionality into choreo b/c when not purposeful it is distracting
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.0	
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> <i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>	10	7.7	
<b>OVERALL EFFECT</b> <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	8.0	
<b>100 POINTS TOTAL</b>			

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GA**



**Barbourville  
Game Day**

Team Name

Division

Judge No. 3

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>			
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.	10	8.4	Be ready for opening. Find stopping point between ea. motion. Rolling
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.4	Need more tension in arms. Strike out w/ more force + squeeze @ peak of motion
<b>EXECUTION OF MOVEMENT</b>			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.3	Good use of signs.
<b>SPIRIT RAISING</b>			
<b>CROWD EFFECTIVENESS</b>			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.4	Consider more choreo through cheer.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.5	Looking winded. st touch keep energy high
<b>EXECUTION OF MOVEMENT</b>			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.3	Consider spreading out when close easy to see diff in timing + placement Tigers have cute
<b>PERFORMANCE ROUTINE</b>			
<b>CHOREOGRAPHY</b>			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.4	Body over define how low.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.2	Torso stiff. Use isolations Must flowing to diff. energy levels affecting sync.
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.2	
<b>OVERALL EFFECT</b>			
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	8.7	Facials fading as routine progressed Must really work on endurance as affecting sync, technique, + overall effect.
<b>100 POINTS TOTAL</b>			

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GAI**



**Barbourville  
Game Day**

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. 4

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>			
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>	10	8.4	* Bring that energy as soon as you take the floor
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.4	* make sure motions all stop/hit at same point
<b>EXECUTION OF MOVEMENT</b>			
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.5	* Don't drop faces
<b>SPIRIT RAISING</b>			
<b>CROWD EFFECTIVENESS</b>			
<i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>	10	8.5	* hit those signs sharper * make those feet match
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.4	Some dancers really jumping others are not
<b>EXECUTION OF MOVEMENT</b>			
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	10	8.5	* make sure we all get low at same level
<b>PERFORMANCE ROUTINE</b>			
<b>CHOREOGRAPHY</b>			
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.5	* <u>Placing</u> movements - bring the attack
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	* dropping facials/energy * really go over formations
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>			
<i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>	10	8.6	+ spacing in this section.
<b>OVERALL EFFECT</b>			
<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	8.7	Nice Job Just really push for sharper motions throughout
<b>100 POINTS TOTAL</b>			



A VARSITY SPIRIT BRAND

# RULES VIOLATIONS



TEAM NAME \_\_\_\_\_

**Barbourville**

DIVISION \_\_\_\_\_

**Game Day**

PERFORMANCE ERROR \_\_\_\_\_ x (.5)

GENERAL RULES \_\_\_\_\_ x (1.0)

SAFETY RULES \_\_\_\_\_ x (1.5)

RULE INFRACTION

CATEGORY

WARNING

_____	_____	<input type="checkbox"/>
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TOTAL RULES INFRACTION: \_\_\_\_\_

**RULES DEDUCTION**

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