

# EVALUATIONS & COMPETITIONS

## EVALUATIONS

### TEAM DANCE MOCK EVALUATION

- Valuable feedback from the Staff prior to final evaluation

### TEAM DANCE FINAL EVALUATION

- Approximately 20 sec. of each style: pom, jazz, and hip hop
- Each team will receive written feedback and a rating of Outstanding, Excellent or Superior

### GAME DAY PRACTICE RUN

- Time allotted for teams participating in the Game Day Bid Evaluation to practice on the floor prior to the competition

### GAME DAY BID EVALUATION

- Participation is Optional
- Teams learn a Band Chant routine by video link prior to camp along with their own fight song and perform in the Game Day Run Off on Day One
- Approximately 1 minute routine

## COMPETITIONS

ALL competitions are completely optional. Note: No crossover participation by individuals is allowed.

- Team Dance (Each team within a division will receive a placement; 1st-3rd place receive a trophy)
- Game Day Run-Off (All teams compete in division one day 1, Division Winners compete again on Final Day; Winner receives Gold Paid Bid)

### TOP GUN

Each team is allowed up to 2 participants for each Top Gun Competition. This does not have to be the same 2 dancers for each category. Selection of participants for each team is up to the discretion of the Coach.

### TOP GUN LEAPS & JUMPS

- Minimum of five leaps and jumps
- Variety of Advanced/Elite leaps and jumps with excellent technique

### TOP GUN TURNS

- Variety of Advanced/Elite turns with excellent technique

### TOP GUN HIP HOP

- Maximum 30 sec. hip hop improvisation
- NDA will provide music, dancers will perform in groups

## DANCE ALL-AMERICAN MINIMUM REQUIREMENTS

- Dancers will be nominated by the NDA Staff based on leadership, performance and technical skills
- Nominees will perform Team Dance for their audition

*\*Las Vegas Camp will have separate choreography for All-American Audition*

## NATIONALS BIDS

SEE REQUIREMENTS AND DISTRIBUTION PROCESS.




# GAME DAY RUN OFF

		MAXIMUM VALUE	TEAM SCORE
<b>FIGHT SONG</b>	COMMENTS		
	<b>GAME DAY MATERIAL</b> Appropriate use of material and skills relevant to game day	<b>10</b>	
<b>BAND CHANT</b>	COMMENTS		
	<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> Proper Control, Placement, Strength of Movement and Skills	<b>10</b>	
<b>OVERALL</b>	COMMENTS		
	<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> Proper Control, Placement, Strength of Movement and Skills	<b>10</b>	
<b>OVERALL</b>	COMMENTS		
	<b>SYNCHRONIZATION</b> Team Timing, Uniformity, Spacing	<b>10</b>	
<b>OVERALL</b>	COMMENTS		
	<b>PERFORMANCE IMPRESSION</b> Audience Connection, Crowd Interaction, Energy Level, Genuine Expression	<b>10</b>	
<b>FINAL SCORE</b>		<b>50</b>	

# EVALUATIONS & COMPETITIONS

## TEAM DANCE EVALUATION

<b>DANCE</b>	<b>COLLEGIATE EVALUATION</b>			
<b>TEAM NAME:</b>  <b>DIVISION:</b>				
<b>COMMENTS</b>		<b>STRONG</b>	<b>GOOD</b>	<b>NEEDS WORK</b>
	JAZZ	1	2	3
	POM	1	2	3
	HIP HOP	1	2	3
	MEMORY	1	2	3
	SHOWMANSHIP	1	2	3
	SPACING	1	2	3
	TRANSITIONS	1	2	3
	UNIFORMITY	1	2	3
	OVERALL EFFECT	1	2	3
<b>FINAL RATING</b>				
 <b>INSTRUCTOR:</b>				