

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



**McCracken County  
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	9.0	More vocals on entry? Entering with no vocals can feel a little awkward / low energy.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.1	Projection + expression is nice here though!
<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>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	9.1	Such a tight / crisp transition
<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	watch spacing on ripple toward stage left
<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>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	8.9	On slip down of signs press those shoulders
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.1	↓ on the down part
<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	9.0	Nice + tight execution ready for more complexity
<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	9.4	Love the cohesiveness of boots, music + theme!
<b>100 POINTS TOTAL</b>			

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**Team Name** McCracken County  
**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	9.2	consider all signs going up to make more noticeable
<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	nice clean lines here throughout!
<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	9.1	
<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	9.0	roll on floor felt crowded in opening
<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	↳ use this to spread out and use more floor
<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	9.1	
<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	9.2	runs could be more spread out
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.1	lift flip can be 1 step out to highlight more
<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	9.0	do not forget isolations ↳ will match musicality
<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	9.3	can use more floor to engage more of crowd
<b>100 POINTS TOTAL</b>			

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**Team Name** McCracken County  
**Division** Game Day

**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	9.2	Strong opening sync! show letters 1st so we know what to yell with you - not as you flip it.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.3	
<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>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	Pop up front to back could be more crisp.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.3	Try not to clean style out of movement. Keep the sass.
<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	9.0	Giddy Up can't yell w/ you 1st time.
<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	8.8	Stay low transitions w/ body over.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.1	Do not clean the groove out of it. Find the balance.
<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	
<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	9.2	Great commitment top to bottom
<b>100 POINTS TOTAL</b>			

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Dancers style complement one another. Wonderful sync but maintain the style & technique



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Division \_\_\_\_\_

Judge No. 4

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	9.6	* Low the energy as you come out!
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.5	* Great opening! Great use of signs - easy to follow
<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	9.6	- wonderful + crisp execution
<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	9.5	* So much fun! * easy to follow -
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	fun for crowd
<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	* Don't let faces drop in sign work - keep it going
<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	9.5	* You love this dance and it shows
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.5	* Energy make us all want to dance with you!
<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	9.5	* the last pop - make sure we are all popping
<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	9.5	Overall nice job! Love it!
<b>100 POINTS TOTAL</b>			Take no counts off!



A VARSITY SPIRIT BRAND

# RULES VIOLATIONS



TEAM NAME McCracken County  
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>
<i>Ensure game day routine length doesn't exceed 3 minutes total. Your routine was 3:01. Watch for future performances</i>	_____	<input checked="" 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>		<i>0</i>