

UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - FIGHT SONG



Team Name _____

Division _____

Judge No. _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL & VISUAL APPEAL	10		
<i>Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>			
EXECUTION OF MOVEMENT	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
CROWD LEADING TOOLS	5		
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i>	5		
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image. Integration & coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
TOTAL			

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UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - SITUATIONAL SIDELINE



Team Name

Division

Judge No.

SITUATIONAL SIDELINE	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL & VISUAL APPEAL	10		
<i>Proper use of material and skills relevant to the Game Day environment. Proper response to situational game cue. Ability to engage and lead the crowd.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>			
EXECUTION OF MOVEMENT	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
CROWD LEADING TOOLS	5		
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i>	5		
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image. Integration & coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
TOTAL			

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UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - TIMEOUT



Team Name _____

Division _____

Judge No. _____

TIMEOUT	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL & VISUAL APPEAL	10		
<i>Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>			
EXECUTION OF MOVEMENT & TECHNIQUE	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
CROWD LEADING TOOLS	5		
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i>	5		
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image. Integration & coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
TOTAL			

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