

# UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



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

**duPont Manual  
Game Day**

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	9.2	Love the visuals the 2 color presents!
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.2	Beautiful elevation on opening aerials!
<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	9.1	
<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	9.2	Circle choreo is so cute w/ sign + pose
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.1	watch that staying down + pull every thing too far up stage
<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	9.2	
<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	9.4	watch timing of pop up after big run transition
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.3	
<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	9.1	Fantastic choreo w/ authentic execution!
<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	9.2	
<b>100 POINTS TOTAL</b>			

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Judge No. 2

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL</b>	10	9.3	squeeze arms in TT landing watch bottom arm in "c"
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>			
<b>SYNCHRONIZATION</b>	10	9.0	nice power w/ motions throughout
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
<b>EXECUTION OF MOVEMENT</b>	10	9.0	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
<b>SPIRIT RAISING</b>			
<b>CROWD EFFECTIVENESS</b>	10	9.0	lots of movement w/ signs w/ chanting so was hard to follow until repeat # 3 or #4
<i>Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.</i>			
<b>SYNCHRONIZATION</b>	10	9.0	
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
<b>EXECUTION OF MOVEMENT</b>	10	9.1	
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
<b>PERFORMANCE ROUTINE</b>			
<b>CHOREOGRAPHY</b>	10	9.3	arms to 2 lines can be more effective
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>			
<b>SYNCHRONIZATION</b>	10	9.1	hit 3 III for super sharp picture right at end
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>	10	9.1	
<i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>			
<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	9.4	very strong performance throughout! would love more red on costumes to contrast blue
<b>100 POINTS TOTAL</b>			

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Team Name \_\_\_\_\_  
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**duPont Manual  
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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	9.3	Break high vs - really pause between ea. motion, do not allow to flow.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.5	Nice visuals - easy to follow.
<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	9.4	
<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	9.7	As tempo picks up not quite as crisp. when so in sync these little areas can be more exaggerated
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.5	Cute choreo.
<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	9.5	Good use of pom colors w/in cheer keep voices strong "Rumble"
<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	9.7	Strong opening visuals. Heads side to side shake watch sync.
<b>SYNCHRONIZATION</b>			
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.	10	9.6	Good numt on the floor
<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	9.6	Very enter-taining!
<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	9.7	strong energy + enthusiasm throughout.
<b>100 POINTS TOTAL</b>			

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SCHOOL GAME DAY SCORE SHEET**



**duPont Manual  
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Division \_\_\_\_\_

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	9.7	love the energy as soon as you took the floor
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.7	* Great start - so crisp & clean
<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	9.8	* Love energy in feet * make sure body levels match
<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	9.7	* So fun & easy to follow
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.5	* love use of signs - hit them even sharper
<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	9.6	You Crowd loves you! !!
<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	9.8	* Yes! Popping off! * want to join you!
<b>SYNCHRONIZATION</b>			
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>	10	9.8	* Your energy is amazing!
<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	9.9	
<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	9.8	Amazing! That was so fun to watch! Fight from entire team!
<b>100 POINTS TOTAL</b>			



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# RULES VIOLATIONS



TEAM NAME \_\_\_\_\_ **duPont Manual**  
**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>
Complete game day routine cannot exceed 3 minutes. yours was right at 3 mins, watch this for future competitions.	_____	<input checked="" type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>
TOTAL RULES INFRACTION:		_____
<b>RULES DEDUCTION</b>		<i>Ø</i>