

# UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name

**Scott County**

Division

**Game Day**

Judge No. 1

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	8.0	watch that motions don't be hard
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.5	Pinch and landing unclear
<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	7.4	
<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	8.1	watch form at the start here - wide stage left
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.5	No scooting feet to get into form
<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	7.5	
<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	7.8	Pick up feet in first transition
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.5	More plié before turning C jump
<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	7.6	
<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	8.5	Fun opposing crowd in V punches
<b>100 POINTS TOTAL</b>			

**UNIVERSAL DANCE ASSOCIATION  
SCHOOL GAME DAY**



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

**Scott County  
Game Day**

**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	7.9	clarity motion placement throughout
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.7	shoulders down on batterment
<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	7.6	consider slower motions to clean up
<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	7.6	consider more
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.7	put more emphasis and shine on signs to highlight
<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	7.6	the use is not effective currently
<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	7.8	spacing b/w sides not the same
<b>SYNCHRONIZATION</b> <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	7.7	really clarify base of movements to clean up
<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	7.5	between motions
<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	7.6	work on fundamentals motion technique to provide more impact + effectiveness
<b>100 POINTS TOTAL</b>			w/ the choreography

# UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



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

**Scott County  
Game Day**

Judge No. 3

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	8.2	Need more control Define body angles
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.0	Stop each motion. Strike out w/ more force, squeeze & hold. Peak of each motion before moving on to next one.
<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	7.8	
<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	8.2	Spacing off as begin Fully extend the arms
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.0	Motion placement needs work - vs wide
<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	7.8	Signs - consider showing first so crowd can yell w/ you.
<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	8.2	Nice formation change X turning C make sure perfected if implementing.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	7.8	Consider more motion variety to increase visual interest.
<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	7.8	
<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	8.8	Make sure all projecting throughout.
<b>100 POINTS TOTAL</b>			

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Really work on motion technique as this will increase numt + sync scores

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



**Team Name** Scott County  
**Division** Game Day

**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	8.5	* take the floor with more energy
<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	* really work execution- these motions are slower- make sure we are hitting sharp
<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	8.2	
<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	8.5	* watch spacing
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.3	* slinging motions - make sure clear starting & stopping place
<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	8.1	* make sure to hit those signs sharp
<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	8.5	Nice opening transition- spacing off - one side wide & other tight
<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	* really break down counts again to work the 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	8.2	
<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	8.3	Good Job. Really work motion technique placement
<b>100 POINTS TOTAL</b>			

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# RULES VIOLATIONS



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

**Scott County  
Game Day**

DIVISION \_\_\_\_\_

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____	x (1.0)
SAFETY RULES	_____	x (1.5)
<b>RULE INFRACTION</b>	<b>CATEGORY</b>	<b>WARNING</b>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		_____
<b>RULES DEDUCTION</b>		