

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GAME DAY SCORE SHEET  
Prestonsburg  
Game Day**



Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. 1

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	8.6	Aerials in opening - if including them either bring timing together or make it intentionally difficult
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.6	So nice! have those standing signs! Creates a cheer + unique look for the show!
<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	8.8	
<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	8.8	what is arm placement on aerials?
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.7	
<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	8.8	Don't let energy die near the end of this
<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	8.9	Fun Unique "Commercial jazz/hk fusion for this piece!"
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	
<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	8.6	Keep finding areas to exaggerate dynamics
<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	9.0	Keep working to really exaggerate that energy!
<b>100 POINTS TOTAL</b>			

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**Team Name** \_\_\_\_\_

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**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	8.9	on clump consider spreading out vs in to engage more of crowd
<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	where can we add levels? to enhance crowd engagement
<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	8.9	
<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	8.9	can you add a vocal in opening lines
<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	w/ signs show sooner to engage audience.
<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	
<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	9.0	heads on chin lift not same
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	on 000 slide consider spreading tum out
<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	last line can move some way
<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	9.1	work on wider fans to fill space & engage crowd more
<b>100 POINTS TOTAL</b>			

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Division \_\_\_\_\_

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	9.3	Press arms ↓ to e touch. Very crisp motions + visuals. White pans pop.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.4	
<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	9.0	Make you clean prior to starting sharp. Watch diagonal + L motion placement. As timing picks up not finding stopping point between ca. motion
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	
<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	
<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	More sass w/ bigger strut opening. Must match that of song. Transitions soft - don't use as breather.
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.4	
<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	8.4	
<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	Lovely genuine showmanship + energy.
<b>100 POINTS TOTAL</b>			

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Use your torso - flat + stiff. Use the arch + hollow to dance w/ full body.

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Judge No. 4

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	8.8	* Love how you included every section of Crowd
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	* Could use more energy in the feet
<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	8.7	* Sharper Sign work
<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	8.8	* make sure we are all set and ready for next section
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* work to unify feet - when are they tog/apart
<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	8.7	* Sharper Sign work
<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	8.7	* obvious how much you love this section
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.4	* just really push/work that uniformity
<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	8.7	* don't let energy drop * spacing issues
<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	8.8	* very technical team * push the uniformity and don't let energy drop! Nice job!
<b>100 POINTS TOTAL</b>			



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# RULES VIOLATIONS



**Prestonsburg  
Game Day**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

PERFORMANCE ERROR \_\_\_\_\_ x (.5)

GENERAL RULES \_\_\_\_\_ x (1.0)

SAFETY RULES \_\_\_\_\_ x (1.5)

RULE INFRACTION

CATEGORY

WARNING

*Timeout routine cannot exceed 1 minute  
in length, ~~close~~ watch this for future  
performances*

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TOTAL RULES INFRACTION: \_\_\_\_\_

**RULES DEDUCTION**

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