

# UNIVERSAL DANCE ASSOCIATION

## SPIRIT PROGRAM GAME DAY - FIGHT SONG



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

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

FIGHT SONG	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL &amp; VISUAL APPEAL</b>	10		
<i>Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.</i>			
<b>SYNCHRONIZATION</b>	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>			
<b>EXECUTION OF MOVEMENT</b>	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
<b>CROWD LEADING TOOLS</b>	5		
<i>Proper use of signs, poms, megaphones, flags &amp; rally towels. Sharpness and synchronization.</i>			
<b>OVERALL EFFECT</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<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 &amp; coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
<b>TOTAL</b>			

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# UNIVERSAL DANCE ASSOCIATION

## SPIRIT PROGRAM GAME DAY - SITUATIONAL SIDELINE



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

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

SITUATIONAL SIDELINE	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL &amp; VISUAL APPEAL</b>	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>			
<b>SYNCHRONIZATION</b>	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>			
<b>EXECUTION OF MOVEMENT</b>	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
<b>CROWD LEADING TOOLS</b>	5		
<i>Proper use of signs, poms, megaphones, flags &amp; rally towels. Sharpness and synchronization.</i>			
<b>OVERALL EFFECT</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<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 &amp; coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
<b>TOTAL</b>			

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# UNIVERSAL DANCE ASSOCIATION

## SPIRIT PROGRAM GAME DAY - TIMEOUT



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

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

TIMEOUT	POINTS	SCORE	COMMENTS
<b>GAME DAY MATERIAL &amp; VISUAL APPEAL</b>	10		
<i>Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.</i>			
<b>SYNCHRONIZATION</b>	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>			
<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b>	5		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
<b>CROWD LEADING TOOLS</b>	5		
<i>Proper use of signs, poms, megaphones, flags &amp; rally towels. Sharpness and synchronization.</i>			
<b>OVERALL EFFECT</b>	<b>POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<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 &amp; coordination of all performers for one cohesive program.</i>			
<i>Spirit Video Score</i>	5		
<b>TOTAL</b>			

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