

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GAME DAY SCORE SHEET**  
Henry Clay  
**Game Day**



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

Division \_\_\_\_\_

Judge No. 1

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	9.1	• Have that energy from the start!
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.2	• "Let's go blue" don't let that high V rebound
<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	9.2	
<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	9.3	• Good variety of signs usage!
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	→ Keep tight!
<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	9.3	
<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	9.0	Really travel on those change walks Sunday
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	Let's Sunday -
<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	8.9	Tighter but tempo mat
<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	9.3	Have the projection from the team!
<b>100 POINTS TOTAL</b>			

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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	9.0	Watch snub down timing of batterment
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	level of arms upstage <sup>SE in clear</sup> was not in unison <sub>old</sub>
<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	8.9	
<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	8.8	signs here can be more helpful w/ when to say what
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	caused a little confusion
<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	8.7	work on not overextending upper motions
<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	9.0	some not controlling motions in opening + raising sloppy motions
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	consider jump out of double on center to lift form + visual
<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	8.7	at end
<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	9.1	strong energy! control motions w/ high energy!
<b>100 POINTS TOTAL</b>			

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Judge No. 3

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	9.3	Strong opening spirit Consider showing sign 1st before yelling letter so crowd can yell w/you. Find moment of pause between ea. motion.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.2	
<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	9.2	
<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	8.8	Do not allow motions to reband back in V ripple F → B timing issues
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	
<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	8.8	
<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	8.5	Do not allow a deadline to anticipate opening movmt. Have find stopping point again. Rolling between motions Fully extend motions Define ending angles w/arms & body directions
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	
<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	8.7	
<b>OVERALL EFFECT</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</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	9.5	Nice energy + projection
<b>100 POINTS TOTAL</b>			

Consider more lower body - full bodied movmt.

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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	9.4	Great Energy taking the floor * love energy in feet * hit signs even harder Great Work!
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.4	
<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	9.3	
<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	8.7	* motions softer in this section * peel off in
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	tight circle - timing errors
<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	8.8	* push the execution in this section - fight for it!
<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	8.8	* make sure we have a clear starting
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* stopping point for motions - this will help w/ uniformity -
<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	8.7	Some motions are running together or slinging
<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	9.1	Overall - very energetic routine - just keep pushing uniformity even more - especially in last 2 sections
<b>100 POINTS TOTAL</b>			

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# RULES VIOLATIONS



**TEAM NAME** \_\_\_\_\_ **Henry Clay** \_\_\_\_\_  
**Game Day** \_\_\_\_\_

**DIVISION** \_\_\_\_\_ \_\_\_\_\_

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____	x (1.0)
SAFETY RULES	_____	x (1.5)
<b>RULE INFRACTION</b>	<b>CATEGORY</b>	<b>WARNING</b>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		_____
<b>RULES DEDUCTION</b>		<input checked="" type="checkbox"/>