

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



Team Name _____

Game Day _____

Division _____

Judge No. 1 _____

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	Nice sharp + tight start!
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	so nice! in transition during letters - poms... don't
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.1	let these rebound
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	9.2	When transitioning with signs + they pull down - make these all the same
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	9.2	Even more levels.
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	9.0	→ Even more! There is opportunity in this choreo for more textured execution
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.9	
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	9.0	Fun visual of levels - can be distracting before they are pulled.
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	9.2	Pop of white poms is so nice!
100 POINTS TOTAL			

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Team Name _____

Game Day

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Judge No. 2

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	9.1	would love more use of RHS signs + show sign I count before to allow audience to join in better
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	
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	9.0	
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	8.9	consider lower movements w/ 4 downstage to highlight signs even more
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	
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	9.0	
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	9.1	hold lines SR diagonal sides really use shoulders on hands w/ arms to emphasize this before strapping up
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.0	
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	8.9	
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	9.1	awesome power + energy! felt like 30 out there!
100 POINTS TOTAL			

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Russell**



Team Name _____

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	9.2	strong opening energy, placement, + timing. Very nice!
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.3	
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	9.3	
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	8.6	Consider showing RHS first before yelling so know what to say first time. Some for DEVILS signs that beat starts so strong you have to match it.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	
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	
PERFORMANCE ROUTINE			
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.8	Do not use transitions as breathers into this section. Running in body over define levels Maintain diagonals. Engage core - stiff. HH should have more groove. Do not sacrifice technique for sync. Most have both.
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	
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	8.5	
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	9.1	Dancer styles really complement one another
100 POINTS TOTAL			

Watch wrists w/ towels as can affect timing of visuals

UNIVERSAL DANCE ASSOCIATION
SCHOOL GA **RUSSÉLIT**
Game Day



Team Name _____
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	8.9	* Nice & clean to start * Lets hear that voice even more
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.6	* Really hit those signs - don't just place
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	* Make sure we don't lose the sharp motions
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	8.6	* Like the energy in your feet as you transition
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	* Watch spacing of signs
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	* Don't let faces drop as you change sections
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 you love this section
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	- really drop in those "low" moments
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	8.7	- nice towel moment - really work uniformity of that towel
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 Work!
100 POINTS TOTAL			



A VARSITY SPIRIT BRAND

RULES VIOLATIONS



TEAM NAME _____ **Russell** _____
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		<i>Ø</i>