

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



Team Name Game Day

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	8.4	Where is the focus on first two motions?
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	Just before drum roll transition watch rebounding motions
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	8.3	
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	Again here especially on (left)
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	Watch timing of groups within ripples (+again or drumming ripple)
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	8.3	
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	8.4	Perhaps a more organized way to unison point to keep energy up in this transition
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	
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	8.2	
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	8.2	Watch spacing in form "just before" then + stop to music" + again ending form
100 POINTS TOTAL			

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Judge No. 2

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	7.9	Watch arms down timing to v form
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.0	consider vocal earlier to draw crowd in
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.8	
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.0	hit form sooner ↳ RR too wide Pivot 1/2
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.9	motions can be more powerful overall to be more effective
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.7	
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.0	unique opening really emphasize hip
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.7	timing to floor lay not in time
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	7.8	
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	7.9	work on motion STRENGTH throughout!
100 POINTS TOTAL			

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Game Day

Division _____

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	8.2	Strike out w/ more force + squeeze @ peak.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.9	Find stopping pt between ea. motion.
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	7.8	
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	8.1	Show words prior so we can yell w/ you.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.7	Fully extend motions, do not allow them to rebound back in.
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	7.7	
PERFORMANCE ROUTINE			
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.2	Fun opening choreo. Break down count by count + clarify placement to increase sync.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.7	Count. working in groove.
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	7.8	Engage your core - use isolations as you dances
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	Beautiful Smiles
100 POINTS TOTAL			Keep energy up!

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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	8.4	We are Slingshot motions - make sure they all have a clear stopping a hitting spot nice energy in feet - just make them match
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	
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	8.2	
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	8.3	Don't drop facials! - watch peel off timing - Don't rush motions - work motion technique - especially "L" motions
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.1	
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	8.2	
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	8.3	make sure levels match when we get low uniformity errors - really drill counts - Don't look down
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.2	
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	8.1	
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	8.4	nice job! Just really drill down uniformity + work motion technique.
100 POINTS TOTAL			



A VARSITY SPIRIT BRAND

RULES VIOLATIONS



TEAM NAME _____ **Oldham County** _____
Game Day _____
 DIVISION _____ _____

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		<input checked="" type="checkbox"/>