

**UNIVERSAL DANCE ASSOCIATION
SCHOOL GAME DAY POINTS**



**Madison Central
Game Day**

Team Name _____
Division _____

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	More eye contact in opening + lift these kind! Even more energy behind betterment!
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	
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	8.6	Super fun energetic start here!
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	Upstage lessons during sign - stay sharp
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	8.6	don't let motion blend
PERFORMANCE ROUTINE			
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.8	Headly into hook jump - more plie needed here
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	Even more strength behind choreo - attack it!
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	8.6	
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	8.9	Keep working eye contact + connection + "scanning" your audience
100 POINTS TOTAL			

**UNIVERSAL DANCE ASSOCIATION
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Division _____

Judge No. 2

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	8.7	consider coming together sooner to dance
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>			
SYNCHRONIZATION	10	8.7	consider levels on vocals
<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			
CROWD EFFECTIVENESS	10	8.5	on right w/ head sr → sl raise head more
<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	on right show I count prior to saying so crowd joins in w/ you
<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			
CHOREOGRAPHY	10	8.8	line w/ dance stage can get lower arm timing floor slide in partners
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>			
SYNCHRONIZATION	10	8.5	work on full use of torso to emphasize movement
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.4	
<i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>			
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	8.7	think of filling space more w/ energy & projection
100 POINTS TOTAL			

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



Team Name Madison Central
Division Game Day

Judge No. 3

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	9.0	Appreciate addressing all sides crowd.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	Find stopping point between ea. motion - rolling from 1 to next Consider form change to enhance visuals for comp.
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	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	8.5	Body over ripple stage L define how far over.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	Energy a bit lower here than FS.
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	8.6	Continue breaking down count by count & building endurance.
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	8.7	HH - engage your core upper body stiff - use isolations
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.4	Do not sacrifice technique for uniformity.
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	8.3	Energy dropping Define head placement throughout
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	9.0	Strong, genuine opening spirit.
100 POINTS TOTAL			

Endurance will help sync & tech throughout.

**UNIVERSAL DANCE ASSOCIATION
SCHOOL GAMES**



**Madison Central
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Division _____

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	8.9	* Bring that energy as soon as you take the floor - don't
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	wait for music to start
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	8.9	* Clear pics - easy to follow hit even sharper * which is motions -
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	* Keep motions sharp and clean to match all that energy
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	* Sharper sign work
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	8.6	* work uniformity even more to take to next level
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* obvious how much 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	8.7	Push through the tired &
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	8.9	Nice Job! Keep pushing! Keep it Sharp
100 POINTS TOTAL			



A VARSITY SPIRIT BRAND

RULES VIOLATIONS



Pom

TEAM NAME _____

Madison Central

DIVISION _____

Game Day

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____	x (1.0)
SAFETY RULES	_____	x (1.5)
RULE INFRACTION	CATEGORY	WARNING
Game day routine cannot exceed 3 minutes, at yours was right at 3:00, be careful not to go over in future performances	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		_____
RULES DEDUCTION		