

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name Spencer County
Division _____
Game Day _____

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	8.7	Dancers put fully signs down in way opening - stay energetic + don't lose smiles here
SYNCHRONIZATION <i>More awesome on let's go!</i>	10	8.7	Keep chests up + spine long on better parts
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT	10	8.6	
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPIRIT RAISING			
CROWD EFFECTIVENESS	10	8.7	More smiles in transition here!
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.			
SYNCHRONIZATION	10	8.6	Even more plié on ripple levels!
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT	10	8.7	Get into next form quickly + efficiently
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
PERFORMANCE ROUTINE			
CHOREOGRAPHY	10	8.9	Drop head into that groove before punches
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.			
SYNCHRONIZATION	10	8.8	Tighten up tummy on
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10	8.7	"body" ✓
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
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	Even more!
100 POINTS TOTAL			

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**Spencer County
Game Day**

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	8.9	watch width of low V after battement
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	L in up group can be tighter
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	concier starting w/ eighs low w/ kneeling then barging up
SPIRIT RAISING	POINTS	SCORE	COMMENTS
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 more levels down w/ rppit groups
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.9	live adding a roll in
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	8.9	work on strength 10@ 20 seconds
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY <i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>	10	8.9	lean back steps not all the same angle back
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	nice movement across floor just think of more wide
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	8.8	forms to project more
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<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	8.9	strong energy w/ facials try not to let it cause sloppiness
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	8.7	Consider cheering opening as FS can be played @ any moment.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.8	Finds stopping point. Rolling from 1 motion to next.
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	Show signs prior to lift/cheer so crowd knows what is coming.
SPIRIT RAISING			
CROWD EFFECTIVENESS			
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10	8.6	Goal motions not tight by ears.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.6	Watch body angles as turn stage left.
EXECUTION OF MOVEMENT			
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.	10	8.6	Good vocals
PERFORMANCE ROUTINE			
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10	8.7	The sharpness you begin hip hop w/ is stronger than past motions.
SYNCHRONIZATION			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	8.7	Do not use transitions as breathers,
EXECUTION OF MOVEMENT & TECHNIQUE			
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.	10	8.8	
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	
100 POINTS TOTAL			

Endurance lacking as perf. routine progressed affecting sync + execution.

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Can tell you love hip hop but must have that same energy + enthusiasm in FS + SR captions.

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**Spencer County
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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	9.0	* Love the Sharp hitting motions to start! Don't let fade
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.8	* Finish motions before picking up 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	8.9	* work to unify sign work more
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	* losing some energy in this section - bring the fight you starting with
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	8.7	* keep the facials
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	* Really work peel off moments
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	* 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	8.5	* Don't get so excited it messes up uniformity
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	8.3	* work headspring timing
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	8.9	Nice work! Push to keep energy and powerful motions throughout routine.
100 POINTS TOTAL			



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RULES VIOLATIONS



TEAM NAME _____ **Spencer County** _____

DIVISION _____ **Game Day** _____

PERFORMANCE ERROR	_____	x (.5)
GENERAL RULES	_____	x (1.0)
SAFETY RULES	_____	x (1.5)
RULE INFRACTION	CATEGORY	WARNING
For future performances, watch that entrance to the floor + set up doesn't exceed 30 seconds!	_____	<input checked="" 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		