UNIVERSAL DANCE ASSOCIATION SCHOOL GAME DAY SCORE SHEET



Team Name

Division	Judge No.
DIVISION	Judge No.

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 entertaiment value.	10		
SYNCHRONIZATION	10		
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT	10		
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.			
SPIRIT RAISING	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10		5
Appropriate use of material and skills relevant to the game day environment. Ability to engage and lead the crowd.	10		
SYNCHRONIZATION	10		
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.		-	
EXECUTION OF MOVEMENT	10		
Proper control, placeme <mark>nt and comp</mark> letion of motions and/or technical elements. Quality of strength of motions and/or technical elements.		1/	1
PERFORMANCE ROUTINE	POINTS	SCORE	COMMENTS
CHOREOGRAPHY			
Elements included in choreography (visuals, dynamics, musical interpretation, etc.) for an entertaining and game day appropriate performance.	10		
SYNCHRONIZATION	10		
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers.			
EXECUTION OF MOVEMENT & TECHNIQUE	10		
Proper control, placement and completion of motions and technical elements. Quality of strength of motions and technical elements.			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
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		
100 POINTS TOTAL			