

UNIVERSAL DANCE ASSOCIATION
SCHOOL G/ DAY SCORE SHEET



Madison Southern
Game Day

Team Name _____

Division _____

Judge No. 1

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	8.9	Visuals so nice here! Nice + clean + sharp!
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Watch angled of high V/K positions - these
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	Very a bit.
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.7	What is focus on punch out ripple to stage right?
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.7	
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	Tighty - keep this specific + tight
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.7	Even more redidance in opening
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	• waacking section seems / field marked.
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.9	• Keep worthy to the opportunity to play to the layers of this music
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	9.0	Choreo + expression of this sometimes heard a little less "game time" friendly.
100 POINTS TOTAL			

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Team Name Madison Southern
Division Game Day

Judge No. 2

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	consider more ripples w/ lines in opening
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	clean up timing to signs
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	sign spacing very off
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	8.8	Blue + orange signs too fast
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	simplify signs!
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	consider wider form throughout or
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	transition w/ movements not the same
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	up + down section lacked energy + dancers seemed unsure of choreo
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	8.8	
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	work on consistent energy b/w sections and w/ the teams
100 POINTS TOTAL			

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name Madison Southern
Division Game Day

Judge No. 3

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10	9.1	Watch L motion placement. Good strengths behind motions.
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>			
SYNCHRONIZATION	10	9.2	Do not let up closer to end of fight song
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT	10	9.2	
<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	When so close can easily tell diff. in timing & placement.
<i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>			
SYNCHRONIZATION	10	8.8	2nd to last signs hard to follow.
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT	10	9.0	Lots going on visually. Showing words that not saying.
<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	Not all dancers getting low during plie. Engage your core. Use arch + hollow isolations
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>			
SYNCHRONIZATION	10	8.3	Dip - all diff levels
<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	Consider more lower body choreo so dancing w/ full body
<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	9.0	
100 POINTS TOTAL			

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Break down Perf. Routine count by count clarifying placement to increase Sync.

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Team Name Madison Southern
Division 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	9.3	*Very Clean + Sharp Opening - Keep
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.4	that up entire section *low the energy in feet
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	9.3	* hit signs harder
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	8.8	*make sure we are hitting all motions in
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	the same spot - not all matching
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	* make sure to stay in those columns
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	* obvious you love this section
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.5	* when we drop low - make sure we are all dropping to same level
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	* head spring timing * love the connected moment
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	Nice Job! Energy & execution come in & out push all the way to end!
100 POINTS TOTAL			



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RULES VIOLATIONS



TEAM NAME _____ **Madison Southern** _____

DIVISION _____ **Game Day** _____

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____	x (1.0)
SAFETY RULES	_____	x (1.5)
RULE INFRACTION	CATEGORY	WARNING
_____	_____	<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		<i>Ø</i>