

UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name _____

Division _____

Judge No. _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL	10		
<i>Appropriate use of material and skills relevant to the game day environment. Elicits audience connection, crowd interaction, and entertainment value.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT	10		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
SPirit RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10		
<i>Appropriate use of material and skills relevant to the game day environment. 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.</i>			
EXECUTION OF MOVEMENT	10		
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>			
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY	10		
<i>Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.</i>			
EXECUTION OF MOVEMENT & TECHNIQUE	10		
<i>Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.</i>			
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		
100 POINTS TOTAL			