UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET

	11400011			
Team Name	Game Day			



Division Judge No. (

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			Nie Sharp + tight
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertaiment value.	10	9.2	Stort.
SYNGHRONIZATION SO VICE.	10		
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	In transition during
EXECUTION OF MOVEMENT	10		CETTERO - PIMS Jan 5
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.1	Let these velsound
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10	god Cate min	when there is when
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	9.2	with Signs + they
SYNCHRONIZATION	10	enter de	pull down - make
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	Inose all the Sens
EXECUTION OF MOVEMENT	10		laudo.
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.2	Certain
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY			\$ 2000
Elements included in choreography (visuals, dynamics), musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	9.0	there is opportunit
SYNCHRONIZATION	34.2	09	in this charge for
Consistent unison and timing by the team. Uniformity of team movement.	10	8.7	unite taxtures
Consistent and even positioning of dancers. EXECUTION OF MOVEMENT & TECHNIQUE			Hoeret to land in The
Proper control, placement and completion of motions and technical elements.	10	9 0	can be distractly has
Quality of strength of motions and technical elements.	TOTAL HONOR STREET	1,0	They are pulled.
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	9.2	Pap of white pemo 18 82 nie
100 POINTS TOTAL			

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET RUSSEII

Team Name Game Day

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Division

Judge No. 2

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			Mould love more we
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertaiment value.	10	9.1	of RHS signs + show
SYNCHRONIZATION	10		ngn I count petare
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	to allow against to
EXECUTION OF MOVEMENT	10	0 0	JOHN IN POETLER.
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.0	
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10	grad The comme	Modder lawer
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.9	consider lower
SYNCHRONIZATION	10	0 h	It MATHICIAN AND A MONTH OF WALL
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	to nightight signs
EXECUTION OF MOVEMENT	10	0 0	WELL AUGIE
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.0	
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY			hold lines se diagnal
ilements included in choreography (visuals, dynamics, musical interpretation,	10	91	CIAFC
etc.) for an entertaining and game day appropriate performance.		11	(IIIICS
YNCHRONIZATION	10	A 0	really use should use in
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.0	HOUSE IN EMPLOYER
EXECUTION OF MOVEMENT & TECHNIQUE		A (1)	Mais balaca evanava all
Proper control, placement and completion of motions and technical elements.	10	8.9	Trus Detait simpping up
Quality of strength of motions and technical elements. OVERALL EFFECT	DOINTS	CCORE	CODEN
And the second of the second o	POINTS	SCORE	COMMENTS
Ability to connect with the audience through projection, energy, crowd nteraction and entertainment value. Ability to present a positive image of	10	9.1	antsome power + energy!
enuine school spirit throughout the entire performance including transitions.			Pelt like 30 out Amerol

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET Russell

Team Name

Game Day

Division



Judge No. 3

	NO METAL STATE OF THE SAME OF		
FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL			strong spening energy,
Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertaiment value.	10	9,2	strong opening energy, placement, + timing.
SYNCHRONIZATION	10	9.3	Vey nice!
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	10	
EXECUTION OF MOVEMENT	10	9.3	
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	7.5	
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10	ger o ym.	Cansider showing RHS birst
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.6	Consiler showing RHS first before yelling so know what to say first time.
SYNCHRONIZATION	10	8.7	0 0011/000
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	0, 1	That beat starts so stone you have to match it.
EXECUTION OF MOVEMENT	10	1	La hove to matelit.
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.6	goo never to make
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY			Do not use transitions as breathers into this section
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.8	
SYNCHRONIZATION			Runing in body over define levels
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	
EXECUTION OF MOVEMENT & TECHNIQUE			Maintain diagonals.
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.5	Engage core-Stiff HHshoul
OVERALL EFFECT	POINTS	SCORE	COMMENTS grove. Do no
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	9.1	really complement technique
100 POINTS TOTAL Watch wists w/ towels as can af-		i i	of visuals for sync.

UNIVERSAL DANCE ASSOCIATION SCHOOL GA Game Day

Game Day

Team Name

Division

Judge No.

	Light Silverson Co. Co.		
FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL		0 0	inice of clean to Start
Appropriate use of material and skills relevant to the game day environment. licits audience connection, crowd interaction, and entertaiment value.	10	8.9	* Lers hear that voice
YNCHRONIZATION	10	01	X D
ionsistent unison and timing by the team. Uniformity of team movement. Tonsistent and even positioning of dancers.	10	8.4	Really hit those signs - don't just place
XECUTION OF MOVEMENT	10	01	Vi Josi Place
roper control, placement and completion of motions and/or technical lements. Quality of strength of motions and/or technical elements.	10	8.4	lose the sharp motions
SPIRIT RAISING	POINTS	SCORE	COMMENTS
ROWD EFFECTIVENESS			Hlike the energy in
ppropriate use of material and skills relevant to the game day environment. bility to engage and lead the crowd.	10	8.4	your feet as you transitions
YNCHRONIZATION	10	00	* water spacing of
onsistent unison and timing by the team. Uniformity of team movement. onsistent and even positioning of dancers.	10	8.8	Signs
XECUTION OF MOVEMENT		87	* Don't let faces drop
roper control, placement and completion of motions and/or technical lements. Quality of strength of motions and/or technical elements.	10	8.1	OS you Change sections
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
HOREOGRAPHY			- Observe Gors love this
lements included in choreography (visuals, dynamics, musical interpretation, tc.) for an entertaining and game day appropriate performance.	10	8.7	Section Southing
YNCHRONIZATION		0.7	- really and in those
onsistent unison and timing by the team. Uniformity of team movement. onsistent and even positioning of dancers.	10	8.1	"low" moments
XECUTION OF MOVEMENT & TECHNIQUE	10	07	-nice tower moment
roper control, placement and completion of motions and technical elements. Juality of strength of motions and technical elements.	10	6/1	
OVERALL EFFECT	POINTS	SCORE	COMMENTS Of the
bility to connect with the audience through projection, energy, crowd nteraction and entertainment value. Ability to present a positive image of enuine school spirit throughout the entire performance including transitions.	10	8.7	COMMENTS Of the Nice town Work!
	TOTAL STREET		



RULES VIOLATIONS



TEAM NAME	Game Day ——		
DIVISION			
PERFORMANCE ERROR			x (.5)
GENERAL RULES			x (1.0)
SAFETY RULES		2	x (1.5)
RULE INFRACTION		CATEGORY	WARNING
3.2			
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		-	
j .	TOTAL RULES INFRACTION:	*	
	RULES DEDUCTION	Ø	