

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



**Owensboro Catholic
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	8.7	spacing is just a hair off stage right
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	Even bigger on hip
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	watch pinettes - no hoppy here
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	Kick ball change - is there opportunity for levels
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	here
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	watch that hips aren't so soft they get sloppy in timing
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	Clean up focal changes + match head placement
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	Keep tightly for that lower center of gravity + authentic approach to movement
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	8.8	+ expressive,
100 POINTS TOTAL			

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Judge No. 2

FIGHT SONG		POINTS	SCORE	COMMENTS
GAME DAY MATERIAL		10	8.8	consider starting sooner so crowd knows to get into it! (vs spitting) watch angles on up motions
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.				
SYNCHRONIZATION		10	8.9	
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.				
EXECUTION OF MOVEMENT		10	9.0	
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.				
SPIRIT RAISING		POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS		10	8.7	consider vocal w/ 3 groups on go big green how big is lean bolla back in cute but too short ↳ find way to be there
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.				
SYNCHRONIZATION		10	8.7	
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.				
EXECUTION OF MOVEMENT		10	8.9	
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.				
PERFORMANCE ROUTINE		POINTS	SCORE	COMMENTS
CHOREOGRAPHY		10	8.8	on groove get lower w/ this slow tempo → other wise get back on uptempo sooner work on grounding 2nd half ↳ got too bouncy
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.				
SYNCHRONIZATION		10	8.9	
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.				
EXECUTION OF MOVEMENT & TECHNIQUE		10	8.7	
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.				
OVERALL EFFECT		POINTS	SCORE	COMMENTS
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	8.8	recharge energy for PR!
100 POINTS TOTAL				

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Judge No. 3

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	9.2	Strike out w/ more force, emphasizing pause to make appear even more crisp.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	Good placement + timing
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.0	
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	L motion - T levels a bit high.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	When tempo slower do not allow to soften
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.7	
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.3	staying in same form. long time. w. 2e stage right.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.7	Consider more tempo changes to add interest. A bit slow
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.3	Do not clean the groove out of the mount.
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	A bit safe. Increase energy & projection.
100 POINTS TOTAL			

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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	8.8	Nice sharp opening energy
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* We could hit those motions even sharper to take to next level
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	* pull up in turns
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	8.5	* Don't let faces drop in transition
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* Slower Chorea- we have to hit even sharper
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 just place- HIT! * Hit signs sharper
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 yw love this dance * watch spacing
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	* decide energy/ facials - angy? smiling
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	* make sure all dancers fighting to end!
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	Nice job
100 POINTS TOTAL			



A VARSITY SPIRIT BRAND

RULES VIOLATIONS



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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		